

Chief Architect X6.2.0.47 Update Notes

March 10, 2014

1 General Notes

This is a list of the changes made to Chief Architect X6 in the 16.1.0.50, 16.1.1.9, and 16.2.047 program updates.

2 16.1.0.50 Update Notes

2.1 Installation

- Fixed a set of issues that could occur if the program was installed on a Mac using a case sensitive file system.
- Fixed a problem that occurred in Mac OS X that could cause incorrect notification that a license is active on another computer.

2.2 Program Overview

- List boxes in dialogs that can be browsed by typing now display the item selected by typing at the top of the list box rather than the bottom.
- Improved touch screen interaction on tablets such as the Microsoft Surface.
- On a Mac, restoring from a minimized state no longer causes a duplicate cursor to be frozen on screen.
- Fixed a problem that caused mice with tilt wheels to zoom instead of panning when the middle mouse button was pressed.
- Special characters are now included in the File> Open Recent Files submenu.
- Addressed an issue that caused file chooser dialogs to take a very long time to open in some cases.
- Improved performance moving mouse pointer between program windows on two monitors on a Mac.

2.3 Preferences and Default Settings

- New Bumping/Pushing for Type-in Movement setting in the Preferences dialog controls whether Bumping/Pushing applies when using type in or dimension movement. The setting is off by default.
- Changing Annotation Sets now records an Undo.
- The Always Display in Color option for Images and Pictures was removed from the Preferences dialog.
- System settings that affect formatting in the program - including currency, date, decimal and thousands separator - are now obtained upon launch.

2.4 Toolbars and Hotkeys

- Fixed an issue that limited the Active Annotation Set Control drop-down list to displaying only ten items.
- Window tabs can now be dragged and reordered.

- Fixed an issue that caused Place Library Object toolbar buttons to incorrectly become disabled in some view types.
- Fixed a problem that caused button icons to be scaled incorrectly when using a high screen resolution.

2.5 Editing Objects

- New Create Hole edit tool lets you draw a hole in a selected closed polyline-based object.
- New Intersect/Join Two Lines edit tool connects two non-parallel line- and/or arc-based objects or joins two edges of an open or closed polyline.
- The settings in the Fillet/Chamfer dialog are now saved between program sessions and are saved separately for Imperial and metric files.
- Fixed an issue where moving objects with the CTRL/CMD key held down for free movement was too sensitive to timing of when they keyboard button was released.

2.6 Walls, Railings, and Fencing

- Fixed an issue that prevented Wall Coverings assigned to the Exterior Room from working on walls that intersected Room Dividers.
- Pony Walls no longer merge when their display settings are different.
- Fixed a specific case that prevented upper and lower pony wall sections from aligning as specified.
- Fixed a problem that caused Auto Roof Returns to prevent part of wall from generating in 3D.
- Improved feedback when the Resize About setting for walls is changed.
- Restored the ability to position deck railings directly above/below one another.

2.7 Doors

- Fixed a problem that caused the handles on Sliding Doors to go to the wrong location when the Opening/Hinge Side was changed.
- Improved appearance in floor plan view of interior doors set to be Recessed to Main Layer.

2.8 Windows

- Can now change the section sizes of Double Casement windows.
- Addressed issues affecting the appearance of Bay Windows with raised floors and/or lowered ceilings in 3D views.
- Fixed a problem that could cause casing to disappear when a window's shape was changed.

2.9 Roofs

- Fixed a specific case where soffits were not building correctly under Auto Roof Returns.

- Fixed a problem that caused Auto Roof Return soffits to not build correctly when the roof plane's Sub Fascia size was changed.
- Improved ability to generate Auto Roof Returns in specific situations.

2.10 Framing

- Framing can now be displayed in Chief Architect Interiors, although it cannot be created, selected, or edited.
- Improved ability of Cross Boxes associated with wall framing to display in cross section views when the model is far from the origin at 0,0.
- Improved floor framing where a stem wall butts a monolithic slab foundation.
- Fixed a problem that prevented double rim joists from generating if a wall was adjacent to an Open Below room.
- Fixed a specific case where drawing a Ceiling Beam resulted in an error.
- Fixed a specific case where building framing for a single roof plane caused roof framing in other parts of the plan to be deleted.
- Corrected a problem that caused floor framing to become embedded into stem walls in specific cases.
- Improved alignment of framing for roof framing generated separately for individual roof planes.

