

Chief Architect X2.6 Update Notes

October 12, 2009

Contents

1	General Notes	4
2	12.2 Update Notes	4
2.1	Overview	4
2.2	File Management	4
2.3	Preferences & Default Settings	4
2.4	Toolbars & Hotkeys	4
2.5	Editing Objects	5
2.6	Walls, Railing & Fencing	5
2.7	Rooms	5
2.8	Doors	6
2.9	Foundations	6
2.10	Roofs	6
2.11	Framing	7
2.12	Electrical	7
2.13	Trim & Molding	7
2.14	Cabinets	7
2.15	Other Objects	8
2.16	Libraries	8
2.17	Materials	9
2.18	3D Views	9
2.19	Rendering & Raytracing	10
2.20	Dimensions	10
2.21	Text, Callouts & Markers	11
2.22	CAD Objects	11
2.23	Pictures, Images & Movies	11
2.24	Importing & Exporting	11
2.25	Printing & Plotting	12
2.26	Layout	12
2.27	Schedules	12
2.28	Materials List	12
3	12.3 Update Notes	12
3.1	Overview	12
3.2	File Management	13
3.3	Layers	13
3.4	Walls, Railing & Fencing	13
3.5	Rooms	13
3.6	Doors	13
3.7	Windows	13
3.8	Roofs	14
3.9	Stairs & Landings	14

3.10	Framing	14
3.11	Electrical	14
3.12	Trim & Molding	14
3.13	Cabinets	14
3.14	Other Objects	14
3.15	Architectural Blocks	15
3.16	Libraries	15
3.17	3D Views	15
3.18	Dimensions	15
3.19	Text, Callouts & Markers	15
3.20	CAD Objects	16
3.21	Project Management	16
3.22	Importing & Exporting	16
3.23	Custom Symbols	16
3.24	Layout	16
3.25	Schedules	16
4	12.4 Update Notes	16
4.1	File Management	16
4.2	Walls	17
4.3	Rooms	17
4.4	Multiple Floors	17
4.5	Roofs	17
4.6	Electrical	17
4.7	Terrain	17
4.8	Libraries	17
4.9	3D Views	18
4.10	Dimensions	18
4.11	Text, Callouts, & Markers	18
4.12	CAD Objects	18
4.13	Pictures, Images, & Movies	18
4.14	Importing & Exporting	18
4.15	Layout	18
4.16	Schedules	19
4.17	Materials List	19
5	12.5 Update Notes	19
5.1	Editing Objects	19
5.2	Walls	19
5.3	Rooms	19
5.4	Windows	20
5.5	Foundations	20
5.6	Roofs	20
5.7	Terrain	20
5.8	Materials	21

5.9	3D Views	21
5.10	Rendering & Raytracing	21
5.11	Dimensions	21
5.12	Text, Callouts, & Markers	21
5.13	CAD Objects	21
5.14	Importing & Exporting	22
5.15	Custom Symbols	22
5.16	Printing & Plotting	22
5.17	Layout	22
5.18	Materials List	22
6	12.6 Update Notes	22
6.1	Editing Objects	22
6.2	Roofs	22
6.3	Framing	22
6.4	Trusses	23
6.5	Cabinets	23
6.6	Libraries	23
6.7	Zoom & View Tools	23
6.8	Dimensions	23
6.9	Text, Callouts, & Markers	23
6.10	CAD Objects	23
6.11	Importing & Exporting	23
6.12	Custom Symbols	24
6.13	Layout	24

1 GENERAL NOTES

This is a list of the changes made to Chief Architect X2 in the 12.2, 12.3, 12.4, 12.5, and 12.6 program updates. This list includes significant program enhancements and corrections for problems that were encountered after the release. The list is organized into categories that correspond to the chapters in the Chief Architect X2 Reference Manual.

2 12.2 UPDATE NOTES

2.1 Overview

- Improved time required for program to launch program when Software Lock Security is in use and access to the internet is not available.

