

Chief Architect

Version X18 Changelog

August 5, 2026

1.0 - General Notes

This is a list of the fixes and improvements to existing tools introduced in Chief Architect X18.

2.0 - Changes Introduced in Chief Architect X18

2.1 Installation

- Migration of custom units now works for versions older than X10 (20).
- Migration of Core Content now works if migrating from a version older than X10 (20).

2.2 Program Overview

- Fixed an issue that sometimes caused text in toolbar drop-downs to not display when Color Themes were in use in the Mac version of the software.
- System Information can now be accessed via the Help menu.
- Improved handling of dynamic default values in specification dialogs for multiple selected objects that refer to different Saved Defaults.
- Fixed an issue that could occur after switching from one dialog panel to another, and caused an edit field to be highlighted although it was not actually in focus.

2.3 File Management

- Creation time data is now preserved when importing/exporting .caproj files and traditional file management is in use.
- The contents of Document Folders created in Projects can now be exported.
- Added support for importing and exporting .webp image files.
- When traditional file management is in use, importing a .caproj file now allows opening the root folder in the File explorer, instead of opening all of the contained files upon successful import.
- Fixed an issue in which Restore from Backup would fail if a Callout in the User Catalog was linked to a Template specified in the Preferences dialog.
- Corrected a problem that caused a link between files to be incorrectly identified as invalid after using Undo and Redo.
- Additional location information has been added to the Missing Resources dialog.

- The Make Editable in Home Designer option in Chief Architect Premier has been removed. All plans as well as layouts with 5 or fewer pages are now editable in Home Designer.
- Fixed a problem that could unlink a layout from the plans it references when a Project was exported on one computer and then imported on another.
- A Warning message will now inform users when attempting to import a Project file from a location that has too long of a filepath.
- Fixed an issue that caused Projects containing a lot of resources to import very slowly.
- Fixed an issue that prevented the plan preview in the Fixture Specification dialog from updating after the Display Flush in Plan setting was toggled on or off.
- Added the ability to delete orphaned plans and layouts from the Project Browser.
- New Expand Plans and Layouts On Open setting in the Preferences dialog allows users to specify whether Plans and Layouts expand in the Project Browser when opened.
- New Show Project Names in Recent and Pinned Documents Lists option in the Preferences dialog.
- Added a progress bar when importing a Project.
- Library tags and Project Browser folders can now be pinned to top of their respective lists.
- The Search field is now automatically in focus when opening the Project Browser.
- Documents can now be sorted by Name in the Export Project Options dialog.
- The name of a Plan imported as a Template is initially used, rather than autofilling 'Plan Template' as its name.
- The Close All Plans/Layouts and Open All Plans/Layouts contextual menu items are no longer available for Project Browser folders that do not contain a plan or layout.
- Fixed an error that occurred when trying to make a copy of a file with unsaved changes.
- The Status Bar now reports information about items in the Project Browser contextual menu when they are hovered over.
- Fixed an issue that prevented the Recent Documents list in the Dashboard from updating when a pinned file was deleted in the Project Browser.
- The Chief Product, Build number, and operating system for a plan or layout's first and latest save is now reported in the File Information dialog.
- Project Management can no longer be enabled or disabled when the Material Builder dialog is open.

2.4 Project Planning

- Total Duration is now included when printing or exporting Time Tracker logs.
- Time Tracker log columns can be sorted.
- Fixed an issue that prevented Export Time Tracker Logs from defaulting to the Last Used folder.
- Corrected a problem that caused Time Tracker Log columns to be in a different order when exported than they were in the Time Tracker dialog.
- Legacy plans are now limited to 50 Room Planner boxes when opened in the latest program version; additional Room Planner boxes will be converted to regular CAD polylines.

2.5 Preferences and Default Settings

- There is now a search bar in the Default Settings dialog.
- Dark mode can now be enabled, either manually or by following the system theme if also set to Dark.
- Fixed an issue that prevented a change to the Show as Submenu option for the Recent File List from applying until a different view window was made active.
- Grid and Reference Colors are now global and are set in the Preferences along with the other color settings.
- Fixed an issue that prevented the Associate Files With This Program button in the Preferences dialog from working correctly on Windows 11.
- Fixed an a problem that caused importing Default Settings from a plan to be significantly slower than in prior versions.
- Corrected the Tab order on the Structure panel of the 1st Floor Defaults dialog.

