

Chief Architect Version X7 Change Log

March 4, 2015

1 General Notes

This is a list of the fixes and improvements to existing tools introduced in Chief Architect X7.

2 Changes Introduced in Chief Architect X7

2.1 Installation

- Fixed a crash that occurred upon launch on computers where Chief Architect version 10 or prior of Chief was installed after the current version was installed.

2.2 Overview

- Fixed a problem where the Library and Project Browser side windows would sometimes change position when the program was closed and re-opened.
- Fixed an issue where view windows were not maximized correctly when dragged between monitors on a Mac.
- Addressed a concern where long file names could result in fewer view window tabs on screen, making scrolling with the arrow buttons necessary.
- Fixed a problem that prevented the pages in the program's Help from printing correctly in the Windows version of the software.
- Fixed a problem in the Mac version that caused decimal values to be evaluated incorrectly when the system decimal separator was something other than a period.
- The Fill Style preview box in a variety of dialogs now updates correctly when the fill pattern is rotated.
- Angle settings in dialogs now behave consistently when values outside of 0-180° are entered.

2.3 File Management

- The Backup Entire Plan tool now gives you the opportunity to choose a new folder if the initially selected folder is not empty.

2.4 Preferences and Default Settings

- All CAD Preferences have been consolidated on one panel.
- The default Rendering Technique (Standard or Vector View) used in dialog preview panes can now be specified in the Preferences dialog.
- Fixed a problem that caused the edit handle size to be set incorrectly on systems with a high resolution/4K display.

2.5 Toolbars and Hotkeys

- Fixed an issue that left the program focus on the Active Annotation Set Control drop-down rather than in the active window after choosing an Annotation Set.

2.6 Layers

- Fixed a problem that resulted in a new layer being created unnecessarily when an object on a renamed system layer was copied and pasted.
- Fixed a problem that prevented layers from importing correctly as part of imported Annotation Sets if renamed system layers were included.

2.7 Creating Objects

- Decreased the minimum Snap Unit set in the General Plan Defaults dialog.
- Fixed some cases where snapping and bumping prevented the placement of objects.

2.8 Editing Objects

- The the Select Same Type and Load Values to Make Same edit tools no longer select or modify on layers that are either turned off or locked.
- Fixed a problem that prevented changes made to the selected edge of some types of objects in their specification dialog from affecting the correct edge in 3D views.

2.9 Walls, Railings, and Fencing

- The Same Wall type edit handles are now available for curved walls.
- The Wall Type macro now returns both wall types for Pony Walls.
- The Set as Default edit tool can now be used if the selected wall is specified as a Furred Wall.
- The Object Layer Properties dialog now displays all wall layers associated with a given wall.
- Pony walls now frame upper and bottom parts separately when their framing is different.
- The default wall type used for the Lower Wall Type if Split by Butting Roof setting is now the default Interior Wall.
- Interior walls drawn in a Garage or other room with Floor Supplied by the Foundation Room Below checked now get placed at correct height.
- Improved drawing of wall intersections when multiple Main Layers are specified.
- Improved multiple instances of problematic curved wall intersections.
- Improved the display of a specific curved and straight wall intersection.
- Improved drawing of wall intersections involving angled walls and an ICF wall type.
- Custom newel/baluster symbols assigned to railings and fencing now display at the correct orientation in 3D views.
- Fixed a problem that produced extra errant walls when the Reverse Plan tool was used.
- Fixed an issue that prevented walls with manually edited heights from reversing correctly when the Reverse Plan tool was used.
- Fixed a problem that prevented foundation walls from extending to the floor above in a particular case.

- Fixed a specific case where editing one wall in an intersection could cause another to shorten and disconnect.
- Fixed an error that occurred when deleting a wall in a specific plan.
- Improved the display of walls generated between different ceiling heights.
- Fixed a problem that prevented the texture preview from updating when a wall layer material was changed in the Wall Type Definitions dialog.
- Fixed an issue that caused the footing under an unconnected framed wall to extend too far.
- Fixed a problem that caused gaps between changing ceiling heights when a roof was present.
- Fixed an issue that prevented the drywall layer of a wall from displaying in floor plan view when end of the wall butted into an invisible wall.
- Fixed an issue that prevented boxed eaves from trimming exterior wall layers correctly.
- Room Divider walls are now included in the Reference Floor Display.
- Fixed an issue that caused some attic wall intersections to display incorrectly in 3D.

2.10 Rooms

- The Living Area calculation now includes space inside Bay, Box, and Bow Windows provided that the window's floor height is even with room's floor height.
- Fixed a problem that caused the Living Area to change incorrectly when an interior wall was added.
- Fixed a problem that caused the Living Area to change incorrectly when a Garage or other unconditioned space was added to the model.

2.11 Doors and Windows

- Hardware added to a Pocket Door now displays in 3D views.
- Improved the ability to apply hardware to a door by the correct side of a door in 3D views.
- Improved the ability to apply hardware from the Library by clicking on a door in 3D views.
- All edge lines of door and window casing are now placed on the Casing, Exterior and Casing, Interior layers in floor plan view.
- All values in the Door and Window Specification dialogs now update when Match Opening Height for shutters is checked or unchecked.
- Shutter height now updates correctly in the Door Specification dialog when the opening height is changed.
- The ceiling of a Bay, Box, or Bow Window on Floor 2 or above can now be lowered after its floor has been raised.
- Fixed a problem that caused the bounding box for Bay, Box, and Bow Windows to be too large, allowing it to be marquee-selected when it should not.

- Fixed issues that prevented values on Shape panel of the Window Specification dialog from not updating correctly.
- Improved ability to select double doors placed into double walls in 3D views.
- Door and window Header Depth is now included when the Set As Default edit tool is used; in the defaults dialog, Calculate from Width becomes unchecked.

2.12 Foundations

- The 240" (6000 mm) height limit for Piers has been removed.
- Fixed a problem that caused footings under framed walls on the foundation floor to sometimes build at an incorrect height.
- Fixed an issue that caused the stem wall top height for automatically built foundations to be incorrect.
- Fixed a problem that caused windows on Floor 0 to be placed at the wrong height if the floor height on that floor was changed from the default.
- Fixed a problem that caused the editing feedback for a selected Round Pier or Square Pad to display in the wrong location in 3D views.
- Fixed a problem that resulted in incorrect edit feedback for Fireplaces in Wall Elevation views.

2.13 Roofs

- Improved how roof soffits are trimmed when the eaves are square cut.
- Rafters now draw at the correct size when the eaves are square cut.
- Corrected a problem that resulted in extra lines in frieze molding under a roof return in camera views using the Vector View Rendering Technique.
- Fixed a set issues that affected flat roof returns with shadow boards.
- Fixed a problem that prevented large boxed eaves on a dormer from being correctly trimmed on the inside.
- Fixed a problem related to Ceiling Holes and Ceiling Planes in a particular plan.
- Fixed a problem that affected boxed eaves at the intersections of gable and normal eaves.
- Fixed a specific case where not all boxed eaves were generating correctly in a plan.
- Fixed an instance the overhangs of an automatically generated roof were incorrect.

2.14 Stairs, Ramps, and Landings

- The Run value in the Ramp Specification dialog now updates when changes are made to size of ramp.

2.15 Framing

- Deck beams, posts and footings are now placed on their own separate default layers.
- Framing for Bay, Box, and Bow Windows now displays in floor plan view.
- Improved generation of some deck framing corner connections.

- Improved selection feedback for selected framing members generated in the bottom section of pony wall.
- Posts can now be specified as Treated.
- Posts now snap to the center of the main framing layer of a wall.
- Wall studs that have been rotated 90° now display correctly in Wall Details.
- A selected Roof Beam is now described as such in the Status Bar.
- Improved wall framing for Pocket Doors.
- Improved the appearance of Posts in floor plan view.
- Fixed a specific case where a combination of Joist Direction and Bearing Lines was not generating correct floor framing.
- Rebar Extension values are not longer rounded to the nearest whole number.
- Fixed a problem where using Reflect About Object in an elevation view positioned the selected framing member incorrectly.
- Fixed a problem that resulted in extra floor joists being generated when part of a floor platform was framed manually.
- Fixed an issue that could cause an extra joist to be created at same location as a Bearing Beam.
- Corrected a problem affecting the framing for an angled window in a specific case.
- Headers are no longer generated above Doorways placed into Half Walls.
- Fixed an issue that caused some value to incorrectly change when multiple deck rooms were selected and their specification dialog opened.
- Fixed a problem that caused too many posts to generate under a Deck room in a particular case.

2.16 Trusses

- Roof Truss length will now update if eave subfascia is removed.
- Truss labels now have a Move edit handle in elevation views.
- Fixed an issue that resulted in a small extra Floor/Ceiling Truss was added to the Truss Detail in error.

2.17 Electrical

- Added a default for Exterior 220V Outlets in the Electrical Defaults dialog.
- The Electrical Defaults dialog can now be opened by double-clicking on the Electrical Tools toolbar buttons.
- Specification settings and Component information are now retained when an electrical symbol is added to the Library.
- The Auto Place Outlets tool can now be used in Closet rooms.
- Fixed an issue that caused the object to sometimes incorrectly shift out of the pre-view window in the Electrical Service Specification dialog.

2.18 Trim and Moldings

- Fixed a problem affecting room moldings in the presence of a Room Divider wall in a specific case.
- Fixed a specific case where room moldings were incorrectly extending beyond their correct locations.
- Fixed a problem that caused automatically generated Room Molding Polylines to be placed at an incorrect location relative to interior walls.

2.19 Cabinets

- Improved the interface for the positioning of cabinet drawer hardware in the Cabinet Specification dialog.
- Fixed some cases in which Cabinet Fillers were not generating a correct backsplash.
- Fixed an issue that caused a selected cabinet to become disconnected from a wall if both it and the wall were selected and then copied.
- Fixed a set of cases where cabinet drawer sizes were incorrect depending on whether the cabinet was framed or frameless and inset, full overlay, or traditional.
- Fixed a problem that caused appliances to place at incorrect locations in cabinets if the Left and Right Stile sizes were different.
- Fixed a problem that prevented the back side of a cabinet from matching the front if the Left and Right Stile sizes were different.
- The Reflect About Object edit tool now works correctly for cabinet symbols and their countertops.
- Fixed an issue that prevented Auto Left and Auto Right cabinet doors from working correctly in some cases.
- Fixed a problem that caused double and triple face cabinets to incorrectly change door style in some cases when bumped up against each other.
- Fixed a problem affecting double and triple face cabinets set to have the back match the front that created gaps around the opening panels.
- Fixed a problem that caused some double and triple face cabinets to incorrectly have a solid surface across the front.

2.20 Terrain

- The preview pane in the Garden Bed Specification dialog now updates when the Make Hole checkbox is checked.

2.21 Other Objects

- Improved the spacing calculation for evenly distributing objects on a closed Distribution Path.
- The Edit Object Parts edit tool is no longer available for Material Regions and Custom Backsplashes.

- Wall Material Regions and Custom Backsplashes now have Rotate edit handles in floor plan view.
- Fixed a problem that prevented the Reflect About Object edit tool from working correctly with Material Region and Custom Backsplashes.
- Fixed an issue that made it possible to rotate group-selected polyline solids about an incorrect axis.
- Fixed an issue where copying a Wall Material Region caused the original to no longer cut the wall.
- Improved ability to move Material Regions located outside of a room using dimensions in elevation views.
- The Soffit Specification dialog's preview pane now updates when the Depth value is changed.
- Fixed a problem that caused Polyline Solids created in an elevation view to have incorrect edit handles in floor plan view.
- Fixed an issue where the Material Painter Modes did not work correctly with Custom Backsplashes.

2.22 The Library

- Changes to the Components of an Electrical object are now retained when the object is added to the library.
- Improved the speed of deleting items in the Library Browser.
- Objects can now be placed into an area that is too constricted using the Replace From Library edit tool.
- Fixed a problem that could prevent some catalogs from loading if the Library Browser was closed shortly after launch.
- Addressed an issue that caused a warning message to display if an item in the Library Browser was selected while the Attic level was the current floor.
- Fixed a problem that prevented custom patterns from being maintained for materials added to the library.
- Door lock hardware now no longer displays attached to a cabinet in the Library Browser Preview Pane.

2.23 Materials

- Saturation and Luminosity now display as percentages in the Color Chooser dialog.
- Fixed a problem that prevented the Eyedropper tools from working correctly when the Cross Section Slider was in use.
- The Color Eyedropper in the Color Chooser dialog now works on Mac OS X 10.10 (Yosemite).
- Fixed a set of issues where changes to settings within various specification dialogs were not correctly updating information in that dialog's Materials panel.

2.24 Zoom and View Tools

- The Fill Window Building Only tool no longer includes terrain when used in Cross Section/Elevation views.

2.25 3D Views

- Cross Section/Elevation cameras can now be set to not show on all floors.
- Improved editing in 3D views in plans with large numbers of electrical objects.
- Improved speed when displaying labels in cross section/elevation views.
- Cameras symbols that were created on different floors can now be group selected.
- Fixed a number of cases in which object labels were not displaying in cross section/elevation views when they should.
- All surfaces removed using the Delete Surfaces tool will now be restored if a new 3D view is created.
- Fixed a problem that caused camera symbols in legacy plans to disappear after being modified.
- Corrected a problem that prevented 3D views from updating correctly when the Set As Default edit tool was used.

2.26 Rendering and Ray Tracing

- Hardware Edge Smoothing now affects the Line Drawing Render Technique.
- Fixed a problem that caused Stretch to Fit textures on walls to display incorrectly in ray trace views.
- Fixed a problem affecting texture mapping on 3D plants in metric plans.
- Significantly improved the rendering speed of a specific set on plans in the Mac version of the software.
- Fixed a problem in metric plans that resulted in saved ray trace images being the wrong size.

2.27 Dimensions

- Temporary dimensions associated with a window in 3D now display the distance to the floor of the room on the side of the window that was selected.
- Fixed an error in a particular plan that occurred drawing a vertical dimension line in an elevation view.
- Corrected a situation where an object could be moved using a dimension not present in the current view.
- Fixed a problem that sometimes prevented dimension arrowheads using the slash style arrow head from displaying.
- Fixed issues that affected moving and resizing Wall Material Regions using Temporary Dimensions.
- Improved dimensioning to Material Regions in floor plan view.

- Fixed an issue that prevented Centerline Dimensions from locating fixtures in some situations.
- Corrected a problem that sometimes affected Temporary Dimensions associated with a selected framing cross box in cross section/elevation views.
- Fixed a problem that could cause a dimension line to jump to an incorrect location in an elevation view if a wall opening located by the dimension was deleted.
- Fixed a problem that caused Temporary Dimensions associated with a selected framing member to measure to incorrect locations in certain situations.
- Fixed a problem that could cause Auto Interior Dimensions to locate some wall types incorrectly in metric plans.

2.28 Text, Callouts, and Markers

- When multiple structures are present, the Living Area text macro now displays the living area for the structure closest to the text that the macro is used in.
- Callouts and Markers can now be deleted using the Single Room scope in the Delete Objects dialog.
- Fixed various issues affecting the display of Rich Text in legacy versions of Chief Architect opened in version X7.
- Improved the display and use of bullets in Rich Text.
- Fixed a problem that affected the bounding box for certain group-selected Markers.
- Fixed a problem that occurred when pasting text in which a bulleted item was the first character of the selection.
- Fixed an issue in the Mac version that caused the inline Rich Text editor to disappear when the Color Chooser button was clicked.

2.29 CAD Objects

- Arrowhead styles can now be specified as either filled or transparent.
- Converting a CAD Ellipse to a Countertop Hole no longer generates a highly fragmented polygon.

2.30 Pictures, Images, and Walkthroughs

- Fixed a problem affecting very old Intel integrated graphics chipsets that resulted in exported or printed images to have an orange cast.
- Fixed a problem affecting the quality of images produced using the Copy Region as Picture tool on high resolution/4K displays.

2.31 Importing and Exporting

- Files created in SketchUp 2014 can now be imported.
- Fixed a problem when importing SKP files that caused textures to be reported as missing incorrectly in certain cases.
- Fixed a texture mapping problem affecting symbols made of Polyline Solids exported to .3DS format.

- Stretch to Fit materials now export correctly to Collada and 3DS formats.
- Improved the export of Collada files to fix issues with some 3rd party applications.
- Fixed a problem that prevented arrows attached to polylines from exporting correctly to DWG/DXF.
- Corrected a problem that prevented certain 3D DWG files from importing in the Mac version of the software.
- Fixed an issue that prevented some Import file chooser dialogs from correctly indicating the file types available for import.

2.32 Custom Symbols

- Fixed a problem affecting symbols set to Insert Into Countertop that caused the symbol to rescale incorrectly on each edit in metric plans.

2.33 Printing and Plotting

- PDF files created in the Mac version now generate at a reasonable file size.
- All settings from the last used printer are now remembered when printing.
- Fixed a specific case where line weights did not print at the correct weight on layout pages greater than 1.

2.34 Schedules and Object Labels

- Gates and doorways placed in railings and fences can now be included in Door Schedules and display schedule labels.
- Fixed an issue that affecting schedules placed into Wall Detail views that made their vertical lines too long.
- Fixed a problem that caused plumbing fixtures to be listed in Fixture schedules when they were set to not be included.
- Corrected a problem that could place truss and wall labels on the wrong layer in Truss Detail and Wall Detail views.

2.35 Materials Lists

- Fixed a problem that caused some Prices to incorrectly change when entered in the Master List.
- Rebar for Deck Post Footings is now calculated in the Materials List.