2.2 File Management

- Fixed a problem that prevented particularly large legacy plan files from opening in Chief Architect X2.
- Addressed several issues that resulted in missing file errors at the end of Export Entire Plan in certain situations.
- Fixed a problem affecting Plan Databases using relative path names for plan files.
- Corrected a problem that caused the program to prompt the user to save an unchanged file before closing.
- Improved behavior of Export Entire Plan when textures are included.

2.3 Preferences & Default Settings

- New Synchronize With Cursor checkbox on Edit panel of Preferences dialog gives users the option of always synchronizing crosshairs and mouse pointer or not.
- Marquee selection setting on Edit Panel of Preferences dialog changed from Select Contained Objects to Select Intersected Objects.

2.4 Toolbars & Hotkeys

- Fixed a problem that caused the mouse pointer to jump to a previous location when hotkeys for some edit tools were used.

2.5 Editing Objects

- Corrected an issue where Copying and Pasting a light source would result in two pasted copies instead of one.
- Fixed a problem that caused the mouse pointer to disappear when the Break Line tool was clicked with crosshairs enabled.
- Can no longer click edit toolbar buttons when a message box is open in a 3D view.
- Fixed a problem affecting roof planes when the Fillet Two Lines edit tool was used to remove a roof plane edge.
- Addressed an error that occurred when Export Entire Plan was used to export a plan with a large number of textures.
- Fixed a problem that prevented Object Snaps from working in particular plan files.
- Fixed a problem that prevented roads and sidewalks, and other polyline-based objects such as some terrain features from connecting to one another correctly after first being disconnected.
- Addressed an error that occurred when a polyline was converted to a skylight at a location where a skylight was already present.

2.6 Walls, Railing & Fencing

- Fixed a problem that caused stem wall materials to extend through doorways in certain situations.
- Improved the 3D appearance of walls defining rooms with different floor and ceiling heights.
- Corrected several 3D display problems affecting foundation pony walls.
- Improved 3D display where walls intersecting other walls specified as Roof Cuts Wall at Bottom.
- Fixed an issue where wall connections were not drawing with the correct fill color.
- Improved how wall length is determined and drawn in cross section/elevation views.

2.7 Rooms

- Improved the accuracy of room size information associated with room labels.
- Fixed a problem that prevented room moldings from displaying in 3D in specific situations.

2.8 Doors

- Improved ability to assign manufacturer doors to door objects in 3D views.
- Corrected an issue affecting the appearance of mulled unit labels when Treat as Door was specified and a window schedule was present.
- Fixed a problem preventing wall layers from building through the rough opening to the frame of doors specified as recessed.

2.9 Foundations

- Improved how foundation walls generate at three-way intersections.
- Fixed a problem affecting the 3D generation of foundation wall footings in situations where multiple stem wall heights were present.
- Fixed a problem that caused a plan's entire foundation to incorrectly generate as a garage slab in specific situations.

2.10 Roofs

- New Join Roof Planes feedback highlights both the selected roof plane and the second roof plane that the mouse pointer is over.
- Auto Roof Return structure is now based on the structure of the subfascia and eaves of the roof plane above.
- Removed new behavior that added new edit handles to roof plane edges when joined to other, shorter roof plane edges.
- Improved time needed to select roof planes in large, complex plans.
- Fixed several problems affecting the 3D display of soffits, fascia and gutters.
- Corrected a problem when Roof Plane Specification dialog was opened for multiple roof planes with different Rafter Depths.
- Fixed problems affecting the 3D appearance of roof planes where they meet along a ridge.
- New Flat Under Eave Sub Fascia option produces eave soffits that slope downward until they meet the subfascia rather than extend to the fascia.
- Resolved a problem that affected soffits when a roof plane's baseline angle was changed.
- Addressed an issue that affected automatic frieze molding when a user-specified Boxed Eave Length was used.
- Fixed a problem that resulted in a large boxed eave that was not called for in a particular plan.

