

Home Designer 18.3.2.2 Update Notes

October 28, 2016

1 General Notes

This is a list of the changes made to Home Designer 2017 in the 18.3.2.2, 18.3.1.2, 18.3.0.47, 18.2.1.2, 18.2.0.42, and 18.1.1.4 program updates. Some of the items listed here apply only to Home Designer Pro 2017.

2 18.3.2.2 Update Notes

2.1 Editing Objects

- Fixed a crash that occurred on some systems running macOS™ Sierra.

2.1 Walls, Railings, and Fencing

- Fixed a problem that caused the program to hang when editing walls in some plans.

3 18.3.1.2 Update Notes

3.1 Preferences and Defaults

- Fixed a crash that occurred when multiple items in the Default Settings dialog were double-clicked while pressing the CTRL key.

3.2 Walls, Railings, and Fencing

- Fixed a crash that could occur in some plans with complex wall intersections that involved Room Dividers.
- Fixed a problem that affected the orientation of Panels in fences in floor plan view.

3.3 Importing and Exporting

- Fixed an issue that prevented users from logging into their online Chief Architect Account when their password contained extended characters.

4 18.3.0.47 Update Notes

4.1 File Management

- Corrected a problem that prevented files from being opened by double-clicking if the file name contained an accented character.

4.2 Editing Objects

- Fixed errors that could occur while performing a Copy/Paste operation using the Edit Area and Edit Area Visible tools.

4.3 Walls, Railings, and Fencing

- Addressed a problem affecting the appearance of the side walls of manually drawn dormers where they are intersected by a knee wall in some cases.
- Fixed a specific case where the Fix Wall Connection indicator was displaying unnecessarily.
- Fixed an issue where railings set to Follow Stairs would generate an extra piece of wall below the stairs in some cases.

4.4 Rooms

- Addressed a problem that caused the Absolute and Relative ceiling heights in a room to not agree in a specific case.

4.5 Doors and Windows

- Corrected an issue to prevent gaps when placing doors or windows in a single layer wall in products that do not have rough opening settings.
- Fixed an issue that caused the vertical bumping of windows to be incorrect.
- Fixed a problem that prevented casing from displaying correctly on windows that spanned two floors.

4.6 Roofs

- Fixed a specific case where a roof plane with very low pitch caused some errant attic walls to be generated.
- Fixed an issue in which roof labels did not display in the Reference Display in some cases.
- Fixed a problem that caused roof labels to be duplicated under certain conditions.

4.7 Stairs, Ramps, and Landings

- Improved the specification dialog preview image of stairs in a specific case.

4.8 Framing

- Fixed a case where editing a wall stud in plan view was not working correctly.

4.9 Electrical

- Fixed an issue that caused an electrical object placed on a wall opposite of a Custom Backsplash would be incorrectly offset from the wall.

4.10 Cabinets

- Fixed an error that occurred when the specification dialog for a wall or full height symbol cabinet was opened.
- Cabinet face items set to “Use Default” are now affected when the containing cabinet is reflected.

- Fixed an error that occurred because of overlapping cabinets with sinks in a specific plan.
- Fixed a crash that occurred when a wall cabinet set to reference its height from the ceiling was located under a soffit.

4.11 Terrain

- Improved the speed of terrain generation in a specific plan with multiple retaining walls.

4.12 The Library

- Addressed an issue that incorrectly affected the height of some library symbol objects.

4.13 3D Views

- Fixed an issue that prevented Wall Elevations from working correctly in some cases when furring walls were present.
- Fixed a problem that allowed ceiling surfaces from separate buildings to be visible in Wall Elevation views.
- Fixed an issue that caused changes to the default camera tilt angle to incorrectly affect the generation of Cross Section views.
- Fixed an issue that caused the Back Clip After value of some cross section cameras to be set to 0", causing views sent to layout to draw incorrectly.
- Fixed a problem that prevented saved Cross Section/Elevation views from retaining their correct location when re-opened.
- Fixed an error that occurred when a specific plan was opened or when a 3D view of that plan was created.

4.14 3D Rendering

- Fixed an issue that prevented shadows from displaying in some Rendering Techniques when the camera was directly over top of the plan, pointed straight down.
- Reduced the effect of shadow artifacts on surfaces that are steeply angled relative to the direction of a parallel light source.

4.15 Dimensions

- Fixed a problem that caused dimension extension lines and text to change drawing order whenever the plan file was read in.

4.16 Text, Callouts, and Markers

- Fixed a problem that caused the background color of text to display incorrectly in Print Preview when program background color was changed.

4.17 CAD Objects

- Added the Number Style button back to the Ellipse Specification dialog.

4.18 Pictures, Images, and Walkthroughs

- Fixed an issue that sometimes caused artifacts in images exported at larger than screen size.

