Chief Architect X4.3.1 Update Notes

March 26, 2012

1 GENERAL NOTES

This is a list of the changes made to Chief Architect X4 in the 14.3.1.6, 14.3.0.119, and 14.2.0.78 program updates.

2 14.3.1.6 UPDATE NOTES

2.1 Walls, Railings, & Fencing

- Resolved an issue that affected the 3D appearance of windows placed in pony walls.

2.2 Foundations

- Corrected a problem that caused duplicate foundation piers to generate when Auto Rebuild Foundation was on.

2.3 Roofs

- Addressed an issue that affected the 3D appearance of roof planes over railing walls.

2.4 CAD Objects

- Fixed a problem that caused Text in a cross section/elevation view to become truncated when CAD Detail from View was used.

3 14.3.0.119 UPDATE NOTES

3.1 Layers

- Fixed a crash that could occur when changing layer sets in a specific case.

3.2 Editing Objects

- Fixed an error that occurred when the Reverse Plan tool was used in a specific case.

3.3 Walls, Railings, & Fencing

- New "Connect Island Rooms" setting in the General Wall Defaults dialog enables or disables automatic generation of invisible walls connecting "island" rooms to the rest of the structure.

- New "Turn on Connect Island Rooms When Opening Legacy Plans" option in the Preferences dialog specifies whether this option is on or off in older plans opened in version X4.

- Resolved an issue that allowed foundation walls to continue displaying when their layer was turned off in a specific situation.

- Fixed a problem that caused the display of all Invisible Walls to turn on when a wall was specified as Invisible.

- Fixed an issue that prevented very thick walls from being trimmed correctly by the roof above.

- Corrected a problem affecting intersections of pony walls and normal walls in 3D views.

- Fixed a problem that caused wall surfaces to extend out beyond curved roofs in a specific case.

- Fixed a problem that prevented a brick ledge in a monolithic slab foundation from generating correctly.

- Resolved a problem that caused extra lines to draw at the corners of foundation walls in 3D views using the Vector View Rendering Technique.

- Fixed a problem that prevented 0" thick wall layers located outside of an air gap wall layer from being calculated in the materials list.

- Corrected a problem where the treated sill plate for a brick wall type did not generate correctly in some cases.

- Fixed an issue where shed dormer walls would extend too far at corners when placed too close to the main house wall.

- Resolved a problem where the default Lower Pony Wall Height was not respected in some cases for foundation walls.

- Corrected a problem that caused wall intersections to draw incorrectly in floor plan view in some situations.

3.4 Rooms

- Fixed an issue that prevented room molding from being removed from a room when a Room Molding Polyline was created.

3.5 Doors

- Fixed a problem that caused foundation cutouts to change into normal doors when the Edit Area and Copy/Paste tools were used.

- Improved the appearance of the preview image for doors added from a plan to the library.

3.6 Windows

- Corrected a problem that resulted in window heights being measured incorrectly in Open Below rooms.

- Fixed an issue that caused windows in Open Below rooms to shift downward when legacy plans created in older program versions were opened in version X4.

- Fixed a crash that could occur when a Bow Window was placed in a foundation wall.

3.7 Multiple Floors

- Resolved a problem where a room's ceiling finish could extend through walls in certain situations.

3.8 Foundations

- Corrected a problem that resulted in multiple foundations for a single fireplace.

- Resolved a specific case where an extra piece of footing was being generated in a stem wall foundation.

- Fixed a problem that resulted in fireplace footings generating in Monolithic Slab foundations.

3.9 Stairs, Ramps, & Landings

- Fixed an SEH Exception error that could occur when placing a stair landing.

3.10 Framing

- Resolved a specific case related to wall framing that caused the program to hang when opening a plan.

- Fixed a problem where auto deck framing was not completely deleted if the floor the deck room was on was deleted.

- Corrected a problem that prevented automatic wall framing from rebuilding after a roof was generated in a specific case.

3.11 Trusses

- Fixed a specific case where drawing trusses would cause the program to hang.

3.12 Trim & Moldings

- Fixed a problem where Corner Boards did not extend down to the bottom of the outer wall layer.

3.13 Cabinets

- Fixed a problem that caused the height of some cabinets and fixtures to change when plans created in Chief Architect 10 were opened in version X4.

- Corrected an issue that prevented changes to cabinet sub-components from being retained.

3.14 The Library

- Fixed a case where the Core Catalogs library download would report that it finished successfully when there were actually errors.

3.15 3D Views

- Fixed a problem that prevented saved cross section views from opening correctly if the last thing placed in a section view was a schedule, and the schedule tool was still active.

- Fixed an error that occurred in a specific customer plan when 3D view was created.

3.16 Rendering & Ray Tracing

- Resolved an issue where using Final View with Shadows in a 3D view using the Watercolor Rendering Technique would cause the view to darken.

3.17 Dimensions

- Corrected a problem that prevented the Gap From Marked Object setting for dimensions' extension lines from working correctly.

- Fixed an issue where dimensions would not respect the Minimum Display Size in some cases.

3.18 Text, Callouts, & Markers

- Fixed an issue that could cause the Text Style assigned to a text object included in a CAD block to change when the CAD block was exploded.

3.19 CAD Objects

- Fixed a problem that could occur when a CAD block containing a nested block was assigned as the 2D representation of a plant or image object.

3.20 Importing & Exporting

- Corrected a problem that prevented views with fill patterns with a size of 0 from exporting to .dxf/.dwg.