-
- Fixed a problem affecting the hole for an eyebrow dormer when edited in 3D.
 - Non-default Boxed Eave Lengths less than the depth of the overhang now generate correctly for both gable and eave overhangs.
 - Fixed a problem that affected the 3D appearance of soffits when the overhangs of adjoining roof planes had unusually different depth values.
 - Fixed a problem with the heights of automatic dormers when Set to Existing Ceiling was checked in the Dormer Specification dialog.
 - Resolved an issue that caused the ceiling of an automatic dormer to extend past the peak of the roof in which it was placed.
 - Fixed a problem that resulted in automatically generated frieze molding extending past the corners of walls when an auto roof return was present.
 - Improved 3D generation of curved roof planes with angled edges and baselines.
 - Fixed an issue that caused shadows to generate through the walls of automatic dormers.

2.11 Framing

- Improved ability of roof, floor and ceiling framing to snap to the Main Layer of walls.
- Fixed a problem affecting wall framing at locations where different floor and ceiling heights meet.
- Deck ledger boards are no longer affected by Open Below rooms on the opposite side of the walls they are attached to.

2.12 Electrical

- Improved the appearance of the preview image of wall outlets and switches in Electrical Service Specification dialog.

2.13 Trim & Molding

- Restored ability to reshape 3D Molding Polylines created in floor plan view using edit handles in elevation views and added this ability in 3D views. The available handles and their behavior depend on the position of camera relative to the polyline's edges.

2.14 Cabinets

- Base cabinets with bath and laundry sinks in them now display correct label.
- Fixed an error that occurred when deleting Shelf objects in certain situations.
- Corrected a placement problem affecting countertops over base cabinets placed near certain interior wall corners.

-
- Fixed a problem that prevented existing cabinet hardware from being removed from a cabinet when new hardware was applied in 3D views.
 - Corrected a problem affecting the appearance of angled front cabinets edited in floor plan view.
 - Fixed a problem that produced gaps in the toe kicks at the backs of cabinets when Flat Back was checked for toe kicks and cabinets were positioned at angles to one another.
 - Improved how Auto Left and Auto Right doors determine when double doors should be used in situations involving blind cabinets.

2.15 Other Objects

- Fixed an error that resulted from using Polyline Union, Subtraction and Intersection edit tools to edit objects that aren't the same type.
- Corrected a problem that caused object holes to be incorrectly interpreted as outside their containing object in specific situations.
- New Follow Terrain checkbox in Fireplace Specification dialog for free-standing masonry fireplace objects.
- Fixed a problem affecting the height of fireplaces placed in a wall between rooms with different floor heights.
- Can no longer specify size values of 0" (mm) for Primitive objects.
- Corrected an issue affecting the selected edge of a Face object.
- Fixed a problem that caused Primitive objects and Faces to disappear until the screen was refreshed.
- Can no longer revolve planar face objects on a plane parallel to the object's surface because the results did not produce a 3D solid.
- Addressed a problem that caused polyline solids to shift position in cross section/elevation view after Polyline Union or Polyline Intersection edit tools were used.

2.16 Libraries

- New error message identifies the problem object preventing a legacy .alb file from being converted for use in X2.
- Fixed problems that prevented custom molding symbols from being assigned to an object using the Select Library Object dialog.
- Fixed an error that occurred when a fixture was deleted from certain legacy plans.
- Improved placement behavior of ceiling mounted fixtures.

-
- Fixed a problem that prevented user from assigning materials to a custom symbol saved in the library.
 - Corrected an issue affecting materials assigned to objects in legacy .alb library files created in version 10 and prior.
 - Selected library item now remains selected when copied to Export category.
 - Imported libraries with same name as an existing library will now replace the existing library by default rather than append to it.
 - New progress dialog displays when large libraries are exported.
 - Addressed a problem that caused a fixture to be selected when the location of its label was clicked, although no label was displaying.

2.17 Materials

- Improved ability to use Material Painter on objects placed against walls that define a room.
- Improved ability of Material Painter to apply default material to symbol objects.
- Fixed a problem that occurred on Windows Vista when editing the reflectivity setting on the Raytrace tab of the Define Material dialog.

