Home Designer 2023

24.3.0.84 Update Notes

September 29, 2022

1.0 General Notes

This is a list of the fixes and improvements to existing tools introduced in the 24.3.0.84, 24.2.2.1, 24.2.1.2, and 24.2.0.51 program updates.

2.0 24.3.0.84 Update Notes

2.1 Program Overview

- Fixed a problem that prevented right-clicking on a group selection from opening a contextual menu.

- Corrected a case in which Control+Click did not bring up contextual menus on the Mac.

2.2 Preferences

- Folders without write access can no longer be used for the Undo and Temporary folders.

2.3 Toolbars and Hotkeys

- Fixed an issue that caused toolbar button images to appear blurry at very high display scales.

2.4 Window and View Tools

- Fixed a problem that could cause the Library Browser to disappear after upgrading to Version 2023 and migrating content and settings.

2.5 Editing Objects

- Fixed an issue in which Undo failed to remove a marker after extending an existing dimension line to locate a cross section line in an elevation view.

2.6 CAD Objects

- Fixed a problem that could cause some CAD objects to display incorrectly on systems using display scaling greater than 100%.

2.7 Walls, Railings, and Fencing

- Corrected a case in which drywall was missing at the end of a wall when stairs cut part of the wall.

- Corrected a case in which using Reverse Plan caused the program to become unresponsive.

2.8 Rooms

- Fixed a problem that caused post footings to generate under layered decks when they should not.

- Fixed an issue that resulted in exposed flat ceiling edges not having the correct material applied to them.

- Fixed an issue in which the Floor Absolute Elevation could not be edited in the Floor 0 or Floor 1 Defaults dialog.

- Fixed a problem that caused Bay/Bow/Box windows with a Raised Floor to be included in the Living Area.

- Fixed a problem that prevented flooring materials from displaying in camera views in a particular case.

2.9 Dimensions

- Fixed a problem that prevented Point to Point dimensions from being extended using the edit handles.

2.10 Doors and Windows

- Fixed an issue that caused arched/shaped windows to have an incorrect wall cutout when a 0 thickness wall surface layer was present.

- Corrected an issue that caused deformation in Bow windows with a thin wall type.

- Fixed a problem that could cause a Bow window to disappear when the framing thickness of its walls was increased.

- Improved framing for Bay/Box/Bow windows that have been exploded.

2.11 Cabinets

- Corrected a case in which False Drawer cabinet face items continued to display when the "Cabinets, Drawers & Doors" layer was turned off.

- Fixed an error that could occur when rotating a Custom Backsplash.

2.12 Schedules and Object Labels

- Improved the resizing of tabbed Text objects.

- Fixed a problem that could cause 3D Elevations of plants in Plant Schedules to display as a solid color.

- Fixed an issue in which schedule callout labels could not be selected in plan view.

- Fixed a problem that prevented returns in multi-line text from showing in schedules.

2.13 Roofs

- Fixed an issue that prevented roof planes from correctly displaying the default Arrowhead.

- Fixed an error that could occur if a skylight/roofhole was placed in the same location as another skylight/roofhole with its layer off.

- Corrected a case in which gable roof fascia extended past the fascia where a hip roof return was present.

2.14 Framing and Trusses

- Fixed a problem that could cause Pony Wall framing to rebuild when Retain Wall Framing was checked.

- Fixed a specific case in which trusses would not build over a room set to Use Soffit Surface for Ceiling.

- Fixed a problem that prevented some trusses from generating in a specific case.

- Fixed an issue in which Force Truss Rebuild would only rebuild a single truss when multiple trusses were selected.

- Corrected a case in which the framing for a dropped ceiling did not appear in a 3D framing overview.

2.15 Architectural Blocks

- Fixed an issue that sometimes caused automatic backsplashes to disappear when an Architectural Block was created.

2.16 3D Views

- Fixed a problem that could cause elevation callouts in plan view to show the wrong text when zooming.

- Fixed a problem that prevented the Text Below Line from displaying in Overview camera callouts.

- Fixed an error that could occur when creating a Full Overview after specifying a wall as a Pony Wall in a specific case.

- Fixed a crash that would occur creating a camera view on systems with Intel Arc graphics.

2.17 Rendering and Ray Tracing

- Fixed an issue that caused only part of a CPU Ray Trace image to be created on a secondary monitor with different display scaling.

- Fixed a problem that caused backdrops to appear black when viewed through glass in Physically Based Renderings that included a referenced plan.

2.18 Pictures, Images, and Walkthroughs

- Fixed a problem that could cause a duplicate watermark to appear in walkthrough recordings.

