

Chief Architect X3.4.2.7 Update Notes

February 2, 2011

1 GENERAL NOTES

This is a list of the changes made to Chief Architect X4 in the 13.1.2.3, 13.2.0.49, 13.3.2.20, 13.4.1.22 and 13.4.2.7 program updates.

2 13.1.2.3 UPDATE NOTES

2.1 General

- Fixed an issue where the program would incorrectly report a plan as corrupted, resulting in the user not being able to open the plan.

2.2 3D Views

- Corrected a problem that prevented 3D views from completing in some plan files.

3 13.2.0.49 UPDATE NOTES

3.1 Installation

- Legacy Library Conversion available at the end of the program registration now imports the Chief Architect X2 Import library.

3.2 Editing Objects

- Fixed a performance issue that caused a significant slow-down when certain objects were selected.
- Fixed a problem that incorrectly placed wall mounted electrical objects when an Edit Area tools was used to rotate a plan.

3.3 Walls, Railings, & Fencing

- Corrected a problem that caused base molding to extend through doors placed in pony walls.
- Fixed a wall display issue in 3D views related to corner windows.
- Fixed a problem that caused 'Roof Cuts Wall at Bottom' walls to be cut by the wrong roof plane in specific situations.
- Fixed an issue where the ceiling was not correctly extending to cover a 'Roof Cuts Wall at Bottom' wall.
- Addressed an issue where very thick railing walls would sometimes display incorrectly in 3D views.

-
- Fixed a crash that occurred when drawing dimensions in an elevation view due to the presence of a very small radius wall.
 - Corrected a problem that prevented group-selected foundation walls from retaining custom footing widths when their specification dialog was opened.

3.4 Rooms

- When a room's Type is changed to Deck, its Floor Structure is now automatically set to the default for Decks.
- Fixed a specific case where the program would hang due to a room label.
- Fixed a specific case where the information in the Room Specification dialog was incorrect when the dialog was opened in a 3D view.
- Corrected a problem where changing the ceiling height of a foundation room was not updating the stem wall height in the Room Specification dialog.
- Changed 'Floor Below' setting label to 'SWT Below' in the Room Specification dialog for rooms above rooms with 'Floor Supplied by Foundation Room Below' checked.
- Ceiling finish layers are now removed if a Deck room is built above another deck or vice versa.

3.5 Doors

- Fixed an issue where door threshold lines were not removed if floor heights were made level after door placement.

3.6 Windows

- Fixed an issue that caused shutters to be removed from windows when Reverse Plan was used.
- Fixed a case where gaps would appear in walls in 3D after creating Muller Units.

3.7 Multiple Floors

- Fixed a problem that produced small pieces of the defined ceiling finish from the floor below above walls on the floor above in a specific plan.
- Fixed a specific case where room ceiling finish materials were not converted correctly in a legacy plan opened in version X3.

3.8 Roofs

- Corrected a problem that caused part of the surface of a roof plane to not display in 3D views.
- Fixed a specific case where ceiling mounted light fixtures followed the slope of the wrong roof plane.
- Fixed an issue that caused a room's Ceiling Finish to display on the floor above in 3D views in certain situations.
- Corrected a problem that affected rafter tails when manually resized in 3D views.
- Fixed an issue that affected how values update in the Dormer Specification dialog when the roof type was changed.

3.9 Stairs, Ramps & Landings

- Fixed an issue where newels and balusters would not display on ramps in 3D views unless the Millwork layer was turned on.
- Corrected a problem that prevented the stair defaults settings for 'Baluster Width' and 'No Shoe for Rail' from being retained.
- Fixed a problem involving stairs that could cause some plans to hang when attempting to open.

3.10 Framing

- Fixed a problem that prevented ceiling framing from being removed when the associated ceiling was removed and Automatic Floor/Ceiling Framing was turned on.

3.11 Electrical

- Corrected a problem affecting electrical objects replicated using either the Multiple Copy or Transform/Replicate Object edit tool.

3.12 Architectural Blocks

- Added the named value `component_code` for architectural blocks. This can be used to create a custom component code label for architectural blocks set to 'Ignore Sub Objects'.

3.13 The Library

- Added a 'Prompt To Download Data Locally' preference setting to download library items from a local location.
- Fixed an issue where Update Catalog would fail to update all items that it should.

-
- Corrected a problem that could possibly cause corrupt or bad data in the library database.
 - To avoid confusion, removed the 'Subscribe' option from the contextual menu for catalogs in the Library Browser.
 - Restricted ability to subscribe to or update a library catalog to one activity at a time. If a request is made to either subscribe to or update a catalog while one of these processes is already taking place, that request will be ignored.
 - Fixed an issue where cabinets added to the library did not display their countertops in the 2D preview.
 - Fixed a problem affecting the appearance of the preview of corner cabinets added to the library.
 - Resolved an SEH Exception error related to drawing door pull handles in library previews.