2.6 Toolbars and Hotkeys

- Toolbar Configurations can now be renamed in the Toolbar Customization dialog.

2.7 Window and View Tools

- Added the ability to make a copy of the active Layer Set when duplicating or creating a new Saved Plan View.
- Fixed an issue that prevented a Saved Plan View's view/zoom transform from working correctly in some cases when the Remember Zoom option was enabled.

2.8 Displaying Objects

- The Mac version of the software now uses the Chief Architect Color Chooser dialog instead of the OSX crayon chooser.
- Fill Styles can now be assigned to objects by layer.
- The Layer Edit Buttons are now enabled by default in the Active Layer Display Options side window.
- Renamed the "Framing, Bearing Lines" system layer to "Framing, Direction Lines".
- Fixed an issue that prevented the 3D Framing Layer Set from being permanently deleted.
- Fixed a problem that prevented sorting using the Fill column in the Layer Display Options from working.
- Line Style combo boxes now use the Table Text Color when Color Themes are specified.
- Corrected the information in a warning message that could appear when using the Replace From Library edit tool.
- Fill patterns and backgrounds now support gradients.
- Removed fill_color_* NVPs in since they were duplicates of the pattern_color* NVPs.
- Added NVPs for cabinet countertop fill and pattern settings.
- The Color Chooser dialog now has a Reset button that resets all custom colors to white.

2.9 Positioning and Editing Objects

- Fixed an issue that prevented the Move edit handle on Line-Based objects like Elevation Lines and Straight Stairs from displaying at selected location as well as staying on screen.
- Partitions and Shelves can now be included in Style Palettes.
- Side and Back cabinet faces can now be copied and applied independently when using the Object Eyedropper or Style Palette.
- Corrected a problem that prevented the Cancel button in the Style Palette Specification dialog from cancelling changes made to objects added with the Add Object(s) to Style Palette tool.
- Fixed an issue that caused Custom Object Fields from embedded items such as moldings on a cabinet to be added to a plan when the Style Palette was used, although the embedded items were not added.

- Layer and Drawing Group properties have been added to the Set Properties within Style Palettes and to the Match Properties dialog.
- Fixed a crash that could occur when using Undo in the Mac version of the software when certain objects were present in the plan.
- Fixed an error that could occur when using the Object Eyedropper to apply the Type NVP from to a door or similar object.

2.10 CAD Objects

- Corrected an issue that prevented the Revision Cloud Around Object edit tool from working correctly for electrical objects.
- Insulation Boxes created by the Auto Detail tool no longer draws in front of wall plates.
- Fixed a problem that caused text to change positions when specific CAD Details with a Revision Cloud were copy/pasted.
- Corrected an issue that prevented a CAD block's bounding box from updating after separately resizing a CAD block nested within it.
- Improved functionality in the CAD Block Specification dialog when multiple CAD blocks are selected.
- CAD Block arrowheads now use the correct line weight when use Block Fill Color is not selected.
- Fixed an issue that caused symbols set to Inserts into Cabinet Front to display at an incorrect location in plan view if the symbol's size was altered.
- Arrowheads in CAD blocks are now correctly sized when placed from the library into a plan with different units.
- Improved the layout of settings on the Arrow panel.
- Fixed an issue in which cross boxes were unnecessarily inverting their line color when the Plan/Detail Background Color was set to black.

2.11 Walls, Railings, and Fencing

- Fixed a problem that prevented Bay, Bow, and Box windows from showing in the preview of the Wall Specification dialog.
- Foundation wall footings can now have a different material than their owner wall.
- Wall Types can now be selected from wall objects saved in the library.