2.18 3D Views

- Improved ability to exclude camera symbols from selection set when marquee-selecting objects in floor plan view.
- Corrected a screen refresh problem that occurred when the Overview Direction Tools were used on Windows XP.
- Cross Section Slider disabled in Vector Views due to limitations when view is sent to layout.
- Create Room Elevation Views tool now treats colinear walls like a single wall.
- The 3D model is no longer rebuilt when a 2D CAD block with no 3D data is moved in a cross section/elevation view.
- Fixed a problem affecting surfaces in Wall Elevations and Cross Section Slider views when some Rendering Techniques were active.

2.19 Rendering & Raytracing

- Final View now affects Technical Illustration, Painting, Watercolor and Line Drawing Rendering Techniques.
- Fixed a problem that prevented Final View with Shadows from working when the Technical Illustration Rendering Technique was active.
- Transparency associated with images now displays correctly in Enhanced Lighting Rendering Technique.
- Corrected a problem that caused light source positions to display in rendered 3D views for lights that aren't turned on for camera views.
- Fixed a refresh issue seen after making changes to the settings for the Glass House Rendering Technique for an active view, then clicking Cancel.
- Fixed an issue affecting the appearance of textures in some 3D views.

2.20 Dimensions

- Improved ability to draw dimensions that locate walls, wall openings and cabinets in cross section/elevation views.
- Made it easier to add extension lines that locate CAD lines.
- Fixed problem that caused drawing dimension lines in cross section/elevation views to take a long time in some plans.
- By default, dimensions now locate fixtures in installed template plans.
- Improved the Dimension Defaults dialog so that only the options that are applicable to the current view (Layout, CAD Detail, Elevation, or Plan) are enabled.
- Fixed a problem that caused two sets of temporary dimensions to display when wall openings were group-selected in cross section/elevation views.
- Corrected a problem that allowed edited extension lines to locate items on the Reference Floor.
- Fixed an issue that resulted when fixtures placed in cabinets were moved using a dimension measuring from the center of the object to the edge of the cabinet.
- Fixed a problem that prevented temporary dimensions from properly locating step-shaped polyline objects.
- Added the ability to add extensions to CAD arc centers.
- Improved dimensioning of invisible walls for Interior Dimension and Manual Dimension tools when "Both Wall Sides" is checked in the Dimension Defaults dialog.

2.21 Text, Callouts & Markers

- Fixed a problem that affected the size of text lines with arrows created by checking Add an Arrow in the Text Specification dialog.
- Corrected problems affecting font size in the Rich Text Specification dialog for multiple selected Rich Text objects.
- When Rich Text is created using specification dialog and its default layer is locked, warning message displays when OK is clicked rather than before the dialog is opened.
- Fixed problems with Spell Checker that prevented it from checking and counting all words in a Rich Text object.
- Auto Height and Auto Width settings are now retained when Text is converted to Rich Text.

2.22 CAD Objects

- Fixed an issue where a specific problem with a CAD polyline would prevent a plan from opening.
- Restored ability to include slabs in CAD blocks.
- Fixed a problem that prevented a plan footprint from being selectable in a CAD Detail window created using CAD Detail from View.
- Color On/Off now affects display of 2D objects including CAD, text and dimensions.
- Fixed a display refresh issue affecting very short CAD lines with Show Length and/or Show Angle enabled.
- Improved display of custom line styles with large text in the Line Style Specification dialog.

2.23 Pictures, Images & Movies

- Corrected a problem where imported pictures set to use the Grayscale Display Option had a black border, even when Show Outline was unchecked.

2.24 Importing & Exporting

- Improved behavior when dragging .dxf/.dwg file into Chief Architect: file is treated as a 2D drawing when dragged into 2D views and as a 3D symbol when dragged into a 3D camera or overview.
- Fixed an error that sometimes occurred when importing a .dxf/.dwg file into a cross section/elevation view.

