

# Chief Architect X9.1.0.47 Update Notes

February 15, 2017

# 1 General Notes

This is a list of the changes made to Chief Architect X9 in the 19.1.0.47 and 19.0.3.50 program update.

## 2 19.1.0.47 Update Notes

### 2.1 Program Overview

- Corrected a situation where a specific plan created in Version X8 would not open in Version X9.
- Fixed some issues that prevented button icons and other images from loading on Macs with case sensitive file systems.
- Fixed a problem that caused the menus to disappear if a new plan was opened while the Library Browser was undocked in the Mac version of the software.

### 2.2 Displaying Objects

- Corrected an issue that prevented the user from deleting some Layer Sets in specific situations.

### 2.3 CAD Objects

- Fixed an issue that caused CAD blocks containing a custom counter hole to generate a 3D preview in the CAD Block Management dialog.
- Corrected a problem that caused some CAD blocks in imported DXF/DWG files to be reversed and/or moved incorrectly.
- Fixed a problem that prevented bearing information in CAD labels from updating after Undoing an edit to a North Pointer.

### 2.4 Walls, Railings, and Fencing

- Wall Hatching now displays correctly in walls with a Niche.
- Fixed a specific case where the top rails of Half Walls did not display in Wall Elevation views.
- Fixed an issue that caused Attic walls to temporarily build incorrectly after the Material Painter was used.
- Fixed a wall connection issue in a particular plan.

### 2.5 Rooms

- New Named Value for schedule number.

### 2.6 Dimensions

- Fixed a problem that prevented dimensions in floor plan view from working correctly when locating a Polyline Solid that was drawn in a cross section/elevation view.

- Fixed an issue that caused pointer markers to be left behind incorrectly after a Point to Point Dimension was removed using Undo.

## 2.7 Text, Callouts, and Markers

- Improved performance when adding or editing Text objects in some cross section/elevation views.
- Fixed a problem that caused a valid macro to be treated as invalid in the Text, Callout, and Marker Specification dialogs.
- Fixed an issue that caused some macros to evaluate incorrectly in the Mac version of the software.

## 2.8 Doors and Windows

- Improved feedback when moving windows into wall corners.
- Improved window bumping when the Overlap Frame value for its casing has changed.
- Fixed an issue that prevented some settings in the Wall Niche Defaults from being applied correctly.
- Fixed a problem in which the Object Painter tool did not change elevation of wall openings correctly in some cases.

## 2.9 Cabinets

- New Named Values for the number of cabinet doors and face openings.

## 2.10 Electrical

- Fixed an issue that prevented the Distance from Wall value for electrical objects from being applied correctly.
- Fixed a problem that prevented the Reverse Plan tool from working correctly with electrical objects attached to walls.

## 2.11 Schedules and Object Labels

- Fixed an issue that prevented Fixture Schedules from listing customized Object Information added a fixture in the Library if that fixture was then inserted into a cabinet.
- New number column is available for Room Finish Schedules.

## 2.12 Foundations

- Fixed a specific case in which a foundation wall was incorrectly generating up through the floors above.

## 2.13 Multiple Floors

- Fixed a problem that caused floor and ceiling heights for rooms over Garages to be incorrect when “Step floor/ceiling elevations to match existing floor” was checked in the New Floor dialog.

## 2.14 Stairs, Ramps, and Landings

- Improved how stairs update when the wall that they are against is moved.

## 2.15 Roofs

- Fixed a problem that caused Auto Dormer walls to partially extend through the ceiling below.
- Fixed a crash involving roof planes that occurred when loading specific plans.
- Fixed a specific case where the automatically generated roof had a small gap.
- Fixed an error that occurred when building a roof in a specific plan.
- Fixed a problem that cause the automatic roof over a bay window to generate incorrectly.

## 2.16 Framing

- Fixed an issue that prevented Joist Direction Lines from controlling the framing for dropped ceilings.

## 2.17 Trusses

- Fixed a problem that occurred when Undo was used after editing a truss, causing the truss to shift to an incorrect location.

## 2.18 The Library

- Fixed a problem that prevented missing normal maps from being reported when a library was exported.
- Fixed an issue that caused material file references to be initially reported as invalid after library content was updated.
- Simplified the interface on the Texture panel of the Define Material dialog.
- Fixed a problem that prevented moving an object inserted into a cabinet top from being Undone.

## 2.19 Other Objects

- Fixed an issue that caused the elevation of Polyline Solids set to reference the Finished Floor to change any time they were rotated.
- Fixed a specific case in which numerous Material Regions caused the program to hang when creating a 3D view.
- Fixed an issue that prevented Undo from working correctly on Polyline Solids created in cross section/elevation views.

## 2.20 3D Rendering

- Fixed a rendering error that could occur on systems with some Intel graphics chipsets.
- Addressed a rendering issue that occurred on the Intel 4000 graphics chipset.

- Fixed a problem that prevented the Line Drawing Rendering Technique from working correctly if a material using the Textured pattern style was present.
- Fixed a problem that caused 3D views to appear to glow on some Macs with certain Intel graphics chipsets.
- Fixed a problem that occurred in the Painting Rendering Technique and caused a black border to display around the model in the Mac version of the software.
- Fixed an issue that caused Vector Views to display incorrectly on older Macs with ATI Radeon graphics cards.

### 2.21 Ray Tracing

- Added text to indicate a 360° Panorama in the Summary section of the Ray Trace Current View dialog.

### 2.22 Layout

- Fixed an issue that prevented Live Views on layout pages from updating correctly if the referenced plan file had been changed.
- Fixed a problem that caused shadows to be incorrect in Plot Line elevation views sent to layout.
- Fixed an issue that prevented Undo from working correctly after the Edit Layout Lines tool was used.

## 3 19.0.3.50 Update Notes

### 3.1 Layers

- Fixed a problem that caused temporary session corruption when the Active Layer Display Options side window was open.

### 3.2 3D Views

- Fixed a crash that could occur when using Undo in cross section/elevation views.