

Chief Architect X16

Update Notes

June 25, 2024

1.0 - General Notes

This is a list of the fixes and improvements to existing tools introduced in the 26.1.0.44 and 26.0.3.48 program updates.

2.0 - 26.1.0.44 Update Notes

2.1 Program Overview

- Fixed an issue that resulted in 'No Change' overlapping other options in drop-down lists in various dialog boxes.

2.2 Project Planning

- Corrected a problem that prevented infinite Construction Lines from drawing correctly in layout boxes.
- Fixed an issue that caused the %shape_size% NVP for Construction Line callouts to be incorrect when Automatic Ordering was in use.
- Improved the Tab order on the Callouts panel of the Construction Line Specification dialog.
- Fixed a problem that prevented the Offset fields for a referenced plan from being used in the Change Floor/Reference dialog.
- Improved the sorting of the Layer Set drop-down list for a referenced plan in the Change Floor/Reference dialog.
- Removed NVPs from Space Planning Room Boxes that did not apply to them.

- Group-selected Space Planning Room Boxes maintain their shape and no longer not clip each other when rotated together.
- Fixed a problem that caused Space Planning Room Boxes to be ignored when positioned under a larger Room Box.
- Fixed an issue that prevented group-selected Space Planning Room Boxes from pasting correctly.
- Fixed a problem that prevented rooms created using the Space Planning Build House command from having their room names set to default.
- The hard-coded hotkey F no longer works for Space Planning Room Boxes to create a fillet. The hotkey C only works for edges and not corners.
- Space Planning Room Boxes can no longer be pasted into CAD Details.
- Fixed an issue that prevented Room Names from being retained when Space Planning Room Boxes were converted into a house.
- Corrected a problem in which the Move edit handle did not appear when Space Planning Room Boxes were group-selected with other objects.
- Fixed an issue that prevented Snap Indicators from displaying when the Point to Point Copy edit tool was used with a Space Planning Room Box.

2.3 Toolbars and Hotkeys

- Fixed a set of issues that affected Tabbing in the Tool Search.

2.4 Window and View Tools

- Decreased the minimum size of the Action History side window.
- Increased the default size of the Active Layer Display Options side window to prevent settings from being cut off.

2.5 Editing Objects

- Fixed a feedback issue when using Copy/Paste drag.

2.6 CAD Objects

- Fixed a problem that resulted in a polyline Fill Style being incorrect in a specific case.

2.7 Walls, Railings, and Fencing

- The Start/End Posts settings for railings are now disabled when the Newel/Post Spacing Method is "Manual".
- Fixed a problem that prevented a railing with "Manual" Newel/Post Spacing from being added to the library correctly.
- Fixed an issue that could cause railing end posts in legacy plans to be missing when opened in Version X16.
- Individual wall layers can no longer display in plan view if the wall itself is not set to display.
- Fixed a problem that prevented wall layer extensions from working when the floor structure of a room was concrete.
- Fixed an issue that prevented a prompt to turn on the display of wall framing when Place Framing On Display Layer was unchecked.
- Corrected a problem that caused a gap at the intersection of a Railing Pony Wall and regular wall in a specific case.
- Fixed an error that occurred when suppressing a wall label in a particular plan.
- Poché fill is now applied to Pony Walls when only the lower wall is displayed in plan view.
- Fixed a problem that sometimes allowed non-solid lines styles to be visible when Poché walls were in use in plan view.

2.8 Dimensions

- Corrected a problem that resulted in an empty preview in the Dimension Line Specification dialog when the dimension's layer was turned off in the current view.

2.9 Text, Callouts, and Markers

- Fixed an issue affecting Rich Text in which the Prefix and Suffix settings were reversed when the Roman Numerals Bullet type was specified in the Paragraph Options dialog.
- Fixed a problem that resulted in missing space between numbered bullets and text in Rich Text.

2.10 Cabinets

- Fixed an issue that caused a Custom Countertop to generate a backsplash on all edges when placed against a taller cabinet.

2.11 Electrical

- The Advanced Splines setting in the Preferences dialog no longer affects Electrical Connection Defaults when a plan is loaded.

2.12 Schedules and Object Labels

- Corrected a problem that could sometimes cause totals in schedules to be incorrect for columns reporting Custom Object Fields.
- Fixed an issue that prevented schedules from correctly reporting the room name for 3D Solids and Slabs.
- Fixed an issue that prevented the "Sum Similar Rows" feature from working correctly when using the Note Schedule default.

2.13 Foundations

- Fixed a problem that caused the %steel_mesh_area% NVP to return a value of 0 for Slabs with no footings.

2.14 Roofs

- Ensured that the text in the leftmost column of the Roof Size table on the Structure panel for roofs does not get cut off.
- Fixed a problem that caused the program to hang when opening a specific legacy plan file.
- Fixed a crash that occurred when editing a roof plane using the Reflect About Object edit tool in a specific case.

2.15 Framing

- Fixed an issue that prevented Round Posts from displaying their fill style.
- Support for fill styles has been added to the C and U Channel Posts.
- Corrected the automatic description for wall studs and plates so it matches the format of other framing items.
- Added the name of individual Framing Types to their respective Framing Type Defaults dialogs.
- Fixed an error that occurred in a specific plan when roof trusses were set to automatically generate.

- Fixed a problem that prevented Wall Blocking from being created in small spaces between studs.
- Fixed a specific case in which hip trusses generated incorrectly when a Truss Direction Line was added.

2.16 The Library

- Fixed a set of issues that affected Tabbing in the Library Browser Search and Library Browser Advanced Search.

2.17 Other Objects

- Corrected a problem that prevented Floor Material Regions from working correctly when drawn across room boundaries.

2.18 3D Views

- Fixed an issue in which exporting an image from a cross section/elevation view did not work correctly.
- Fixed a problem that prevented the Virtual Reality preview in Chief Architect from displaying when VR was active.

2.19 3D Rendering

- Increased the column width in the Adjust Lights dialog so Used In contents can be read in the Mac version of the software.
- Corrected a problem that resulted in some controls being incorrectly disabled after choosing a new material in the Adjust Area Light Material dialog.
- Improved the Tab order on the Physically Based panel of the Rendering Technique Options dialog.
- Fixed an issue that prevented the Opaque Window Glass setting from working if a window's glass component used a material that had a Transparent map.

2.20 Pictures, Images, and Walkthroughs

- Fixed an issue that prevented CAD data in a cross section/elevation view from exporting to a picture file correctly when Screen Scaling was greater than 100%.
- Addressed an issue that caused canceling a 360 Panorama export of a ray traced Physically Based view to be very slow when Save as Backdrop was specified.

2.21 Materials List

- Corrected a problem that caused framing members' Linear Length to be reported incorrectly if the description of a board had been edited.

2.22 Layout

- Fixed an issue that caused Perspective views sent to layout as Plot Lines to render upside down if the layout box was updated prior to the view be opened.

2.23 Ruby in Chief Architect

- Removed the obsolete message box regarding macro names that started with capital letters.

3.0 - 26.0.3.48 Update Notes

3.1 Text, Callouts, and Markers

- Fixed a problem that caused the default size for Rich Text to be incorrect.

3.2 Importing and Exporting

- Fixed an issue that prevented image export from working correctly when the display scaling was set to a value greater than 100%.