

Home Designer 2019 20.3.0.54 Update Notes

June 6, 2018

1 General Notes

This is a list of the changes made to Home Designer 2019 in the 20.3.0.54, 20.2.3.3, 20.2.2.3, 20.2.0.51, and 20.1.1.1 program updates. Some of the items listed here apply only to Home Designer Pro 2019.

2 20.3.0.54 Update Notes

2.1 Program Overview

- When the program window is minimized and then maximized, the last active tool and window are still in focus rather than the Library Browser.

2.2 File Management

- Fixed a problem that prevented template plans from loading if located in a OneDrive synced folder where the "Files On-Demand" feature was turned on.

2.3 Toolbars and Hotkeys

- When toolbars are migrated, any instances of the Layer Display Options button in Materials List only toolbars will now be converted to the Material List Display Options button.

2.4 Walls, Railings, and Fencing

- Fixed a problem that caused the tops of foundation walls to generate incorrectly in a specific case.
- Fixed an issue that resulted in unnecessary wall connection warnings after a Wall Type was edited.
- Fixed a case in which an automatic Attic wall was longer than it should have been.
- Fixed a problem that caused an Attic wall in a specific plan to disappear when the Material Painter was used to edit it.
- Corrected a problem that resulted in a segment of wall material inside a glass shower door in a Pony Wall where the lower wall forms a curb.

2.5 Rooms

- Fixed an issue that could prevent deck framing when walls were edited.
- Fixed a problem that caused a room's ceiling to not generate if an adjacent room had a Shelf Ceiling.
- Corrected a case where the Living Area label was not removed after Undo was used.

2.6 Dimensions

- Fixed a problem that caused Temporary Dimensions along walls to stop at perpendicular walls.

2.7 Doors and Windows

- Fixed an issue that caused platform edge lines on doorways in railings to be incorrectly affected by the door thickness.

2.8 Cabinets

- Fixed a crash that could occur using the Material Painter to modify a Custom Counter-top in a particular plan.

2.9 Foundations

- Corrected a problem that prevented the wall types from being edited while the Build Foundation dialog was open.

2.10 Roofs

- Fixed an SEH error that occurred in a particular plan when Auto Rebuild Roofs was on.
- Fixed some issues that caused extra breaks to be added to the edges of automatically generated roof planes.
- Fixed a problem that prevented wall plates from generating when the roof was generated using a positive Raise/Lower From Ceiling Height value.
- Fixed a case where the Join Roof Planes tool failed, resulting in unnecessary extra breaks along roof plane edges.
- Fixed a crash involving roof frieze that occurred when a specific plan was loaded.
- Fixed a problem that could result in a triangular hole on the inside of Auto Dormer side walls in 3D views.
- Fixed an issue that resulted in small holes in the ceiling above dormers with roof holes that had Square Sides specified.
- Fixed a problem that could occur if the Material Painter was used to modify surfaces associated with roofs while Auto Rebuild Roofs was on that could prevent some roof components from using dynamic material defaults.

2.11 Framing

- Fixed a specific case where a sill plate was extending too far when two floor platforms of different heights were adjacent to each other.

2.12 The Library

- Improved the speed of the Library Search.
- Fixed an issue where the Library Search sometimes failed to find items with the same name in different folders.
- Fixed an error that could occur when accessing certain window libraries and other objects in the Library Browser while a Materials List was the active view.
- Addressed an SEH error that could occur when opening a light symbol's specification dialog.

2.13 3D Views

- Fixed an issue that caused the default camera height to be incorrect if a sloping terrain was present.
- Improved the speed of rebuilding 3D in a specific plan.

2.14 3D Rendering

- Corrected a case where Ray Casted Shadows were seen through an image when they should not have been.

2.15 Materials Lists

- Fixed an issue that prevented the casing assigned to openings from being calculated in the Materials List if the opening was in a wall with No Room Definition specified.
- Fixed a problem that prevented the descriptions for some symbols from being used in the Materials List.

2.16 Layout

- Fixed an assertion error that occurred when switching a layout view from Live View to Plot Lines.
- Unused 3D data is now purged when a layout file is saved, potentially reducing the file size.

2.17 Printing

- If the Drawing Sheet in a legacy plan was rotated, its orientation is now corrected when opened in version 2019.

3 20.2.3.3 Update Notes

3.1 Electrical

- Fixed a problem that could cause all electrical objects attached to walls to be removed from a plan when Undo was used after certain actions.

4 20.2.2.3 Update Notes

4.1 3D Rendering

- Fixed a crash that could occur on some systems using Intel 630/620 graphics chipsets.
- Fixed a hang that could occur when generating or closing 3D views in the Mac version of the software using an Intel Iris graphics chipset.

