Chief Architect X1.5 Update Notes

Chief Architect

May 1, 2008

Contents

1 GENERAL NOTES

This is a summary of the new features in the Chief Architect X1.3, X1.4 and X1.5 program updates. A separate list is presented for each program update and each is organized into categories that correspond to the chapters in the Chief Architect X1 Reference Manual.

While we endeavor to thoroughly test the program before each release, it is not possible to test every conceivable combination of actions. As problems are identified, we resolve them with periodic program updates.

PLEASE NOTE - Significant changes to program functionality were made in the X1.3 program update. Any plan or layout files edited in X1.3 or later cannot be opened in earlier versions of the program, including earlier versions of X1. If you are updating from version X1.2 or prior, please read these update notes carefully.

2 X1.3 UPDATE NOTES

2.1 Overview

- Fixed a problem that caused toolbars to move when the program was re-opened.

- When group selecting objects, the number of objects currently selected now displays in the Status Bar.

2.2 Editing Objects

- Added ability to use the Convert Curve to Polyline tool on ovals and ellipses to convert the curved shape into a specified number of straight line segments.

- Corrected a problem with converting slab or countertop holes into splines.

- Fixed a problem that resulted in losing custom pattern fills when copying CAD blocks.

- Improved editing feedback for spline slabs with spline holes.

- Enabled the Convert Curve to Polyline tool for all road based objects (such as roads, sidewalks, driveways, etc.). This tool allows the user to convert a curved object into a user-specified number of straight segments.

- Turned off the display of the chord edit handles for splines unless Advanced Splines is enabled.

- Fixed a problem when selecting blocked polyline solid objects in 3D views.

- Corrected a problem that resulted in a crash when deleting a cad detail in some situations.

- Fixed a problem that affected CAD lines copied into CAD Details.

- Fixed a problem where the hotkeys did not work in the Project Browser when it was undocked.

- Changed the edit handles that appear when editing polylines so that it is easier to open a closed polyline.

- Improved display of line styles that include text characters.

- Fixed a problem that caused an assertion failure in full overviews when using polyline subtraction tool on a a solid box.

- Corrected a problem with distorted patterns when copying from one CAD detail to another.

- Multiple Copy for large number of objects has been sped up.

- Fixed a problem where a copied circle converted to a polyline results in an error in certain situations.

- Polyline holes are now preserved when using the Convert Polyline tool.

- The default value for CAD circles in the Convert Curve to Polyline dialog is now 24 instead of the previous value of 6. The default for arcs is still 6 and the default for ovals and ellipses is 6 per quarter (or 24 total).

- Modified program to prevent crashes when running out of memory when using Multiple Copy with a large number of objects.

- Fixed a problem where the polyline fill would draw incorrectly after doing a concentric resize.

- Corrected a problem that prevented arc centers for curved walls and stairs to allow snapping.

- A number of improvements were made in the Arc Specification dialog to allow better control over arc parameters.

- Removed limit of 48 inches for Snap Grid size.

- The Multiple Copy tool has been enhanced, with the ability to set the offset for all object types, create rotated copies, evenly distribute a set number of copies, and specify offsets that can be used for the alternate behavior interval.

2.3 File Management

- Archive and backup files, as well as custom user libraries and program settings are now stored in a folder called Chief Architect X1 Data in the user's My Documents folder. Previously, these files were saved either in the same folder as the user's saved plans or layouts, or in the Chief Architect installation directory.

- Fixed a problem where some letters could not be used when renaming object (such as saved cameras) in the Project Browser.

2.4 Preferences

- Added a new checkbox in the Appearance panel of the Preferences dialog called "Flicker Free Editing". This preference controls how feedback objects are drawn when a user is editing an object and may affect program speed.

- Fixed a problem where plant and image transparancy would not display correctly in vector views with Double Buffered Drawing turned on.

2.5 Layers

- Fixed a problem that caused walls to not draw properly in the Reference display when filled cabinets were attached to them.

- Fixed a problem where users would get two error messages when trying to create an object on a locked layer.

- Corrected a problem that prevented window, door, and cabinet opening indicators from being displayed on Cross Section/Elevation views sent to layout pages.

2.6 Walls, Railing & Fencing

- Fixed a problem that resulted in bad data for direct entry of wall length and angle when using the Alternate (right-click) drawing mode.

- Fixed several problems resulting in curved walls, attic walls or wall intersections not generating correctly in 3D in certain situations.

- Added ability to use the Select Same/Load Same tool on wall hatching.

- Fixed a problem that made it difficult to edit the heights of pony walls in some situations.

- Added a "Generate on Low Platform" checkbox to the Railing panel of the Wall Specification dialog. When checked, the selected railing generates on the lower platform rather than the higher when two floor platforms are divided by the railing.

- A No Room Def. wall or railing can now be placed at the same location as a room-defining wall or railing without one of the walls erasing part of the other.

- Improved selection for multiple openings in railing walls.

- Corrected a problem that prevented drawing a railing wall on the foundation level.

- Fixed a problem where railings did not always generate correctly along split entry platforms.

- Fixed a problem having to do with wall boundary polyline and pony walls.

- Fixed a problem where solid railing corners did not always generate 3D data correctly.

- Fixed a problem where using an invisible railing in between two rooms with different ceiling heights left a visible gap in 3D views.

- Added a new system layer in the Layer Display Options dialog called "Walls, Main Layer Only". Turning this layer on will result in only the main layer of a wall to be displayed in plan views instead of all wall layers, allowing both a true framing plan and fully configured walls.

- Added Align with Floor Above and Align with Floor Below buttons to the edit toolbar and contextual menu for walls when they are slightly out of aligment wiith walls on other floors.

2.7 Rooms

- Fixed a problem that resulted in a negative living area being displayed.

- Corrected a room definition problem that could result in a program lock up when generating 3D views.

- Fixed a problem with the Room Specification dialog giving incorrect results for ceiling heights in some situations.

- The new "Floor Under This Room" checkbox on the Structure tab of the Room Specification dialog is now enabled for Court, Garage, Storage, and Utility room types. Unchecking this box prevents the creation of a floor platform for the selected room.

2.8 Doors

- Fixed a problem that prevented a user from selecting a doorway by clicking on the actual door portion when shown as open.

- Fixed a problem that made it difficult to edit door swing in some cases.

- Fixed a problem where a user could not add a railing into a doorway. Users can add railings into doorways now but the railings need to be marked as "no room definition" for this to work correclty.

- Corrected problems related to the 3D generation of arched doorways.

- Fixed several minor refresh issues with windows and doors that had labels associated with them.

2.9 Windows

- Made it easier to convert a CAD block into custom muntins in some situations.

- Fixed a problem that occured when using the Transform/Replicate Object dialog to move a window vertically.

- Window top height now retained When using the Replace From Library tool on windows with different heights.