- The Edit Wall Layer Intersections edit tool now has an option to toggle between editing a Pony Wall's top and bottom wall intersections.
- Fixed an issue in which the window placement in Wall Specification previews did not always match the window placement in elevation/camera views.
- Added options to lock wall ends from resizing or connecting to other walls
- Added roof pitch and upper roof pitch NVPs for walls.
- Very acute wall corners will now be mitered.
- Beams now use their profile shape to define shape of any holes cut into walls
- Wall Cap offset controls are now enabled for full height walls.
- Fixed an issue that allowed the outer layers of a foundation wall to extend up to roof if the 1st floor platform was not supported by at least half the wall's width.
- Corrected an issue that allowed Pony Walls to be selected but not seen when the layers specified for their top and bottom walls were turned off but the "Walls, Normal" layer was turned on.
- Fixed a problem that prevented a wall's Wall Coverings from covering the walls of Bay/Box Windows in that wall.
- Wall Hatching objects are now able to overlap each other.
- Fixed a problem that resulted in a new Wall Hatching placed on a wall merging with and overwriting an existing Wall Hatching.
- Fixed an issue in which a wall type's Brick Ledge Depth could be set to less than the wall layer Extension.
- Fixed an issue that prevented Lower Wall Type if Split by Butting Roof setting from working if a roof edge was moved into the upper wall's exterior layers.
- Fixed a set of values that did not get converted to metric correctly when a wall in the Library was drawn in a metric plan.
- Fixed a specific case in which railing tops were sticking through a roof.
- Using the Add Newel edit tool on a railing that does not have Newels set to display will now turn newel posts on.

2.12 Rooms

- Rooms can now be placed on custom layers.

- Fixed an issue that caused the ceiling in a loft space adjacent to an Attic room to build at an incorrect height.
- Unchecking "Use Floor Defaults" in a Room Type Defaults dialog no longer removes the default moldings from the list.
- Fixed a problem that prevented room moldings from being edited when multiple rooms were selected and both "No Change" and "Use Floor Defaults" were then unchecked.
- New Deck Ledger controls that offset rim joists from exterior walls.
- Ledger boards now have independent control of their Framing Default, Width, Depth, Count, and Material.
- Fixed an issue in which Deck Beam and Deck Post Framing Defaults were still treated as in-use by a Deck room despite being disabled in its specification dialog.
- Deck Framing Defaults have been relocated to the Framing Defaults dialog.

2.13 Dimensions

- The Legacy Compatible Extensions setting has been removed from the Dimension Defaults dialog.
- Added the ability to dimension to brick ledge lines in plan views.
- Dimensions drawn to locate countertop holes associated with fixtures will now stay attached to them.
- Story Pole markers are now forced to show the elevation height for all marker types.
- Auto Room Dimensions now only locate fixtures when the dimension line is perpendicular to the fixture's front edge.
- Auto Story Pole Dimensions now support Multiple Saved Defaults.
- Fixed a problem that prevented dimensions from locating the corner newel posts of adjacent railings.
- Fixed an issue that caused Temporary Dimensions from the tops of cabinets to the ceiling in 3D to be incorrect if a Tray Ceiling was present.
- The Centerline Dimension tool can now be used in Wall Detail views.
- Fixed an issue that prevented openings from being resized correctly using the opening's Temporary Dimensions.

- Corrected a problem that prevented Temporary Dimensions set to locate interior wall centers from doing so when an opening was selected.
- Temporary Dimensions for selected openings in 3D views now respect the default location setting for walls.
- Fixed an issue in which Temporary Dimensions made objects unselectable when zoomed in on them in 3D views.

2.14 Text, Callouts, and Markers

- Fixed an issue that prevented Callout Arrow Fill color from being applied correctly to multiple selected Callouts.
- Fixed an issue in which the By Layer check box for the Line Style for Callout Cross Section Lines didn't work correctly for multiple selected Callouts.
- Callout, Notes, and Markers placed from the library into a plan now have their size converted to the plan's units of measurement correctly.
- New Convert to Text edit tool converts a Rich Text object to a simple Text object.
- The Rich Text Specification dialog and the Rich Text inline editor now use the Background Color for Plans/Details or for Layouts set in the Preferences dialog.
- Fixed an issue that could prevent Shift+selecting multiple words in the Rich Text Specification dialog from working as expected.
- Fixed a problem in which simple Text, when group-selected along with a Dimension Line and pasted into an elevation view, would paste at an incorrect location.
- Corrected a problem that prevented the Border Line Weight setting from working correctly for multiple selected Rich Text objects.
- Fixed an issue that caused the initial text size of Rich Text to be incorrect when its specification was opened immediately after the selected object was converted from simple Text to Rich Text.
- Fixed a problem that could result in text copied from sources outside of Chief Architect to receive the wrong color or opacity when pasted.
- Corrected an issue that caused Arrows attached to Notes to become disconnected in elevation views.
- Added the ability to create custom Designer/Client Information fields in the Project Information dialog.