-
- Fixed an error occurring when an image or .dxf/.dwg file was imported by dragging the file into a camera view.
 - Corrected a problem affecting macros in Rich Text objects when exported to .dxf/.dwg.
 - Cosmetic improvements made to Import Drawing Wizard.
 - Fixed problems that affected the size of text, arrows and dimensions when exported to .dxf/.dwg.
 - Fixed an issue that prevented dimensions using metric units from exporting correctly when exported to .dxf/.dwg from an Imperial plan when Create Associative Dimensions was used.

2.25 Printing & Plotting

- Removed Print function in 3D rendered views where only Print Image can be used.

2.26 Layout

- Fixed a problem that caused the first CAD object drawn on a layout page to be created on the last page an object was drawn on.

2.27 Schedules

- Improved updating of cabinet schedule labels for base cabinets into which under-mounted appliances were added.
- Added units of measurement to Rough Opening column of door and window schedules.
- Can now include and exclude window types (double-hung, casement, etc) in window schedules.

2.28 Materials List

- Fixed errors that occurred when editing or selecting fields in an object's Components dialog.

3 12.3 UPDATE NOTES

3.1 Overview

- Fixed an issue where Chief Architect would take a long time to launch when a firewall blocked it from accessing the Internet.
- Fixed an issue that caused problems with the software lock security when the user used a proxy server to connect to the internet

3.2 File Management

- Improved time required for program to launch when a firewall blocked it from accessing the internet.
- Fixed a problem affecting Software Lock Security when a proxy server was used to connect to the internet.

3.3 Layers

- Fixed an issue that caused the screen to flash a lot when using the Layer Painter or Layer Eyedropper.

3.4 Walls, Railing & Fencing

- Fixed an issue where Follow Terrain was not working correctly for railings.
- Fixed a problem that caused objects attached to a wall to shift along the wall after the wall's type was changed.
- Fixed a problem that prevented wall-based wall coverings from covering invisible wall intersections.
- Resolved an issue where an extra sill plate would be generated in a specific case.
- Fixed a problem that caused the program to hang when changing a wall's Main Layer.

3.5 Rooms

- Fixed a problem that prevented Make Room Polyline and Make Room Molding Polyline from working after using Expand Room Polyline.

3.6 Doors

- Fixed a problem that caused wall openings for mulled units to generate incorrectly.
- Addressed an issue that caused doors to change position after the Door Specification dialog was closed in some cases.

3.7 Windows

- Fixed an issue that prevented the component windows of Bow Windows from updating correctly after being edited.

3.8 Roofs

- Added the ability to convert a curved roof edge back to a straight roof edge.
- Fixed an issue that caused a bad roof edge to be generated after group-selecting then moving roof planes.
- Fixed a problem affecting the roof on gambrel and mansard dormers in some cases.
- Addressed a problem that occurred when an Auto Dormer was exploded while Auto Rebuild Roofs was on.
- Improved the 3D appearance of Auto Dormers with barrel roofs.

3.9 Stairs & Landings

- Fixed an error that occurred when using some tools while stairs were multiple selected.

3.10 Framing

- Fixed an issue affecting the framing of bow windows in some cases.
- Fixed an issue that caused deck framing to be difficult to select in certain situations.

3.11 Electrical

- Fixed a problem that resulted in electrical outlets created using the Auto Place Outlets tool to have the wrong materials assigned to them.
- Fixed a problem with the display of the edit handles for electrical objects in 3D views.

3.12 Trim & Molding

- Fixed an issue affecting 3D Molding Polylines edited in plan view.
- Addressed an issue where the Convert to Plain Polyline edit tool was missing for 3D Molding Polylines.
- Fixed a problem where the Select Library Object dialog for moldings was not finding the currently selected molding in the library.

3.13 Cabinets

- Fixed an issue where the Grid Snaps toolbar button would display the incorrect state when a cabinet was being edited.

3.14 Other Objects

- Fix a problem with the editing feedback for Polyline Solids in 3D overviews.