2.11 Electrical

- Fixed an issue that caused light position indicators to display incorrectly in dialog previews for lights attached to walls.
- Fixed an issue that caused the offset data for light sources to be converted incorrectly when light fixtures were placed into metric plans.
- Light fixtures included in Architectural Blocks are now listed in the Adjust Lights dialog.

2.12 Cabinets

- Restored the ability to select the doors and drawers on a pie-cut corner cabinet in the Cabinet Specification dialog preview.

2.13 Roads, Driveways, and Sidewalks

- Fixed a crash that could occur when joining multiple Sidewalks together.

2.14 Other Objects

- Can now create a Floor or Wall Material Region using the Convert Polyline edit tool.
- Wall Material Regions can now be resized to extend across multiple floors.
- Fixed a specific case where a Custom Backplash was not generating correctly.
- Fixed an issue that made orphaned Material Regions difficult to select.
- Fixed an issue that caused Material Regions created in a room using the floor supplied by the room below, like a garage, to be created at the wrong height.

- Can now move a hole within Floor or Wall Material Region.

2.15 The Library

- Restored the ability to edit the names of material components on the Materials panel of the Symbol Object Specification dialogs.

2.16 View and Zoom Tools

- Fixed a problem that prevented floating side windows like the Library or Project Browser from holding their position in certain cases on a Mac with two monitors.
- Fixed an issue that prevented a floating side window from going behind the active application on a Mac.
- Resizing the Library or Project Browser side windows on a Mac with Retina display no longer causes the resolution to change.

2.17 3D Views

- The Auto Detail tool now creates CAD objects on the Current CAD Layer, rather than on the “CAD, Default” layer.
- New message prompt to turn on the Current CAD Layer if it is not on when the Auto Detail tool is used.
- Fill Window no longer recognizes full length cross section lines for a cross section/elevation camera represented by a single callout in floor plan view.

2.18 Rendering and Ray Tracing

- Fixed an issue that prevented light position indicators from displaying in 3D views when shadows were turned on.
- Fixed a problem that prevented one light source from being used in a 3D view when Sunlight was toggled off and the maximum light sources allowed by the video card were on.
- Fixed a problem seen with certain older video cards that caused a black screen to generate when shadows were turned on in 3D views.
- Fixed a problem seen with some older video cards that caused 3D views to appear washed out.
- Restored Soft Shadows functionality when Software Edge Smoothing is used.

2.19 Dimensions

- Fixed an issue that prevented Angular Dimensions from locating walls specified as No Locate.
- Fixed a problem that caused dimensions locating angled walls to pick up incorrect locations on those walls.

2.20 Text, Callouts, and Markers

- Fixed an issue that caused some text to render incorrectly on Mac Retina displays.

- Text embedded in CAD Blocks now follows the Rotate with Plan setting accurately.
- Restored the ability to copy and paste text with special formatting such as Superscript and bullets into Chief Architect from another application.
- Fixed a problem that prevented referenced macros to be evaluated incorrectly in the Text Specification dialog preview.
- Fixed an issue that prevented the fill style color assigned to Rich Text from being changed in certain cases.
- Fixed a problem affecting the zoom level of an empty Rich Text box.
- Fixed a problem that prevented text macros from updating correctly when the layout page was changed.
- Fixed an issue that caused text objects in the Reference Display to have a black box around them.
- Fixed an issue affecting simple Text that caused underlines to extend past the end of the line.
- Fixed a crash that occurred when exploding a CAD Block with text in a specific case.

2.21 CAD Objects

- Fixed a problem that resulted in an unselectable CAD line segment after the Trim Object(s) edit tool was used.
- Fixed a problem that prevented a custom Fill Style line weight from being assigned to a selected object.

2.22 Pictures, Images, and Walkthroughs

- Fixed an issue where color would not turn back on in 3D views if it was off by default.
- Fixed a redraw problem that occurred when replacing an existing picture with a new image only slightly different from the original.
- Improved the speed of on-screen rendering of imported .PDFs in Windows.
- Corrected problems associated with resized embedded .PDFs and zooming.
- Fixed an issue that caused a new walkthrough's camera direction to sometimes be incorrect.
- Improved feedback when using the Screen Capture tool on a Mac.

2.23 Importing and Exporting

- Fixed an issue that caused .SKP symbols with holes in them to display many extra lines in Vector Views.
- Fixed a problem that caused .SKP symbols to import incorrectly into metric plans.