2.19 Materials List

- Corrected a problem that prevented rows in the Master List from being deleted.

2.20 Layout

- Fixed an issue that caused Live Views to appear blurrier on screen when display scaling was increased to greater than 100%.

- Fixed a problem that caused shadows/color to be offset in Plot Line when the display scaling was set greater than 200%.

- Fixed an issue in which a large amount of memory was being used to send Plot Line views to layout when display scaling was greater than 200%.

2.21 Printing and Plotting

- Fixed an issue that could result in a cached watermark image being removed from the plan when its properties were edited.

3.0 24.2.2.1 Update Notes

3.1 General

- Fixed an issue that sometimes caused the Home Designer window to lose focus on some systems and also prevented focus from being regained.

4.0 24.2.1.2 Update Notes

4.1 Printing and Plotting

- Fixed an issue in which Live Views printed incorrectly on systems using display scaling greater than 100%.

5.0 24.2.0.51 Update Notes

5.1 Program Overview

- Items in the Status Bar now have a Tooltip that reports its information when it is trimmed due to screen or program window size limitations.

- Improved panning speed on high DPI monitors using 250% display scaling.

- Fixed an issue that prevented camera velocity from changing based on how far the joystick was pushed when using a gamepad.

- Improved the display of background images in Assistant dialogs when the display scaling is set to greater than 100%.

- Corrected a graphical issue that could cause flickering when switching to the Dashboard after closing a plan.

5.2 File Management

- Corrected a case in which the Save As dialog did not open to the directory of the current plan or layout file.

- UTF8 characters in filenames in zip files are now supported.

5.3 Editing Objects

- Prompts to turn off various Auto Rebuild functions will no longer display when Marquee Select Similar is used.

5.4 Preferences and Defaults

- Fixed a problem where the prompt for changing library folders would show up if Preferences was open and closed while library items were downloading.

5.5 Walls, Railings, and Fencing

- Fixed an issue that prevented wall end caps from being created correctly when the outer wall layer had a thickness of zero.

5.6 Rooms

• Corrected a problem in which deck planks did not generate when a curved railing was present.

• Fixed an issue that sometimes prevented the Floor Defaults dialog preview from updating correctly when absolute elevations were edited.

5.7 Dimensions

• Fixed a case in which Auto Exterior Dimensions did not generate all necessary dimensions.

• Fixed an issue that prevented Automatic Exterior Dimensions from generating around railings.

• Fixed a problem that prevented some objects from being moved using dimensions using the Move Object option in certain situations.

5.8 Doors and Windows

• Fixed a problem that resulted in bay windows being deleted when the Delete Objects dialog was used to delete 3D CAD.

• Corrected a problem in which the display of symbol shutters applied to windows and/or doors would not turn off with their layer in camera views.

5.9 Cabinets

• Fixed an issue that prevented waterfall countertops from being included in the materials list.

• The Angle setting in the Hardware Orientation dialog is now restricted to be between -360 and 360 degrees.

• Automatic double door cabinet pulls no longer face the same direction when rotated.

5.10 Object Labels

• Fixed a problem in which a marquee-selected schedule could not be resized.

5.11 Text, Callouts, and Markers

• The Chief Blueprint font now supports Italic and Bold Italic styles.

5.12 Roofs

• Fixed a specific case in which an automatically generated roof was building differently in Version 2023 compared to prior versions.

- Fixed a problem that caused the roof in a legacy plan to be missing when the file was opened in Version 2023.

5.13 Framing and Trusses

- Fixed an issue that caused the parts of a boxed header to be assigned the Top Plate framing role.

5.14 The Library

- Fixed an issue that prevented texture names beginning with a space from being handled correctly when importing library catalogs.

- Fixed a problem that allowed the program's Library folder to be set to a write-restricted folder.

5.15 3D Rendering

- Fixed an issue in which elevation views would move slightly on each refresh when using certain Rendering Techniques.

- Fixed a problem that caused pixels from the opposite side of the screen to appear along the edges of Watercolor rendered views.

5.16 Pictures, Images, and Walkthroughs

- Fixed an issue that prevented images from exporting correctly if the display scale was greater than 100%.

5.17 Importing and Exporting

- Fixed an issue that prevented COLLADA export from working when the export location was on a network.

5.18 Materials Lists

- Fixed an issue that caused the Components panel in various dialogs to be blank on computers using a display scale of 175%.

- Fixed a specific case in which evaluation errors related to roof framing were incorrectly reported in Materials Lists.