3.15 Architectural Blocks

- Fixed an issue that prevented 3D Molding Lines from being added to architectural blocks.
- Fixed a crash that sometimes occurred when nested architectural blocks were exploded.

3.16 Libraries

- Fixed a problem that prevented legacy libraries containing 3D Molding Symbols from being imported correctly.
- Fixed a case where importing a large library prevented the program from closing correctly.

3.17 3D Views

- Improved the logic used for the creation of automatic Room Elevations.

3.18 Dimensions

- Improved Locate Objects tab of Dimension Defaults dialog so that only options applicable to the current view are enabled: layout, CAD Detail, Elevation, or Plan.
- Fixed an issue dimensioning cabinets placed adjacent to symbols, such as free standing ovens or refrigerators, in cross section/elevation views.
- Resolved an issue where doors and windows were being dimensioned to the center in walls perpendicular to the elevation view.
- Fixed an issue dimensioning walls on the exterior of a structure in elevation views.
- Fixed an issue related to vertically dimensioning cabinets in cross section views.
- Addressed a problem where dimensions were being assigned to walls instead of windows when dimensioning windows in elevation views.
- Fixed an issue when doing a move with dimension for electrical objects.
- Fixed a problem where the hyphen (-) was showing up in the Move With Dimension text box when it shouldn't.

3.19 Text, Callouts & Markers

- Made it easier to select text located within a room.
- Fixed a problem that prevented Rich Text from correctly updating auto height and width when macro data was changed.

-
- Addressed an issue where using CTRL+TAB to change tabs in the Rich Text Specification dialog was not working correctly.
 - Fixed an issue where Rich Text using the using the layer color text option would not use the correct layer set when sent to layout.
 - Fixed an editing feedback problem affecting group-selected text objects in elevation views.

3.20 CAD Objects

- Fixed a problem affecting object holes (Countertop Holes, Slab Holes) edited using Fillet Two Lines.
- Corrected a problem that caused CAD polylines on a layout page to move to a different page when located with dimensions.

3.21 Project Management

- Fixed a crash caused by building a house using the House Wizard in a particular case.

3.22 Importing & Exporting

- Fixed a problem affecting SKP file import on certain computers.
- Fixed an assertion error that occur when importing symbols.

3.23 Custom Symbols

- Users can now edit an existing symbol's smoothing angle.

3.24 Layout

- Fixed an issue when units were not being set correctly when sending a view to layout from a metric plan in some situations.

3.25 Schedules

- Fixed an issue where schedule columns were not editing correctly in schedules placed in elevation views.

4 12.4 UPDATE NOTES

4.1 File Management

- Addressed a problem that prevented a particular plan file from opening.

4.2 Walls

- Fixed a specific case where deleting a dormer would cause an SEH Exception error.

4.3 Rooms

- Improve the logic used to determine room definition to fix several instances where room definition was being lost when moving walls.
- Fixed a rounding issue in the dimensions used in Room Labels that caused a distance like 1' - 11 1/2" would display as 1' - 12" rather than 2' - 0".

4.4 Multiple Floors

- Fixed an issue that could sometimes cause the floor to not display in 3D.

4.5 Roofs

- Added the option to use the eave soffit surface for the ceiling over any room.
- Fixed an issue that caused gutters to generate at incorrect locations.
- Fixed an issue where the ceiling platform edge was not being cut properly by the roof plane above in some cases.
- Fixed a crash that occurred after editing a roof plane with a curved edge in a specific case.
- Fixed an issue where deleting a skylight when Auto Rebuild Roofs was on would delete the roof plane that contained the skylight.

4.6 Electrical

- Fixed a problem affecting light fixtures when placed above symbols specified as "Sits on Base Cabinet".

4.7 Terrain

- Fixed a crash related to terrain that could occur when opening very old legacy plans.

4.8 Libraries

- Corrected a problem that prevented backdrops from displaying in 3D if they were imported into the library via a *.CALIBZ file.