2.15 Doors and Windows

- New Opaque Glass settings for doors allow you to force opaque or transparent glass when the Opaque Glass option for render views is in use.
- Fixed an issue in which the Panel Offset setting was incorrectly disabled when multiple doors were selected.
- Fixed a problem that prevented framing header settings from updating when a door's Type was changed in its specification dialog.
- Corrected an issue that could cause a gap under doors separating Garage rooms.
- Sash Inset and Depth now have a maximum of 48"/1200 mm.
- Fixed an issue that caused Casement windows to appear to overlap their sash when displayed as open in plan view.
- The Edit Toolbar for doors and windows in plan view now has Show Open/Closed in 2D buttons, while in camera views the Edit Toolbar has Show Open/Closed in 3D buttons.
- Corrected a problem that prevented shutters from displaying in plan view for Mulled Units.
- Fixed a problem in which a Deck Railing against a wall could make a window cutout in that wall incorrect.
- Fixed an issue that prevented rectangular shutter height from being adjusted for Arch Top openings.
- New treat_as_door NVP for Mulled Units.
- Removed NVPs related to lites from Mulled Units.
- Fixed a problem that prevented window Treatment data from being converted to metric correctly.
- Fixed an issue that prevented sill inset values from being converted to metric correctly.
- Mulled Units now have a defaults dialog.
- Fixed an issue present in some legacy plans in which Mulled Units containing only windows could have the Treat as Door option selected with no way to uncheck it.
- The maximum height for Shutters was increased from 80' to 170'.
- The Object Painter, Match Properties, and Add to Library tools all work with Mulled Units now.
- Fixed a problem that caused labels in exterior elevations to rotate the wrong direction.

- Fixed an issue that caused the exposed edges of mullions on Mull Units to not be capped.
- Fixed an issue that resulted in shutter sizes being reported incorrectly for arched openings in schedules and the Materials List.
- Fixed an issue in which Rough Opening settings were not correctly disabled when multiple doors were selected.

2.16 Cabinets

- Fixed an issue that resulted in an extra surface generated at the edge of a hole in a Custom Countertop aligned with the edge of the countertop.
- Corrected an issue in which adding an appliance to a cabinet via the Cabinet Specification dialog resulted in a message incorrectly stating that the appliance did not fit in the cabinet.
- Fixed an issue in which texture mapping was upside down on parametric cabinet slab doors.
- Fixed an issue that prevented the position of a top-mounted appliance from updating in the preview of the Base Cabinet Specification dialog when the depth of the cabinet was changed.
- Fixed a problem that resulted in cabinet door and drawer Hardware Size/Orientation settings reverting to default values when edited multiple times.
- Fixed an issue that prevented changing a false drawer to a normal drawer after adding a top mounted appliance to a base cabinet.
- New Front Offset setting for top mounted fixtures in the Base Cabinet Defaults dialog.
- Corrected an issue in which the Cabinet Corner Treatment placement settings did not work correctly when multiple cabinets with different states were selected.
- Fixed a problem that caused corner pilaster width to be altered incorrectly changes were made in the Cabinet Specification dialog.
- Fixed an issue where the Hardware Position Offset values in the Cabinet Specification dialog did work correctly when multiple cabinets were selected.
- Fixed an issue where the Elevation Reference control for Custom Countertops did not work correctly when multiple countertops were selected.
- Improved the Status Bar description for a selected appliance or fixture inserted into a base cabinet top.
- Fixed a problem affecting the unit conversion of offset values for top-mounted fixtures inserted into base cabinets and placed into a plan from the Library.
- Fixed an issue that prevented pilaster widths from being converted to metric units correctly.

- Added new is_blind_corner NVP to cabinets.
- Ceiling mounted symbols set to be Flush Mounted now mount as expected under Sloped Soffits.

