Chief Architect

Version X17 Changelog

July 03, 2025

1.0 - General Notes

This is a list of the fixes and improvements to existing tools introduced in Chief Architect X17.

2.0 - Changes Introduced in Chief Architect X17

2.1 Program Overview

- New Account program menu for license and Chief Architect Cloud account management.
- The Library menu is now available when no view windows are open.
- Tables in various dialogs can now be edited in a consistent manner.
- Fixed a problem that prevented the Line Style drop-down list in various dialogs from updating to display a new line style selected from the Library.
- The Debug button has been removed from user-facing error messages.
- Fixed an issue that caused the program mouse cursor to lag significantly when 3D mouse drivers were installed but the 3D mouse was not connected.

2.2 File Management

- New Chief Architect Project Management mode prevents broken links to referenced files.
- New Folders and Details panels in the Project Browser side window.
- Plans and Layouts can now be pinned to the top of the Recent Documents list.
- The Project Browser now has a Filter function as well as Folders for organizing Projects into categories.
- New 'Sort by' option for sorting information in the Project Browser.
- CAD Details and saved cameras can now be organized using folders in the Projects panel of the Project Browser.
- Backup Entire Plan/Project have been replaced by the Export Project tools.
- The Referenced Files dialog will no longer display a file as missing after a new file has been selected to replace it.
- A new notification advises when a default template file is selected that does not use the default units of measurement.
- Fixed a problem that prevented the Copy External Referenced Material Files to My Data Folder option in the Preferences dialog from working correctly when importing symbols.

- Fixed an issue that prevented check marks from appearing when adding Tags to items in the Library Browser when Dark Mode was used in the Mac version of the software.

- When exporting a zip archive with unsupported Unicode characters, those characters will be replaced with underscores so the export can continue.

2.3 Preferences and Default Settings

- Improved Angle Snap Increments and Allowed Angles options in the General Plan/Layout Defaults dialogs.

- New Find Angles option in the Preference dialog controls whether the Center Object and Reflect About Object edit tools offer angles as axes.

- New Project Browser panel in the Preferences dialog.

- New Project Management panel in the Preferences dialog.

- Tools for importing plan settings consolidated in new Import Settings from Plan/Layout tool.

- Opening a new plan or layout file when the Save as Template tool is used is now optional.

- The maximum value for Snap History in the Preferences dialog now matches the maximum allowed value of 10.

- Added settings in the Preferences dialog to control the display of the items in the Status Bar.

- Removed the ability to edit the Temporary Folder and Undo Folder locations in the Preferences dialog.

- The Geographic Location settings for Sun Angles are now located in the General Plan Defaults dialog.

2.4 Toolbars and Hotkeys

- New Toolbar Configuration Name Conflict Handling dialog lets you replace configurations with the same name.

- New Choose Icon option for custom Toolbar Configurations in the Toolbar Customization dialog.

- Fixed an issue that caused tool names in the Tool Palette to be truncated when the pixel size of toolbar buttons was increased.

- Fixed a problem that prevented the Tools panel of the Toolbar Customization dialog from updating correctly when toolbar configurations were deleted or imported.

- Corrected an issue that prevented the Edit Toolbar from maintaining its size correctly when undocked.

- Fixed an issue that prevented the CMD+Option and CMD+CTRL key combinations from working as hotkeys on in the Mac version of the software.

- Fixed a problem that caused drop-downs in floating toolbars to stop working if the toolbar was closed and then brought back.

2.5 Window and View Tools

- New Maintain Width option for the Tool Palette side window.

- A tool tip now provides information about a plan or layout when you hover over the tab for one of its view windows.

- New Show in Project Browser tool locates the current view in the Projects panel tree list.

- Fixed a problem in which saving a plan after a dialog with a plan preview was open could cause the plan view to load very zoomed in.

- Side windows docked side by side now better maintain their size when one such window is closed.

- Improved descriptions in the Action History side window for pasting, drag-and-drop imports, and placing Architectural Blocks.

2.6 Creating Objects

- New Restricted Increments of either 90° or 45° when drawing and rotating objects using Angle Snaps.

