

# Home Designer 2024 Update Notes

July 25, 2023

## 1.0 - General Notes

This is a list of the fixes and improvements to existing tools introduced in the 25.3.0 77 and 25.2.0.53 program updates.

## 2.0 - 25.3.0.77 Update Notes

### 2.1 Program Overview

- Fixed an issue that sometimes prevented dragging actions from working correctly on touch screens.
- Double-tapping on touch screens is no longer supported to avoid unexpected behavior.

### 2.2 Walls, Railings, and Fencing

- Fixed a problem that sometimes caused glass walls to inherit materials of connected walls.
- Fixed a specific case in which room moldings were incorrect at a 3-way wall intersection.
- Corrected a case in which pattern lines from a wall layer with a thickness of 0 would extend outside angled walls.
- Fixed a problem that resulted in the beam over a Post to Beam railing not clipping correctly under an Extend Slope Downward roof.

### 2.3 Doors and Windows

- Corrected a case in which window treatments would randomly resize.

### 2.4 Multiple Floors

- Fixed a problem in which the Insert Floor tool added a new floor instead of inserting one when a 3D view was active.

### 2.5 Roofs

- Corrected an issue that caused the Move handle for selected roof planes to be in an incorrect location when selected in a 3D view.
- Fixed a crash that could occur in certain plans when rebuilding the roof after editing the Framing Method and Pitch at the same time.
- Fixed a problem that caused ceiling holes to be created instead of deleted when the skylight above was deleted.

- Corrected a specific case in which unselecting some roof planes resulted in the program freezing.

## 2.6 The Library

- Added a message informing users when deleting a library tag that is being used in a saved library search filter.
- The ability to Cut items in the Library Trash and Paste them in the User Catalog has been restored.
- The Copy to User Catalog command has been restored for folders and catalogs.
- The Catalog Update Summary dialog will now use catalog names instead of referring to the filenames on disc.
- The Duplicate command has been restored to the contextual menu of items and folders in the User Catalog.
- The preview in the modal library browser dialogs now updates correctly when switching from a plan result to a selected web result.
- Corrected a case where the filter results would change to a random object after using Copy to User Catalog.
- Fixed an issue that sometimes caused the Filter Results to not be sorted in correct order after removing part of the current filter.
- When Library Browser panels are locked, their close button will now be hidden to prevent accidental closure.
- Fixed a problem that allowed Library Browser panels to be moveable when they were set to be locked.
- Corrected an issue that sometimes prevented the Library Browser Folder panel from showing the complete set of items when adding multiple objects to the library.
- Fixed a problem that resulted in an incorrect background color in the Library Browser Folders panel when a Color Theme was used.
- Improved the interface of the Advanced Search dialog.
- Unicode characters will now show in the Library Browser's Advanced Search filters drop-down list.
- The previews for molding profiles in the Library Browser are now drawn with thicker lines.

- The Advanced Search filter list for Manufacturer catalogs now only includes Manufacturers that are available for the current program title.

## 2.7 Symbol Objects

- Fixed an error that occurred when loading a plan containing a specific symbol.
- Fixed a problem that caused the program to hang when reading in a symbol from an older legacy plan.

## 2.8 3D Views

- The Depth Cue Start and End edit handles in plan view are now offset from a selected camera's line of sight so their display can no longer conflict with other edit handles.

## 2.9 3D Rendering

- Improved the interface of the Vector View panel of the Rendering Technique Options dialog.
- Fixed a problem that could cause the terrain to display incorrect materials while the Adjust Sunlight tool was used to move the sun in a camera view in specific cases.
- Fixed an issue that prevented mirrors visible in reflections from displaying the correct material.
- Fixed a crash that could occur when adding Grass Regions to the library.
- Corrected an issue that could cause line weights in reference models in 3D views to appear incorrect when certain Rendering Techniques were mixed.
- Fixed an issue that prevented Ray Casted Sun Shadows from working when the Generated Sky was in use.
- Fixed a rendering error that occurred when using the Extend Terrain to Horizon option.
- Corrected a problem that caused the sun to over-illuminate the interior of a house in Standard renderings when Shadows were turned off and the sun was moved.

## 2.10 Pictures, Images, and Walkthroughs

- Corrected an issue that prevented watermarks from appearing in walkthroughs on Mac Retina displays and Windows systems not set to 100% scaling.

## 2.11 Terrain, Roads, and Plants

- Corrected a specific case in which the terrain on Floor 0 would not rebuild with Auto Rebuild Terrain enabled.

- Fixed an issue that prevented the Number Style in the Grass Region Specification dialog from updating without closing and reopening the dialog.

## 2.12 Layout

- Fixed a problem that caused views sent to layout as Plot Lines with color when the view was not currently open would cause the view to appear incorrect in layout.
- Fixed an error that could occur when loading a layout file that included a Plot Lines cross section view from a plan whose link was invalid in the layout.

## 3.0 - 25.2.0.53 Update Notes

### 3.1 Program Overview

- Improved the spacing of tabs at various locations in the user interface when Color Themes are in use.

### 3.2 Toolbars and Hotkeys

- Resetting toolbars via the Preferences or Toolbar Customization dialog will now toggle on the display of toolbars if they were toggled off.

### 3.3 Window and View Tools

- Fixed a problem that sometimes caused the Close button to be missing on the tabs of side windows that were docked together.

### 3.4 Editing Objects

- Improved how Selected Side editing feedback displays on some objects when the Select Next Side edit tool is used.
- Fixed a crash that occurred when Undoing a Delete operation in a particular plan.
- Fixed a problem that sometimes prevented some edit handles from displaying when the Select Next Side edit tool was used.
- Fixed an issue that prevented snapping to some objects from working when using the Point to Point Move edit tool in 3D views.