2.17 Electrical

- Fixed a problem that caused multiple selected electrical objects on a wall, when copied, to be pasted onto the wrong side of the wall.
- Light color can now be specified using a Kelvin Temperature value.
- New Create/Edit Light Set from Selection edit tool allows users to select lights, rooms that contain lights, or electrical objects connected to lights and turn them on in a new or existing Light Set.
- Fixed an issue that caused the preview in the Electrical Service Specification dialog to jump positions when the Cuts Though Referenced Surface option was unchecked.
- Improved the appearance of electrical objects in plan view when attached to a Wall Material Region or a Custom Backsplash.
- Fixed an issue that prevented changes made to a non-default Light Set from saving if the Adjust Lights dialog was accessed in plan view.
- Fixed a problem that caused table row heights in the Adjust Lights dialog to become compressed when the Color/Temperature column was removed.
- Moved the Explode Ganged Electrical Block edit tool to the left side of the Edit Toolbar.
- Fixed an issue in which the "Attached To" Schedule column for electrical objects reported incorrect information for objects attached to cabinets.
- Corrected a problem that prevented electrical symbols from resizing correctly if they had any bounding box spacing applied.
- Fixed an issue that prevented electrical objects from cutting holes in ceilings or walls when included in an Architectural Block.
- Fixed a problem that caused electrical objects placed into a plan from the Library to lose Custom Object Field data.
- Fixed an issue that resulted in the Center snap point of an electrical light symbol no longer being at the center if the symbol were resized.

- Corrected an issue that prevented custom layer information saved with an object in the Library from being added to the plan when that object was selected in the Electrical Defaults dialog.
- Removed the obsolete light_info NVP.

2.18 Schedules and Object Labels

- The format for schedule callout numbering can now be changed to use letters or roman numerals.
- The 2D Symbol column in schedules is now available for Doors and Windows.
- The 2D Symbol column in schedules now works for rooms to display room shape and fill style.
- New Fraction Format settings in the Schedule Specification dialog.
- Added an option to specify one or more individual floor levels to be included in a schedule.
- Fixed a problem that prevented a callout label from displaying in its schedule if it was hidden in plan view.
- Fixed an issue that could cause Room Schedules copied into older legacy plans to lose some of the specified rooms To Include.
- Corrected an issue that prevented differently sized schedules from correctly aligning vertically using the Align/Distribute Objects edit tool.
- Materials List Polylines can now be included in schedules.
- Fixed a problem that prevented the Standard Area values for polylines, Materials List Polylines, and Slabs from updating in a schedule after polyline hole was deleted.
- Fixed an issue that prevented openings from displaying room names in schedules when located in a No Room Definition wall.
- Fixed an issue in which the Use CAD Block Fill Styles option could cause 2D symbols to be the wrong color in schedules.
- Room labels can now display in 3D camera views and cross section/elevation views.
- Clicking on an object's label in camera views and elevation views now selects the object.
- Fixed an issue that prevented object labels from displaying when the Cross Section Slider was used in a way that would to bring them into view.
- Object labels can now be assigned their own fill styles.

- Fixed an issue that caused the labels for some 3D Solid objects to display at an incorrect location in 3D views.
- Fixed a problem in which editing a wall's label in a camera view caused the wall's bounding box outline move out of its correct position.
- Fixed an issue that caused label fill colors to be incorrect in some legacy plans opened in Version X18.
- Label NVPs can now be used with Style Palettes and Object Painter.

2.19 Foundations

- Automatically generated Pier foundations now support a pier Width of 1"/25 mm or greater.

2.20 Stairs, Ramps, and Landings

- Stair and ramp size values are now correctly converted to use a plan's default units when placed from the Library.
- Fixed an issue that prevented stair tread depth from being converted correctly when placed into a metric plan.
- Fixed an issue that prevented the length of a ramp from being changed when its heights were locked.
- Marquee selection of stairs and ramps no longer requires that the center line be included in the marquee.

2.21 Roofs

- Skylight frames now sit on the roof's sheathing layer instead of the surface layer.
- New Roof to Exterior of Layer option controls which layer of a selected Wall Type butting roofs will attach to on the wall.
- Fixed a problem that prevented automatically generated ceiling holes and shafts from lining up with their associated roof hole.
- Added an NVP for curved roof radius.
- Added roof angle NVPs for walls that report the pitch and upper pitch in degrees.
- Fixed a specific case in which eave soffit and fascia didn't generate correctly at a roof corner where two pitches of extremely different slopes meet.
- The Fix Roofs tool has been removed from the program.

- Fixed an issue that caused a curved Skylight edge to build incorrectly in camera views when placed in a pitched roof.
- Corrected a problem that prevented a Tray Ceiling's side walls from generating if a Skylight was placed in the same shared ceiling.
- Fixed an issue that prevented Skylights from being selected in plan view by clicking on the frame.
- Fixed an issue in which a Skylight ceiling hole did not convert to be contained by a manually drawn Ceiling Plane after a room's flat ceiling was removed.