- The Enter Coordinates dialog is now available when Continuous Drawing Mode is in use.

- Fixed an issue that prevented a prompt to turn a layer on when an object on that layer was pasted into a plan.

- Corrected a problem that prevented pressing the Tab key to Enter Coordinates from working correctly for creation methods that require two clicks such as drawing a roof plane or a 3D Solid in a 3D view.

- Fixed a problem that caused Tab/Direct Entry for creating a hole in a 3D Solid to use the origin as the hole's start point.

- Fixed an issue where TAB/Direct Entry didn't work when creating a hole in some polyline-based objects

• Continuous Drawing mode now works with the Same Line Type and Same Wall Type edit handles.

2.7 Displaying Objects

• Colors can now be defined using Hex values in the Color Chooser/Select Color dialog.

• Fixed an issue that caused shapes in the Concrete fill pattern to break apart when its Scale was adjusted.

2.8 Editing Objects

• Actions in the Action History side window can now be sorted New to Old and Old to New.

• Fixed an issue that allowed custom fields in Style Palette objects to be added into plans regardless of if they were set to be painted.

2.9 CAD Objects

• Terrain Holes can no longer be included in CAD Blocks.

• Roof plane arrows now respect the Backoff Point location for custom arrowheads.

• The Auto Rebuild Terrain check box was removed from the Sun Angle specification dialog.

• The line style assigned to an arrowhead can now be specified independent of the object it is assigned to.

• Removed the Warning message that appeared when using the Join Two Lines edit tool.

2.10 Walls, Railings, and Fencing

• The preview in the Wall Type Definitions dialog no longer has wrapped ends and now shows framing members in framing layers when Explode Layers is used.

• The top and bottom portions of Pony Walls can now be placed on separate layers in the Wall Specification dialog.

• Top and bottom girt attributes can now be specified in the Wall Type Definitions dialog.

• Interior foundation walls now extend through the slab if marked to Extend Through Floor Below.

• Fixed an issue in which railings connecting to part of a four-wall intersection could cause walls to lose connections with each other.

• Fixed an issue that caused extra lines to appear at wall corners under gable ends when the roof was framed using trusses.

- Fixed a problem that prevented Sill Plates from being set correctly when group-selected walls were edited.

- Corrected a case that caused the drywall above a Half Wall to be missing when it was part of a four-wall intersection.

- Corrected a case in which errant ceiling surfaces floated above the roof at the location of Partition Walls.

- Fixed a problem that caused a Glass Wall or Solid Railing with an edited top height to cut the crown molding when it should not.

- Fixed an issue that caused Attic walls marked as Invisible to cut the ceiling finish.

- Fixed an issue that allowed collinear walls to incorrectly auto-merge when the only difference between them was the presence of a wall cap.

2.11 Rooms

- Removed the Warning message that occurred when a Deck was directly above a non-deck room.

- Deck joists will now build as Trusses if specified as such.

- Fixed an issue that caused a room's walls to build incorrectly when it had Shelf Ceiling checked and Flat Ceiling Over this Room unchecked.

- Fixed an issue where the prompt to turn on the "Rooms, Labels" layer appeared multiple times when selecting "Show Room Label" while multiple rooms were selected.

- The Components panel is now available in the Tray Ceiling Specificaiton dialog.

- Corrected a problem that prevented the vertical sides of Tray Ceilings from displaying when roof fascia did not display.

2.12 Dimensions

- New Dimension Line Separation Snaps option allows dimension lines to snap to Line Separation and 1st Line Offset locations.

- Dimensions can now be set to locate different types of Electrical objects in the Dimension Defaults dialog.

- Dimensions can now be set to locate newel posts in railings and fencing in both plan and elevation views in the Dimension Defaults dialog.

- Size indicators in 3D views have been replaced by true Temporary Dimensions.

- New Setup Temporary panel in the Dimension Defaults dialog replaces a separate Temporary Dimension Defaults dialog.

- Fixed an issue that prevented changes to the default Arrowhead Color for dimensions from being retained.