2.10 Multiple Floors

- Added the ability to move a camera up and down floors while in any 3D camera view. This is also supported in floor overviews to display the floor above or below the current one.

2.11 Foundations

- Fixed a problem that caused slabs with complex holes to not generate correctly in 3D

- Fixed a problem where small platform holes did not actually generate holes in platforms.

2.12 Roofs

- Added ability to specify Birdsmouth Depth in the Build Roof dialog. A negative Raise Off Plate value will lower the bottom of the rafter by the amount specified. A positive value works as before and raises the rafter by the amount specified. A zero value works as before where the birdsmouth is cut so that it is as wide as the wall framing.

- Fixed a problem where an automatically generated roof was not correct in some situations.

- Fixed a problem that resulted in bay/bow window ceiling surfaces displaying incorrectly or not displaying when they should.

- Fixed a problem with generating an automatic roof over curved walls. In some cases the user may still get a poor roof when the walls are close to tangent but not exactly tangent. Users should use the Make Arc Tangent tool to make curved walls exactly tangent.

- Fixed a problem that resulted in a gap at the fascia in some roof situations.

- Fixed a problem where a many sided roof hole caused a program crash.

- Fixed a crash when changing a dormer into a shed dormer in some plans.

- Corrected a problem that prevented copying windows within dormers.

- Fixed a problem with roof returns on dormers not being generated until after Rebuilding Walls/Floors/Ceilings (F12).

- Added ability to create dormers while in a camera view.

- Fixed a problem with baseline angle setting for curved roof planes.

- Fixed a problem with roof underside surfaces not joining properly for some curved roofs.

- Fixed a problem related to moving dormers in 3D views.

- Fixed a problem with a dormer wall showing inside the building when it shouldn't.

- Fixed problems that resulted in eave soffits not generating properly in some situations.

- Fixed problems that produced incorrect ceiling generation in certain situations

- Corrected a problem that resulted in corner boards on dormer walls disappearing as they were being edited.

- Added a "Move highest floor up" checkbox to the New Floor dialog that will move the roof up one floor when checked.

2.13 Stairs

- Fixed a problem that resulted in a crash when creating a 3D view of certain problematic staircases.

- Corrected problems where mitered stairs do not wrap correctly in certain situations.

2.14 Framing

- Fixed a problem where ceiling trusses moved automatically after being edited.

- Fixed a problem that resulted in an exception error message when opening a wall detail in some plans.

- Fixed a problem where edit handles were not positioned properly on roof rafters in plan view.

- Corrected a problem that resulted in incorrect pony wall framing.

- Fixed a problem with using drag-copy on roof trusses.

2.15 Electrical

- Improved editing of electrical connection splines.

- Fixed problems related to editing of Architectural Blocks that include electrical objects.

2.16 Trim & Molding

- Fixed a problem with missing Break Line edit tool for selected 3D Molding Polylines in Cross Section/Elevation views.

- Improved editing of 3D Molding Polylines in Cross Section/Elevation and 3D views.

- Fixed several problems affecting the display of 3D Molding Polylines in 3D views.

- Fixed a problem with corner boards being created inside out in certain cases.

- A number of improvements were made on the Arc tab of the 3D Molding Polyline Specification dialog to allow better control over arc parameters.

2.17 Cabinets

- Improved sizing of bounding box for cabinets and openings to include any attached labels.

- Added ability to reflect cabinet door hardware when using left and right hinged doors and door handles that are not symmetrical.

- Modified the Cabinet Specification dialogs to allow users to type in a negative value for appliance front offsets. The appliance front offset will still be restricted so that the appliance can't be completely outside of the cabinet.

- Fixed a problem when moving a custom counter top in some cases.

- Custom countertop edges no longer snap to a cabinet when they are within 3" of a cabinet as in previous versions because this prevented some custom counter top designs. Object Snaps can be used to align counter tops with edges instead.

- When a zero width cabinet is present in a plan, an error message will display and the cabinet width will be reset to 1" (25 mm).

- Fixed a problem where using marquee selecting with the Base Cabinet tool active would also select full height cabinets. Can still use marquee select in full height cabinet mode to select base, wall, and full height cabinets.

- Fixed a problem where changing the Cabinet Separation when group selecting cabinets of different types (such as base and wall), would not update the door heights correctly.

- Fixed a problem where drag-copying a cabinet attached to a wall caused it to become detached from the wall.

- Fixed a problem where cabinet side backsplashes were not being generated correctly when against a wall and joined to other cabinets.

- Fixed problem(s) related to the Select Same/Load Same tools and cabinets.

- Fixed several problems related to the generation of countertop surfaces and sink holes.

2.18 Terrain

- Fixed a problem that prevented library terrain objects from placing into plan correctly.

- Fixed a problem that resulted in sprinkler head spray pattern being drawn incorrectly.

- Corrected a problem that resulted in some plants from the library not being visible in camera views.

- Improved Plant Chooser functionality when switching between scientific and common names.

- Fixed problems related to terrain regeneration at inappropriate times.

- Terrain Perimeter now obeys Drawing Group settings. When the Default Group is used, the Terrain Perimeter will draw after all Back group objects and before the other terrain objects. Previously, terrain was always drawn before any other objects. This change will also affect other terrain objects set to the Default Group, which will be drawn after the terrain perimeter but before all other architectural objects. Existing plans may come into X1.3 with display differences depending on how users have the Drawing Group settings set.

2.19 Roads

- Fixed a problem a spline road and polyline road could not be connected.

- Fixed a problem that prevented a user from removing a section of road.

- Corrected a problem that resulted in an assertion failure when opening a plan with spline roads.

- Fixed several problems related to roads that form a loop.

2.20 Other Objects

- Fixed a problem where Copy and Reflect about Line did not work correctly for a 3D Solid object.

- Fixed a problem that occured when subtracting two particular 3D Solid objects.

- Fixed a problem where 3D Solid objects would sometimes not print correctly.

- Fixed several problems related to fireplace editing.

- Fixed problems related to the correct display of 3D Solids in certain situations.

2.21 Library

- Fixed a problem that resulted in a crash when clicking on an unsaved camera in the Project Browser.

- Fixed a problem when using spaces while renaming library items.

- Double-clicking on the striped Grab bar in the Library Browser will now automatically undock it when it is docked.

2.22 Materials

- Corrected a problem that resulted in a custom pattern file being unusable.

- Fixed a problem that prevented textures from being rotated properly for materials when applied to some object types.

2.23 Zoom Tools

- Modified the Fill Window Building Only tool so that it will only recognizes roof planes and walls, excepting walls specified as No Room Def. In most cases, this will fill the screen with just the major building components.

- Corrected a problem that caused layout boxes to sometimes shift incorrectly when editing the sides of the box while an Aerial View was open at the same time.

- Fixed a problem caused when the Aerial View window was resized to 0.

2.24 Vector Views

- Fixed a problem which caused issues with transparancy in Vector Views in some cases.