3.14 Materials

- Fixed an issue that caused material texture to appear reversed on ceilings and the under sides of floor platforms and roof planes.
- Corrected an issue that prevented the ray trace preview in the Define Material dialog from updating when changes were made to the Bump Map settings.

3.15 Rendering & Ray Tracing

- Fixed an issue that occurred on certain video cards that caused some symbols to appear black after switching from the Standard rendering technique to the Vector View technique.
- Addressed an unexpected error that could occur when creating a 3D view in certain plans.
- Fixed an issue where ray traces would appear to generate solid black images.
- Ambient Occlusion can now be used when ray tracing indoor views.
- Fixed a parsing error that occurred when ray tracing in specific situations.
- Improved shading on some surfaces in ray trace views.
- Corrected a problem that produced small black squares in finished ray traces.
- Addressed an error related to problematic material settings that occurred when ray tracing.

-
- Fixed an issue that prevented plant images associated with a garden bed or distributed object from displaying in ray trace views.
 - Fixed a problem that prevented Spherical Backdrops from working in 3D views.

3.16 Dimensions

- Fixed an issue where some object types would be located by temporary dimensions when they should not.
- Fixed an issue that caused the Manual Dimension Defaults Locate Object settings to change in legacy plans opened in version X3.
- Fixed a problem that prevented temporary dimensions for wall openings in 3D views from finding the correct floor platform below.
- Fixed a problem that prevented certain types of walls at some angles from being dimensioned automatically.

3.17 Text, Callouts, & Markers

- Addressed a performance issue where layout views would become very slow after sending large amounts of Rich Text to the page.
- Removed 'Move to Front of Group' checkbox from the Rich Text Defaults checkbox because it is an action rather than a state.
- Fixed an issue where the Leader Line segment number was not working correctly in some cases, most noticeably on layout pages.
- Fixed a problem where callouts with extension lines could be selected by clicking anywhere along where the line would be if it extended forever.

3.18 Importing & Exporting

- Fixed a problem that prevented the surfaces of imported symbols from being visible in 3D views.

4 13.3.2.20 UPDATE NOTES

4.1 General

- Fixed a problem that caused the program to function incorrectly when the Windows language settings were set to a language that is read from right to left.
- Corrected a problem involving a specific symbol that caused significant program slowdown.

4.2 Creating Objects

- Improved ability to use Midpoint snaps on wall openings when the Snap Distance is a small value.
- Fixed an issue where Intersection snaps were not working for wall layers.

4.3 Editing Objects

- Fixed a case where the program would hang when editing a specific plan file.
- Addressed an error that could occur when adjusting a door's swing while Angle Snaps were turned off.
- Fixed an error that could occur using Undo after creating a Ray Trace view.

4.4 Walls, Railings & Fencing

- Fixed an error that could occur when using the Make Parallel/Perpendicular edit tool to edit the top edge of a wall.
- Corrected a problem affecting solid railings that follow stairs in legacy plans when opened in Chief Architect X3.
- Addressed an issue that caused an invisible wall to be visible in a 3D view if it was drawn in floor plan view while the 3D view was also displayed on screen.
- Fixed an issue where editing the wall height of one wall would affect other walls if those walls were drawn using the Same Wall Type edit handle.

4.5 Rooms

- Fixed a problem that prevented the ceiling finish surface of a room from extending to cover the area above a railing or invisible wall.
- Corrected a problem where ceiling finish materials were not being set correctly in a particular legacy plan when opened in Chief Architect X3.
- Fixed a problem where editing the ceiling height of porch or deck room in a 3D view would change the ceiling height of other rooms that the deck was attached to in a specific case.

4.6 Windows

- Corrected an issue where bay/bow/box windows in some legacy plans would incorrectly have footings.
- Fixed a problem that prevented framing for bay/bow/box windows from generating.
- Fixed a problem that caused part of the exterior wall layer to display inside of a mulled window unit in 3D views in specific situations.

4.7 Roofs

- Fixed a crash that occurred when building roof planes in a specific situation.
- Fixed a problem that prevented the Material Painter from being used on a skylight when Auto Rebuild Roofs was turned on.
- Addressed an issue that allowed ceiling break lines to sometimes show up very close to or inside of a wall.
- Corrected a problem where the birdsmouth calculation would be incorrect if the default exterior wall was different from the exterior walls in the plan.

4.8 Stairs, Ramps & Landings

- Improved ability of Click Stair tool to use Make Best Fit values when stairs are created.

4.9 Framing

- Fixed a problem affecting deck framing when a monolithic slab foundation was present.
- Addressed a crash that occurred when copying and pasting deck planking in a specific case.
- Corrected a problem that prevented some of the framing for a roof plane from generating in a specific case.
- Fixed an issue where a wall specified as "Go Through Platform" that also had its wall height edited in 3D did not frame correctly.

