

Chief Architect X4.2 Update Notes

October 25, 2011

1 GENERAL NOTES

This is a list of the changes made to Chief Architect X4 in the 14.2.0.78 program update.

2 14.2.0.78 UPDATE NOTES

2.1 General

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

2.2 Editing Objects

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

2.3 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.

2.4 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.

2.5 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 a attached deck caused the exterior walls of the main house to reverse their layers.

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- 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 an 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.

2.6 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.

2.7 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 in stead 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.

2.8 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.

2.9 Multiple Floors

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

2.10 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.

2.11 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.

2.12 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.

2.13 The Library

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

2.14 3D Views

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

2.15 Rendering & Ray Tracing

- Corrected a problem that prevented certain custom textures from displaying correctly in 3D views.
- Fixed a specific case where light on Floor 2 was incorrectly lighting the scene on the Floor 1.
- Addressed a problem that caused 3D views to appear distorted after editing an object when using Windows XP.

2.16 Text, Callouts, & Markers

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

2.17 Pictures, Images, & Movies

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

2.18 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

2.19 Printing & Plotting

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

2.20 Schedules & Object Labels

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

2.21 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.