2.13 Text, Callouts, and Markers

- Corrected a problem in which group-selected objects such as Callouts with Automatic size check boxes in different states would incorrectly end up with this box checked for all.

- Fixed an issue that prevented the Arrowhead color for group-selected Callouts from being handled correctly when edited.

- Fixed a problem that caused some group-selected Callouts to lose their Double Callout attribute incorrectly.

- The Rich Text Specification dialog toolbar interface now updates correctly when the Delete key is used in the Text field.

- Fixed a problem in which pasting text from one Rich Text object into another could create text much larger than its copied size.

- Fixed an issue in which group-selected Rich Text objects could be incorrectly reverted to the default layer.

- Corrected an issue that could cause text to wrap to two lines incorrectly when certain fonts were used.

- Fixed an issue that prevented the tail and of a Line With Arrow snapped to a text object from Auto Positioning as the line was being drawn.

- Fixed an issue where an errant line break occurred when using the Calibri font.

2.14 Doors and Windows

- Most Window Types as well as the components of Mulled Units can now be drawn open in plan and 3D views.

- New Triangle Arch option for windows and doors.

- Fixed an issue in which editing group-selected Bay/Box/Bow Windows would sometimes incorrectly change the size of the component windows.

- Corrected a set of issues affecting Bay/Box/Bow Windows with raised floors placed into pony walls above a Monolithic Slab foundation.

- Fixed a problem that prevented Bay/Box/Bow Windows from displaying labels in elevation views when Show Single Label was used.

- Fixed an issue that caused Mulled Units to show one more label than there were components in 3D views.

- The Door Type setting on the Energy Values panel of the Mulled Unit Specification dialog no longer disappears when Treat as Door is unchecked.

- Fixed an issue where openings didn't cut through double walls if near another wall connection

- Corrected a case where a 0" wall material layer would cause drywall to not wrap on any openings.

- Improved how window component size updates when the Sash width is changed.

2.15 Cabinets

- Fixtures inserted into the sides or back of a cabinet can now display in plan view.

- New "Appliances (undercounter)" option produces an automatic countertop over a selected fixture provided that it is next to a base cabinet.

- The Side and Back Thicknesses for cabinet boxes can now be set.

- Fixed an issue that prevented cabinet Module Lines from drawing in a certain situation.

- Improved the construction of frameless cabinet fronts.

- Fixed an issue that caused an Opening Indicator to display on Peninsula Radius cabinets where there was no opening in certain situations.

- Fixed a problem that prevented Offset for Face Items for Moldings from working on cabinet sides that had a panel applied and also had another cabinet against that side.

- Fixed a problem that caused narrow cabinets to display drawers differently in 3D views than in plan view.

- Fixed an issue that caused drawers to be clipped out of a cabinet when the corners are clipped.

- Fixed an issue that prevented some specification settings from being handled correctly when multiple cabinets were selected.

- Removed the Use Default option for cabinet door handle positions.

- The Layer panel is now included in the Symbol Specification dialog for appliances inserted into cabinets.

- Corrected a problem that caused hinge symbols assigned to cabinets to be slightly offset from the cabinet face.

- Fixed an issue that prevented lights mounted to cabinets from moving with the cabinets in camera views when the cabinets' elevations were changed.

- Fixed a problem that caused cabinet size to incorrectly change when editing group-selected cabinets if one was an Angled Front cabinet.

- Fixed an issue that resulted in cabinet fillers that do not exist in the plan being added to material list when blind corner cabinets were present.

- Automatic fillers no longer generate between soffits, shelves, or partitions.

- Improved how cabinets detect and attach to adjacent appliances.

- Corrected a case in which the backsplash in the Custom Countertop Specification dialog preview was at the wrong height when the floor level was not at the default height.

- Fixed an issue that caused the "Area too constricted..." message to appear when a cabinet from the library was selected for placement but no attempt had been made to place it.

2.16 Electrical

- Electrical objects now have the option to Cut or Insert Into the surface they are mounted to.

- The new the Make Ganged Electrical Block edit tool improves how ganged electrical items work.

- Corrected an issue that prevented electrical objects from being placed on some cabinet faces.

