

Home Designer 2022

23.4.1.8 Update Notes

April 28, 2022

1.0 General Notes

This is a list of the fixes and improvements to existing tools introduced in the 23.4.1.8, 23.4.0.123, 23.3.0.81, 23.2.1.3, and 23.2.0.55 program updates.

2.0 23.4.1.8 Update Notes

2.1 Doors and Windows

- Fixed an issue in which molding on a muller unit resulted in slow editing in 3D views in a particular case.

3.0 23.4.0.123 Update Notes

3.1 Project Planning

- Restored the ability to show Space Planning Room Boxes in the Reference Display in Home Designer Architectural and Home Designer Suite.

3.2 Editing Objects

- Fixed a crash that occurred when trying to delete plan data located very far away from the origin in a specific case.

3.3 Walls, Railings, and Fencing

- Fixed an issue that prevented an Attic wall from generating correctly over an area where the roof had been raised above the default ceiling height.

3.4 Rooms

- Corrected a problem that prevented the ceiling finish from being removed from a room below a deck in some cases.
- Fixed a problem that prevented the Frame Lowered Ceiling option in the Ceiling Finish dialog from working.
- Fixed an error involving problematic dimensions reported in a room label in a specific case.

3.5 Cabinets

- Fixed a problem that prevented the Custom Countertop Specification dialog preview from updating correctly when the Thickness was changed.

- Corrected an issue in which countertops or toe kicks would be turned off when various cabinets were group-selected.

3.6 Foundations

- Fixed a problem that caused floor finish material to appear in Floor Overviews cameras of a Monolithic Slab foundation.

3.7 Roofs

- Fixed a problem that caused Asphalt roof materials from the Core Catalogs to be oriented incorrectly on Ridge Caps.

3.8 Materials

- Fixed an error that could occur when selecting items in the tree list of the Select Material dialog.

3.9 3D Rendering

- Fixed an issue in which ceiling lines were sometimes missing in Wall Elevations.
- Corrected a problem that prevented some lines from displaying in elevation views on the M1 Mac.
- Fixed an issue that prevented the Transparent Background option from working when exporting an image from a cross section view.
- Fixed an issue in which errant pixels would occur in 3D views on some systems with Intel Integrated graphics.
- Addressed an issue that sometimes caused the screen to flash black when opening a cross section/elevation view.
- Fixed a problem in which 3D views sometimes had an odd colored haze applied to them on systems with Intel Xe integrated graphics.
- Fixed an issue that prevented ambient occlusion data from updating properly when the Cross Section Slider was used.
- Fixed an error that could occur when the floor level of a Floor Overview was changed while multiple 3D views were open.
- Fixed a problem that allowed plant images to display in Plot Line views sent to layout with Color on.

- Fixed an error that could occur when deleting a light source while multiple objects were selected in the Adjust Lights dialog.

3.10 Pictures, Images, and Walkthroughs

- Fixed an error that could occur when attempting to import a PDF into a 3D view.
- Fixed an issue in which 2D plant images could appear distorted in cross section/elevation views.

3.11 Materials List

- Fixed a problem that caused the Structural Member Reporting dialog to become inaccessible in Home Designer products.

4.0 23.3.0.81 Update Notes

4.1 Toolbars and Hotkeys

- Corrected a problem that caused submenus to be incorrectly scaled after a toolbar was right-clicked on.

4.2 Displaying Objects

- Fixed an issue that prevented layers assigned to items in the Electrical Defaults dialog from being marked as "In Use", allowing those layers to be deleted.

4.3 Walls, Railings, and Fencing

- Fixed a problem that prevented the Align With Wall Above/Below edit tools from working in camera views when the side of a wall was selected.
- Corrected a problem in a specific plan in which a wall cap created a diagonal line in elevation views.
- Fixed a case in which a warning message about not being able to change an object's layer would appear when importing defaults.
- Fixed a problem in which adding a new layer to a Wall Type could add an Insulation layer marked as Framing.

4.4 Rooms

- Corrected an issue that caused the Stem Wall Height setting in the Room Specification dialog to become disabled after the Room Type was changed.