- Fixed problems related to data in Cross Section/Elevation views sent to layout disappearing in certain cases.

- Fixed problems related to zooming in vector full overviews.

- New Toggle Patterns menu item and toolbar button turns on and off display of pattern lines in Vector Views.

- Fixed problems resulting in slow performance when creating and working in Cross Section/Elevation views

- Fixed a problem resulting in Cross Section/Elevation views displaying some data incorrectly.

2.25 Render Views

- Enabled Pan Window tools in Render views. When in a Render view, this tool will translate the camera similar to the Move Camera Left, Right, Up, and Down camera tools.

- Shift-N can now be used for floor up in render views. Holding down the shift key while pressing N in a render view to decrease the Field of View no longer supresses redraws. This is now consistent with pressing W to increase the Field of View.

- New Toggle Textures menu item and toolbar button turns on and off display of textures in Render views.

- Added a new 3D menu item and toolbar button for Toggle Textures tool. This tool will turn on or off texture display when in Render views.

- Added the ability to multiple-select lights in the Adjust Lights dialog and in plan, open them for specification, and edit Light Data.

2.26 Text, Callouts & Markers

- Added a new edit button for any selected text object(s) to access the Spell Check tool without opening the Text Specification dialog.

- Fixed a problem that could result in a performance slowdown when editing text in some situations.

- Fixed a problem that caused wide text characters to overlap

2.27 CAD Objects

- Fixed a problem where automatically generated CAD blocks for new library symbols were being created using the wrong scale in metric plans.

- Creating a CAD detail from a Vector View now retains all color information so that lines should not change colors.

- Improved performance when trying to move text objects in a plan with lots of CAD.

2.28 Pictures, Images & Movies

- Images specified as "Do not rotate in render view" will no longer appear rotated in Raytrace views.

2.29 Import/Export

- Modified the DWG export code so that the default dimension style is written out and read in better. This will allow more information to be retained when the CAD detail from view tool is used.

- After importing a drawing file (DXF/DWG) the imported data should be selected.

2.30 Create Symbol Wizard

- The Create Symbol Wizard can now be accessed in 3D views.

- Added "Yes to All" and "No to All" options when dealing with texture filename conflicts while importing 3D data in the Create Symbol Wizard.

- Fixed a bug that resulted in the "Get Last Symbol" tool becoming disabled when creating a symbol cabinet using the Create Symbol Wizard.

2.31 Materials List

- Improved the way some cabinet components are calculated in the Materials List.

2.32 Tech Support

- Fixed a problem that resulted in program losing password security.

- Corrected a problem that prevented some circles used to identify problems when error messages display from being drawn in plan view.

3 X1.4 UPDATE NOTES

3.1 Overview

- Fixed several links in on-line help that opened wrong help page.

- Fixed a problem where the number of selected objects was not updated in the Status Bar when one or more of the objects was deselected.

- Fixed Status Bar feedback for several cases when editing objects.

- Removed Send Report button from some dialogs.

3.2 Menus and Toolbar Buttons

- Can now create custom hotkeys, or keyboard shortcuts, for tools and commands.

- Added ability to print out a list of hotkeys.

- Default hotkey for Build Foundation changed to Ctrl + F.

- Fixed several cases where hotkeys were not displaying properly in menus.

- Fixed a problem that caused the toolbar backup file to become corrupted.

- Corrected an issue where adding a toolbar from a folder other than the Chief Architect Toolbars folder would not copy the toolbar to the correct location.

- Removed duplicate keyboard shortcuts in the menu.

- Send to Layout keyboard shortcut now works in CAD Details.

- Fixed an updating problem for the Active Layer Set Control when closing a Raytrace view.

3.3 Editing Objects

- New Snap Behavior hotkeys allow you to toggle on and off specific snap behaviors during a mouse operation.

- Added Hotkeys for individual Snap Behaviors and BumpingPushing.

- Added the Num Style button to a variety of dialogs that did not have it previously.

- Convert Polyline edit button now available for CAD circles, ovals and ellipses.

- Fixed a problem that prevented Bumping/Pushing from working correctly on Foundation floor.

- Corrected several issues related to editing objects when Edit Object Parts was enabled.

- Fixed a problem that affected ellipses converted to stair landings.

- CAD arcs, circles, ovals and ellipses now retain layer and line and fill styles when converted to polylines.

- Improved feedback of circles, ovals and ellipses as they are drawn in cross section/elevations.

- Can now snap to arc centers.

- Improved display and feedback for splines, including better display of arrows and snap indicators.

- Corrected several CAD editing problems in wall elevation views.

- Fixed problem that prevented an object's fill style color from updating when its line color was changed by layer.

- Fixed a variety of problems related to the copying and pasting of CAD blocks, walls and other objects.

- Corrected a problem that affected copying and pasting between layout files in certain situations.

- Fixed an updating issue with Allowed Angles.

- Improvied the speed of Endpoint Snapping.

- Improved ability to create splines when Object Snaps is toggled off.

- Fixed several cases in which Select Same Type failed to work.

- Corrected problems affecting moving and rotating objects using the Concentric edit type.

- Made Shift and Marquee selecting behaviors more consistent.

- Object selection is now retained after closing Components and Transform/Replicate Object dialogs.

- Added missing edit tool to contextual menu for selected CAD arcs.

- Corrected a problem that prevented polylines with curved end segments from joining.

- Fixed a problem that prevented Cancel button in Convert Polyline dialog from cancelling the task.

- An extra click is no longer required to activate the current drawing tool after pressing Tab and using the Enter Coordinates to draw.

- The Union, Intersection and Subtraction edit tools are now available in cross section/elevation views.

- Undo is now available when a CAD Detail is opened from layout and the associated plan was not already open.

- Fixed a problem where rotating a solid Primitive object about the current point would not use the correct point.

- When contextual menus are set to "Click Twice to Display," clicking once to change the selected edge of a polyline no longer displays contextual menu.

- Fixed several cases where using undo and closing a file did not prompt the user to save the plan.

- Fixed a cosmetic issue in Convert Curve to Polyline dialog.

- Corrected a problem that caused edit handles to display in Render views when zoomed out.

- Fixed a problem where pressing Tab in the CAD Line Specification dialog when multiple lines were selected would cause values to change in error.

- Reverse Direction edit button no longer available for closed polyline based objects.

- Removed availability of Edit Object Parts toggle from 3D views where it had no use.

- Fixed a case where extra redraws were being done as the drawing was edited.

- Fixed issue where snaps disappeared while zooming with the moust wheel in roof creation mode.

3.4 File Management

- Improved plan recovery for corrupt plans.

- Menu shortcuts now function when no plan or layout windows are open.

- Fixed a crash caused by opening an archive file when the parent file was open.

3.5 Defaults and Preferences

- New Restore Positon/Size Defaults on Library Browser panel of Preferences dialog restores original position and size of Library and Project Browser window.

