Home Designer 19.3.1.7
Update Notes

June 23, 2017

1 General Notes

This is a list of the changes made to Home Designer 2018 in the 19.3.1.7, 19.3.0.49 and 19.2.0.39 program updates. Some of the items listed here apply only to Home Designer Pro 2018.

2 19.3.1.7 Update Notes - Home Designer Pro only

2.1 Editing Objects

- Cross Section/Elevation cameras can no longer be copied or reflected using the Edit Area tools.
- Fixed a problem that prevented Overview cameras from rotating correctly when Edit Area All Floors was used.

2.2 Foundations

- Fixed a problem that could cause dimensions locating foundation wall cutouts to disappear.

2.3 Materials Lists

- Fixed a problem that prevented the Master List from being saved in some cases in the Mac version of the software.

3 19.3.0 49 Update Notes

3.1 Program Overview

- Fixed a crash that could occur on the Mac using a trackpad to close a view.

3.2 File Management

- Fixed a crash that could occur when opening a corrupted plan file.

3.3 Preferences and Defaults

- Fixed a crash that could occur opening the Preferences dialog if a specific video codec was installed on the system.

3.4 Toolbars and Hotkeys

- Removed Ctrl+Q/Cmd+Q from the list of hotkeys to resolve a conflict with the system application hotkey for quitting the application in macOS. To remove it from your hotkeys list, delete the Hotkeys folder located in your Home Designer 2018 Data folder.

3.5 Editing Objects

- Fixed an error that occurred when using the Make Parallel/Perpendicular edit tool in a section view in a specific case.

3.6 CAD Objects

- Fixed an error that occurred when editing CAD objects in an elevation view in a specific case.

3.7 Walls, Railings, and Fencing

- Fixed an instance where fence posts floated off the terrain.
- Fixed an issue that caused changes to a wall type definition in a large plan to be very slow to update in some cases.
- Corrected a case in which a manually edited attic wall caused an "extents of the view being generated are unusually large" warning to display in error.

3.8 Rooms

- Shelf Ceilings can now be seen in Doll House Views.
- Fixed a problem that prevented a plant shelf from generating correctly in a specific case.

3.9 Dimensions

- Fixed an issue that could cause dimensions to become disconnected from foundation cutouts when Undo was used.

3.10 Text, Callouts, and Markers

- Fixed a problem that caused the Cmd + Enter key combination on a Mac to move the cursor down four rows instead of one in the Rich Text Specification dialog.

3.11 Doors

- Corrected a case where the panel number specified for garage doors from the library did not update correctly.

3.12 Windows

- Fixed a problem that caused the backsplash on a cabinet to disappear when a Wall Niche was on the opposite side of the wall.

3.13 Cabinets

- Fixed a problem that caused glass panel parametric cabinet doors to continue to display when the "Cabinets, Doors & Drawers" layer was turned off.

3.14 Foundations

- Fixed an issue that caused stem walls to incorrectly generate under Porch rooms when a Monolithic Slab Foundation was created.

3.15 Stairs, Ramps, and Landings

- Fixed a problem that caused gaps in railings where ramps butted into each other.

- Fixed an issue that caused a wall positioned below a staircase to generate through the stairs in some cases.
- Fixed a problem that prevented the New Shaped Stair dialog from opening when it should in some programs.
- Added Panels settings to the Newels/Balusters panel of the Staircase Specification dialog in most Home Designer programs.

3.16 Roofs

- Fixed a problem that resulted in a gap in the automatically generated roof over a room with a raised ceiling in some cases.
- Fixed a specific case where the automatic roof was not generating over a Stairwell room when it should have.
- Fixed a problem that allowed the edges of the upper floor platform to stick through the roof in some cases.
- Fixed an issue that prevented frieze moldings from building correctly when the Flush Eave option was used.
- Fixed a series of issues that caused shed roofs to automatically generate with incorrect overhangs.

3.17 Framing

- Fixed a roof framing issue that could result in errors when generating 3D views.

3.18 The Library

- Fixed an error that could occur when selecting the Style filter in the Library Browser in certain instances.

3.19 Architectural Blocks

- Corrected an error that could occur when trying to place certain architectural blocks from the library.
- Fixed a problem that prevented edits within an architectural block from being affected by Undo.

3.20 Materials

- Addressed a problem that caused program unresponsiveness in a specific case by setting limits on how many pattern lines can be drawn on a single 3D surface.

3.21 3D Views

- Fixed an issue that caused the side edges of walls to be missing in Wall Elevation views.
- Fixed a problem in section views that caused the line color of patterns on clipped surfaces to display incorrectly along the surface edges.
- 3D views generated on systems with some older Intel HD Graphics chipsets are no longer missing 3D data.

- Fixed an issue that caused 3D views, including dialog previews, to go black when moved from one monitor to another in the Mac version of the software.

