

Home Designer 2020 21.3.1.1 Update Notes

August 16, 2019

1 General Notes

This is a list of the changes made to Home Designer 2020 in the 21.3.1.1, 21.3.0.85, and 21.2.0.48 program updates. Some of the items listed here apply only to Home Designer Pro 2020.

2 21.3.1.1 Update Notes

2.1 Walls, Railings, and Fencing

- Fixed a problem in which artifacts of wall openings moved using the Edit Area tool were left behind in their original location.

3 21.3.0.85 Update Notes

3.1 File Management

- Fixed a problem that prevented File Association from working on Windows 8.
- The User Catalog now moves with the Data folder when a custom location is specified in Home Designer Architectural and Suite 2020. In order for this to take effect, you may need to reset Preferences.

3.2 CAD Objects

- Fixed an issue that resulted in slowness when a very large number of CAD objects were group-selected.
- Addressed errors that could occur after using the Along Line option in the Move Point dialog.

3.3 Walls, Railings, and Fencing

- Fixed a problem that allowed collinear walls to merge when their surface materials were not identical.
- Fixed an issue that caused errant pieces of wall to generate below Bay/Box/Bow Windows with raised floors.
- Fixed an issue that sometimes caused wall fill patterns to extend through stacked openings in plan view.
- Fixed a specific case in which an errant piece of molding generated along a wall with No Room Molding specified.
- Improved cases where openings not fully contained by a wall could be deleted when the wall was edited.
- Fixed an issue that could cause a gap to appear in crown molding above a railing wall with No Room Molding specified.
- Corrected a problem that could result in "Off Angle Wall" notifications on automatically generated attic walls.

- Room moldings no longer display on the inside of doorways in walls with No Room Molding specified.
- Fixed a specific case in which an attic wall was not generating correctly.

3.4 Rooms

- Fixed an issue that caused the Room Specification dialog preview to report incorrect foundation height dimensions when the room had no floor.
- Fixed a problem that caused rooms to lose their Monolithic Slab Foundation specification when the room above was specified as “Open Below”.
- Fixed an issue that prevented a room’s floor height from being edited if it was located on Floor 0, spanned multiple rooms on Floor 1, and had Room Supplies Floor for Room Above checked.
- Fixed an issue that could cause the Ceiling elevation to change incorrectly in the Room Specification dialog when Floor Supplied by Foundation Room Below was checked.
- Fixed an issue that could cause the Room Specification dialog preview to temporarily display incorrect information when Room Supplies Floor for Room Above was checked or unchecked.
- Corrected a case in which Ceiling Break Lines were incorrectly displayed.
- Corrected a case where Ceiling Break Lines associated with dormers were drawn incorrectly.
- Fixed a problem that caused the walls in the Room Specification dialog preview to appear misaligned for rooms on Floor 2 of a plan with a Monolithic Slab foundation.

3.5 Stairs, Ramps, and Landings

- Fixed a program hang that could occur when opening legacy plans with specific stair and landing configurations.
- Fixed a problem that could cause the stem wall height on Floor 0 to change if the floor above was hung inside the foundation walls and the Staircase Specification dialog was opened.

3.6 Roofs

- Fixed an issue that caused the fascia on a steep curved roof to be the wrong length.

3.7 Framing

- Fixed a problem that prevented birdsmouth cuts from being modeled correctly in 3D.

3.8 Trim and Moldings

- Fixed an issue that sometimes prevented dimensions from locating cabinet moldings correctly in elevation views.

3.9 Library Objects

- Fixed a crash that could occur when multiple items from the User Library were placed into a plan.
- Objects designed to hang on walls now always place at the object's specified height.

3.10 Materials

- Fixed a problem that affected the appearance of some higher resolution texture images in dialog previews where materials are specified.
- Improved the Stretch to Fit option for material textures, allowing it to work on surfaces that it previously did not.

3.11 3D Views

- Corrected issues with resolution on certain Mac Retina Displays.
- Fixed a problem that sometimes prevented objects from generating in 3D when viewed through small openings.

3.12 3D Rendering

- Fixed an issue that caused window treatments to be lit incorrectly in the Physically Based Rendering Technique.
- Improved the display of lighting in relation to glass shower walls in the Physically Based Rendering Technique.
- Fixed a problem that affected lighting of walls marked as Lower Wall Type if Split by Butting Roof in the Physically Based Rendering Technique.

3.13 Pictures, Images, and Walkthroughs

- Restored the ability to fillet the corners of picture boxes.

3.14 Terrain

- Corrected a problem in which a Terrain Perimeter copied and pasted into a new plan was not accurately identified.

3.15 Layout

- Fixed an issue in which the position of a layout box label could cause layout lines to not draw in the correct location.

4 21.2.0.48 Update Notes

4.1 Program Overview

- Improved how automatically-generated objects like dimensions refresh when deleted or directed to generate.

4.2 File Management

- Restored the ability to include the & character in file names in the File> Recent Files submenu.

4.3 Preferences and Default Settings

- The size of the preview panels in dialogs is now remembered if the Save Dialog Size setting in Preferences is enabled.
- Improved various default and display settings in template plans.

4.4 Editing Objects

- Deleting an object when "Warn Before Delete Selected Object" default is checked refreshes the plan.
- Fixed a crash that could occur while panning in a view and invoking an edit tool via its hotkey.