- Fixed a specific case where a .dwg file with very long layer names would not import.

- Fixed a specific case where the import of DWG files was failing.

- Fixed a problem that resulted in Export All Floors only exporting the current floor.

3.21 Layout

- Corrected a problem affecting the display of layout box borders and fill styles.

3.22 Schedules & Object Labels

- The initial location of labels on symbols with shallow depth measurements has been offset for greater readability and ease of use.

4 14.2.0.78 UPDATE NOTES

4.1 General

- Fixed a crash that occurred on program launch in a specific case when version X3 was also installed on the same machine.

4.2 Editing Objects

- Fixed a problem that prevented fill patterns from scaling down correctly.

4.3 Toolbars

- Fixed a problem that prevented the Change Floor/Reference toolbar button from displaying the floor number when specific changes were made to the Windows Desktop Theme.

4.4 Editing Objects

- Corrected a problem that caused small wall sections to be left behind when using Edit Area to move, copy, or reflect a plan.

- Fixed a problem that caused snapping to not work correctly in cross section views.

4.5 Walls, Railing, & Fencing

- Can now align Invisible Walls between floors using the Align With Above/Below edit tools.

- Fixed an issue that prevented the Move Both Ends option from working correctly when editing wall length.

- Addressed a specific case where a bow window's inclusion in a plan was causing errant attic walls to appear.

- Fixed a problem that caused cutouts to appear in walls on the floor below when the bottom height of a wall was edited.

- When a Foundation Wall is specified as a Pony Wall, the current wall type is now specified as the lower wall type rather than the upper wall type.

- Fixed a specific case where creating an attached deck caused the exterior walls of the main house to reverse their layers.

- Improved how wall intersections in legacy plans are handled.

- Fixed an issue where furred wall intersections were not generating correctly.

- Corrected a problem that prevented the beam above a doorway in a railing specified as Post To Beam from displaying in some situations.

- Fixed a problem that caused railings to not generate balusters when it was parallel to roof baseline and being cut by the roof.

- Fixed a crash that occurred when editing a wall in a specific case.

4.6 Rooms

- Addressed a specific case where the ceiling was not generating over a room when it should have.

- Can now set a cantilever's underside to not have a material.

4.7 Doors

- Fixed an issue that caused the rough opening size for some door types to be set incorrectly when reading in legacy plans.

- Fixed a problem that caused the Doorway tool to place solid doors instead of open doorways.

- Addressed a specific case where door opening cutouts in the foundation were being created incorrectly.

- Corrected a problem that prevented floor finish materials from displaying at door thresholds.

4.8 Windows

- Fixed a problem where Add for Foundation Cutout was not working for mulled units.

- Fixed a problem that caused foundation cutouts for some mulled units to be too large.

- Addressed an issue that prevented Make Mulled Unit from working on openings that were very close to each other.

4.9 Multiple Floors

- Fixed a problem that prevented floor finishes from extending through interior opening thresholds.

4.10 Foundations

- Corrected an issue that caused Slab Footings to generate incorrectly between two platforms with negative floor heights.

- Fixed a specific case where a Slab Footing chamfer was incorrect when Align Footing on Outside was specified.

4.11 Roofs

- Corrected a specific case where part of a roof plane soffit was built incorrectly, causing an errant surface to display in 3D views.

- Fixed an issue where ceiling break lines did not display when roof planes were not set to use the room ceiling finish.

4.12 Framing

- Treated sill plates are now generated over walls with a main layer material type of brick. Previously, treated sill plates were only created over walls with a concrete main layer material type.

- Fixed an issue that resulted in all wall bottom plates being marked as treated.

- Deck framing can now be deleted using the Delete Objects dialog.

- Corrected a problem that caused deck framing to be duplicated every time framing was rebuilt.

- Fixed a problem that caused roof beams with manually specified heights to not hold their position when framing was rebuilt.

- Fixed an issue that prevented roof beams from displaying in 3D where they extend into the roof eaves when Trim To Soffits was turned on.

- Fixed an issue where editing multiple rafters at the same time would produce unexpected results.

4.13 The Library

- Fixed a problem that affected the alphabetical ordering of library folders created using the Create Plan Materials Library command.

4.14 3D Views

- Fixed an SEH Exception error that occurred when taking a 3D view in a specific case.

4.15 Rendering & Ray Tracing

- Corrected a problem that prevented certain custom textures from displaying correctly in 3D views.

- Fixed a specific case where a light on Floor 2 was incorrectly lighting the scene on Floor 1.

- Addressed a problem that caused 3D views to appear distorted after editing an object when using Windows XP.

4.16 Text, Callouts, & Markers

- Fixed a problem affecting simple Text objects when resized using the Resize Edit Behavior.

4.17 Pictures, Images, & Movies

- Fixed a problem that prevented some .tga image files from being imported.

4.18 Importing & Exporting

- Fixed an issue where exporting to DWG from layout was using plan view settings when choosing which layers to export.

- Corrected problems that prevented specific DWG files from importing.

4.19 Printing & Plotting

- Fixed a problem that prevented Materials Lists from printing in the 32 bit program version.

4.20 Schedules & Object Labels

- Fixed an issue that caused schedule callout labels for fixtures to use an incorrect text style after being sent to layout.

4.21 Materials Lists

- Fixed a problem that caused changes made in the Components dialog when multiple windows were selected at once to not be retained.

- Corrected an issue that prevented the Use and Label columns of the Master List export from exporting correctly.

- Fixed an issue where roof beams were not being reported correctly in the Materials List.