5 20.2.0.51 Update Notes

5.1 Program Overview

- Fixed an issue on the Mac that resulted in incorrect notifications that the license was active on another computer.
- Fixed a problem in the Mac version of the software that caused the "Quit" option in the menu to become inaccessible.
- Fixed an issue that could cause the Status Bar height to change, causing the screen to blink.

5.2 Window and View Tools

- Improved performance when panning and zooming in large plans.

5.3 Walls, Railings and Fencing

- Fixed an issue that resulted in an errant attic wall generating on the floor above a room with the Shelf Ceiling specification.
- Restored the ability to specify a pony wall with a solid railing on top.
- Restored the functionality of the Edit Default Foundation Wall button in the Build Foundation dialog.
- Fixed a case where a wall extended down through the pony wall located below it.
- Corrected a case where resizing a wall using a dimension line would cause it to lose connection with intersecting walls at its ends.
- Fixed an error that occurred when opening a legacy plan.
- Corrected a problem that caused the trim on Wall Niches to be incorrectly offset from the wall.

5.4 Dimensions

- Fixed an issue that sometimes resulted in Point Markers being created when the Tape Measure tool was used.
- Fixed an issue that caused dimensions to become disconnected from objects when the Edit Area tool was used to copy them to a new plan.
- Fixed an SEH error that occurred in a specific case when creating dimensions in a Cross Section/Elevation view.

5.5 Doors and Windows

- Hinged doors can now be placed directly into a railing wall.
- Fixed an issue that prevented wall openings from using Grid Snaps while being moved when Bumping/Pushing was turned on.

5.6 Cabinets

- Cabinet doors and drawers can now be drawn open in floor plan and 3D views in Home Designer Pro.

5.7 Electrical

- Fixed a crash that occurred when closing a particular plan.

5.8 Foundations

- Fixed a problem in legacy plans that prevented Round Piers and Square Pads from displaying correctly in plan view.
- Fixed a gap that appeared in the foundation walls of a specific plan.
- Corrected a problem in legacy plans that resulted in missing sections of foundation wall in plan view if a Square Pad was at that location.
- Fixed an issue that caused gaps in foundation walls with stepped footings.
- Fixed a problem that caused the program to freeze when sending a view from a specific plan to layout.

5.9 Roofs

- Fixed a specific case in which an automatic Attic wall that was present in previous program versions did not generate in version X10.
- Corrected a problem that prevented the Pitch setting in the Wall Specification dialog from being correctly active or inactive when the Change to Gable or Change to Hip Wall(s) edit tools were used.
- Fixed an error that occurred if the Tab key was pressed while a dormer was being resized using its edit handles.

5.10 Framing

- Fixed a crash that occurred when opening a specific plan in the Mac version of the software.

5.11 Other Objects

- Removed the ability to make certain CAD based objects into Architectural Blocks as this resulted in crashes and other issues.

5.12 3D Views

- Fixed an issue that resulted in cross section lines drawing in incorrect order in Back-clipped Cross Section views.
- Fixed a crash that could occur when editing in section views on systems with certain Nvidia graphics card drivers.
- Fixed an issue in some program versions that resulted in a 3D backdrop in overview and elevation camera views in plans created using the default template.

5.13 3D Rendering

- Fixed an issue that occurred on some Macs with Intel graphics chipsets that caused artifacts to appear in 3D views when Reflections were on.
- Fixed an issue that caused artifacts in 3D views on systems using Intel 630/620 graphics chipsets.
- Improved rendering performance on systems with older ATI Radeon 5000-6000 series graphics cards.
- Fixed a problem that sometimes prevented shadows from generating when using the Cross Section Slider.
- Fixed an issue that caused shadows to be out of date after editing clipping planes using the Cross Section Slider.

5.14 Pictures, Images, and Walkthroughs

- Fixed a problem that prevented Image objects in Orthographic views from rotating to face the camera correctly.

5.15 Materials Lists

- Corrected a problem that prevented Valley Flashing and Ridge Vents from being included in the Materials List.
- Fixed an error that occurred when generating a Materials List in a specific plan.

5.16 Layout

- Improved performance when a layout and 3D view are tiled on screen and the 3D view is using Edge Smoothing on Idle.
- Fixed an issue affecting legacy version 8 and prior layouts that caused layout boxes to be the incorrect size when read into version 2019.

6 20.1.1.1 Update Notes

6.1 3D Rendering

- Fixed a problem that prevented material textures from displaying correctly on some Mac systems with Intel graphics chipsets.