- New Allow Editing in Select Home Designer Products checkbox will make limited editing of the current plan possible using some Version 8 Home Designer programs, when they become available.

- Fixed an issue that required an extra click after closing the Preferences dialog to activate the currently selected tool.

- Fixed an issue where an artifact was left on screen when moving the mouse when the minimum line weight preference was greater than zero.

- Added a dialog stating that when you change the toolbar preference, it will not be changed until the program is restarted.

3.6 Layers

- New Layer Eyedropper tool allows you to apply one objects layer to other objects.

- New display options allow users greater control of appearance of Reference Display.

- The Current Layer now displays on the Status Bar when the Layer Painter is used.

- Fixed an issue where you could not use right click select when using the Layer Painter tool.

- Fixed issue where wall framing didn't update properly in plan when using the Layer Painter in a Wall Detail.

- Fixed an issue where the Layer Painter was no longer active when switching from Chief Architect to another application and back again.

- Added dialog to ask to display room layer when it needs to be turned on.

- Added error message to display when users try to create some CAD objects on locked layers.

- Improved the migration of certain CAD and text items' colors in cross section from legacy plans into current program version.

3.7 Walls, Railings, & Fencing

- Fixed a problem that caused all attic walls to be deleted when Auto Rebuild Attic Walls is turned off.

- New warning message alerts user when an attic wall is selected.

- Fixed an issue where the default railing panel could not be set in railing defaults.

- Added the Handrail tab back to the Default Railing and Default Fencing dialogs.

- Fixed a problem where pony walls did not build corners correctly.

- Improved the feedback for Wall Hatch editing.

- Corrected an issue where the Align With Below was available when the walls were already aligned.

- Fixed issue where changing wall fill color would cause a wall to disconect.

- Improved performance by avoiding automatic build floors and ceilings when drawing a new wall outside of a house.

- Made creation of walls easier in some specific cases.

- Fixed an issue where changing wall type would lose room definition.

- Fixed an issue where walls would join when editing the roof pitch on one segment.

- Fixed a specific case where changing wall to be no room definition caused a crash.

- Fixed an issue where changing the footing height value in a wall dialog did not cause the footing to update immediately.

- Fixed a crash with multiple copy creating very short walls.

- Fixed an issue where walls would generate incorrect 3D surfaces under certain circumstances.

- Fixed a longstanding issue where a pony wall drawn on the foundation level would have an incorrect top height.

- The railings used to create Auto Stairwells now use the default thickness for railings.

- Fixed an issue where custom pattern fills didn't work right on imported wall definitions.

- Fixed an issue where the cad block for a symbol was being drawn incorrectly.

3.8 Rooms

- Fixed Expand Room Polyline so it correcly highlights the selected rooms.

- Fixed an issue where changing the materials on the exterior room caused an error in specific cases.

- Fixed an issue where the exterior room material could not be changed in specific plans.

3.9 Doors

- Can now change the opening side of garage doors.

- All door types now have swing edit handles.

3.10 Windows

- Fixed an issue where some surfaces of a bay window did not update correctly when edited in a 3D view.

- Fixed an issue with a bad 3D surface generated for a particular window.

- Fixed an issue where stray lines were produced near round top windows in Vector Views.

- Fixed problems involving copying windows containing custom muntins.

3.11 Multiple Floors

- Fixed an issue where a marker showed as the wrong color when the Reference Display was on.

3.12 Foundations

- Fixed an issue where the Delete Foundation tool was available when no foundation floor was present.

- Fixed a problem where footings did not display until Rebuild Walls/Floors/Ceilings was done.

- Corrected an issue that prevented a warning from displaying when a user tried to place a Round Pier away from a wall.

- Corrected situation where an incorrect error message was displayed when a slab hole with footing was created inside a regular slab.

3.13 Roofs

- Can now place a 2 x 2 skylight with a single click using the Skylight tool.

- Added a warning when attempting to draw a manual roof plane when auto rebuild roofs is turned on.

- Selected roof baselines now have edit toolbars.

- Fixed a problem with the ceiling hole of barrel dormers when positioned over an exterior wall.

- Corrected an issue that caused shed dormers to lose their pitch setting when copy/pasted.

- Fixed a problem where floor/ceiling platforms extended through walls where two gables were present.

- Fixed a problem where the Delete Roofs tool was not available when it should have been.

- Improved display of roof dialogs to allow the pitch to be displayed correctly in metric plans.

- Move Object Using Dimension for roof planes works in the plane in which the dimension was drawn.

- Snapping to roof planes is faster. When rotating roof planes the roof plane should now rotate no matter how far the mouse gets from the roof plane.

- Fixed a problem in a specific plan that crashed in version 10 and now opens in X1 but you cannot delete the roofs.

- Number style now updates correctly in roof dialogs and fill style tabs.

- Turned off Wall Stops Move and CAD Stops Move for roof planes to allow more fluid editing.

- Turned off the ability to select the roof baselines in 3D views to improve ease of selecting and editing roof planes.

- Fixed an issue where the lower edge of a roof plane didn't bump correctly.

- Fixed an issue that limited the size of skylights when being created.

- The option to move the highest roof up when a new floor is added is now disabled when Auto Rebuild Roofs is on or when there are no roofs present.

- Point to Point Move of a roof plane now moves the roof in the X-Y plane rather than in the plane of the roof.

- Fixed an issue generating automatic roofs where a low portion of a building was completely surrounded by a very high portion.

- Fixed an issue where curved roof planes don't move to the next floor when creating a new floor.

- Fixed an issue where boxed eave surface wasn't being generated properly.

- Fixed problems affecting the use of Union, Intersection or Subtraction edit tools on roof planes.

- Fixed issue where extra roof returns were produced in some situations and made full roof returns work for gable line gables.

- Fixed an issue where roof returns in a specific case would disappear and reappear when rebuilding Floors and Ceilings.

- Fixed issue where right click would place a new skylight instead of selecting items.

- Fixed a problem where creating a roof plane would not pick up on Object Snaps when setting the ridge line when Angle Snaps were on.

3.14 Stairs

- Fixed a case where make reach for curved stairs failed.

- Fixed an issue where stairs would not display in 3D views after the floor or ceiling heights were changed.

- Fixed an issue where 3D molding used as a stair railing didn't work.

- Stairs no longer snap to themselves during creation.

- Fixed a crash when editing stairs in a specific situation.

3.15 Framing

- Framing Reference Markers now obey snap settings when placed.

- Group-selected framing members can now be Moved to Framing Reference.

- Fixed problems in which Advanced Deck Framing edit button wasn't available for some Deck rooms in certain plans.

- Fixed an issue where deck footings were removed from decks when building advanced deck framing on a deck on the second floor.

- Corrected a problem that prevented lookouts from generating.

- Fixed an issue where wall framing generated incorrectly.

- Fixed a problem that resulted in fascia placed too high on roof plane eaves.

