

Chief Architect X6.1.1.9 Update Notes

February 14, 2014

1 General Notes

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