3.22 3D Rendering

- Fixed a case where switching from the Glass House to Vector View Rendering Technique caused pattern lines to not display.
- Fixed an issue that prevented cabinet module lines from displaying in Vector View and Technical Illustration Rendering Techniques.

3.23 Importing and Exporting

- Fixed an issue that prevented certain Room Planner files from importing.

3.24 Printing and Plotting

- Fixed an error that occurred in Print Preview and the Print View dialog when certain line styles were present in certain situations.
- Fixed an issue that could cause a printer to print to a different paper size than specified.

4 19.2.0.39 Update Notes

4.1 Program Overview

- Fixed a crash that could occur when loading the Startup Options dialog on systems with certain 3rd party software installed.

4.2 Window and View Tools

- Fixed an issue that occurred when two 3D views were tiled on screen that caused problems selecting items.
- Fixed a problem that occurred when two 3D views were tiled on screen that could result in parts of objects displaying in one of the views when they should not.

4.3 CAD Objects

- Fixed a crash that could occur when a Complete Break was added to a single segment polyline.
- Fixed a crash that could occur when a Complete Break was added to a closed spline.

4.4 Walls, Railing, and Fencing

- Fixed a crash related to railings and fencing set to Follow Terrain.
- Fixed several issues that prevented Off Angle Wall indicators from refreshing in certain situations.
- Fixed an issue that prevented wall heights from being edited by clicking on a temporary dimension.

- Fixed an issue that caused foundation wall cutouts to sometimes display for doors that had been previously deleted.
- Fixed a problem that caused the top material of a lower pony wall to disappear when a Wall Niche was present in the lower wall.

4.5 Dimensions

- Fixed an issue that prevented Auto Dimensions from recognizing some smaller room spaces in metric plans.

4.6 Cabinets

- Fixed a problem that caused countertops and backsplashes to generate incorrectly on base cabinets in an Architectural Block.
- Fixed an issue that caused a display problem in floor plan view affecting cabinets in Architectural Blocks.
- Fixed an issue that caused cabinet connections involving Architectural Blocks to some-times draw incorrectly.
- Fixed a problem that resulted in an unnecessary extra toe kick on corner cabinets.
- Fixed an error that could occur in the Custom Countertop Specification dialog when multiple countertops were selected.

4.7 Electrical

- Improved ability to snap electrical objects to furred walls.
- Fixed a problem that prevented electrical objects from attaching to walls specified as No Room Definition.
- Fixed a problem that caused the position of some light fixtures' light sources to be incorrect in metric plans.
- Fixed an issue that resulted in some snap points on electrical objects to be missing.

4.8 Foundations

- Fixed a problem in which setting a Pony Wall as the default foundation wall prevented the foundation walls from generating in 3D views.

4.9 Stairs, Ramps, and Landings

- Fixed an issue that caused objects to be left behind when a stair landing with railing panels assigned to it was deleted.

4.10 Roofs

- Fixed an issue in which the placing of an Auto Floating Dormer caused an unrelated wall's layers to be reversed.
- Fixed a plan-specific issue in which fascia did not display on roof planes when a Roof Hole/Skylight was present.

- Fixed an issue that caused windows in Auto Dormers to disappear when Undo was used.
- Fixed a case in which the roofing material on an Auto Dormer was incorrect.

4.11 Framing

- Fixed a problem that prevented Deck joists from rotating as specified in some cases.

4.12 Other Objects

- Fixed a crash that could occur when Undo was used with an Architectural Block in certain cases.

4.13 Materials

- Fixed an error that occurred when editing the materials associated with a Wall Type Definition in a specific plan.

4.14 3D Views

- Fixed an issue that could sometimes cause camera movements to be incorrect in saved cameras.
- Fixed an issue that prevented hidden 3D views from updating immediately
- Fixed an issue in plans with an extremely large number of objects that prevented some objects from being drawn in 3D views.

4.15 3D Rendering

- Fixed an issue that caused 3D views to be incorrect on very old ATI video cards that are no longer supported by their manufacturer.
- Fixed a problem that prevented Walkthroughs from recording correctly when Hardware Edge Smoothing was set to "Medium".
- Fixed an issue that caused flickering in Walkthroughs when Hardware Edge Smoothing was set to "High".
- Improved messaging when the program is run on a computer with a video card that does not meet minimum system requirements.

4.16 Importing and Exporting

- Fixed a problem that resulted in some imported SKP symbols being scaled incorrectly when imported into metric plans.

4.17 Layout

- Fixed an issue that prevented layout boxes from rotating in very small increments.
- Fixed an issue that prevented sending a view to layout as an image from working when Hardware Edge Smoothing was set to "Medium".
- Fixed an issue that caused the program to hang in the Mac version of the software when Watercolor views were updated.

- Fixed an issue that caused shadows to be generated on opening indicators in Plot Line views sent to layout.

4.18 Printing and Plotting

- Fixed an issue in which printing directly from a Backclipped Cross Section view did not work correctly in some cases.