- Fixed a problem that could cause an electrical symbol's origin offsets to be altered when its placement options were changed.

- Fixed a specific case in which Rope Lights in a Tray Ceiling did maintain their on/off state in Light Sets.

- Corrected a problem that caused schedule callouts for Rope Lights to appear in the 2D Symbol column of electrical schedules.

- Fixed an issue in which moving a wall using the Edit Area tool caused exterior lights attached to an adjacent wall to move to the interior.

- Improved performance when selecting different items in the Electrical Defaults dialog.

- Corrected a case in which the bounding box for group-selected wall mounted electrical objects dropped down to the floor.

- Fixed an issue that prevented group-selected lights from being toggled on/off via the Edit Toolbar when their states were different.

- Fixed a problem that prevented electrical objects from attaching to objects on a locked layer.

- Rope Lights and lights contained in Distribution Regions/Lines are now identified using their labels in the Adjust Lights dialog.

2.17 Schedules and Object Labels

- Secondary column sorting is now supported in schedules.

- Added the ability to split schedules into multiple wrapped tables.

- Reduced the performance impact of having large schedules in plans.

- The Label for the Totals row can now be specified.

- Schedules will no longer show extra face indicators in 2D schedule previews when selected.

- A fixture symbol's Type is now used to determine its default schedule.

- The "Perimeter" schedule column can now report the interior perimeter of rooms.

- Corrected a case where the cabinet schedule was displaying an incorrect 3D preview.

- Schedules now use the size of electrical objects' CAD Blocks to determine row size instead of the objects' 3D Bounding Boxes.

- Fixed a problem that caused extra space in the first row of a schedule if the title text had a larger font size and its rows and columns were swapped.

- 2D Symbols in schedules now inherit their color from the layer each object is on rather than the object's system default layer.

- Fixed an issue in which the Types schedule column was unavailable when the list of columns was limited to the Included Categories of Roof Planes, Polylines, Slabs, and/or Ceiling Planes.

- Fixed a problem that could cause values with fractions to be sorted incorrectly in schedules.

2.18 Foundations

- Stem Wall Height no longer includes sill plates.

- Piers and Pads can now display independently from the wall they are attached to.

- Fixed a problem that caused foundation walls under exterior walls attached to a Porch room to be generating slightly offset.

- Fixed an an error that could occur when turning the 'Brick Ledge Lines' layer on or off while a foundation wall was selected and Automatically Rebuild Foundation was turned on.

- Corrected a problem that caused the Stem Wall Heights for rooms with ceilings hung inside adjacent foundation walls to be incorrect.

2.19 Multiple Floors

- The Auto Rebuild Walls/Floors/Ceilings check box has been removed from the 3D View Defaults dialog.

2.20 Stairs, Ramps, and Landings

- New Display on Floor Above options for stairs, ramps, and landings.

- New Lock Start and Lock End options in the Ramp Specification dialog.

- New Lock Slope, Lock Length, and Lock Heights options in the Ramp Specification dialog.

- Fixed an issue that prevented a staircase's stringer Height Below Tread value from updating as the Tread Depth was changed.

2.21 Roofs

- Shoe Plates can now be suppressed or included in the Roof Plane Specification dialog.

- Ceiling Planes now have a defaults dialog.

- The Label, Line and Fill Style, Object Information, and Schedule panels are now present in the Build Roof dialog.

- The Set as Default edit tool is now available for Roof and Ceiling Planes.

- Fixed an issue that prevented Flush Eaves from generating if Attic walls were manually extended beyond the corner.

- Fixed an issue in which gutters did not connect correctly at corners in some situations.

- Fixed a specific case where a large errant piece of ceiling was generated in 3D views.

- Corrected a case where a break could not be added in a specific location on a roof plane edge.

- Fixed a problem that caused the Ceiling Finish Depth value of some group-selected roof or ceiling planes to incorrectly change when the selected objects did not have the same value.

- Fixed an issue that resulted in an extra ceiling piece being generated when rooms of differing ceiling heights met and had a large air gap in their Ceiling Finish layers.