- Floor Truss tool can now be used to select similar (framing) objects.

- Joist Direction Lines can no longer be joined to form polylines.

- Fixed a problem that caused incorrect framing to generate when roof planes and manually drawn ceiling planes were not parallel.

- Corrected problems that prevented truss members from displaying correctly.

- Framing and wall bridging tools are no longer available in cross section/elevation views.

- Framing and Wall Bridging tools are no longer available in cross section elevation views

- Fixed a problem where CAD cross boxes were created incorrectly in cross section views, displaying over framing.

- Fixed an issue where editing wall framing did not work as expected.

3.16 Trusses

- Trusses can now be edited in any 3D view.

- Improved how trusses truncate when drawing new trusses that interesect with other trusses.

- Changed the wording of the error message that displays when an attic truss cannot be created.

- Restored the ability to select roof, floor and ceiling trusses in 3D views.

- Fixed an issue where trusses could not be forced to rebuild while in a cross section elevation view.

- Fixed an issue where the Move edit handle for a selected truss was hidden.

3.17 Electrical

- Fixed an issue where lights were displaying temporary dimensions

- Fixed issue where reflect about line would place an outlet on the wrong side of a wall.

- Fixed some issues with electrical connections.

- Electrical outlets can now be placed on dormer walls.

- Splines no longer connect to electrical connections.

- Made selection of lights easier.

- Can now undo the action of adding a light.

- Updated the parallel light arrows so they are parallel.

- Electrical items can now be placed on walls when the wall layer is locked.

- Fixed crash moving a wall with electrical attached.

- Added functionality to the Electrical Defaults Dialog to help identify missing library items.

- Improved the electrical defaults dialog to make it more clear that there is a missing item.

3.18 Trim & Molding

- Reflect About Object and Multiple Copy capabilities are now available for Corner Boards.

- Fixed a problem where some layers in the Active Layer Set Control would not work correctly after creating molding in a room.

3.19 Cabinets

- Fixed a problem that prevented copyright information from being shown in cabinet based objects' specification dialogs.

- Fixed problems that caused cabinets placed from the library to be positioned on the wrong side of a wall.

- Custom countertop height is now always based on the height of the highest base cabinet beneath it when Set Height from Cabinet is checked.

- Corrected a problem that prevented default values from populating cabinet specification dialogs when "d" was used.

- Fixed an issue in cabinet specification dialogs that caused a selected front item to be unselected incorrectly.

3.20 Terrain

- New Import GPS Data Wizard allows you to import terrain data from GPX files.

- Fixed issue that didn't allow elevation data to be properly imported from DWG/DXF.

- Clicking on an object when a terrain tool is selected will now select the object rather than creating a new object.

- Fixed a crash that occurred when building terrain.

- Fixed the creation of Sprinkler Splines so that they connect to Sprinklers.

- Fixed an issue where the terrain generator caused an out of memory error in a specific plan.

- Resolved an issue that occured when editing spline terrain features when Advanced Splines was turned on.

- Added Endpoint and Extension Snaps to Sprinkler Lines and Splines.

3.21 Roads & Sidewalks

- Restored the "Move Edge" option in the Move Object Using Dimension for polyline roads.

- Fixed an issue where a cul-de-sac would become corrupt after drawing an attaching driveway.

- Fixed an issue where switching to Advanced Splines caused a change in a spline road or sidewalk.

3.22 Other Objects

- The Soffit Specification dialog has been reorganized for easier sloped soffit definition.

- Fixed problems related to using Multiple Copy with Primitive solid objects.

- Corrected a problem that caused polyline solids to display incorrectly in some views.

- Fixed an updating issue in solid object specification dialogs.

- Fixed an issue where group selected soffits get moved to ceiling height.

- Fixed issues with the relative position of polyline solids in plan and 3D views.

3.23 Libraries

- Enhanced quality of the preview images of selected items in the Library Browser.

- Library Browser, Aerial View, and toolbars can now span multiple monitors.

- Fixed a crash that could occur if attempting to add doors and windows to the library when more than one item was selected.

- Simplified the Symbol Specification dialog.

- Fixed issue where 3D molding didn't display in the Library Browser correctly.

- Fixed a refresh issue with Library Browser previews that occurred when switching between applications.

- Fixed an issue where under certain conditions the Library Browser window would display "new window" instead of the correct label.

- Fixtures marked as "Sits on Ceiling" now draw last (as with soffits) so that they will draw on top of all other cabinet and symbol objects.

- Corrected various issues in some downloadable bonus libraries.

3.24 Materials

- New Blend Color with Material tool allows you to apply a solid color over a textured material, blending the two and retaining the texture.

- Stretch to Fit is now the default for materials created via Screen Capture or Copy and Paste from an external program.

- Fixed an issue where the slider bars on the Render tab of the Define Material dialog would reset to 0 in certain situations.

- Fixed an issue where the texture did not display in the Define Material dialog under certain circumstances.

- Fixed an issue where the Status Bar did not update properly when using the Material Painter.

3.25 3D Views

- New Preferences setting generates Vector Views using OpenGL for faster view generation.

- Fixed a problem where Undo would reset the Zoom factor in cross section/elevation views.

- Corrected a problem that resulted in "Do you want to save" message incorrectly in cross section/elevation views in which wall framing displayed.

- Fixed a problem with text arrows in cross section/elevation views.

- Improved performance when rendering very large plans that formerly resulted in computer running out of memory.

- New Default Sun Light Specification dialog allows you to control intensity, color and direction of Default Sun light source.

- Fixed an issue where resetting the 3D settings did not match the current profile plan.

- The attenuation values in the Light tab of light source specification dialogs no longer use scientific notation.

- Final Views and export from Render views on machines running Windows Vista now works.

- Fixed an issue where certain video cards were showing a black screen on initial Render views.

- Improved speed of editing in Render views.

- Fixed a lockup that occurred when rendering to a window with zero height or width.

- Fixed an issue where first draw of a Vector view had thick lines.

- Fixed an issue where doors and windows couldn't be moved on some curved walls in 3D views.

- Resolved an issue where extra lines were generated in elevation views where two walls joined in certain cases.

- Fixed an issue that resulted in a bad state when moving from a plan view to a 3D view.

- Fixed an issue where the active tool was not always correct when switching views.

3.26 Raytracing

- Can now save Raytraces to PNG and TGA files, in addition to BMP files in the Raytrace Options dialog.

- Fixed an issue where changing the save file name in the Raytrace dialog didn't work.

- Fixed an issue where exporting a Raytrace resulted in more than just the image being exported.

- Improved error message for certain cases where Raytracing failed.

3.27 Dimensions

- The Delete Objects dialog now deletes Angular Dimensions along with other dimension lines.

- Fixed a variety of problems related to dimensions not refreshing correctly.

- Fixed an issue where dimensions between two lines would not update correctly when a line was resized.

