

Chief Architect X16

Update Notes

September 12, 2024

1.0 - General Notes

This is a list of the fixes and improvements to existing tools introduced in the 26.3.0.10, 26.2.0.52, 26.1.0.44 and 26.0.3.48 program updates.

2.0 - 26.3.0.10 Update Notes

2.1 Project Planning

- Fixed an issue where automatic numbering for construction lines would sometimes not work when opening a plan file from a layout file.

2.2 Displaying Objects

- Improved performance when using Poche fill in cross section/elevation views.
- Corrected a problem that prevented Poche fill from properly filling a ceiling platform when clipped by a roof plane.
- Fixed a problem that caused a gap in Poche fill between framing layer and ceiling finish.

2.3 Dimensions

- Fixed an issue that caused walls to move using the wrong "Move With" option in certain scenarios when moved using dimensions.

2.4 Framing and Trusses

- Fixed an issue that prevented marquee-selection from working correctly for wall framing in plan view.
- Corrected an issue that allowed wall plates, which do not display in plan view, to be selected when wall framing was marquee-selected in plan view.
- Fixed an issue where cross bridging did not look correct in a camera view.

2.5 3D Rendering

- Fixed some lighting issues that occurred on Macs running the new Sequoia OS.
- Fixed some cases in which lighting differences could be seen in sections of exported 360 Panoramic images.

2.6 The Library

- Addressed an issue in which a missing certificate prevented Library Browser catalogs from downloading.
- Fixed an issue where creating architectural blocks out of distributed lines/regions and adding them to the User Catalog would cause symbol objects contained within those distributed lines/regions to lose their CAD blocks.

2.7 Layout

- Fixed a problem that prevented colors assigned to CAD lines from being toggled off in a view sent to layout.

2.8 Printing and Plotting

- Fixed an error that occurred when printing a section view in a particular case.

3.0 - 26.2.0.52 Update Notes

3.1 File Management

- Fixed a problem that prevented an operating system file explorer window from opening after the prompt to manage archives appeared when saving a layout file.

3.2 Project Planning

- Corrected a problem that caused the Move edit handle to disappear when a Space Planning room box was group-selected with objects of other types and the Copy/Paste edit button was clicked.
- Fixed an issue that caused Space Planning room boxes to become unselectable after using the Space Planning Assistant if there was a previously placed room box already present.
- Improved performance when moving Space Planning room boxes.

3.3 Toolbars and Hotkeys

- Fixed a problem that sometimes resulted in the Edit Toolbar being inaccessible.

3.4 Displaying Objects

- Improved how Poché fill displays in the Technical Illustration Rendering Technique when the Cross Section Slider is in use.

3.5 Editing Objects

- Improved marquee selection of various object types including curved walls, 3D Solids, and 3D Moldings.

3.6 CAD Objects

- Fixed an issue that caused a CAD Block created in a cross section/elevation view to jump to a new location if the block contained a dimension.
- New Show Selected Edge check box on the Selected Line/Arc panels of the Polyline Specification dialog.

3.7 Walls, Railings, and Fencing

- Corrected a case in which incorrect moldings appeared in the Wall Specification dialog's preview pane.
- A new Question prompt allows the user to place auto details on the Current CAD Layer or object layers when using the Auto Detail tool.
- Fixed a crash that occurred after rebuilding framing for a particular wall in certain plans.
- Fixed an issue that prevented balusters from generating correctly if a newel was offset from the railing.

3.8 Rooms

- Corrected a case in which ceiling drywall did not follow the birdsmouth seat cut.
- Fixed some issues that caused the room diagram in the Room Specification dialog to be incorrect if certain layers were turned off in the default Layer Set for section views.
- Fixed a problem that caused dimension point markers to display in the room diagram in the Room Specification dialog.
- Fixed an issue that made it difficult to select rooms with Monolithic Slab Foundation specified in 3D views in some cases.

3.9 Dimensions

- Fixed an issue that caused dimension arrowheads in 3D views to display an incorrect color, depending on the view's backdrop color.
- Double-clicking the Automatic Dimensions parent toolbar button while a camera view is active now opens the Default Settings dialog.
- Corrected an issue that prevented Auto Story Pole Dimensions from generating for window/door headers unless Openings were specified in the Locate Objects panel of the Auto Story Pole Dimension Defaults dialog.
- Improved positioning of dimension line labels in legacy plans when opened in Version X16.
- Fixed an issue that caused manually positioned dimension labels set to have their dimension text be "Above Line/Below Line" in legacy plans to be moved when opened in Version X16.

3.10 Text, Callouts, and Markers

- Fixed an issue that caused numbers followed by a period to always be recognized as potential list bullets in Rich Text. Potential list bullets are now only recognized at the beginning of a line.
- Corrected a problem in which copying and pasting a set of objects that contained both text and dimensions caused the text to paste in the wrong location.
- Fixed a problem that prevented the display scale in the Rich Text Specification dialog from being applied when the dialog was initially opened.
- Fixed an issue that sometimes caused the cursor to be placed in the wrong location after clicking in the text field in the Rich Text Specification dialog.
- Corrected an issue that caused spreadsheet content pasted into Rich Text to have incorrect spacing.

3.11 Doors and Windows

- Corrected a case in which Bay/Box/Bow Windows with raised floors placed into a thick wall didn't build correctly in 3D.
- Fixed an issue that prevented Bay/Box/Bow Windows from moving correctly when Reverse Plan was used.