- Corrected a specific case in which Flush Eaves were not working.

- Fixed an issue that prevented a roof from building correctly when Gable Roof Lines were drawn around a corner alcove.

- Fixed a specific case in which Auto Roof Returns generated a large number of duplicate roof planes, causing a performance issue.

- Fixed a problem that caused eave fascia to push through an adjacent roof plane in a specific case.

- Fixed an issue where the Flush Eave default material wasn't being used.

- Fixed a hang that occurred when editing a ceiling plane while Automatically Rebuild Framing was on in a specific case.

- Fixed an issue that caused the text in the Roof Plane Specification dialog's roof diagram to rotate when a plan view was rotated.

- Fixed a problem that prevented parts of a skylight shaft from generating if the skylight was close to the baseline of the roof plane.

2.22 Framing and Trusses

- New defaults dialog for Framing Members.

- Manual and automatic framing now have separate defaults dialogs.

- Fixed an issue that prevented Floor Beams from being placed under Floor Joists in platforms that were hung inside walls

- Fixed an issue in which the Match Depth option was applied incorrectly when group-selected framing objects were edited.

- Fixed a case in which rafters did not generate in a particular section of a roof when rafter and truss framing were mixed.

- Corrected a problem that caused the nominal dimensions for some framing members to be inverted on the Components panel.

- Fixed a specific case in which extra studs generated under scissor trusses that clipped the wall.

- Fixed a hang that could occur during roof framing generation if a zero length roof plane existed in the plan

- Fixed a problem that could cause headers for angled top openings to be oriented incorrectly when the opening was placed in an interior wall.

- Fixed an issue in which copying a Truss Polyline in the Truss Detail would result in new polyline still being linked to existing trusses.

- Fixed a crash that occurred when swapping floor levels if one of the floors contained walls with ballooned framing.

2.23 Trim and Moldings

- The Same Line Type edit handles are now available for Molding Polylines as well as Leader Lines in camera views.

- Auto Corner Boards and Quoins no longer get placed on bay/bow/box windows.

- The system default molding profiles for casing, lintels, and sills display in the preview box in the Door and Window Specification dialogs.

- Fixed an issue that caused arcs in Molding Profiles to appear very faceted when placed from the Library using the Place Molding Profile option.

- Fixed a problem in which converting an object to a 3D Symbol Molding did not orient the symbol correctly in a specific case

- Corrected an issue that occurred when converting a CAD line drawn to a Molding Line in an elevation view that caused Molding Line to shift away from where the original CAD line was drawn.

- Fixed an issue that caused room moldings to lose their specified Horizontal Offset when the Make Room Molding Polyline tool was used.

- Fixed a problem that prevented the Show Bounding Box preview setting from working in the Symbol Specification dialog for Symbol Moldings.

2.24 The Library

- New Show Section Title Bars option in the Library Browser.

- The Name column in the Filter Results panel of the Library Browser can now be sorted.

- Previews and thumbnails in the Library Browser now more accurately portray what Line Styles look like.

- The Move to Folder dialog now opens with folders collapsed.

- Improved the appearance of some terrain objects in their Library Browser preview.

- Added the ability to group-select and edit line items in the Exclude Catalogs dialog.

- Download Catalog is now available in the contextual menu for group-selected Available Online catalogs in Library Browser.

- List Mode and Tile Mode were merged into a single toggle button in the Library Browser.

- 'None' is now a filtering option for Symbol Placement in the Library's Advanced Search dialog.

- Improved the Toggle Library Replacement edit button description in the Status Bar.

- Fixed a problem in the Mac version of the software that resulted in an existing library catalog file being deleted from the program's Library Folder when a duplicate of that catalog was imported.

- Fixed an issue that prevented Room objects from appearing in the Library Browser previews for Style Palettes.

- Fixed an issue that could cause the program to hang "Processing Search Results" in the Select Library Object dialog in some cases.

- Fixed a problem that caused the Copy Item List command in the Library Browser contextual menu to ignore the active Filter and instead capture the unfiltered list of items from the selection.