2.24 Custom Symbols

- The preview in the Symbol Specification dialog can now be rotated.
- A CAD block generated after a symbol has been resized is now more accurately based on the symbol's 3D model.

2.25 Printing and Plotting

- Improved ability to recognize printers with similar names as unique.
- Printer DPI is now remembered for the last printer used.
- Addressed a problem that could prevent the ability to print in color in certain situations.

2.26 Layout

- Fixed a crash that occurred when updating an elevation view to layout in a specific case.
- New printed page number text macro (%page.print%) for layout files.
- Fixed a problem that prevented some text macros from updating correctly.

2.27 Materials List

- Fixed a problem that prevented subcategories from being selected correctly in the Components dialog and Materials List.
- Fixed a crash that could occur if an image was pasted into the Materials List.
- Fixed a problem that prevented information in the Labor column in the Materials List from updating to the Master List.

3 16.1.1.9 Update Notes

3.1 3D Views

- Fixed an SEH error that could occur when 3D views were generated on some systems with older video cards.

3.2 Text, Callouts, and Markers

- Corrected a problem that caused simple Text with a custom background color to display as solid black when color was toggled off.
- Fixed a problem that prevented Rich Text in a CAD block from rotating correctly when the text's Rotate With Plan option was unchecked.

4 16.2.0.47 Update Notes

4.1 Program Overview

- Improved the speed that the object preview in some specification dialogs generate.
- Fixed several crashes that could occur in specific situations.
- Windows On-Screen Keyboard can now be used for input boxes, text boxes, dialog inputs, and dimensions.
- Fixed a problem that caused the cursor and image screen to be 4x the regular size on a 2nd monitor after dragging the view off from a Mac Retina display.

- Improved moving between monitors with different resolutions and DPI on Mac systems.

4.2 Preferences and Default Settings

- New Scale Toolbar Icons for High DPI setting on the Appearance panel of the Preferences dialog.
- Option to display color images and pictures in black and white or grayscale views was restored to the Appearance panel of the Preferences dialog.

4.3 Toolbars and Hotkeys

- New toolbar names now begin with the word “Custom”, followed by the name of the first tool added to it. As before, toolbars can be renamed.

4.4 Creating Objects

- Fixed a problem that occurred when the user double left clicked while in Continuous Drawing Mode and prevented further drawing or selecting of objects.

4.5 Editing Objects

- New Facet Angle setting for curved walls and closed polyline based architectural objects (for example, slabs) with curved edges.

4.6 Walls, Railings, and Fencing

- Fixed a crash that could occur when a newly created wall type was deleted.
- Objects can no longer be placed into a wall on a locked layer.
- Fixed a problem that caused unnecessary interior walls to be created when “Step floor/ceiling elevations to match existing floor” was unchecked in the New Floor dialog.
- Fixed an issue that prevented snapping to adjacent walls when editing wall heights.
- Fixed a problem that caused the footing under some foundation pony walls to generate incorrectly or not at all.
- Fixed a problem that caused bad 3D wall generation after editing the bottom height of a pony wall specified as a Foundation wall.
- Fixed a problem that prevented wall attributes from being retained when a wall was added to the library.

4.7 Doors and Windows

- New Show Wall button in the Door and Window Specification dialogs allows you to toggle on or off the display of the containing wall in the object preview.
- New Jamb Size column added to the list of Available Columns in Door Schedules.
- New Frame Size column added to the list of Available Columns in Window Schedules.
- Fixed a problem that caused a door’s hinge side to be reported in correctly in Door Schedules.

- Fixed a problem that prevented the default Has Jamb setting for doors from being applied to doors when they were created.
- Garage doors no longer report having a swing side in Door Schedules.
- Improved the ability to use the Delete Surfaces tool on door symbols from the library that have been resized.
- Improved display of labels for double casement windows in elevation views.

4.8 Roofs

- Fixed a problem that prevented the walls of Auto Dormers from generating in 3D if the dormer was located above a manually drawn Ceiling Plane.
- Fixed a problem that could cause the window in an Auto Dormer to resize when it should not.
- Fixed a problem that resulted in the wrong material displaying on the exterior of an Auto Dormer in certain cases.
- Fixed several issues that prevented Auto Roof Returns from generating.

