

Home Designer 17.3.2.2 Update Notes

October 14, 2015

1 General Notes

This is a list of the changes made to Home Designer 2016 in the 17.3.2.2, 17.3.1.1, 17.3.0.25, 17.2.0.69, 17.1.2.2, 17.1.1.3, and 17.1.0.51 program updates. Some of the items listed here apply only to Home Designer Pro 2016.

2 17.3.2.2 Update Notes

2.1 Installation

- Corrected a case in which a bad network connection would result in slow program launch.

3 17.3.1.1 Update Notes

3.1 File Management

- Corrected an Assertion failed error in Windows that occurred when trying to open a file from the task bar jump list.

4 17.3.0.25 Update Notes

4.1 Program Overview

- Corrected a serious error that occurred when Help> About was accessed in Trial versions of the software.
- Corrected an SEH in Windows when trying to open a file from the task bar jump list.
- Fixed a problem that caused program slowness in some areas when the Recent File List was particularly long.
- Fixed crash that occurred in any file browser dialog if the Dell Backup and Recovery application was installed on the system.

4.2 Editing Objects

- Corrected a serious error that occurred performing an Undo and Redo in a specific case.

4.3 Walls, Railings, and Fencing

- Fixed an issue that prevented the 'Generate on Lower Platform' option for railings from working correctly.

4.4 Rooms

- The default floor finish material can now be specified in the Kitchen/Bath/Utility Room Defaults dialog.

4.5 Roofs

- Fixed a problem that caused an automatic roof to build over the foundation under specific conditions.

4.6 Framing

- Corrected a serious error that occurred when a Joist Direction Line was copied on Floor 0 and pasted on the Attic floor.

4.7 Importing and Exporting

- Files imported from the Room Planner app now calculate the Living Area based on the specifications set per room in Room Planner.
- Imported PDFs are now placed in the Back Drawing Group, making it easier to trace over them.

4.8 Printing and Plotting

- Fixed an issue that prevented images from printing in color when 'Display Image in Color when Possible' was checked.

5 17.2.0.69 Update Notes

5.1 Overview

- Reduced the minimum size of some side windows to better accommodate space limitations on systems running low DPI settings.
- The last saved side window configuration is now restored in the event of an improper program shutdown.
- The Home Designer Help icon in the Mac version of the software now uses the Chief Architect logo.
- Improved recovery of data in some cases of file corruption.

5.2 Layers

- The layer that a selected object is on is now stated in the Status Bar in all Home Designer 2016 programs.
- Fixed a problem that caused Opening Indicators to draw incorrectly in certain cases.

5.3 Editing Objects

- Fixed a problem that caused slowness when right-clicking to select an object in the Mac version of the software.

5.4 Walls, Railings, and Fencing

- Fixed a problem that prevented an exterior wall layer from wrapping the end of walls with multiple framing layers intersecting Room Dividers.

- Fixed an issue that caused pony walls with ICF walls defined as the lower wall to display incorrectly at interior wall intersections in 3D views.
- Fixed an issue that caused Unconnected Wall indicators to display incorrectly at some wall intersections involving No Room Definition walls.
- Corrected a problem that caused railings to incorrectly generate end posts in some cases.
- Fixed a problem that prevented drywall from displaying above Half Walls in 3D views in some cases.
- Fixed a problem that prevented curved, single layer walls from displaying patterns on both sides in 3D views.
- Fixed a specific case in which the program would hang when a wall was deleted after the Edit Area tool was used.
- Fixed a problem that prevented an exterior Wall Covering from wrapping around the corners of CMU walls.
- Corrected an issue that caused a wall's exterior material to be visible on the interior side of a window with no casing when the wall had a thin Main Layer.
- Fixed an issue that resulted in an unneeded Attic wall in a particular situation.
- Fixed a problem affecting legacy plans that caused wall labels to display incorrect information.

5.5 Rooms

- The preview diagram on the Structure panel of the Room Specification dialog no longer moves when the dialog box is resized.
- Improved how Room Label dimensions are rounded.