2.25 Symbol Objects

- The labels of fixtures inserted into cabinet fronts can now be edited in their Fixture Specification dialog.

- Fixtures, furnishings, and electrical symbols can now cut into the roof, wall, or ceiling/floor platform that they are mounted to.

- Restored the ability to modify Bounding Box and Stretch Planes of group-selected symbols.

- Added Offset controls for symbols that insert into countertops and cabinet fronts.

- The display of the Bounding Box and Stretch Planes in the Symbol Specification dialog preview now works on the 3D and Options panels as well as on the Advanced Sizing panel.

- The settings on the Layer panel of the Fixture Specification dialog now update promptly when changes are made to the symbol's Type.

- The display of symbols inserted into cabinets is now controlled by each symbol's layer settings.

- Fixed the Left and Right fields for Bounding Box Spacing in the Symbol Specification dialog so they are no longer incorrectly swapped.

- Fixed a problem that caused Axis Indicator labels to face the wrong direction in object previews when the object was rotated in the plan.

- The settings on the Layer panel of the Symbol Specification dialogs now update when the Elevation Reference is changed on the General panel.

2.26 Architectural Blocks

- Cabinet countertops no longer extend into adjacent appliances when grouped in an Architectural Block.

2.27 Other Objects

- Fixed some errors that could occur when editing group-selected Pyramid solid objects.

- Fixed an issue that prevented very small 3D Solid objects from being marquee-selected.

- Fixed a problem that prevented the corner of a 3D Solid from being filleted when the opposite corner was already filleted.

2.28 Materials

- New Material Builder dialog integrates Adobe® Substance Player functionality for customizing materials into Chief Architect.

- New Interactive Material Editor streamlines texture mapping on 3D surfaces.

- New Brushed settings allow you to create and customize the appearance of a brushed surface when illuminated by a light source in GPU Ray Trace views.

- Emissive Maps are now supported for General, Translucent, and Transparent materials.

- Improved the quality of the Sphere in the Define Material dialog preview.

- Fixed an issue that caused the Metallic check box to become checked incorrectly when a General material with a Metal Map was changed to a different material Class and then back to General again.

- Fixed a problem that prevented material maps from being applied when a material was specified as Emissive.

2.29 3D Views

- The Leader Line, Rich Text, and Text tools can now be used in camera views.

- The Hide Camera-Facing Exterior Walls setting now hides wall-mounted objects like electrical as well as Wall and Full Height cabinets snapped to a hidden wall.

- The obsolete Auto Rebuild Walls/Floors/Ceilings check box has been removed from the 3D View Defaults dialog.

- Fixed an issue that could cause a camera to move slightly after being saved, closed, and reopened.

- The Use Default icon was removed from Clip Width field in the Cross Section/Elevation Specification dialogs.

- The Cross Section Slider dialog is now modeless and can remain open while other tools are used.

- The Cross Section Slider dialog now has a Number Style button.

2.30 3D Rendering

- New Water Material Type supports animated waves in Physically Based renderings.

- Sun Angle settings in the Preferences dialog have been replaced by Geographical Location settings in the General Plan/Layout Defaults dialogs.

- Improved the Date and Time interface in the Sun Angle Specification dialog.

- New Adjust Brightness edit tool for light fixtures and Added Lights allows you to dim a light without affecting its Intensity setting.

- Obsolete Update View button removed from the Watercolor panel of the Rendering Technique Options dialog.

- New DLSS Real-Time Denoising option for GPU Ray Trace views on systems with Nvidia graphics.

- The obsolete CPU Ray Tracing tool has been retired in favor of real-time GPU Ray Tracing.

- Fixed an issue that prevented some mirror symbols with an embedded light from emitting light.

- New Prefer Physically Based on Launch setting in the Preferences dialog controls whether or not the Physically Based Rendering Technique is used for material previews by default.

- The Display Openings Independent of Walls and Roofs setting no longer affects the functionality of the Hide Camera-Facing Exterior Walls option.

- Fixed an issue that prevented views from denoising after the Maximum Samples value was increased.

- Fixed a problem that caused Translucent materials with light shining through to change color when the camera was moved.