4.9 3D Views

- Fixed an issue where floor platforms were casting shadows incorrectly.
- Corrected a problem that prevented the Advanced Camera default settings from working.
- Addressed a 3D display issue that could sometimes occur when using an Intel video chipset.

4.10 Dimensions

- Invalid values for Proximity Fixed now update in the Dimension specification dialog without having to close the dialog box.

4.11 Text, Callouts, & Markers

- Fixed an issue where two lines with arrows originating from the same location on a text object would become joined to form a polyline with only one arrow.

4.12 CAD Objects

- Improved performance when unusually large CAD blocks are edited.
- Addressed an issue where custom muntin CAD blocks from the library loaded onto windows would sometimes not display correctly in the Window Specification dialog preview image.
- Fixed an issue where, after unloading custom muntins, the muntins CAD block was hard to select.
- Fixed a problem where the Auto Position default settings for arrows were not being applied correctly in some cases.
- Fixed an issue where Angle Snaps were not working correctly when the end point of a CAD line was edited.

4.13 Pictures, Images, & Movies

- Fixed an issue preventing textures from being exported with VRML files.

4.14 Importing & Exporting

- Fixed some cases where DWG file imports were not working correctly.

4.15 Layout

- Improved performance when editing layout boxes in large layout files.

4.16 Schedules

- Fixed an issue that sometimes resulted in schedule widths not editing correctly.

4.17 Materials List

- Improved the calculations used for heated wall area when exterior rooms such as decks or porches are present.
- Fixed an issue that caused an SEH Exception when generating a materials list in a specific plan.

5 12.5 UPDATE NOTES

5.1 Editing Objects

- Addressed an issue where changing the line style or fill style of multiple selected objects was not working correctly.
- Fixed a crash that could occur when multiple objects were selected in conjunction with a specific set of tools.

5.2 Walls

- Improved appearance of railing preview in the Railing Specification dialog so it is no longer cut off along the bottom.
- Fixed a specific case where extra lines were being generated on walls in elevation views
- Fixed a case where extra lines were generated in Vector Views where an attic wall and a normal wall met at a corner.
- Fixed a problem that caused part of a wall to be missing in 3D views in a specific case.
- Addressed a problem that affected 3D editing of pony walls.
- Fixed a problem that prevented an attic wall from generating all the way up to the roof above.

5.3 Rooms

- Fixed a problem affecting the room definition of rooms defined by an Invisible wall in a specific case.

5.4 Windows

- Fixed an issue where setting moldings added to objects to "Use Default" material would result in the material being specified as Not Set.
- Fixed an issue where copying and pasting a corner window caused distortions to appear on the original window.

5.5 Foundations

- Fixed an issue where Ceiling Over This Room could not be unchecked for rooms defined by Foundation Walls.

5.6 Roofs

- Fixed a problem preventing the side wall of an automatic shed dormer from generating all the way up to the roof in a particular instance.
- Fixed a problem affecting the generation of the soffit surfaces for roof planes with a negative pitch.
- Improved the generation of ceiling hole for skylights.
- Fixed an issue where soffits were not being correctly generated for eaves at corners
- Fixed an issue where frieze molding was not being generated correctly when Boxed Eaves was turned on and Auto Roof Returns were present.
- Addressed an issue where the ceiling surface of a small roof plane over a deck was not generating correctly.
- Fixed an issue that caused some gutters and fascia boards to generate at the wrong location in certain situations.
- Fixed an issue that prevented changes to skylight materials from being retained when Auto Rebuild Roofs was turned on.
- Corrected a problem that caused automatically generated roof returns to disappear in 3D views when zooming under certain circumstances.
- Fixed an issue where copying a roof plane caused its Boxed Eave setting to revert back to the default setting.
- Improved the functionality of the Fillet Two Lines edit tool when editing roof planes.

5.7 Terrain

- Fixed a case where two terrain perimeters could be created in one plan.

5.8 Materials

- Fixed a problem preventing patterns from rotating correctly.

