

Home Designer 2025

Update Notes

September 12, 2024

1.0 - General Notes

This is a list of the fixes and improvements to existing tools introduced in the 26.3.0.10 and 26.2.0.52 program updates.

2.0 - 26.3.0.10 Update Notes

2.1 Dimensions

- Fixed an issue that caused walls to move using the wrong "Move With" option in certain scenarios when moved using dimensions.

2.2 Framing and Trusses

- Fixed an issue that prevented marquee-selection from working correctly for wall framing in plan view.
- Corrected an issue that allowed wall plates, which do not display in plan view, to be selected when wall framing was marquee-selected in plan view.

2.3 3D Rendering

- Fixed some lighting issues that occurred on Macs running the new Sequoia OS.
- Fixed some cases in which lighting differences could be seen in sections of exported 360 Panoramic images.

2.4 The Library

- Addressed an issue in which a missing certificate prevented Library Browser catalogs from downloading.

2.5 Layout

- Fixed a problem that prevented colors assigned to CAD lines from being toggled off in a view sent to layout.

2.6 Printing and Plotting

- Fixed an error that occurred when printing a section view in a particular case.

3.0 - 26.2.0.52 Update Notes

3.1 File Management

- Fixed a problem that prevented an operating system file explorer window from opening after the prompt to manage archives appeared when saving a layout file.

3.2 Project Planning

- Corrected a problem that caused the Move edit handle to disappear when a Space Planning room box was group-selected with objects of other types and the Copy/Paste edit button was clicked.
- Fixed an issue that caused Space Planning room boxes to become unselectable after using the Space Planning Assistant if there was a previously placed room box already present.
- Improved performance when moving Space Planning room boxes.

3.3 Toolbars and Hotkeys

- Fixed a problem that sometimes resulted in the Edit Toolbar being inaccessible.

3.4 Displaying Objects

- Improved how Poché fill displays in the Technical Illustration Rendering Technique when the Cross Section Slider is in use.

3.5 Editing Objects

- Improved marquee selection of various object types including curved walls.

3.6 CAD Objects

- New Show Selected Edge check box on the Selected Line/Arc panels of the Polyline Specification dialog.

3.7 Walls, Railings, and Fencing

- Corrected a case in which incorrect moldings appeared in the Wall Specification dialog's preview pane.
- Fixed a crash that occurred after rebuilding framing for a particular wall in certain plans.

3.8 Rooms

- Corrected a case in which ceiling drywall did not follow the birdsmouth seat cut.
- Fixed some issues that caused the room diagram in the Room Specification dialog to be incorrect if certain layers were turned off in the default Layer Set for section views.
- Fixed a problem that caused dimension point markers to display in the room diagram in the Room Specification dialog.
- Fixed an issue that made it difficult to select rooms with Monolithic Slab Foundation specified in 3D views in some cases.

3.9 Dimensions

- Fixed an issue that caused dimension arrowheads in 3D views to display an incorrect color, depending on the view's backdrop color.
- Double-clicking the Automatic Dimensions parent toolbar button while a camera view is active now opens the Default Settings dialog.
- Corrected an issue that prevented Auto Story Pole Dimensions from generating for window/door headers unless Openings were specified in the Locate Objects panel of the Auto Story Pole Dimension Defaults dialog.
- Improved positioning of dimension line labels in legacy plans when opened in Version 2025.
- Fixed an issue that caused manually positioned dimension labels set to have their dimension text be "Above Line/Below Line" in legacy plans to be moved when opened in Version 2025.

3.10 Text, Callouts, and Markers

- Fixed an issue that caused numbers followed by a period to always be recognized as potential list bullets in Rich Text. Potential list bullets are now only recognized at the beginning of a

line.

- Corrected a problem in which copying and pasting a set of objects that contained both text and dimensions caused the text to paste in the wrong location.
- Fixed a problem that prevented the display scale in the Rich Text Specification dialog from being applied when the dialog was initially opened.
- Fixed an issue that sometimes caused the cursor to be placed in the wrong location after clicking in the text field in the Rich Text Specification dialog.
- Corrected an issue that caused spreadsheet content pasted into Rich Text to have incorrect spacing.

3.11 Doors and Windows

- Corrected a case in which Bay/Box/Bow Windows with raised floors placed into a thick wall didn't build correctly in 3D.
- Fixed an issue that prevented Bay/Box/Bow Windows from moving correctly when Reverse Plan was used.

3.12 Electrical

- Fixed an issue that allowed electrical objects to attach to cabinets, furniture, and fixtures despite those objects' layers being turned off.

3.13 Roofs

- Corrected a problem that caused roof eaves to generate incorrectly in a specific plan.

3.14 Framing

- Floor 0 is now listed in the Build Framing dialog in the Ceiling Framing drop-down list when framing is specified in the Ceiling Finish on Floor 0.
- Fixed a problem that prevented the framing for solid railing Pony Walls from displaying in plan view.
- Fixed a crash that occurred when creating a roof truss over certain horizontal walls in a specific plan.

3.15 The Library

- Folders can now be group-selected in the Add Link dialog.

- Corrected a case in which a sink inserted into a cabinet would resize every time it was selected and moved.
- Move to Folder has been restored to the Library Browser contextual menu.

3.16 Other Objects

- Fixed an issue that allowed placement of sloped corner soffits if sloped soffit was turned on in the Soffit Defaults dialog.

3.17 Materials

- Materials can now be selected from material defaults when accessing via the Adjust Area Light Material dialog.
- Removed the Opacity Map option for Transparent materials in the Define Material dialog.

3.18 3D Rendering

- Fixed a problem that prevented planar reflections from showing in Physically Based renderings.
- Fixed an issue that caused backdrops to appear pixelated when viewed through glass if the model was far from the drawing space origin.
- Fixed an issue that prevented mirror reflections in Standard renderings from working correctly when the screen size was taller than it was wide.
- Improved how Undo works when using the Adjust Lights dialog.
- Fixed an issue that resulted in incorrect exposure in Physically Based renderings exported as large images.
- Corrected a problem that caused exported Watercolor renderings to look different from the original view when exported as an image larger than the current screen size.

3.19 Layout

- Corrected a problem that resulted in missing lines in Plot Line views if the camera contained any images set to Always Follow Camera.
- Fixed an issue that caused elevation views sent to layout as Plot Lines to have a solid background if the view contained dimensions.
- Fixed a problem in which switching a Live View to Plot Lines caused the plot lines to not display correctly until the view was opened.