2.22 Framing and Trusses

- Joist Width and Construction can now be controlled by Joist Direction Lines.
- The Open Wall Detail edit tool is now available for a wall framing member selected in a camera view.
- Joist Direction Lines can now specify whether to define joist rollout as perpendicular or parallel to the Line.
- Added the ability to specify unique materials for horizontal wall framing.
- New Spacing and Offset from Subfascia settings for Roof Lookouts.
- Moved the Truss Base tool to the Roof Framing Tools family in the menus and toolbars.
- Automatically Rebuild Wall Framing can now remain enabled when wall framing is manually added in Wall Detail views.
- New Include Peak Trusses check box in the Automatic Framing Defaults dialog.
- Fixed an issue where Bay/Box/Bow window framing could incorrectly overlap other Bay/Box/Bow window framing in Wall Details if they were close enough to each other.
- New Stagger and Flush Rim Joist Corner Style options in the Automatic Framing Defaults dialog.
- New Stagger and Flush options for Top Plate Connection Style in the Automatic Framing Defaults dialog.
- The maximum length of automatically generated subfascia boards can now be specified in the Automatic Framing Defaults and Build Roof dialogs.
- Added Framing Defaults for wall opening Headers, Trimmers, King Studs, and Sills.

- New Apply Framing Default Properties edit tool allows you to apply the properties of a selected Framing Member Default to a selected framing member or members.
- New controls for creation and size of roof ledger boards.
- Fixed an issue that caused labels for framing members associated with a previously deleted wall layer to continue to display in the Wall Detail.
- Corrected a problem in which wall studs added in a Wall Detail and then rotated in plan view did not rotate in the correct direction.
- Fixed an issue that could sometimes allow the text in the Define buttons in the Build Roof dialog's Roof Size table to become editable.
- Removed some disabled controls from the Roof and Ceiling Specification dialogs that could never be enabled.
- Fixed an issue that sometimes caused roof rafters to protrude into roof holes.
- Moved the Joist Direction Line and Bearing Line tools to the Floor/Ceiling Framing Tools family in the menus and toolbars.
- The Framing Specification dialog for beams, posts, and girder trusses now report Total Width values.
- Fixed a problem that caused round framing members to display square cross boxes in section views.
- Fixed an issue that prevented roof lookouts from generating over an Attic wall if there was a break in the wall.
- Improved the behavior of Joist Direction Lines based on location within a floor/ceiling platform.
- Corrected a case in which a Joist Direction Line reported an incorrect width value in its label when its platform used Floor Trusses.
- Lock Truss Envelope now works for Floor Trusses.
- Fixed a specific case in which a Girder Truss Line drawn over a bearing wall did not result in an automatically generated Girder Truss.
- Fixed an issue that caused Roof Trusses created over rooms with Shelf Ceiling specified to generate incorrectly.

2.23 Trim and Moldings

- Fixed an issue in which imported 3D Molding symbols did not resize correctly.

- Added a scroll bar to the table on the Moldings panel to support longer names.
- Fixed an issue that prevented the Replace Molding tool from launching properly when selected from the Tool Search.
- Corner Boards can now be recessed to the wall's sheathing layer.
- New NVP's for moldings that report a count of 3D moldings and a count of profile moldings: both using the Repeat Distance for the size of each piece.

2.24 The Library

- When a line style is selected in a drop-down list, a Tool Tip now displays its name.
- Doorways can now be added to the Library using the Add to Library As edit tool.
- 3D Plants can now use Standard rendering thumbnails in the Library Filter Results instead of Vector View.
- Pressing the Enter key in the Select Material/Library dialogs while an item is selected will now close the dialog with that item selected.
- Pressing Tab or Shift+Tab after renaming an item in the Library Browser now moves focus to the next item, which is selected for renaming.
- The Library Browser Filter now supports "Path" searches using the an object's folder path.
- Corrected a situation in which Library catalog textures were missing for new user accounts on systems where the program is already installed.
- Improved memory usage accessing objects in the Library Browser.
- Fixed an issue in which pressing the Spacebar did not activate the Select Objects tool if an item in the Library Browser was selected.

2.25 Symbol Objects

- Roof mounted symbols now have Generate Shaft to Ceiling Hole options.
- Corrected a problem that prevented the 'Replace' pointer icon from displaying when the pointer was over certain symbols.
- Fixed an issue that made some objects' cutout polyline uneditable in a specific case.
- The Inserts into Corner Cabinet check box has been removed from the Fixture Symbol Specification dialog.