- The prompt to turn off Automatically Rebuild Foundation is now presented before a wall's or room's specification dialog is opened on Floor 0.
- Fixed a problem that prevented Component data for rooms from being removed in some cases.

4.5 Dimensions

- Fixed an issue that caused dimension segments between an opening on one cabinet and the side of another to be suppressed.
- The "Dimensions, Automatic" system layer has been removed. The system layer for all dimension lines is now "Dimensions".
- Fixed a problem that prevented Temporary Dimensions for walls in elevation views from displaying when the "CAD, Default" layer was turned off.

4.6 Doors and Windows

- A cursor icon no longer follows the mouse pointer when duplicate openings are stacked.
- Fixed an issue that resulted in duplicate opening indicator warnings disappearing after creating a materials list.

4.7 Cabinets

- Fixed an issue that prevented the sides of radius end cabinets from being edited in some cases.

4.8 Foundations

- Fixed a specific case in which a Monolithic Slab Foundation was failing to generate in 3D.

4.9 Stairs, Ramps, and Landings

- Corrected a specific case in which texture mapping was incorrect on a Ramp.
- Fixed an error that could occur when editing a Landing's materials.

4.10 Roofs

- Fixed a problem in which the "Form Room Inside Dormer" option for Auto Dormers increased the total height of a building unnecessarily.
- Corrected an issue in which an Attic Wall would generate incorrectly above a roof plane that was originally generated below an automatic Dutch Gable.

- Fixed an issue where the move edit handle for roof planes appeared in the wrong location in 3D views.

4.11 Framing and Trusses

- Fixed an issue that resulted in overlapping wall top plates at wall intersections at certain angles.
- Fixed a problem that caused framing to build through walls in some cases.
- Corrected an issue that could cause a truss to incorrectly shift its location when the shape of its truss polyline was edited.

4.12 The Library

- Fixed an issue that prevented a previously selected item in the Library Browser from being reactivated by clicking on the Selection Pane.
- Fixed a problem that prevented library files with an apostrophe in the filename from being imported.
- The Selection Pane and search results now update to reflect changes such as layer colors in the current plan.
- Incompatible objects can no longer be added to the library when using the Find in Library tool.

4.13 Other Objects

- Fixed an issue where drawing slabs in a perspective view would create them at seemingly random heights.

4.14 Materials

- Fixed an issue that could cause the Material Painter dialog to show an incorrect preview when 'Use default material' was checked.

4.15 3D Views

- Fixed an issue where cross hairs would become extremely slow to respond when items were selected in elevation views on some systems.

4.16 3D Rendering

- Improved clarity of Use Backdrop Image setting label and functionality.

- Fixed the issue where billboard images would disappear when turning the camera straight up or straight down in perspective views.
- Fixed an issue where Line Drawing on top was being forced on when legacy plans from X4 and prior were being read in.
- Fixed an issue where a large black triangle could sometimes appear across the screen when Line Drawing was being used.
- Fixed issue where vector lines drew on top of reference plan glass house geometry.
- Fixed a problem where referenced plans using glass house were taking a higher priority over the existing plan when geometry occupied the same space.
- Fixed a problem where having transparent background for an exported PNG would over or underexpose the view making it too light or too dark.
- Fixed a crash that could occur on some systems with AMD graphics cards when Hardware Edge Smoothing was set to Low.
- Fixed an issue in which moving the Ambient Light sliders in the Rendering Technique Options dialog didn't update the view immediately.
- Fixed an issue that caused glass to appear too dark in elevation views using the Standard or Watercolor Rendered Techniques.
- New Disable Render Target Aliasing setting addresses a problem in camera views seen on some Macbook Pros with Intel Iris Plus graphics.
- In the Preferences dialog, Low and Medium Edge Smoothing options now provide varying levels of quality.
- Improved the display of lines with a high Squiggle Amplitude in Rendering Techniques where Line Drawing is used.
- Improved performance when editing in a 3D view while a Reference Plan was in use.
- Fixed a problem that could cause Horizon Lines to flash when switching Rendering Techniques.
- Fixed a problem that caused Horizon Lines on certain objects to disappear in elevation views when the view was refreshed.