5.6 Windows

- Corrected issues affecting the display of casing for some symbol windows.

5.7 Multiple Floors

- Improved functionality of the Reference Floor Display when a multiple floor plan is first opened.

5.8 Foundations

- Fixed an issue that sometimes prevented stem walls under Garage rooms from building to the correct height.
- Fixed a problem that caused foundation wall footings to extend out past their correct location in a specific situation.
- Addressed an error that could occur while drawing exterior walls with Auto Rebuild Foundation turned on.

5.9 Roofs

- Addressed a scenario in which an automatic roof incorrectly generated over Floor 1 instead of Floor 2.
- Fixed an issue that caused an unneeded “Cannot produce roof plane” error when an automatic roof was generated in a specific case.
- Fixed a problem that affected the appearance of extended flat roof returns with boxed eaves in 3D views.
- Fixed a specific case where railings were causing holes in the ceiling surface of the roof planes above them.
- Improved generation of roofs with second pitches in certain conditions.

5.10 Stairs, Ramps, and Landings

- Fixed a problem that caused stairs with a transparent fill to draw incorrectly when included in the Reference Floor Display.

5.11 Framing

- Improved framing and 3D modeling in a scenario where a stem wall foundation and monolithic slab foundation butted each other.
- Fixed a problem that prevented roof beams extending through two differently pitched roofs from following either roof pitch correctly.
- Improved ability to generate floor framing in one area of a plan while a non-framing material is assigned to the floor platform in another area.

5.12 Trusses

- Fixed an issue that caused Floor Trusses to build incorrectly in floor platforms hung on the inside of walls.
- Fixed a problem that prevented the Break Line tool from working correctly with 3D Molding Polylines in elevation views.
- Fixed an issue that caused gaps in room moldings above Railings and Half Walls in certain situations.
- Fixed several problems that prevented room moldings from wrapping the ends of peninsula or floating walls.

5.13 Electrical

- Improved how Outlets and Switches merge with one another in 3D views.
- Fixed a problem that caused Outlets and Switches to merge with one another in 3D views when they were on opposite sides of a wall.

5.14 Cabinets

- Corrected a problem that prevented the Object Eyedropper from applying hardware materials from one cabinet to another.

- Fixed a problem that prevented the toe kick material from displaying correctly when Flat Sides was turned off.
- Fixed several issues that could occur when the default cabinet front Separation size was set to 0.
- Fixed a problem that affected the generation of 3D surfaces on Custom Countertops with curved edges in specific situations.

5.15 Terrain

- Fixed a problem that caused the Rotate North Counterclockwise option in the Import Terrain Assistant to work incorrectly.

5.16 Other Objects

- Custom Backsplashes can now be created on the walls of Bay/Bow/Box Windows.

5.17 The Library

- Corrected some instances where a library object created in an imperial plan could be sized wrong if used in a metric plan, or vice versa.
- Fixed a problem that affected some legacy libraries imported into version X7 that resulted in some objects having the wrong 2D Block assigned to them.
- Correct an issue affecting the library previews when the Plant Chooser was used.
- Fixed an issue that caused objects added to a library in a legacy version to sometimes not have correct component materials when read into version X7.
- Fixed a problem that resulted in no search results in the Library Browser when 'Keywords' was unchecked in the Library Search Filtering Options.

5.18 3D Views

- New Software Rendered Overlay setting on the Render panel of the Preferences dialog addresses a problem that prevented horizontal lines from drawing in Cross Section/Elevation views on some systems.
- Improved the initial rendering speed of Standard 3D views.
- Fixed a problem that caused open cameras edited in floor plan view to sometimes not update correctly.
- Fixed an issue that sometimes prevented Toggle Patterns from working.
- Fixed several issues affecting the display of reflective Mirror objects in views modified using the Cross Section Slider tool.

5.19 Dimensions

- Corrected a case in which dimensions in a particular plan were different when opened in version X7 than they were in version X6.