5.9 3D Views

- Improved the speed of editing in 3D views.
- Final View settings are no longer applied when changes are made to a 3D view using the Cross Section Slider tool.
- Addressed problem that prevented Clip Surfaces Within setting in Camera Specification dialog from using dynamic default value.
- Fixed a problem that caused all the textures to be reloaded every time an edit was made in 3D, making 3D editing very slow.

5.10 Rendering & Raytracing

- Addressed an issue that resulted in missing textures and 0 byte zip files when exporting to POV-Ray.
- Fixed a problem that could occur in 3D views when using Windows 7 and Hardware Edge Smoothing was turned off.

5.11 Dimensions

- Fixed an issue that prevented users from moving objects using dimensions when the selected dimension's layer was turned off.

5.12 Text, Callouts, & Markers

- Improved how text arrows attach to roof planes when Auto Rebuild Roofs is turned on.

5.13 CAD Objects

- Fixed an issue where that caused objects on a user created layer to lose their layer line style information when copied into a new plan.
- Fixed performance issue with CAD Detail From View. Manifested on machines with multiple cores, like the i7.
- Fixed a screen refresh issue that could occur when moving a plan footprint.
- Fixed an exception error that could occur in some cases when using the right-click continuous drawing method to draw a series of CAD lines.

5.14 Importing & Exporting

- Fixed an issue where DWG import resulted in an unknown error.
- Improved error message handling for errors that could occur when importing SKP files.
- Fixed an issue where using Convert to Symbol in metric plans was not sizing the symbol correctly.

5.15 Custom Symbols

- Improved the appearance of automatically generated 2D CAD blocks for symbols.

5.16 Printing & Plotting

- Fixed an issue where the print preview and show sheet button were not being correctly disabled in certain view types.

5.17 Layout

- Fixed an issue where sending views to layout would fail when a specific message box was suppressed.

5.18 Materials List

- Fixed an issue that prevented cabinet sub-components from being added to or removed from the Master List.

6 12.6 UPDATE NOTES

6.1 Editing Objects

- Fixed a problem that occurred on versions of Windows in which commas are used instead of a period as decimal separator where commas were not being interpreted correctly.
- Addressed an issue where Legacy Moving Speed setting was being used and could not be changed.

6.2 Roofs

- Corrected a problem that caused roof holes for skylights and dormers to generate incorrectly.

6.3 Framing

- Fixed an issue that prevented all auto deck framing from being deleted when it should.

6.4 Trusses

- Fixed various issues relating to truss bases and the generation of trusses.

6.5 Cabinets

- Fixed a problem that caused duplicate countertop holes to be generated in error.
- Added code to remove duplicate countertop holes.

6.6 Libraries

- Fixed a problem that prevented the Select Library Object dialog from filtering correctly for railing panels in some cases.

6.7 Zoom & View Tools

- Fixed a crash that could occur after using the Zoom tool.

6.8 Dimensions

- Fixed an issue where temporary dimensions from roof edges to walls would go to the wall center.
- Improved the dimension rounding methods.

6.9 Text, Callouts, & Markers

- Corrected a problem that sometimes caused the last line of text to be cut off in Rich Text objects.
- Fixed an issue that affected the display of Rich Text in Wall Detail windows.

6.10 CAD Objects

- Fixed a crash that could occur when editing a polyline in certain situations.
- Fixed a problem that affected snapping to temporary CAD points.

6.11 Importing & Exporting

- Fixed a problem that prevented elevation data from being correctly interpreted when importing DXF/DWG files with specific characteristics.
- Fixed an issue where layer information was not preserved correctly when exporting to DXF/DWG.
- Now use relative paths instead of absolute paths when exporting to VRML.

6.12 Custom Symbols

- Fixed a problem where a corrupt symbol would cause 3D to continuously rebuild.

6.13 Layout

- Fixed an SEH Exception error that could occur when group selecting items in a layout box.
- Corrected a problem where a layout file searching for missing textures, images, and plans would sometimes not find the expected files.
- Fixed an SEH Exception error that could occur when updating a cross section view.