- Fixed a problem that prevented the plan preview in the Fixture Specification dialog from updating after the Display Flush in Plan setting was toggled on/off.
- Top-mounted cabinet fixtures' countertop holes can now be edited.
- Fixed an issue that caused the wrong pointer icon to display after placing a symbol from the Library Browser.

2.26 Architectural Blocks

- Fixed an issue that caused Architectural Block components to display even when the block's layer was turned off.
- Fixed an problem that caused electrical objects in Architectural Blocks to disappear in camera views after the Architectural Block was copied and pasted.

2.27 Other Objects

- Fixed a specific case in which a complex 3D Solid caused snapping to be very slow.
- A selected layer in the Backsplash Layers Definition dialog now has the Air Gap Role and Auto Detail as Insulation option.
- Fixed an error that occurred when selecting a very large 3D Solid in a specific case.
- Can now add Distribution Regions and Paths to the Library.
- Fixed a specific case in which the Evenly Scattered option for Distributed Regions was leaving gaps in the placement of objects.
- Fixed a crash that occurred in the Mac version of the software when using Undo after editing a Material Region that was part of an Architectural Block.

2.28 Materials

- Fixed an issue that caused the Add to Library button in Material Builder dialog to be disabled incorrectly.
- Removed all resolution size options below 256 and above 4096 for Output Size in the Material Builder.
- Materials in the User Catalog created using the Material Builder dialog can now be edited.
- Corrected a problem that allowed the Metallic setting in the Define Material dialog to override a specified Metal Map despite being disabled when a Metal Map is in use.
- Fixed an issue that caused materials to be removed from plan files that were over 4 GB in size.

2.29 3D Views

- The deprecated Floor Camera tool has been removed from the program.
- Camera views now have the option to use the Plan/Detail Background Color specified in the Preferences dialog.
- Fixed an issue that allowed an arrow to incorrectly be added to the end of a camera's cross section line.
- Wall length edit handles are no longer present in Wall Elevation views to prevent an error that could occur after they were used in some cases.
- Fixed a problem that prevented the Camera Tilt Angle setting from changing, depending on the Dialog Number/Angle Style setting.

2.30 3D Rendering

- Material Previews will still display lighting when user has set the automatic light count default to zero.
- Technical Illustration renderings now use objects' Line Weight and Line Style.
- New Sun/Moon Movement Indicator in perspective camera views helps locate the Sun/Moon when they are out of view.
- When the Adjust Lights button in the Adjust Lights dialog is clicked, the Light Data panel is automatically opened.
- Transparent materials now support the Roughness property.
- New Force Color off option for the 3D Reference Display when it is set to use the Vector View Rendering Technique.

2.31 Pictures, Images, and Walkthroughs

- Fixed an issue in which AMD graphics cards would stop recording when recording a walkthrough frame by frame.
- Improved the Export Picture workflow.

2.32 Importing and Exporting

- Added the ability to import Chief As-Built plans.
- File export dialogs will now be populated with a filename instead of just an asterisk.

2.33 Roads, Sidewalks, and Driveways

- Fixed a problem that prevented converting a polyline into a Road Median from working.
- Fixed an issue in which the Road Marking Specification dialog was missing the Selected Arc panel when the selected object was an arc.
- Fixed an issue that caused the Road Specification to take an unnecessarily long time to open.

2.34 Materials Lists

- The "Calculate Materials in Room" tool now includes the surface layers of walls in the Materials Lists it generates.
- Added the ability to report individual truss components in the Materials List and schedules.
- Rebar length calculation is now based on area and not volume.
- Fixed an error that occurred when the Open Object button was clicked while a polyline hole in a Materials List Polyline was selected.
- Fixed an issue that caused Materials Lists counts to increase after Undoing a deletion of an object.

2.35 Layout

- Fixed an issue that allowed Note Types in a layout file to be imported into a plan file.
- Sending views to layout as Plot Lines is now an option regardless of the current Rendering Technique.
- Fixed a problem that prevented Live Views set to Update on Demand from printing correctly the first time when Print Preview was enabled.

2.36 Printing and Plotting

- New Collate check box in the Print View dialog when printing multiple copies.
- New Match Print Source option in Print View dialog matches paper size to the Drawing Sheet size.
- Fixed an issue that prevented a Live View using the Watercolor Rendering Technique from printing correctly.