4.10 Trusses

- Fixed an issue that caused trusses to shift their position incorrectly when edited in 3D.

4.11 Trim & Moldings

- Fixed a problem where the 3D data for symbol moldings could be lost when the plan file was opened.

4.12 The Library

- Corrected a problem that prevented library subscriptions and downloads from working correctly if the path to the user Data folder contained special characters such as accented letters.
- The Add to Library edit tool now creates a unique copy of the selected object in the Library, making it easier to associate the object with a Place Library Object button and retain its customized settings.

4.13 Materials

- Fixed a problem that prevented a warning message from reporting missing textures for items placed from the Library Browser if the library preview pane was displayed.
- Fixed a problem affecting the display of patterns when regional Windows settings used a comma instead of a period for the decimal symbol.

4.14 3D Views

- Addressed a problem where exterior 3D views were too dark in a specific case.
- Fixed a specific case in which 3D views would rebuild every time the user moved the camera.

4.15 Rendering & Ray Tracing

- Introduced ability to ray trace 3D views that face straight down.

4.16 Dimensions

- Corrected a problem that prevented Centerline Dimensions from locating fixtures in cabinets.
- The Minimum Display Size Preference setting for Dimensions now controls the displayed size of temporary dimensions for selected doors and windows in elevation views.

4.17 Text, Callouts & Markers

- Fixed an issue that prevented the Auto Position Tail default setting for Arrows from being applied to Leader Lines.

4.18 Pictures, Images & Walkthroughs

- Fixed a problem that caused imported .png image files saved in a plan to lose their partial transparency the next time the plan was opened.

4.19 Importing & Exporting

- Corrected a problem affecting the orientation of textures imported with .3ds symbols.
- Fixed an issue where exporting a view sent to layout as a .dxf/.dwg file or using CAD Detail From View resulted in incorrect creation of dimension lines.

4.20 Schedules

- Fixed a problem that resulted in an extra window in the Window Schedule for windows placed in a Double Wall.

5 13.4.1.22 UPDATE NOTES

5.1 Editing Objects

- Improved the use of the Reflect About Object edit tool for polyline solids in cross section/elevation views.
- Fixed an error that occurred using Reverse Plan in a particular plan.

5.2 Walls, Railings & Fencing

- Fixed a specific case where moving a wall caused the program to appear to hang.

5.3 Rooms

- Fixed an issue where checking and unchecking the Floor Supplied by Foundation Room Below checkbox in the Room Specification dialog would cause the Ceiling Height value to become increasingly negative.
- Added feedback to locate the problem room when an error message about negative ceiling heights displays.
- Fixed an issue in legacy plans where the height of some objects placed in rooms with the Floor Supplied by the Foundation Room Below would appear to change.

5.4 Multiple Floors

- Improved the 3D display of floor finish layers on the edge of an Open Below room.
- Fixed a specific case where the Ceiling Finish value was set incorrectly in a legacy plan brought forward.
- Improved handling of Lowered Ceiling value of 0 for rooms in legacy plans.
- Cantilevered floors now generate soffit surface automatically.

5.5 Roofs

- Fixed a problem that prevented the Material Painter from being used on a skylight when Auto Rebuild Roofs was enabled.

5.6 Framing

- Fixed a problem that prevented the framing of split-framed double walls from displaying correctly in 3D views.

5.7 Cabinets

- Fixed an issue where multiple selecting cabinets and changing their Floor to Bottom height would not work correctly.

5.8 Other Objects

- Fixed a problem that caused Primitive shapes to rotate incorrectly when displayed in a layout box.

5.9 Materials

- New informational message regarding using the Material Painter on a Floor or Ceiling Structure layer recommends using the Room Specification dialog to adjust the material instead.

5.10 3D Views

- Corrected a crash that could occur using the Pan Window tool in 3D views in specific circumstances.

5.11 Text, Callouts & Markers

- Fixed a problem that prevented the Designer.ZipCode text macro from working.

5.12 Custom Symbols

- Removed an errant message about missing 3D data when importing a cabinet symbol.

5.13 Printing & Plotting

- Fixed a crash that occurred when printing an elevation view in which Rich Text was present.
- Corrected a problem that caused Wall Elevation views to print blank.

5.14 Layout

- Fixed a Null Pointer Exception error that occurred when sending an elevation view to layout in a specific situation.

5.15 Materials List

- Fixed an issue where cabinets that were the same size, but had different properties, were not being listed separately in the Materials List.

6 13.4.2.7 UPDATE NOTES

6.1 Layout

- Corrected a problem that prevented line weights in cross section/elevation views from being edited in views sent to layout.