4.9 Foundations

- Improved the appearance of the object preview in the Footing Specification dialog.
- When the Foundation Wall or Slab Footing Defaults dialog is opened via the Build Foundation dialog, the Foundation panel will now be shown.
- Fixed a problem that caused monolithic slab foundations to disappear in 3D views in specific cases.
- Fixed a problem that prevented Auto Detail from recognizing a monolithic slab in a particular case.
- Improved the speed of monolithic slab foundation merging in a specific case.

4.10 Stairs, Ramps, and Landings

- Improved the Materials panel of the Staircase Specification dialog for staircases with sections that have differing materials.

4.11 Framing

- Changes made to settings on the Wall, Fireplace, and Openings Panels of the Build Framing dialog will now cause wall framing to rebuild when Automatically Build Wall Framing is checked.
- Fixed a problem that prevented beams from being drawn under a concrete platform.
- Fixed issue that prevented a fireplace header's position from updating if the fireplace's floor to bottom value was changed.

4.12 Electrical

- Improved how wall mounted electrical fixtures snap to curved walls.
- Fixed issues affecting the size and angle of light position indicators in metric plans.

4.13 Trim and Moldings

- Improved how room base moldings interact with base cabinets.
- Improved the drawing feedback for Corner Boards and Quoins.
- Improved ability of room base molding to extend under cabinet toe kick.

4.14 Cabinets

- Fixed a problem that prevented cabinet labels from updating correctly in the Cabinet Specification dialog.
- Cabinet moldings are now on the layer of the cabinet that owns them instead of the “CAD, Default” layer.

4.15 Other Objects

- Improved ability to use Wall Material Regions composed of a single layer.

4.16 The Library

- Fixed a problem where if Library Browser was undocked, it was not given focus correctly when opened.
- Fixed an issue that caused library items in the User Catalog to disappear when they were dragged into a new folder.
- Fixed a crash that could occur when accessing the Library Browser when no plan view was present.
- Fixed several errors that could occur generating 3D previews on systems with older ATI video cards.

4.17 Materials

- The Blend Color with Material setting for the Material Painter is now remembered between program sessions.
- Corrected a refresh issue in the Define Materials dialog.

4.18 View and Window Tools

- Fixed a problem that caused floor plan view to shake when zooming in the Aerial View window.

4.19 3D Views

- Fixed a problem that allowed the casing associated with openings on perpendicular walls to show in Wall Elevation views.

4.20 Rendering and Ray Tracing

- It is now possible to close then reopen a saved camera view when a ray trace of that view is running.
- Fixed a problem that resulted in artifacts in ray trace views in a particular case.

- Fixed an issue that caused information to remain in the Status Bar after a ray trace window was closed.
- Corrected a problem that allowed lights that were not set to cast shadows to cast them anyway through transparent objects in ray traces.
- Fixed an issue that allowed the Material Eyedropper and Adjust Material tools to pick up surfaces that were hidden in the current view.

4.21 Text, Callouts, and Markers

- Fixed an issue that caused text to render incorrectly on Mac Retina displays.
- Fixed a problem that caused simple Text boxes with macros to resize incorrectly after any edits in their specification dialogs.
- Fixed a problem that prevented macros in simple Text from updating immediately.
- Fixed a problem where adding a CAD block to the library corrupted custom text styles saved in the current file.
- Fixed an issue that caused simple Text background to draw incorrectly when the file was initially opened.
- Fixed a problem that prevented the %ObjectProperties% text macro from being selected from the Insert Macro list.

4.22 Dimensions

- Dimensions now update when objects that they locate are deleted using the Delete Objects dialog.
- Fixed an issue that prevented dimension lines from updating when their defaults were changed.
- The Tape Measure pointer icon is now suppressed while clicking and dragging.
- New prompt to turn on the “Dimensions, Automatic” layer when generating automatic dimensions in an elevation view.

4.23 Pictures, Images, and Walkthroughs

- The Screen Capture tool is now available in Layout and CAD Detail windows.

4.24 Importing and Exporting

- Fixed a problem that could result in a missing texture image when exporting to the .3DS format.
- Fixed a problem that caused 3DS exports to be incorrect.
- Fixed an issue that caused exporting symbol based objects to 3D DWG would take a very long time.
- Fixed a problem that resulted in material layer names for symbol based objects to be incorrect when exported to 3D DWG.
- Text in imported DXF/DWG files now use the auto width behavior of the imported text.

4.25 Printing and Plotting

- Fixed an issue that caused the program to hang in the Print View dialog in some files.

4.26 Materials List

- Restored the ability to use Undo in a Materials List window.