### 3.5 CAD Objects

- Fixed a crash that could occur when creating a CAD block containing a Point to Point Dimension and Point Markers.

### 3.6 Walls, Railings, and Fencing

- Increased the range of allowed values for the Newels/Posts Bottom Offset value and the Raise Lower/Bottom value for rails and panels.

### 3.7 Rooms

- Corrected a specific case in which deleting and recreating an island room caused the program to hang.
- Fixed a problem that prevented Bay Windows over Deck rooms from building correctly in legacy plans opened in Version 2024.

### 3.8 Dimensions

- Fixed an issue in which dimensions to openings could be lost when moving walls using Edit Area.

### 3.9 Doors and Windows

- Fixed an issue that prevented Hinged Doors, Shower Doors, and Doorways from being pasted into railings.
- Fixed a problem that resulted in Barn Door rollers not moving with the sliding track correctly.
- Openings placed in Invisible walls now follow the "Display Openings Independent of Walls and Roofs" setting in the 3D Defaults dialog.
- Fixed an issue that caused mulled units with arched shutters in legacy plans to lose their arch.
- Fixed a problem in which the Match Arch setting for shutters could be disabled in mulled units in situations when it should not be.
- Fixed a problem that caused the back material of a Wall Niche to change incorrectly when the Set As Default edit tool was used.

### 3.10 Cabinets

- Fixed a problem that prevented Toe Kicks added in Chief Architect or Home Designer Pro from being removed in Home Designer Architectural or Suite.

### 3.11 Electrical

- Fixed an issue that could cause extra lines in the specification dialog previews for lighting objects.

- Electrical defaults will no longer lose their reference to a library object if the library object is renamed.

### 3.12 Foundations

- Fixed a problem that prevented the prompt to turn off Auto Rebuild Foundation when toggling the Floor Supplied by the Foundation Room Below setting.

### 3.13 Roofs

- Corrected a problem that caused Ridge Caps in legacy plans to build at an incorrect height.
- Fixed an issue in legacy plans in which switching roof planes to use trusses sometimes prevented the correct controls from being enabled in the Roof Plane Specification dialog.

### 3.14 Framing and Trusses

- Fixed a case in which ridge boards and rafters were incorrectly trimmed in overframed situations.
- Fixed an error that occurred when building wall framing in a specific plan.

### 3.15 The Library

- New View Online Folders option in the Folders panel of the Library Browser lets you see a list of Bonus and Manufacturer catalogs available online.
- Improved the interface of the Search Attributes dialog.
- The Search Attributes dialog can now be opened when multiple library items are selected.
- Fixed an issue that prevented the Duplicate option from being available in the contextual menu for some items in the User Catalog.
- Library Text searches now report the library folder path of items when returning results.
- Clicking on a top level library Category during a Search will now remove the previously selected folder from the current filter set.
- The name of the selected item in the Library Browser now displays in the Status Bar.
- The selection highlight color no longer displays on top of a selected object in the Library Filter Results.
- Improved the Material Map check box labels in the Advanced Search dialog to be more descriptive.

- Fixed an issue that prevented the folder structure from being maintained when duplicate library data was imported into the User Catalog.
- Fixed a problem that caused dragging a library folder to be slow in the Mac version of the software.
- The Tab key can now be used to navigate to the Folders panel in the Library Browser.
- The Close buttons on Library Browser panels can no longer be accessed using the Tab key, allowing a smoother experience with no accidental panel closing.
- Fixed a problem that could put Library Search results in a bad state when the Library Filter History was tabbing through quickly.
- A message now appears when leaving the Advanced Search dialog that prompts the user to save edited filters.
- In the Move to Folder dialog, selecting a folder via the Search now works the same as selecting a folder in the tree list.
- Fixed a problem that caused the library to no longer filter results when Search Subfolders was toggled off.
- Improved Library Search speed when certain filters are combined.
- Corrected an issue that could prevent Tags from being applied to a library object when there was a duplicate item in the same folder.
- Fixed a problem that prevented Manufacturer information from being saved for objects in the User Catalog.
- The Advanced Search dialog now has a Save All button.
- New Include Folders in Text Search option for Library Searches.
- Fixed an issue that caused the sizes of the Library Browser panels to change slightly when the program was closed and re-opened.

### 3.16 Symbol Objects

- Fixed an issue that prevented 3D symbol files from being imported when dragged and dropped into a plan view.
- The Sprinkler Specification dialog no longer has the Suppress Moldings option.



### 3.17 3D Views

- Fixed an issue that could cause elevation views to be extremely zoomed in when opened from layout.

### 3.18 3D Rendering

- Fixed a problem that caused black artifacts to appear in Skylight shafts when using certain shapes.
- Fixed an issue that caused surfaces to randomly disappear in a 3D views in the Mac version of the software.
- Fixed a rendering error related to Opening Indicators that could occur in specific cases.

### 3.19 Pictures, Images, and Walkthroughs

- Fixed an issue that caused the corner key frame indicators in the Walkthrough Preview side window to become distorted on higher resolution displays.
- Corrected an issue in which the Sun was turned off for new walkthroughs if the Walkthrough Defaults were edited.
- Fixed a problem that prevented the Walkthrough Preview Control Options menu from being accessed after a right click in the Walkthrough Preview area.

### 3.20 Importing and Exporting

- Fixed an issue that prevented 3D symbols from being placed immediately after being imported by dragging and dropping the file into a view.

### 3.21 Terrain, Roads, and Plants

- Fixed an issue that could cause artifacts to appear in Grass Regions when zoomed out.

### 3.22 Layout

- Fixed a problem that resulted in extra Plot Lines when the Backclip target was on a wall's surface.
- Improved the print quality of views sent to layout as Current Screen as Image with monitor scaling greater than 100%.