

Chief Architect X5
15.2.1.3 Update Notes

January 23, 2013

1. General Notes

This is a list of the changes made to Chief Architect in the 15.2.1.3, 15.2.0.87 and 15.1.0.25 program updates.

2. 15.2.1.3 Update Notes

2.1. Dimensions

- Fixed a problem where changing the dimension number height in the Layout Box Specification dialog for a view sent from a plan with dimensions using custom Text Styles caused the default dimension number heights in the plan to be changed.
- Fixed a problem that caused the default dimension number heights to change to 1/128" (1 mm in metric plans) when the Layout Box Specification dialog for a CAD Detail sent to layout was opened.

3. 15.2.0.87 Update Notes

3.1. General

- Fixed a problem that caused the mouse pointer to incorrectly display the wait cursor on Windows 8.
- Fixed a problem that prevented program web links from opening correctly in Google Chrome on Windows 8.

3.2. Defaults & Preferences

- Fixed a display problem affecting buttons in the Annotation Sets dialog on Windows XP computers.

3.3. Toolbars & Hotkeys

- Fixed a problem involving a corrupt set of toolbars that caused the program to hang at startup.
- Fixed a problem that caused toolbars to change position when changing view types if the window size also changed.

3.4. Editing Objects

- The Copy checkbox is now unchecked whenever the Transform/Replicate Object dialog is opened.
- Fixed a problem affecting the use of Pitch as the Angle Style in the Transform/Replicate Object dialog.

3.5. Walls, Railings & Fencing

- Fixed some problems that caused an attic wall to generate in a location where it was not needed in particular cases.

- Fixed a problem that prevented automatically generated attic walls from being deleted correctly when changes were made to the plan.
- Fixed a problem that sometimes caused small gaps in exterior walls at floor platforms if the wall was butted by a shallow roof plane.
- Improved the appearance of intersections of involving a wall and a parallel but offset railing in 3D views.
- Fixed a problem that prevented the ceiling or floor edges of Island rooms defined by thick Invisible walls from generating correctly in 3D.
- Addressed a specific case where editing a curved wall caused the program to hang.
- Fixed a problem that resulted in missing ceiling finish located on the floor below a fur-ring wall.
- Fixed a problem that caused a section of Double Wall to disappear after a window was moved.
- Addressed a specific case where a window would move to the location of a zero-length wall when edited.
- Fixed a problem where walls specified as No Room Def could interfere with other walls' ability to define rooms in some situations.
- Pony walls now align correctly after their wall types are edited.

3.6. Rooms

- Fixed a problem that prevented room moldings from generating correctly in the presence of an Auto Dormer.
- Fixed a problem that prevented the floor structure from generating in a particular situation.
- Fixed a problem that prevented the ceiling from generating in a room located under a Deck room.
- Addressed some cases where ceiling finish surfaces were generating at incorrect locations in 3D views.
- Fixed a problem that prevented a room's Type from being saved in a particular case.

3.7. Doors

- Improved how hardware for double doors with one fixed side is calculated in the Materials List.
- Corrected a problem that prevented door casing from updating in the specification dialog preview when its default width was restored.
- Fixed an Exception error that could occur when selecting a glass sliding door in a Cross Section/Elevation view.

3.8. Windows

- Increased the maximum Window Frame Depth value from 12" (300 mm) to 120" (3000 mm).
- Fixed a problem affecting the wall hole created for mulled window units that include arched windows.
- Improved migration for bay and bow windows in legacy plans opened in Version X5.

3.9. Foundations

- Concrete cutouts now display in block and brick stem walls and garage curbs.
- Fixed a problem affecting monolithic slab footings adjacent to Garage rooms in some situations.
- Corrected an issue where the Minimum Stem Wall Height was not being used when building a foundation in some cases.
- Addressed a specific case where the brick ledge on a garage curb did not generate correctly.

3.10. Roofs

- New Include Ridge Caps option for Auto Roof Returns in the Wall Specification dialog.
- Fixed a problem that caused duplicate ceiling surfaces to be created when an Auto Dormer was present.
- Addressed several cases where the roof did not generate correctly in particular plans.
- Fixed a problem affecting roof surfaces and soffits in 3D views at roof corners involving roof planes with different pitches.
- Addressed a specific case where a roof ridge cap did not generate correctly.
- Fixed a problem that allowed frieze molding to extend too far on steep roof planes.
- Symbol Moldings used as ridge caps no longer appear hollow at their ends.
- Fixed several issues affecting Symbol Moldings used as Shadow Boards.
- Fixed a problem where boxed eaves did not trim correctly.
- Addressed a case where an Auto Roof Return would not generate.
- Fixed a problem that caused Auto Roof Returns to extend through the roof planes above.
- Fixed a problem affecting fascia on hip style Auto Roof Returns when Shadow Boards were present.
- Fixed a problem that prevented Shadow Boards on gable ends from being trimmed correctly when the roof was square cut.
- Fixed a problem that prevented gutters on Auto Roof Returns from extending to the roof corner.

3.11. Stairs, Ramps, & Landings

- Fixed a crash that occurred deleting a stair Landing object in a particular case.

3.12. Framing

- Fixed a problem that prevented roof blocking from working correctly with roof trusses in some cases.

3.13. Trim & Moldings

- Fixed a scaling problem that affected molding profiles in metric plans.

3.14. Cabinets

- Corrected a problem that resulted in incorrect corner Base Cabinet labels.

- Fixed a problem affecting Cabinet Fillers in metric plans.

