

# Home Designer 2021 22.3.0.55 Update Notes

June 16, 2020

# 1 General Notes

This is a list of the changes made to Home Designer 2021 in the 22.3.0.55 and 22.2.0.54 program updates. Some of the items listed here apply only to Home Designer Pro 2021.

## 2 22.3.0.55 Update Notes

### 2.1 Walls, Railings, and Fencing

- Fixed an error that occurred if a wall supporting a dormer was deleted.
- Fixed an issue that caused small molding artifacts to appear in the Wall Specification dialog's object preview if any furred walls were present in the plan.
- Fixed a specific case in which problematic walls in a legacy plan caused the software to hang when being read into version 2021.

### 2.2 Rooms

- Fixed an issue that caused a gap at top of a Shelf Ceiling when that room's Ceiling Height was the same as that of the surrounding room.
- Fixed a problem that caused room moldings to have gaps at the corners intersected by Room Divider walls.

### 2.3 Dimensions

- Fixed a crash on the Mac that occurred if you clicked inside another program window while the Set Angular Dimension dialog was open.
- Fixed an error that could occur when drawing a dimension line.

### 2.4 Electrical

- Corrected a case in which lights in an exterior room would not turn on correctly when the sun was turned off.

### 2.5 Trusses

- Fixed an issue in which scissor truss overhangs generated incorrectly when there was a roof below the overhang.

### 2.6 Materials

- In camera views, the Status Bar now reports information about the selected material when it is selected from the Library Browser side window.

### 2.7 Pictures, Images, and Walkthroughs

- Fixed an issue in which the Point to Point Resize edit tool did not work correctly if the selected object had been rotated.

### 2.8 Importing and Exporting

- Added support for SketchUp 2020 files.

## 2.9 Materials List

- Fixed errors that could occur in the Materials List.

## 2.10 Layout

- Fixed a problem in which perspective views sent to layout as Live Views did not maintain the current screen's aspect ratio in some cases.

# 3 22.2.0.54 Update Notes

## 3.1 Program Overview

- Fixed an issue that prevented 3Dconnexion® mice from working in the Mac version of the software.

## 3.2 Preferences and Defaults

- Addressed a visibility problem that occurred in some dialogs with previews when the Background color was set to black.

## 3.3 Editing Objects

- Fixed an error that could occur when moving groups of objects that included Auto Exterior Dimensions using an Edit Area tool.
- Fixed a problem that caused Auto Exterior Dimensions to lose their connection to wall openings when Edit Area was used.

## 3.4 CAD Objects

- Fixed a problem that prevented the selection of and snapping to the edge of a CAD Oval from working correctly.

## 3.5 Walls, Railings and Fencing

- Room moldings can now be turned off on each side of a wall independently.
- Fixed a crash that could occur when replicating walls in certain situations.
- Improved how the walls that enclose a lowered ceiling join when they meet at a corner.
- Walls using different materials than their wall type now correctly transfer materials when building a new floor.
- Fixed an issue that caused room moldings to errantly appear in the Wall Specification dialog preview.
- Fixed a problem that allowed room labels to display in 2D previews in the Wall Specification dialog.
- Fixed an issue that prevented a brick ledge from generating when no sill plate was specified.

### 3.6 Rooms

- Room Moldings no longer get deleted in the Room Type defaults dialog when "Use Floor Defaults" is unchecked.
- Fixed a specific case in which the floor finish was not being generated in 3D around an Open Below room defined by curved walls.

### 3.7 Doors and Windows

- Fixed a crash that could occur when changing the opening angle or percent open of a door.
- Corrected a problem that could cause the extents of 3D views to be too large when an opening with no casing was present in a curved wall.
- Fixed an issue that sometimes caused the glass material assigned to a door to change when a different door symbol was assigned to it.
- Fixed an issue that caused lintels on arched mullied units to display differently than in prior versions.

### 3.8 Schedules and Object Labels

- Fixed an issue in which schedule labels for plants did not update when a plant was removed from inclusion in a particular schedule.

### 3.9 Roofs

- The Clip End calculation for Ceiling Planes now reports the correct value when the Elevation Reference is "From Floor".
- Fixed an issue that caused the walls of Curved Eave Dormers to display incorrectly.
- Corrected a case where a specific legacy plan would not open in version 2021.
- Fixed a crash that could occur when setting the Surface and Structure thicknesses of a roof plane to zero.
- Fixed a problem in a particular plan that caused errant roof surfaces to extend out of the model in 3D views.
- Fixed an error that occurred when building the roof in a particular plan.
- Fixed a problem that prevented a Ceiling Plane located above a room's Ceiling Elevation from displaying.
- Fixed an issue in which the Delete Roof Planes and Delete Ceiling Planes tools did not delete all of the roof/ceiling planes in the current plan.

### 3.10 Trim and Moldings

- Corrected a problem that prevented dimensions from locating cabinet moldings.

### 3.11 The Library

- Fixed a problem that sometimes caused Manufacturer catalogs to display incorrect symbols in their names.

### 3.12 Materials

- Duplicate materials will no longer be added to Plan Materials when a library object's materials are changed.
- Fixed a problem that caused textures to become distorted on a symbol if it was made in a metric plan and then used in an imperial plan.

### 3.13 3D Views

- Fixed a crash that could occur when creating 3D views on a Mac with Intel Iris graphics.

### 3.14 3D Rendering

- Shadows can now be generated in Vector Views in Home Designer Pro and Home Designer Architectural.

### 3.15 Importing and Exporting

- Replaced the Next/Previous Page buttons in the Import PDF dialog with spin boxes.

### 3.16 Terrain

- Improved how the terrain cuts around the foundation level of a plan.

### 3.17 Plants and Sprinklers

- Fixed an error that could occur when activating the Sprinkler tool multiple times in a single session.

### 3.18 Materials List

- Fixed an issue that resulted in incorrect Rebar for piers in the Materials List.

### 3.19 Layout

- Fixed a problem that prevented snapping to temporary CAD Points in layout.
- Fixed a crash involving live camera views sent to layout.