- Dimensions now always attach to the closest wall end point or point where one or more walls join.

- Dimension lines inside CAD Blocks stay where they are when the CAD Block is exploded.

- You can now manually dimension angled walls—walls at angles that are not 90 degrees. You can also move angled walls with dimensions marking their ends.

- You can no longer accidentally drag off one of two remaining extensions for a dimension line.

- Can resize an angled wall drawn in an interior corner using Move Object Using Dimension dialog. Lost functionality from Version 10.

- Fixed an issue where Vector Overviews sent to CAD Detail had a default dimension number height of 0".

- If a dimension is attached to a point shared between two polylines, roof planes, etc, the edge that is not parallel to the dimension line can now be moved using the dimension.

- The mouse pointer now displays a hand icon if an angular dimension is selected and changed for a selected object.

- Auto dimensions correctly mark curved walls.

- Dimensions now display correctly when using "Move object using dimension"

- Move Object Using Dimension works when selecting a manual dimension to a point on an angled wall (a wall drawn at an angle that is not 90 degrees).

- Dimension number height can now be specified for a view sent to layout in the Layout Box Specification dialog.

- Fixed cases where minimum dimension size was incorrectly translated from older plans.

- Fixed a problem affecting dimensions with very large number heights.

- Fixed an issue where manual dimensions don't update when walls are moved.

- Increased the size of the number height entry box in the dimension line specification dialog.

- Fixed a problem where in some cases the move object using dimension tool would incorrectly move the object.

- New Temporary Dimension Preferences dialog allows users to control how temporary dimensions locate selected walls.

- Fixed issue where dimensions pasted into elevations and cross sections from other views (plan, cad detail, etc).

3.28 Text, Callouts & Markers

- Text macros are now organized into submenus for faster browsing.

- Fixed text selection so that clicking anywhere inside the text box will select the text.

- Fixed refresh issue with edit handles on text objects when Spell Check was done.

- Fixed some issues with the room area macro not working correctly in some locations.

- Fixed issues where room labels were not copying in edit area.

- Fixed an issue where the buttons on the User Information dialog changed if you cancelled a shutdown.

- Fixed a case where Leader Lines would lose a segment when the object they pointed to was moved.

- Fixed a number of issues associated with how arrows attach to objects.

3.29 CAD Objects

- Corrected a problem that caused CAD blocks added to the library to assume the properties of other CAD blocks already in the library when they shared the same name.

- CAD blocks now preserve the drawing order of objects within the block.

- Text Auto Height and Auto Width values retained after CAD Detail from View.

- Fixed problem with CAD Detail From View that resulted in error.

3.30 Advanced Design

- New Loan Calculator tool lets you calculate different aspects of a loan based on a variety of parameters.

3.31 Pictures, Images & Movies

- New Record Walkthrough Along Path tool allows you to record a walkthrough that follows a path that you specify using the CAD Tools.

- Support for WMF import.

- The borders of imported pictures are now turned off by default.

- Fixed a problem where importing a backdrop did not work properly.

- Default file type for import and export of picture files is now .jpg.

- Imported pictures and metafiles can now be selected when clicking in the middle of the item.

- Can now drag a Windows Metafile (.emf, .wmf) onto an open plan window to automatically import it into the plan.

- Images with outline turned off will now display the outline while editing.

- Fixed an issue where the transparency preview in the Image Specification dialog did not always refresh when working with a .gif image.

- Fixed an issue where the title for the Plant Image Specification displayed the wrong text.

- Improved interface of Transparency tab in Image Specification dialog.

3.32 Importing & Exporting

- Fixed issue importing text from DWG/DXF where the width wasn't being properly handled.

- Fixed issue with text exported to DWG/DXF where the arrow and font sizes were not correct.

- Modified Drawing Import wizard to remember on the Layer Mapping page with the exception of the selected layer in the drop down box.

- Restored ability to import .wmf files.

3.33 Custom Symbols

- New round-trip Convert to Symbol tool eliminates need to export, then import a custom 3D object created in Chief Architect to make it into a symbol.

- Added support for SKP file type.

- Users can now quickly import a 3DS, OBJ or SKP file as an interior fixture by dragging the file from a Windows Explorer window into a Chief Architect window.

- Fixed an issue where the Texture File Conflict window of the Create Symbol Wizard wasn't staying on top of the parent window.

- Added a close button to the Texture File Conflict dialog in the symbol import wizard

- Fixed an issue where a model exported to 3DS wouldn't import into 3DS Max.

- Fixed an issue where creating a 3D symbol used the generated CAD block from the previously imported symbol instead of creating a new CAD block.

- If you want to import a texture that has been modified in sketchup, make sure to rename the file during import if prompted.

- New error messages notify users if texture files associated with an imported symbol cannot be used.

3.34 Layout

- Can now specify the number size of dimensions in floor plan views sent to layout.

- Corrected a problem that caused aerial views sent to layout to refresh too often.

- Fixed a problem where the bottom of a monolithic slab foundation wasn't shown in views sent to layout or in CAD Details from View.

- Fixed an issue where the edit handles did not relocate properly after rescaling a view in layout

- Fixed an issue where layout box was not the correct size if a wall was selected when the view was sent to layout.

- Resolved an issue where cross section lines were being sent to layout.

3.35 Schedules

- Corrected cosmetic issue in Dimension column of Door Schedule.

3.36 Materials List

- Fixed issue where materials list headers were the wrong size.

- Fixed an issue where bifold doors over 48 inches showed as a single door in the materials list.

- Fixed hotkey to open Preferences dialog in materials list.

- Fixed a number of issues related to editing in the materials list window.

- Fixed an issue where certain keys could not be used in a materials list window.

- The 'Materials List' dialog was renamed the "Materials List Management" dialog.

3.37 Installation

- Fixed an issue where the library was not open when using Chief X1 Lite version for the first time.

- Fixed a minor cosmetic issue in the program uninstaller.

4 X1.4.1.7 UPDATE NOTES

4.1 Editing Objects

- Fixed a problem where the S key would not skip snap points in CAD Details.

4.2 Rooms

- Fixed a problem that interfered with rooms being selected after Floor Defaults were changed.

4.3 Libraries

- Corrected an problem affecting Render preview images in the Symbol Specification dialog.

4.4 Dimensions

- Fixed a problem where Temporary Dimensions located exterior wall layers incorrectly.

- Corrected a problem that caused dimension number size to change when layout view specification dialog was opened.

- Fixed a problem that caused Temporary Dimensions to locate the drawing sheet incorrectly.

4.5 Advanced Design

- Fixed a problem affecting the Loan Calculator in metric plans.

4.6 Importing & Exporting

- Fixed a problem that caused DWG file imports to fail in specific cases.

5 X1.5 UPDATE NOTES

5.1 Overview

- Corrected a refresh issue affecting objects created using one measurement system (Imperial, metric) but placed in a plan using the other system.