3.15. Other Objects

- Improved the accuracy of bounding boxes for truncated Pyramid objects.
- Fixed an SEH Exception error that could occur when editing a CAD Block that was part of a Distribution Path.

3.16. The Library

- Improved the handling of errors that could occur when loading library catalogs during program startup.
- Fixed a problem that caused Architectural Blocks that included spline-based objects from displaying correctly in the Library Browser preview.
- Corrected a problem that affected the appearance of rotated material textures on objects in Library Browser previews.

3.17. Materials

- Fixed an issue that prevented the preview on the Pattern tab of the Define Material dialog from updating immediately.
- Corrected a problem affecting material textures blended with pale colors.
- Fixed a problem that could cause material texture rotation to be incorrect in ray trace views.
- Fixed an issue that resulted in the appearance of glass materials on electrical objects looking different in rendered and ray trace views.

3.18. 3D Views

- Significantly improved program speed in Cross Section/Elevation views when the Snap or Reference Grid is displayed as dots.
- Fixed a problem that prevented the user from changing floors in a 3D view in certain situations.
- Restored Back-Clip After option for Wall Elevation cameras.
- Fixed a crash that could occur editing an active camera in a specific way.
- Fixed a distortion problem created when a Spherical Backdrop's vertical angle was changed.

3.19. Rendering & Ray Tracing

- Corrected a problem that prevented a camera view's backdrop from updating when Sun Light was toggled on or off while the Library Browser was open.
- Addressed a specific case where black artifacts were appearing in ray traces that were allowed to run for a long time.
- Fixed a problem that prevented textures with alpha channel transparency from ray tracing correctly.

3.20. Text, Callouts, & Markers

- Fixed a problem that caused Text Macros that calculate areas to report incorrect values in metric plans.

- Rich Text no longer becomes truncated when the height of the text box is decreased.

3.21. Importing & Exporting

- Added support for importing from and exporting to AutoCAD 2013.

3.22. CAD Objects

- Clicking the Next button in the New CAD Line dialog now puts the focus to either the X Position or Distance field in the dialog box.
- Fixed a problem affecting measurements using Quadrant Bearings when a North Pointer pointing at 0° or 180° was present.
- Fixed a crash that could occur when editing the Text Height of a custom Line Style.

3.23. Pictures, Images, & Walkthroughs

- Fixed a crash involving Walkthrough Paths in CAD Details.
- Fixed a crash that could occur creating terrain objects in 3D views when a Walkthrough Path was present in the plan.

3.24. Layout

- Addressed a situation where extra lines were generated in elevation views sent to layout.

3.25. Schedules & Object Labels

- Fixed a problem that resulted in label display settings for mulled units being disabled for camera views.
- Fixed a formatting problem affecting header sizes in window and door schedules in metric plans.

3.26. Materials Lists

- Fixed a problem that caused materials lists with large amounts of data to be truncated when updating from the Master List.
- Fixed a problem that caused Description and Comment information in the Components dialog for doors to be lost when legacy plans were opened in Version X5.

4. 15.1.0.25 Update Notes

4.1. Editing Objects

- Improved program performance in large, detailed plans by modifying how Objects Snaps behave as objects are edited.

4.2. Layers

- Fixed a problem that prevented the Layer Eyedropper and Layer Painter tools from working correctly in interior cross section/elevation views.

4.3. Walls, Railings & Fencing

- Addressed a specific instance in which the ceiling finish from an adjacent room was protruding through a wall.
- Fixed a problem affecting certain wall intersections in 3D views.
- Corrected a problem that made it possible for a wall type to have no “Foundation to this Line” property set.
- Fixed a problem where accessing the Plan Materials dialog from the Wall Specification dialog could break wall connections.

4.4. Roofs

- Fixed a problem that resulted in vertical cutouts in walls adjacent to an abutting roof plane.
- Addressed problems affecting fascia corners on square cut roofs.
- Corrected a problem that affected the appearance of Auto Roof Returns with boxed eaves in 3D views.
- Improved how ridge caps work with curved roof planes.
- Shadow Boards Top Height setting is now disabled in the Roof Plane Specification dialog when the selected roof plane does not have shadow boards specified.

4.5. Foundations

- Fixed a problem that caused part of a monolithic slab to disappear in 3D views in a particular case.

4.6. Framing

- Fixed an issue that could cause Wall Bridging to be drawn at an off angle when Automatic Wall Framing was enabled.

4.7. Cabinets

- Fixed a problem that occurred when applying multiple cabinet door and drawer styles from the library to narrow cabinets.
- Corrected a problem that affected molding on a Custom Countertop created by converting a CAD ellipse.

4.8. Materials

- Fixed a crash that could occur when exiting out of the Plan Materials dialog.
- Corrected a problem that caused the material assigned to a framing object to change when the object was copy/pasted into a different plan.

4.9. 3D Views

- Added a new “Ignore Railings and Invisible Walls” option in the Wall Elevation Specification dialog.
- Corrected a problem that prevented the Auto Detail tool from recognizing clipped cross section.

4.10. Rendering & Ray Tracing

- Fixed a problem that caused some 3D plant symbols to appear to glow in ray trace views.
- Addressed an error that could occur when deleting data from the Height and Width fields in the Ray Trace Options dialog.

4.11. Dimensions

- Fixed an issue that prevented dimension point markers from initially being selectable.

4.12. CAD Objects

- Addressed an error that occurred when filleting two lines in a particular situation.

4.13. Project Management

- Corrected a problem that prevented some House Wizard room boxes from being converted into rooms.