4.19 Importing and Exporting

- New Log in and Log out of Chief Architect Account options in the Help menu.
- Objects in imported DXF files are now selected when the import process is complete.

4.20 Printing

- Addressed an issue in which unnecessary queries to the system print spooler service resulted in program slowness.

4.21 Layout

- Fixed an issue where group selecting layout boxes and opening their shared specification dialog could cause Plot Line views to change to Live views.
- Fixed an issue affecting some Wall Elevations sent to layout as Live views that caused some lines at the view edges to be missing.
- Fixed a specific case where a Live layout view went blank when updated for printing.
- Fixed an issue that prevented some items on layout pages from printing if there was a bad Wall Elevation view in the layout.

4.22 Object Labels

- Fixed an issue that caused multi-line labels to be clipped if plan view or a layout box was rotated.

4.23 Materials Lists

- Fixed a crash that could occur when pasting data into the Components dialog or the Materials List.

5 18.2.1.2 Update Notes

5.1 Plants

- Fixed a crash that occurred when a Plant Schedule was copied and pasted.

6 18.2.0.42 Update Notes

6.1 Overview

- Fixed an issue where setting the program's file associations on launch would sometimes result in a message saying that the program was already running.
- Addressed an issue that could result in repeated Windows UAC prompts when launching the program on systems where older program versions were also installed.

6.2 File Management

- Improved support for file pathnames with accented Latin-alphabet characters.
- Fixed an issue where plan files located in the root directory of a mapped network drive were not located correctly when opening a layout.

6.3 Toolbars and Hotkeys

- Fixed a crash that could occur when trying to toggle the display of a toolbar with no buttons.

6.4 Editing Objects

- Addressed a number of issues that resulted in significant slowness in a particular case.
- Improved functionality of the Reflect About Object edit tool in cross section/elevation views.
- Fixed an issue that prevented objects set to follow terrain/roof/ceiling from moving as expected in 3D views.
- Addressed an issue that affected the heights of some objects in legacy plans.

6.5 Walls, Railings, and Fencing

- Fixed a problem that affected the appearance of some single-layer wall types in legacy plans in 3D views.
- Fixed a crash that could occur when the finish layers of a wall contained framing materials and there was a Custom Backsplash on the wall.
- Fixed a specific case where the floor in an Open Below room defined by curved walls was not being removed correctly.
- Fixed an issue in which Wall Hatching was not generating correctly if an opening had casing embedded in a perpendicular wall.
- Fixed a problem that sometimes resulted in incorrect feedback when a wall was selected in a 3D view.
- Fixed a problem that resulted in missing lines on openings placed into single layer walls.
- Corrected a problem that caused room moldings to not generate at the intersection of regular walls with an invisible Room Divider.

- Fixed a specific case in which a wall was present in 3D views but would not display in floor plan view.
- Improved the appearance of walls with openings in floor plan view when the openings' layers are turned off.

6.6 Doors and Windows

- Bi-fold and pocket doors will now have exterior sills if "Has Sill" is checked in the Door Specification dialog.
- The Show Wall toggle button in the Door and Window Specification dialogs is now available when the Plan View option is selected for the dialog preview.
- Fixed a problem affecting the materials assigned to some windows in the library.
- Fixed an issue where some symbol windows would not look correct in 3D if the wall they were in had its exterior material changed.
- Fixed an issue that caused the corner post for corner windows in walls with thicker exterior layers like brick to draw incorrectly.
- Fixed a set of issues where in some cases windows would not bump to the corners correctly in order to create a corner window.

6.7 Foundations

- Round Piers and Square Pads placed under pony walls will now align with the Main Layer of the lower wall.

6.8 Roofs

- Fixed a problem that sometimes caused the window in a floating dormer to incorrectly change height when the dormer was moved.
- Fixed several issues that prevented a Full Automatic Roof Return from generating in specific situations.
- Corrected a problem that resulted in missing fascia and roof trim on part of the roof in a particular case.
- Fixed a problem that caused oversized fascia surfaces to generate in 3D in a particular case.
- The "Roofs, Overhang Area" layer can now be displayed separate from the "Roof Planes" layer.
- Fixed a problem that made it possible for gable lines over openings to get orphaned.
- Fixed a crash that occurred in a specific case when a curved roof plane was lowered in the Mac version of the software.

6.9 Stairs, Ramps, and Landings

- Fixed an issue that prevented a doorway from being automatically created when a Ramp was connected to an exterior railing.
- Corrected cases where the stair Stringer at Wall did not display when stairs were against a wall 12" or thicker.