5.2 Menus & Tools

- Corrected a problem associated with selected Window Tools in the Customize Toolbars dialog.

- Fixed a crash that occured when the H and Enter keys were pressed at the same time.

5.3 Editing Objects

- Rotate edit handle now moves as you zoom in so it remains visible regardless of zoom factor.

- Fixed a refresh problem seen after some multi-step edit commands.

- Improved the way splines obey Angle Snaps.

- Fixed a problem that caused Angle Snaps to fail in certain situations.

- Improved bumping of cabinets and other box-based objects when resized.

- Fixed a problem where using Edit Area to copy and paste required two paste actions.

- Corrected a problem involving copying multiple CAD items.

- Fixed issue where you could not use Move Object Using Dimension in Alternate behavior mode.

- Resolved an issue where Center Object did not work correctly when certain wall layers were locked.

- Removed the ability to do concentric resize using Edit Area and Multiple Copy.

- Resolved a very specific case where a memory purge error occurred while closing a plan.

- Can now open Architectural Block Specification dialog for multiple architectural blocks.

- Resolved an issue where posts and wall framing resized concentrically when using the Default edit mode.

- Fixed a problem that caused an assertion while trimming lines in CAD details.

- Fixed an issue where trimming an arc in a very specific situation caused an exception.

- Improved ability to remove corner handles on polylines.

- Removed an error message describing a polyline with a gap that has been fixed by the program.

5.4 Defaults & Preferences

- Addressed cosmetic issues in Preferences dialog.

- Increased maximum Reference Grid size to equal maximum Snap Grid size.

5.5 Layers

- Fixed a problem where opening indicators did not update when layer was turned on or off.

- Resolved an issue where the Layer Eyedropper would select an object instead of loading its layer.

- Fixed a crash that occurred after using Undo and then switching layer sets.

5.6 Walls, Railings, & Fencing

- Intersection Object Snaps now have highest priority over other Object Snaps when selected object is at an Allowed Angle.

- New setting in Preferences dialog forces walls to always snap to Allowed Angles.

- Fixed a problem that prevented wall fill patterns in some legacy and Home Designer plans from displaying.

- New Wall Butts Other Walls setting in Wall Specification dialog.

- Corrected problem that caused wall segments separated by Break Wall to merge when Wall Covering was applied to one of the segments.

- Wall Breaks can now be seen in floor plan view when display of wall layers is turned off.

- Fixed a problem affecting room definition when Furred Walls were used.

- Corrected a problem that caused railing corners to disappear when a roof plane cut into the railing.

- Resolved an issue that prevented Fix Wall Connections tool from working correctly.

- Addressed a problem affecting the appearance of Wall Coverings at corners.

- Corrected a problem where the presence of stairs caused walls to generate incorrectly in certain situations.

- Improved wall drawing to avoid wall segments overdrawn at intersections.

- Corrected an issue where walls protruded through ceiling of floor below.

- Fixed a problem that prevented Align With Above/Below from being available in some situations.

- Fixed a problem that resulted in walls behaving as though they were balloon framed.

- Corrected a problem that prevented doors from building through both Double Walls.

- Fixed a problem that prevented Railing tools from drawing railing walls.

- Sheetrock no longer extends through wall connections in 3D views.

- Corrected a problem that caused walls to snap together incorrectly when edited in 3D views.

- Objects can now bump against and snap to the ends of walls.

- Corrected a problem that prevented attic walls from generating in specific situations.

5.7 Rooms

- Fixed a problem that prevented more than one building in a plan from having room definition.

5.8 Doors

- Fixed a problem that resulted in doorways being created when layers were turned off and then other objects edited.

- Corrected a problem affecting door/window defaults for openings in double walls.

- Fixed an issue where doors were not bumping to the correct floor height in certain cases.

5.9 Windows

- Improved copy/paste behavior for group-selected windows and doors.

- Corrected a problem affecting the casing of mulled windows with different heights when placed in a corner.

- Addressed an issue that affected the ability to select Bow Window components.

- Corrected a problem that caused an automatically mulled window to become unmulled when Cancel was clicked in its specification dialog.

- Fixed a problem that affected windows pasted in walls perpendicular to the original wall.

- Restored ability to reflect Bay Windows about another object and when plan is reversed.

- Fixed a problem that caused a crash when sections were added to Bow Windows.

- Fixed a problem that prevented Bow Windows with very small sections from being resized.

- Corrected a problem that resulted in a crash when a mulled unit was exploded.

- Bay, Box and Bow windows can no longer be placed in curved walls.

5.10 Foundations

- Round Piers and Square Pads can now be placed under wall corners.

5.11 Roofs

- Corrected a roof issue that prevented walls from generating in specific situations.

- Improved 3D generation of roof edges along ridges.

- Fixed several issues related to roofs that caused wall and ceiling display problems in 3D views.

- Fixed a problem that prevented the program from prompting the user to save before closing a plan immediately after a roof is built.

- Addressed a problem that limited the size of roof planes when resized.

- Corrected display issues affecting the bottom surfaces of curved roof planes.

- Fixed problem affecting roof generation over Bay Windows.

- Fixed a problem that prevented users from right-clicking to select objects when Roof Plane tool was active and Auto Rebuild Roof option was enabled.

- Improved speed of 3D roof generation in specific situations.

- Fixed a problem that affected the movement of skylights using the edit handles.

- Corrected an issue related to roof fascia that caused crash when opening some legacy plans.

- Improved creation of automatic eyebrow dormers.

5.12 Stairs

- Fixed a problem that prevented 3D views from updating when automatic stairwells were created.

- Resolved a problem that caused a crash when Form Stairwell tool used in specific situations.

- Fixed several issues that affected generation of staircase winders.

- Addressed a crash caused by a staircase in a legacy plan.

5.13 Framing

- Resolved an issue where in a specific plan the program would crash while building floor framing.

5.14 Trusses

- Fixed a problem where building a truss would fail when a ceiling hole was present in the plan.

- Resolved an issue where a truss would not build in a specific case.

- Corrected a problem that caused the program to hang while creating truss blocking in certain situations.

5.15 Electrical

- Removed the Arrow tab in the Polyline Specification dialog for electrical connections.

- Preview image in Electrical Defaults dialog changed to Vector view instead of Render view.

- Resolved a problem in which lights did not update in render views after editing in certain situations.

5.16 Trim & Moldings

- Corrected a problem that caused a molding line to have two molding profiles instead of one.

- Resolved an issue where molding applied to an object would not retain its material assignment when copy/pasted.

- Fixed an issue where using Copy and Paste in Place on a 3D Molding Line would create a polyline.

5.17 Cabinets

- Corrected problem that caused bow front cabinets to be pushed into a wall when moved.

- Can now center cabinets and electrical objects to wall openings.

- Fixed an issue that caused cabinets placed against a wall to display as Peninsula cabinets in the Components dialog.

- Resolved an issue where cabinets moldings would disappear after an edit in a 3D view.

- Fixed an problem where in certain instances cabinets could not be placed in a 3D view.

- Fixed an exception error that would occur when placing a cabinet.

- Fixed a problem causing cabinets to connect to each other incorrectly.

- Fixed an issue where automatic cabinet fillers were not being created.

- Fixed issue where cabinet moldings would not display when part of an architectural blocks.

- Corrected a problem that caused fixures in cabinet fronts to disappear when Cancel was clicked in the fixture's specification dialog.

5.18 Terrain

- Corrected problem with names of tabs in Sprinkler Specification dialog.

- Fixed a problem that prevented terrain from rebuilding when an Architectural Block containing a terrain feature was moved.

5.19 Roads & Sidewalks

- Can now disconnect multiple road, sidewalk and driveway objects after they have been connected.

5.20 Other Objects

- Fixed a problem that prevented Solid objects from snapping to other objects when drawn.

- Corrected a display problem affecting 3D primitive objects after a view was rotated.

- Resolved an issue where an exception error could occur when selecting text in a cross section.

5.21 Architectural Blocks

- Resolved an issue associated with creating architectural blocks on floor 2 or above where the edit feedback could be incorrect.

- Corrected a problem that caused some architectural block sub-objects to display in incorrect locations.

- Fixed problems with the bounding boxes of certain architectural blocks.

5.22 Libraries

- Fixed a preview display problem affecting materials that could potentially slow down browsing in the library.

- Resolved an issue that could result in a "Missing Menu Command" error when viewing a library item.

- Corrected a preview image display problem affecting below ground sprinklers.

- Fixed a problem that caused the libraries to appear empty after a library search was cancelled.

- Addressed a display issue affecting the preview image on the Material tab of the Symbol Specification dialog in some situations.

- Fixed a crash that occurred when an item in the library was replaced by a new item of the same name and nothing was currently selected in the library.

5.23 Materials

- Corrected problems that prevented Material Painter from applying materials to moldings in some situations.

- Improved ability to apply material to ceiling surfaces using Material Painter.

- Fixed an issue where materials where not being copied correctly for some objects.

5.24 Zoom & View Tools

- Fixed a problem where opening the Library Browser would change the active view window in some situations.

5.25 3D Views

- Can now turn off textures in Render previews but display them in Final Views.

- Fixed problem on machines running Windows Vista that caused Render views to zoom in error when objects were placed in 3D.

- Corrected surface count problem in Render Views and Vector Views using OpenGL.

- Can now have up to eight 3D view windows open, regardless of type.

- Fixed a refresh issue in Render views affecting shadows created by Sun Angles.

- Improved functionality of Show Sheet in Vector overviews.

- Can now draw and see platform holes in 3D views without having to create a new view.

- Fixed a problem with Wall Elevation tool so views are correctly confined to a single room.

- Addressed a problem that prevented images in Open GL Vector views from displaying in gray scale.

- Corrected problems that caused ceiling surfaces and patterns to display in floor overviews.

- Fixed a problem that caused Vector camera position to reset after an object is edited in that view.

- Fixed a problem that caused objects to disappear in Wall Elevation views after an edit when another 3D view was open.

- Resolved an issue that caused duplicate camera objects to be created.

- Corrected a problem where active cross sections camera objects were not being deleted on first delete.

- Fixed an issue where exporting final views wasn't working.

- Resolved a problem where AutoDetail wouldn't immediately display.

5.26 Raytracing

- Fixed an issue where Nightime/Daytime were not saving correctly for a Raytrace configuration.

5.27 Dimensions

- Fixed an issue that caused a selected dimension's move edit handle to display in the wrong location in cross section/elevation views.

- Resolved a refresh issue when using Reverse Direction on an angular dimension in cross section view.

- Improved use of Move Object Using Dimension to move the edge of a circle.

- Made it easier to dimension to objects that were close to walls. Snap distance is now used to detect objects that are close together.

- Corrected a problem where using Move Object Using Dimension to move framing objects in a cross section view wasn't working correctly.

- Resolved an issue where Proximity Fixed did not work correctly in certain cases.

- Fixed a problem where Angular Dimensions would get flipped after using Cad Detail from View.

- Fixed a case where Temporary Dimensions would not display vertical dimensions.

- Now easier to move dimension extension lines to different layers in a wall.

- Resolved an issue where point markers were placed when the Point to Point Dimension tool was used but the action was cancelled.

5.28 Text, Callouts & Markers

- Corrected problem with initial size of text objects when Layout Page macro was inserted.

5.29 CAD Objects

- Corrected a problem where in some cases moving a plan footprint caused it to rotate.

- Resolved an issue where sun shadows were not getting deleted with the sun angle.

- Fixed an problem with using Transform/Replicate Object in cross section view to move to an absolute location.

5.30 Advanced Design & Editing

- Using edit handles, House Wizard room boxes can only be rotated to orthogonal angles.

5.31 Pictures, Images & Movies

- Can now Record Walkthrough Along Path using a polyline that was converted from a spline.

- Resolved a problem where images with partial transparency would not draw correctly in Render views.

- Fixed a problem that caused the angle displayed in the Picture File Box Specification dialog to be incorrect.

- Resolved an issue where changing the transparency value of an image would result in a crash.

- Fixed a problem where the transparency did not work correctly in Vector views.

5.32 Importing & Exporting

- Can now export AutoCAD files using AutoCAD Index Colors.

- Fixed an issue where arrows could lose shape after doing CAD Detail from View.

- Corrected a problem that caused an Assertion Error when importing a DWG/DXF file with Edit Object Parts turned on.

- Resolved an issue that caused dimensions and text to disappear when a layout was exported to DWG/DXF.

5.33 Custom Symbols

- Improved feedback when Convert to Symbol tool is used in a blank plan.

- Fixed intermittant crash when creating a symbol from a complex model with 'Render in Low Detail' enabled.

5.34 Printing & Plotting

- Improved interface for easier displaying and printing in color, black and white, and gray scale.

- Corrected a problem that prevented printing in Academic program version on some systems.

5.35 Layout

- New warning message displays when plan and layout files have different Line Weight Scales.

- Resolved an issue where views sent to layout lost some details when the layout box was edited.

- Improved drawing time for some layout files when Show Line Weights is enabled.

- The Current Screen setting in the Send to Layout dialog is now retained during the current program session until a different type of view is sent to layout.

- Corrected a problem where sending an image to layout also captured other items on screen.

- Fixed an error caused by text arrows in a layout

- Resolved an issue where the roof was displayed after sending to layout from a cross section.

- Addressed an issue in a specific plan that caused an error when sending a view to layout.

- Fixed a crash in a specific layout.

5.36 Schedules

- Fixed a problem that resulted in two schedule entries for one door placed in a double wall.

- Identical objects with different Component Codes now list separately in Schedule.