4.17 Pictures, Images, and Walkthroughs

- Fixed an issue in which Edge Smoothing was not working correctly when recording walkthroughs on some systems.

- Fixed issue in Home Designer Architectural that caused walkthroughs to always record using the Standard Rendering Technique.
- Fixed a problem that prevented billboard plants from rotating to face the camera at some extreme angles.
- Fixed an issue in which spherical backdrops would no longer appear spherical after a 360 Panorama image was exported.
- Corrected a case that could cause dark squares in a 360 Panorama images.

4.18 Materials Lists

- Fixed an issue that prevented Revert to Default from being available immediately after editing a cell in a Materials List.
- Corrected an error in specific customer plan that occurred while generating a Materials List.

4.19 Layout

- Fixed a problem that caused cross section/elevation views sent to layout as Plot Lines to be missing labels.
- Fixed an issue that could cause watermarks to incorrectly display in cross section/elevation views sent to layout.
- Corrected a case where sending an image to layout would remove the CAD on certain systems.
- Fixed an issue that prevented some layout boxes with plot lines in legacy files from being linked to the original view when opened in Version 2022.
- Addressed an incorrect warning that would appear when opening a legacy layout file linked to a plan that had been previously saved in Version 2022.

4.20 Printing and Plotting

- Improved response of the Cancel button in the progress dialog for printing and generating the print preview.

5.0 23.2.1.3 Update Notes

5.1 Program Overview

- Fixed a problem in the Mac version that prevented the program from accessing the files necessary to run and which resulted in a variety of error messages being seen.

5.2 3D Views

- Fixed an issue that caused crosshairs to become extremely slow to respond when objects were selected in cross section/elevation views on some systems.
- Corrected a case in which Physically Based GPU Ray Trace views had random, incorrect lighting on systems with Radeon RX6000 series graphics.

6.0 23.2.0.55 Update Notes

6.1 Installation

- A warning message during installation on Windows 7 systems now reports that the operating system is not supported.

6.2 File Management

- The warning message regarding the origin of a plan file in a different program version is now suppressible per session rather than permanently.

6.3 Preferences and Default Settings

- Removed some obsolete legacy Rendering Troubleshooting settings in the Preferences dialog.

6.4 CAD Objects

- Fixed an issue that prevented the Arrow Fill Color setting from being "No Change" when it should have been in the specification dialog for multiple CAD objects.

6.5 Walls, Railings, and Fencing

- Fixed an issue that allowed dimensions to display in specification dialog previews showing Plan View when Auto Refresh Dimensions was enabled.
- Corrected a problem that caused wall connections to break where single layer walls with different thicknesses met.

- Fixed an issue that could cause walls to be placed on the wrong layer when multiple selected walls were edited via a shared specification dialog.

6.6 Rooms

- Fixed a problem that prevented walls from building correctly when the entire floor was set to have a Shelf Ceiling.

6.7 Dimensions

- Fixed an issue that prevented dimensions locating cabinet door/drawer faces from being shown in elevation views sent to layout.

6.8 Doors and Windows

- Fixed a problem that resulted in Bay/Box/Bow Window components being treated as Interior windows.
- Fixed a problem that resulted in windows in legacy plans having the wrong opening side for some components in Version 2022.

6.9 Cabinets

- Fixed a problem that prevented cabinets in legacy libraries from retaining their door/drawer Overlap.

6.10 Foundations

- Corrected an issue in which editing the thickness of an individual room's foundation could cause the rest of the foundation to change.

6.11 Stairs, Ramps, and Landings

- Fixed an error that could occur when editing materials on a Landing after unchecking Use Connected Stair Railing in its specification dialog.

6.12 Roofs

- Fixed a problem that prevented the height of shift-selected roof and ceiling planes from being edited using the edit handles in 3D views.

6.13 The Library

- Fixed a problem that resulted in the Library Browser previews for lighting objects loading very slowly on some systems.

