

Chief Architect X18

Update Notes

August 05, 2026

1.0 - General Notes

This is a list of the fixes and improvements to existing tools introduced in the 28.1.0.53 program update.

2.0 - 28.1.0.53 Update Notes - August 5, 2026

2.1 Program Overview

- Basic math is now supported in Angle text boxes.
- Fixed an issue that prevented enabled/disabled table cells from displaying consistently in Dark Mode.

2.2 File Management

- Fixed a problem that prevented a specific plan file from opening in the Windows version of the software.
- Notes can now be added to Projects, Plans, and Layouts in the Details panel of the Project Browser when Chief Architect Project Management is in use.
- Fixed an issue that prevented Plan Previews from displaying in the Project Browser if the Plan was closed.
- Fixed a problem that prevented the templates list in the Project Browser from updating when the template units were switched in the Preferences dialog.

2.3 Project Planning

- All properties of the default Exterior and Interior Walls are now used when the Space Planner Build House tool is used.

2.4 Preferences and Default Settings

- New Use Dark Mode Toolbar Buttons option in the Preferences dialog for Color Themes.

2.5 Toolbars and Hotkeys

- New Select Current Tab toolbar drop-down list lets you select and switch to any open view.
- Improved the Import/Export tool icons.

2.6 Displaying Objects

- Improved the way text in the Layer Display Options dialog is truncated when columns in the table are resized.
- Fixed a problem that caused some types of closed-polyline based objects to be too easily selectable when their Fill Style was set to "Use Layer" and their layer was set to use "No Pattern".
- Fixed an issue in which the "Use Layer" Fill Style option for framing did not work if the "CAD, Default" layer had no fill style specified.

2.7 Editing Objects

- Fixed a problem that prevented the Center Object edit tool from working as expected in 3D views.
- Fixed an issue that caused an Undo to be recorded in error when the Screen Capture Setup dialog was opened.
- Corrected an issue that prevented the preview in the Style Palette dialog from updating when the table was navigated using the arrow keys.

2.8 CAD Objects

- Fixed an issue that caused schedules added to CAD blocks to jump to a different location.
- Fixed an issue in which door symbols in the Library Browser were much slower to load than other objects.

- Fixed a problem that caused a symbol's CAD Block offset to be incorrect if the symbol had been resized.
- Fixed an issue that prevented the Lock options in the Line Specification dialog from working correctly.

2.9 Walls, Railings, and Fencing

- Fixed a problem that could cause interior wall edge lines to be missing in Wall Elevations.
- Fixed a specific case in which portions of a Wall Material Region using 3D Cladding did not generate when applied to an Attic wall.
- Fixed an issue that caused editing feedback on walls to jump when wall size was edited in 3D views.
- Fixed a problem that resulted in extra lines being added below Attic walls when sending elevation views to layout as Plot Lines.
- Fixed a specific case in which a railing was extending too far into a wall in 3D views.
- Fixed an issue that prevented recessed openings from cutting out additional framing layers correctly.
- Corrected a problem that sometimes prevented the wall hole associated with an opening in an Attic wall from immediately updating when the opening was moved.
- Corrected a specific case in which a wall's drywall was not extending all the way down when Roof Cuts Wall at Bottom was specified.
- Fixed a specific case in which the Adjust 3D Cladding tool on a wall's exterior side caused the cladding to be applied to the interior side.

2.10 Rooms

- Fixed a case in which Deck border planks did not generate when No Border Against Walls and Herringbone Border Pattern were both specified.

2.11 Dimensions

- Fixed a problem that caused Auto Elevation Dimensions in a Wall Elevation to offset too high if the Highest Ridge mark was specified.

2.12 Text, Callouts, and Markers

- Improved the Project Information dialog to allow embedded multi-line inputs, tabbing to all names and values, and both Name and Value columns to be alphabetically sortable.

- Fixed a problem that could cause the Bold and Italic check boxes to be in an incorrect state when group-selected Text objects using custom text styles were edited.
- Fixed an issue that resulted in the wrong font family (ex. Bold, Italic) from being used for some fonts when Save As PDF was used.
- Fixed an issue that could cause highlighted text to lose its Bold and Italic settings when its font was changed in the Rich Text Specification dialog.
- Fixed a problem in which editing a Text Style in any way could sometimes cause it to lose style settings for Bold and Italic.
- Fixed an issue in which pasting text into the Text Macro Management dialog could result in the wrong font being used.