- Fixed a problem that caused walls to generate incorrectly when enclosing a stair with a curved segment or winders.
- Fixed an issue that caused stairs with Lock Tread Depth enabled to become corrupted when copied using the Edit Area tool.

6.10 Framing

- Fixed an issue that resulted in roof beams being created at the wrong height.
- Fixed a problem that prevented framing members from being rotated from one end.
- Fixed a specific case where rafters replicated using the Multiple Copy edit tool were incorrectly using the joist spacing value.

6.11 Trusses

- Added the No Special Snapping option to the Floor/Ceiling Truss Specification dialog.
- Floor/Ceiling Trusses now stop at walls with “Hang Floor Platform Above on Wall” checked.
- Fixed a specific case where trusses were not generating correctly over manually drawn Ceiling Planes.

6.12 Other Objects

- Fixed a crash that could occur using the Revolve Object edit tool to modify a Face object.
- Fixed a problem that affected the appearance of wall openings in legacy library catalogs migrated into version 2017.

6.13 Materials

- Obsolete “Roof” line item removed from the Material Defaults dialog.

6.14 Zoom and View Tools

- Fixed an issue that prevented objects from staying selected after the Undo Zoom tool was used.

6.15 3D Views

- Fixed a problem that prevented view cropping done using Perspective Crop Mode from being properly removed when the camera was re-saved.
- Fixed a set of cases in which the Delete Surface tool was not working correctly.
- New Disable Shadows checkbox added to the Preferences dialog in most Home Designer programs.

6.16 3D Rendering

- Fixed an issue that affected the appearance of partially transparent materials in Vector Views when the view was exported as pictures larger than the screen size.

- Fixed an issue that caused the program to hang when rendering shadows on systems with an older Intel integrated video chipset.

6.17 Dimensions

- Fixed a crash that could occur when dimensioning a wall with a large number of openings in it while locating multiple points on each opening.

6.18 Text, Callouts, and Markers

- Fixed a problem that affected the automatic sizing of Callouts with the # character in their text.
- The object preview in the Callout Specification dialog preview now updates when the Transparent checkbox on the Text Style panel is toggled.
- Fixed an issue that caused Rich Text to wrap or be trimmed incorrectly in some cases.
- Fixed a problem when printing that caused Rich Text to appear wrapped incorrectly in the printed output.

6.19 CAD Objects

- Added Lock options to the Arc Specification dialog.

6.20 Pictures, Images, and Movies

- Show Shadows is now an option in the Walkthrough Options dialog for the Record Walkthrough Along Path tool.

6.21 Printing and Plotting

- Restored ability to use Print View in Perspective views using the Vector View Rendering Technique.

6.22 Layout

- Fixed a set of issues that caused Plot Lines and Color fill to not line up if a camera was sent to layout with Perspective Crop mode turned on.
- Fixed an issue that sometimes prevented CAD objects from initially displaying in layout boxes.
- Fixed an error that occurred when attempting to open the Layout Box Layers dialog for camera views sent to layout as Plot Lines.
- Fixed a problem that caused Orthographic Overviews sent to layout as Current Screen and No Scale to shift after printing.
- Fixed an issue where Perspective camera views using the Vector View rendering technique with no color would sometimes show the backdrop image when sent to layout.
- Fixed a problem that resulted in a view previously sent to layout to appear selected after sending a different view to layout.
- Fixed an issue that caused elevation views containing CAD that were sent to layout at No Scale to display incorrectly.

- Fixed a problem that resulted in the Plot Lines radio button in the Layout Box Specification dialog being incorrectly disabled in some cases.
- Fixed an issue that caused shadows or Color Fill to be offset from their correct location in views sent to layout in some cases.
- Fixed a problem where the backdrop would not generate correctly and lines would disappear when updating a Perspective Full Camera view sent to layout as Plot Lines.
- Fixed a crash that could occur when opening a layout view that referenced a floor level that had been deleted from the plan.
- Fixed a problem that caused the program to lock up when sending Plot Line Views to Layout would lock up in the Mac version of the software.

6.23 Schedules and Object Labels

- Fixed an issue that caused data in an object's Components dialog to sometimes not match the data shown in a schedule.

7 18.1.1.4 Update Notes

7.1 Roofs

- Fixed an issue that caused the attic walls in gable Auto Dormers to extend down too far in a specific case.

7.2 Importing and Exporting

- Fixed a problem that caused dimension extensions to be excluded from drawings exported to DXF files from layout.

7.3 Layout

- Fixed a problem that caused Perspective Views sent to layout as Live Views to shift and skew when printed.

7.4 Printing and Plotting

- Fixed an issue that caused the backdrop image in a 3D view to display incorrectly when printed from layout.

7.5 Materials List

- Fixed an issue that sometimes caused the data in the Components dialog to not match the data shown in object schedules.