- Corrected an issue that resulted in Watermarks appearing to get darker as their size was decreased.

- Fixed an issue that prevented changes to the Poche fill color from applying correctly in a Perspective camera view.

- Fixed an issue that caused Ambient Occlusion to be incorrect on materials with Normal Maps in some specific cases.

- Fixed a problem that prevented Hand Drawn Lines in camera views from displaying through materials with Opacity Maps.

- Clay and Physically Based Rendering Techniques have been deprecated on machines that do not have a Ray Tracing capable graphics card.

- The Columns order in the table found on the Light Data panel and in the Adjust Lights dialog will now be saved after closing.

- Corrected an issue that prevented settings on the Light Data panel of the Electrical Service Specification dialog from being suppressed when group-selected fixtures with multiple light sources were edited.

- Sun Angles are now listed chronologically in drop down lists.

- The Adjust Sunlight dialog now has options to create and delete Sun Angles in the current plan.

- Fixed an issue that caused a previously deleted North Pointer to continue to determine the direction of North in the plan.

2.31 Pictures, Images, and Walkthroughs

- New Stationary Walkthrough tool.

- Walkthrough Paths now have a Pause Key Frame option.

- Sun Angles can now be specified for Key Frames in the Walkthrough Path Specification dialog and Walkthrough Preview side window.

- Sun Angles can now be created and deleted via the Walkthrough Options dialog for Stationary Walkthroughs.

- Key Frames can now be group-selected in the Walkthrough Path Specification dialog and Walkthrough Preview side window.

- The obsolete Export VRML tool has been removed from the program.

• Settings in the Record Walkthrough Options dialog that temporarily edited camera properties have been removed.

2.32 Importing and Exporting

• Multiple .dxf/.dwg files can now be imported as a group.

• An imported .dxf/.dwg files can now be imported as a CAD Block.

• Fixed a problem in which where a set of points from a specific DWG file was not converted to elevation data.

2.33 Terrain

• New Place Terrain Elevation Reference Point edit tool provides enhanced control of where terrain elevation relative to the structure.

• Improved how previews look in dialogs for objects like Roads, Sidewalks, Driveways, Landings, and Countertops.

2.34 Roads, Sidewalks, and Driveways

• Polylines can now be converted into Driveway objects using the Convert Polyline tool.

2.35 Plants and Sprinklers

• Sprinkler symbols can now be marquee-selected using the Marquee Select Similar too as well as when the Sprinkler Head tool is active.

2.36 Materials Lists

• Fixed a problem that could cause the Monolithic Slab perimeter value to be incorrect when exported to REScheck.

• Fixed an issue that sometimes caused the text of Materials List Descriptions to repeat the object name three times.

• Corrected a case in which reverting to default for a cell in a materials list did not revert correctly.

• Fixed a problem that caused duplicate framing members to be created in Live Materials Lists after General Framing members were placed in the plan.

• Fixed a problem that removed changes to the Materials List entries for moldings assigned to a Tray Ceiling when unrelated changes were made to that Tray Ceiling.

- Fixed an issue that caused the Materials List window to lose focus after an Auto Rebuild dialog appeared.

- Insulation values in the Materials List now report the correct cavity size, and totals are reported as length or square footage.

2.37 Layout

- The resolution of a view sent to layout as an Image can now be specified in the Send to Layout dialog.

- Sending views to layout from a plan is no longer allowed if the two files' units of measurement do not match.

- The Arrow Defaults dialog is now listed in the Active Defaults dialog for layout files.

- The Missing Files dialog now appears when opening a layout that contains an elevation or camera view that uses the Reference Display to reference a different plan file, and that file cannot be found.

- Corrected a problem that prevented Watermarks in Perspective cameras sent to layout as Live Views from printing correctly.

- Fixed an issue where multi-selecting and editing live layout boxes would set selected boxes to update always.

- Fixed a problem that prevented some Plot Lines in a layout view from being selected or deleted.

- Fixed an issue in which Orthographic Overview cameras sent to layout as Plot Lines did not have an automatic layout box label.