5.20 Text, Callouts, and Markers

- Fixed an issue that created incorrect centering axes on Callouts and Markers in some cases.

5.21 CAD Objects

- Temporary CAD Points now always display in front of all other objects.
- Improved the drawing of arrowheads on curved lines.
- Fixed a problem that caused polyline fills to sometimes not match shape of polyline exactly.
- Fixed a crash that occurred when a text arrow was created in a particular plan that was the result of some corrupt data in the file.

5.22 Pictures, Images, and Walkthroughs

- Fixed an issue that caused a Walkthrough's height to sometimes dip when passing through doorways.

5.23 Importing and Exporting

- .SKP files can now be imported in the Mac version of the software.
- Fixed a problem that prevented pattern lines and fills from being clipped correctly when exporting to DXF from a layout page.

5.24 Printing and Plotting

- Imported .PDFs are no longer truncated when printed.
- The display of Line Weights is now turned on when Print Preview is toggled on.
- Fixed an issue that could sometimes cause certain files to print in grayscale when color was specified.
- Fixed a crash that could occur when printing in OS X 10.10 (Yosemite).
- Improved the speed of sending views to layout from plans that include symbols with a large 3D surface count.
- Fixed an issue that prevented layout views from updating to reflect changes to their layer sets in some cases.

5.25 Schedules and Object Labels

- Fixed a problem that caused schedules to resize incorrectly when group-selected.

5.26 Materials List

- Improved the accuracy of thermal envelope ceiling area calculations for sloped ceilings.
- Fixed a problem that prevented Custom Backsplashes from being reported in Materials Lists calculated for individual rooms.

- Fixed a problem that caused wall coverings to be reported incorrectly in Materials Lists calculated for individual rooms.
- Fixed an issue in the Materials List that caused decimal values to be incorrectly formatted after a list was saved.

6 17.1.2.2 Update Notes

6.1 Overview

- Fixed a crash that could occur when using a trackpad in OS X 10.10 (Yosemite).

6.2 Pictures, Images, and Walkthroughs

- Addressed a problem that caused some imported PDFs to have missing data when printed in Windows.

7 17.1.1.3 Update Notes

7.1 Editing Objects

- Expanded functionality of the Object Eyedropper tool to include doors and windows in Home Designer programs.

7.2 Materials

- Fixed a crash that could occur using the Material Painter in specific situations.

7.3 3D Views

- Fixed a crash that could occur on some systems with display drivers that only support OpenGL 3.0 or 3.1 when multiple 3D views were open.

8 17.1.0.51 Update Notes

8.1 Overview

- Addressed a concern where long file names could result in fewer view window tabs on screen, making scrolling with the arrow buttons necessary.
- Fixed an issue in the Mac version that prevented the mouse cursor from updating if the edit toolbar was floating rather than docked.

8.2 Toolbars and Hotkeys

- Fixed an issue that left the program focus on the Active Annotation Set Control drop-down rather than in the active window after choosing an Annotation Set.

8.3 Layers

- Fixed issues in the Layer Display Options dialog and Active Layer Display Options side window that prevented a newly created layer from being selected.

8.4 Creating Objects

- Decreased the minimum Snap Unit set in the General Plan Defaults dialog.

8.5 Walls, Railings, and Fencing

- Fixed an error that occurred when deleting a wall in a specific plan.
- Fixed an issue that caused Half Walls set to follow stairs to build incorrectly at landings.
- Fixed a case where a wall on the Attic floor with Roof Cuts Wall at Bottom checked was incorrectly cutting a hole in the ceiling on the floor below.
- Improved the display of walls generated between different ceiling heights.
- Fixed a problem that prevented the texture preview from updating when a wall layer material was changed in the Wall Type Definitions dialog.
- Fixed an issue that caused the footing under an unconnected framed wall to extend too far.
- Fixed a problem that caused gaps between changing ceiling heights when a roof was present.
- Fixed an issue that prevented the drywall layer of a wall from displaying in floor plan view when end of the wall butted into an invisible wall.
- