

Chief Architect Version X9 Change Log

February 15, 2017

1 General Notes

This is a list of the fixes and improvements to existing tools introduced in Chief Architect X9.

2 Changes Introduced in Chief Architect X9

2.1 Program Overview

- Objects with unmanageable position coordinates are now identified and can be deleted when a plan is opened.
- Systems using switchable graphics will now use the high end graphics card instead of the integrated chipset when running Chief Architect.

2.2 File Management

- Legacy .pl and .la files from Chief Architect 9.5 and prior are no longer supported and cannot be opened in Chief Architect X9.

2.3 Preferences and Defaults

- The Sun Angle settings in the Preferences dialog now use the current Angle Style.

2.4 Displaying Objects

- Fixed an issue that caused changes made in the Active Layer Display Options side window to be reverted incorrectly when Undo was used.
- Fixed an issue that sometimes caused the Layer Display Options dialog to report incorrect values when the Modify All Layer Sets option was used.
- Fixed a problem where turning off a layer in one view using the Active Layer Display Options side window would turn it on in another view.

2.5 Editing Objects

- The Object Painter tool can now be used to apply fill styles to CAD Circle and Text objects.
- Fixed a problem that resulted in incorrect Area and Volume values in the Match Properties dialog.

2.6 CAD Objects

- Fixed an issue that caused a resized CAD block with an insertion point to shift position every time its specification dialog was opened and closed.

2.7 Walls, Railings, and Fencing

- Removed a small gap between the handrail and newels/balusters on railings.
- Fixed a problem that caused wall fill to draw incorrectly through windows placed above bifold doors in some cases.

- Fixed an issue that sometimes prevented materials on attic walls from being marked as In Use.

2.8 Rooms

- The Living Area Label now maintains its position if it is moved.

2.9 Dimensions

- Dimension line Segments are now listed in numeric order in the Dimension Line Specification dialog.

2.10 Cabinets

- Undo can now be used to revert changes to cabinet drawer hardware.
- Custom Countertops are no longer created in the Back Drawing Group.

2.11 Foundations

- The program now presents a prompt to turn off Automatically Rebuild Foundation when a wall is pasted on Floor 0.

2.12 Stairs, Ramps, and Landings

- The direction of Handrails on landings now matches that on stairs and ramps.
- Fixed a problem that caused stair height to be calculated incorrectly when attached to platforms created with certain foundation styles.

2.13 Roofs

- Gutters will now generate even if Eave Fascia and Eave Sub Fascia are not used.
- Placing a skylight in a roof under a higher eave no longer produces a hole in that eave.

2.14 Framing

- Fixed a problem that caused the snap locations on headers in Wall Details to be incorrect.
- Fixed an issue that caused Wall Bridging set to be Flat to Outside/Inside to not actually be flat.

2.15 The Library

- Objects saved in the User Catalog of the Library Browser objects can now be placed on custom, user-created layers.

2.16 Other Objects

- Fixed an issue that caused certain objects in some architectural blocks created in Version X7 and prior to change heights in error.

2.17 3D Views

- Fixed a problem that occurred when Undo was used in a cross section view, causing the view to shift.
- Fixed an issue in which rotating in an active camera view would sometimes throw the view into an unintended spin.

2.18 Pictures, Images, and Walkthroughs

- Added the ability to import multiple images at once.
- Fixed a problem that sometimes caused the Uppercase attribute to be lost in an exported EMF/WMF file.