3.12 Electrical

- When "Use Default" is selected for an object component with an area light material assigned to it, a message now reports that the object component will no longer have an area light.
- Area lights can now be controlled on the Light Data panel of the Electrical Service Specification dialog.
- Fixed an issue that allowed electrical objects to attach to cabinets, furniture, and fixtures despite those objects' layers being turned off.
- Corrected a case in which enabling Advanced Splines caused Connect Electrical splines to extend away from the objects they were snapped to.

3.13 Schedules and Object Labels

- Corrected a problem that caused %object_properties% in the label for some polyline based objects to report different information depending on the label's location in plan view.
- Fixed a problem that caused the labels of some objects to disappear when they reported %object_properties% in plan view.
- Fixed an issue that prevented railings whose newel post locations had been manually edited from displaying correctly in schedules.

3.14 Roofs

- Fixed an issue that prevented Wall Material Regions that extended over flush eaves from consistently rendering correctly.
- Corrected a problem that caused roof eaves to generate incorrectly in a specific plan.
- Fixed an issue that caused manually edited ridge caps to become flipped in legacy plans opened in Version X16.

3.15 Framing

- Floor 0 is now listed in the Build Framing dialog in the Ceiling Framing drop-down list when framing is specified in the Ceiling Finish on Floor 0.
- Fixed a problem that prevented the framing for solid railing Pony Walls from displaying in plan view.
- Fixed a crash that occurred when creating a roof truss over certain horizontal walls in a specific plan.

3.16 Trim and Moldings

- Fixed a problem that caused the bounding box for some Molding Polylines to be incorrect.
- Restored the ability to draw Molding Polylines in camera views.

3.17 The Library

- Folders can now be group-selected in the Add Link dialog.
- Corrected a case in which a sink inserted into a cabinet would resize every time it was selected and moved.
- Move to Folder has been restored to the Library Browser contextual menu.

3.18 Other Objects

- Fixed an issue that allowed placement of sloped corner soffits if sloped soffit was turned on in the Soffit Defaults dialog.

3.19 Materials

- Materials can now be selected from material defaults when accessing via the Adjust Area Light Material dialog.
- Removed the Opacity Map option for Transparent materials in the Define Material dialog.

3.20 3D Views

- Fixed a problem that caused remove breaks in a cross section/elevation camera's clipping planes in plan view when the Cancel button was clicked in the view's specification dialog.
- Fixed an issue that caused the poché fills from all cross section/elevation views with Display Poché specified to incorrectly show up in each individual cross section/elevation view.

- Corrected an issue that prevented poché fill in an elevation view from being included when the view was sent to layout.

3.21 3D Rendering and Ray Tracing

- Fixed a problem that prevented planar reflections from showing in non-ray traced Physically Based renderings.
- Fixed an issue that caused backdrops to appear pixelated when viewed through glass if the model was far from the drawing space origin.
- Corrected a problem that caused shadowing artifacts on large terrains in ray traced Physically Based renderings.
- Textures applied to Mirror materials are used in rendered camera views.
- Fixed an issue that prevented mirror reflections in Standard renderings from working correctly when the screen size was taller than it was wide.
- New Use Imported Normals (OBJ Only) option during the symbol import process for symbols with multiple smoothing groups.
- Fixed an issue that caused bright spots of light to appear on images set to Always Face Camera in ray traced Physically Based renderings when an HDR backdrop was in use.
- Fixed a problem that sometimes caused images set to Always Face Camera to display as a solid color in ray traced Physically Based renderings when an HDR backdrop was in use.
- Corrected an issue that caused images set to Always Face Camera to become reflective when viewed through glass in ray traced Physically-Based renderings.
- Fixed an issue that caused a shadow to be cast by an object using transparent textures.
- Fixed a problem in the Mac version of the software that caused memory usage to climb when the 3D model was rebuilt on some systems.
- Improved how Undo works when using the Adjust Lights dialog.
- Fixed an issue that resulted in incorrect exposure in Physically Based renderings exported as large images.
- Corrected a problem that caused exported Watercolor renderings to look different from the original view when exported as an image larger than the current screen size.
- Fixed a problem that allowed the Clay Rendering Technique to be a selectable option in Orthographic camera views when opened from plan view.

3.22 Layout

- Fixed an issue that caused Live Views to print incorrectly after the layout box was relinked to a different camera.
- Fixed an issue that could result in Plot Lines being offset incorrectly after the layout box was relinked to another camera view.
- Corrected a problem that resulted in missing lines in Plot Line views if the camera contained any images set to Always Follow Camera.
- Fixed an issue that caused elevation views sent to layout as Plot Lines to have a solid background if the view contained dimensions.
- Fixed a problem in which switching a Live View to Plot Lines caused the plot lines to not display correctly until the view was opened.

4.0 - 26.1.0.44 Update Notes

4.1 Program Overview

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

4.2 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.

4.3 Toolbars and Hotkeys

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

4.4 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.

4.5 Editing Objects

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

4.6 CAD Objects

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

4.7 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.

4.8 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.

4.9 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.

4.10 Cabinets

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

4.11 Electrical

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

4.12 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.

4.13 Foundations

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

4.14 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.

4.15 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.

4.16 The Library

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

4.17 Other Objects

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

4.18 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.

4.19 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.

4.20 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.

4.21 Materials List

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

4.22 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.

4.23 Ruby in Chief Architect

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

5.0 - 26.0.3.48 Update Notes

5.1 Text, Callouts, and Markers

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

5.2 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%.