4.5 CAD Objects

- Restored "Angle Hatch" and "Grid" to the list of Fill Style selections.
- Fill styles added to the library from the Fill Style panel now maintain their line weights.
- The Import Patterns tool now has a Status Bar description indicating that the import is added to the Library.
- Fixed an issue that prevented the Trim and Extend Object(s) edit tools from working with certain polylines.

4.6 Walls, Railings, and Fencing

- Improved display of railing pony walls in 2D views.
- Improved wall connections for shower curbs.
- Corrected a case in which a problematic wall intersection in a legacy plan caused the program to hang when the plan was opened in version 2020.
- Fixed a problem that caused an Attic wall in a legacy plan to be trimmed too short in version 2020.
- Pony Wall Plan Display defaults in views sent to layout now Undo and Redo correctly.

4.7 Rooms

- Corrected a case in which the wall alignment in the Room Specification dialog preview diagram was different from that shown in a cross section view.
- Fixed an issue that prevented the floor finish thickness dimension from displaying in the preview diagram in the Room Specification dialog in some cases.

4.8 Dimensions

- Turning on Auto Refresh Exterior Dimensions now generates new dimensions if they had been deleted.

4.9 Doors and Windows

- The wall pocket lines associated with Pocket Doors now derive their line weight from the “Doors” layer.
- Doors retain their sills when the bottom is raised above the floor.
- Doorways without jambs no longer display a jamb when mulled together.
- Fixed a problem that prevented a Wall Niche in the lower part of a pony wall from having a depth greater than that of the upper wall.
- Fixed a problem that caused Wall Niches and openings without casing to display incorrectly in plan view when the “Walls, Layers” layer was turned off.
- The Components panel of the Door Specification dialog now updates correctly when the door Type is changed.
- The Inset of window sills can now be specified.
- Fixed a problem that prevented the Components panel of the Door Specification dialog from updating correctly when the Plinth Block options were checked.
- Fixed a problem that prevented the Components panel of the Window Specification dialog from updating correctly when the Corner Block options were checked.

4.10 Cabinets

- Moldings assigned to Cabinets now retain their Offset settings when added to the Library.
- Fixed a problem that sometimes prevented the Material Painter from applying materials to the correct cabinet molding edge.
- Fixed an issue that prevented merged cabinet moldings from having different materials.
- Restored the ability to bump/push cabinets when the Reference Display is toggled on.
- Fixed an issue that could cause countertops to display incorrectly when the Reference Display was turned on.

4.11 Stairs, Ramps, and Landings

- Fixed an issue that prevented editing feedback from displaying when editing stair starter treads.

4.12 Roofs

- The Reflect About Object edit tool is now available for a selected Dormer.
- Fixed a specific case in which an Auto Floating Dormer did not place or edit correctly when Auto Rebuild Roofs was enabled.
- Addressed an error that appeared incorrectly when Auto Dormers were edited.
- Fixed a specific case in which the program would hang due to a problematic roof plane.

4.13 Framing and Trusses

- Fixed a specific case in which the overhang ends of rafters did not draw in 3D.
- Fixed a crash that could occur if the Floor Joist and Pan Window tools were active when a view window was closed.
- Fixed an issue in which Force Truss Rebuild did not always reset a truss back to its default shape if it had been previously edited.

4.14 Trim and Moldings

- Fixed a problem that caused the material data assigned to a molding to become corrupted when Add to Library As was used to add the molding to the Library.

4.15 The Library

- Can now pan and zoom the preview for fill patterns in the Library Browser.

4.16 Materials

- Fixed an exception error that could occur in some cases when using the Material Painter.

4.17 3D Rendering

- Fixed a problem that prevented the Use Generic Sun option in the Sunlight Defaults dialog from working.

4.18 Pictures, Images, and Walkthroughs

- Corrected a case in which no prompt to access photos was provided on the Mac when creating a new image in the User Catalog of the Library.
- Fixed a problem in exported 360 Panorama images that caused dark areas in the images when Reflections were enabled.
- The minimum size of the Export Picture dialog was removed to prevent unnecessary scrollbars.

4.19 Importing and Exporting

- Only models owned by the user are now listed in the 3D Viewer Export Options dialog.
- Camera names with quotation marks are now supported in exported Chief Architect 3D Viewer models.

4.20 Plants and Sprinklers

- Plants now have the Components panel in their specification dialogs.
- Fixed an issue in which the Components panel did not update correctly in the Plant Image Specification dialog.
- 3D and Plan view thumbnails in Plant Schedules now rotate with the schedule.

4.21 Materials List

- Roof materials are now reported on the correct floor in the Materials List.
- Fixed a problem that caused the material name to be removed from some Materials List/Components panel line item descriptions for objects using default materials.
- Corrected a case in which Materials Lists in legacy plans would lose their formula object when opened in version 2020.
- Fixed an issue that prevented material count information on the Components panel in various object specification dialogs from updating correctly when materials assigned to the object were changed.
- Fixed a problem that caused the area for a foundation slab to be reported incorrectly in the Materials List.

4.22 Layout

- Restored the Dimension Number Height setting in the Layout Box Specification dialog.
- Fixed an issue that caused Plot Line views to update when they should not when re-linking referenced files.
- Fixed a problem that caused layout boxes to lose connection to camera views if the view is re-linked to a different plan file repeatedly during the same session.
- Fixed an issue in which symbol data could disappear when Plot Line views were updated in some cases.