2.13 Doors and Windows

- Improved Recessed into Wall settings for doors and windows provide more wall layer choices.
- Fixed an issue that caused the window frame material to display incorrectly on a window with Window Size Excludes Frame specified.
- Fixed an issue that resulted in a legacy plan being reported as corrupt due to the default window not being eligible to make a mulled unit.

2.14 Cabinets

- Fixed an issue that caused cabinet moldings to display incorrectly in the Architectural Block Specification dialog preview.
- Fixed a case in which cabinet moldings failed to merge.
- Fixed a problem that could cause incorrect data about waterfall countertops to be reported in the Materials List.
- Fixed an issue that prevented cabinet fill styles from working when the countertop's layer was not displayed.
- Fixed error that could potentially occur when splitting a drawer in the Cabinet Specification dialog.

2.15 Electrical

- Ganged electrical objects will now use highest Wall Offset of the individual electrical objects.

- Fixed an issue in which Reverse Plan did not work correctly for electrical objects not attached to walls.
- Fixed a problem that sometimes caused electrical items to sometimes generate behind backslashes instead of on them.
- Changed the name of the "Height to Center" setting in the Symbol Specification dialog for symbols with "Sits on Cabinet or Table" specified to "Offset from Surface" to improve clarity.

2.16 Schedules

- Fixed an issue that sometimes prevented schedule callout labels from updating in open camera views.
- Fixed a problem that prevented room labels from moving with their rooms when using Edit Area.
- Fixed an issue that caused copied and pasted Picture boxes to lose their label Text Style information.
- Corrected a problem that could cause the label Character Height of group-selected roof planes with differing label Character Heights to be set to zero.
- Improved some setting labels on the Label panel in various specification dialogs.
- Fixed an issue that prevented the Follow Label setting for schedule callouts from working when for callouts assigned to a custom layer.
- Fixed an issue in which label margin values were not converted to metric correctly when the owner object was placed into a metric plan.
- Fixed an issue that caused label Text Style settings to be lost when symbol objects were added to the library.
- Room labels with Absolute label positions now reset to their default Relative positions when the Reverse Plan tool is used.
- Fixed an issue in which the X and Y Offset for room labels did not follow their respective X and Y axes in camera views.
- Fixed a problem that caused callouts in Schedules to display incorrectly when the schedule was rotated and 'Rotate with Plan' was unchecked.
- Fixed an issue where some electrical objects could prevent remove callout labels displaying an electrical schedule.

- The Auto Adjust Text Direction schedule callout setting can now be enabled for all callout shapes.

2.17 Roofs

- Fixed a specific case in which 3D Cladding did not generate on portions of some roof planes.
- Fixed an issue in which the new Roofs, Valley Flashing layer was turned off in the Materials List Layer Set in legacy plans.
- Fixed a crash that occurred due to a Skylight in a bad state in a specific case.

2.18 Framing and Trusses

- Corrected an issue that allowed warning icons for Joist Direction Lines to display when the Joist Direction Lines themselves were not.
- Fixed a specific case in which floor framing did not generate below interior walls when specified to do so.
- Fixed a problem in which materials used by Manual Framing defaults were not correctly marked as being in use in the plan.
- Fixed an issue that prevented Wall Blocking from being automatically assigned the "Wall Bridging" role when drawn.
- Fixed an issue in which the Extend Layers attribute did not work for framing layers in Pony Walls when the upper and lower wall layers were the same.
- Corrected a problem that prevented beams from being created in plans when all platform defaults were set to use trusses.
- Fixed an issue in which the incorrect material was being assigned to framing members when selecting 'Use Default' in the Select Material dialog.
- Fixed an issue that caused the Framing Member Defaults dialogs to have incorrect titles.
- Hip Jack corner trusses now base their rollout on the downslope edge of the girder truss rather than the centerline.
- Fixed a problem that in some cases caused trusses to draw at the wrong height for roofs marked as overframed.
- Fixed an issue that caused rim joists to always split at wall breaks.