- Corrected a problem that prevented cabinets using U.S. units from correctly converting to metric when placed in a metric plan from the Library Browser.

6.14 3D Views

- Fixed a problem that could cause a wall's "Lower Wall Type if Split by Butting Roof" attribute to incorrectly affect the top clipping plane of Wall Elevation views.

6.15 3D Rendering

- Fixed an issue that caused images exported at larger-than-screen size to be cropped on the bottom and right edges.
- Color in Glass House renderings now better matches what was displayed in previous versions.
- When in use, the Screen Redraw and Timing Log preferences options now report useful data when using 3D views.
- Fixed an issue that caused edit feedback for select objects to be included in exported images.
- Fixed a problem that could cause certain objects to disappear from the view when a Mirror material was assigned to it.
- Improved the display of darker materials in Watercolor renderings.
- Fixed an issue that prevented Global Illumination from working in Physically Based renderings when no rooms were present.
- Improved organization of settings in the Rendering Technique Options dialog.
- Corrected a problem that resulted in an incorrect "out of memory" message appearing after clicking Cancel in the Progress dialog that can appear when exporting a large image file.
- Fixed an issue in the Mac version that sometimes caused Physically Based renderings to be black.
- Fixed an issue that caused Ambient Occlusion effects to look blurry on systems that do not support GPU Ray Tracing.
- Fixed an issue that sometimes resulted in glass objects in the same room being lit differently in Physically Based renderings.
- Corrected an issue in which the shadows cast by 3D plants were incorrect when viewed through window or door glass.

- Replaced outdated OpenGL diagnostic information in the Message Log with information relevant to Version 2022.
- Addressed an error that occurred when launching the program on systems that did not support DirectX 12.
- Fixed an issue that caused Spherical Backdrops to wrap differently than in prior program versions.
- Fixed an issue that caused Spherical Backdrops to have decreased visual quality compared to prior program versions.
- Fixed an issue on systems that support GPU Ray Tracing that caused Ambient Occlusion to look incorrect when Hardware Edge Smoothing was turned off.
- Fixed a problem that resulted in color banding in Watercolor renderings.
- Fixed an issue on systems that do not support GPU Ray Tracing that caused shadows to be incorrect when using the Cross Section Slider.
- The Manage GPU Residency setting in the Preferences dialog is now on by default to avoid some rendering errors.
- Metal materials now appear darker than specified in Standard renderings to better match legacy behavior.
- Fixed a rendering error that could occur when closing a 3D view after removing a referenced plan from the view.
- Fixed an issue that could cause lighting to appear incorrect in areas below an Open Below room.
- Addressed a problem that could cause 3D views to look incorrect on certain Mac laptops with Intel Iris Plus graphics.
- Fixed an issue on systems that support GPU Ray Tracing that caused the default glass material on electrical objects to appear incorrectly in Vector Views.
- Corrected an issue that resulted in random edge lines on curved surfaces of symbols in Vector Views.
- Fixed an issue that caused aliasing or jagged edges to appear around wall openings in certain cases.
- Fixed a problem that could cause some dialogs to open slowly when a large image was specified as the default watermark.

6.16 Pictures, Images, and Walkthroughs

- Fixed an issue that prevented form fields from being included in imported PDFs.
- Fixed a problem that resulted in Home Designer locking PDF files that were imported into a plan while that plan was open.
- Fixed an issue that prevented Walkthrough Paths from connecting to or following stairs correctly.
- Fixed a problem that sometimes caused the wrong cursor to display when hovering over a keyframe preview in the Walkthrough Preview side window.
- Fixed an issue that prevented the Generated Sky backdrop from updating when the position of the sun was changed.

6.17 Importing and Exporting

- Added an Export Thermal Envelope Data option.
- Fixed an issue that caused box-like artifacts to appear in exported 360 Panorama images.

6.18 Layout

- Fixed an issue that prevented some symbols' fill patterns from displaying in views sent to layout.

6.19 Printing and Plotting

- Fixed an issue that resulted in labels in live views sent to layout being slightly offset from their correct position when printed to PDF.