2.19 Trim and Moldings

- Molding profile tables can now display fractions with 1/64" accuracy.

- New Trim Wall Layers check box on the General Panel of the Molding Polyline Specification dialog.
- Tabbing through the cells in the table on the Moldings/Profiles/Rails panel no longer loops through cells instead of exiting the table.

2.20 Architectural Blocks

- Fixed an issue that caused cabinet connections to be incorrect in Architectural Block Specification dialog previews.

2.21 The Library

- Fixed an issue that caused Terrain Perimeters added to Library to have blank thumbnails.
- Fixed an issue that prevented previews for Line Styles in the Library Browser from displaying.
- Fixed a problem that occurred when a tool was selected and a material image was clicked on rather than its text in the Library Browser Filter Results panel that prevented the Material Painter from being enabled.
- Fixed a crash that occurred when deleting entire folders from the User Catalog in a specific case.
- Removed the plus sign from the Advanced Search button icon in the Library Browser.

2.22 Other Objects

- Fixed an issue where having a distributed object that contained a symbol marked to Cut Referenced Surface would cause walls/floors to not build 3D.

2.23 Materials

- The obsolete Specular setting was removed from the Define Material dialog.
- Added the ability to name 3D Cladding definitions in their specification dialog before adding them to the User Catalog.
- Default Materials can no longer be applied to 3D Cladding.
- Adjust 3D Cladding now has its own scoping modes rather than sharing the Adjust Material scoping modes.
- Fixed an issue that allowed all 3D Cladding profiles in the 3D Cladding Specification dialog to be group-selected and deleted.
- Fixed a memory leak that could occur when making changes in the Material Builder dialog.

- Material Builder no longer adds maps to materials in cases where they won't do anything.

2.24 3D Views

- The Sun/Moon Position Indicators are now semi-transparent so the sun/moon can be seen behind the house icon.
- Fixed a problem that prevented the Zoom tool from working correctly in perspective camera views.
- Fixed an issue that allowed objects clipped by the Cross Section Slider to be selected.
- Fixed a problem that caused camera views to display incorrectly after being sent to layout as Plot Lines on a high-resolution (ex. 4k) monitor.

2.25 3D Rendering

- Fixed an issue that prevented the "In Use" column in the Adjust Lights dialog from updating correctly.
- Corrected an issue that caused billboard images to appear too dark when placed inside a room that did not have flat ceiling.
- Fixed a rendering error that could occur when changing the size of the Axis Indicator.
- Fixed a problem that prevented saved cameras from updating if a new Sun Angle was added to a plan.
- Fixed an issue that caused Translucent materials to appear to emit light despite having no emissive settings.
- Fixed an issue in which Ray Casted Sun shadows did not work with 3D Cladding.
- Fixed Ray Casted Sun Shadows in the Mac version of the software.
- Corrected a problem in which editing the Base Technique for Watercolor renderings in the Render Technique Defaults dialog would incorrectly prompt a warning saying Ray Tracing was not supported.
- Fixed an issue that prevented changes to the Sun Angle color from updating correctly.
- Fixed a set of issues related to the presence of a Tray Ceiling Rope Light with no strip profile specified.

2.26 Importing and Exporting

- Fixed a crash that occurred when importing certain DWGs.

- The layers that Walls, Doors, Windows, and Annotations will be drawn on can now be selected in the Import Chief As-Built File dialog.
- Casing width for openings is now included when importing Chief As-Built Files.

2.27 Materials Lists

- The Material List ID column on the Components panel of the Framing Member Defaults dialogs now indicates whether a formula is being used to determine the ID for framing using that default.
- Added the ability to search for specific words or materials in Materials Lists.

2.28 Layout

- Fixed an issue where in a certain situations, Terrain Features with transparent materials could prevent certain lines behind them from generating in layout views.
- Corrected a problem that prevented layout views set to Update Always from doing so after where after the layout was printed.
- Improved performance when zooming and panning in layout views when Live Views set to Update Always are present.
- Fixed a problem in which views did not update correctly when relinking a plan in a layout.
- Fixed an issue that sometimes caused lines in the layout to disappear when replacing the referenced file.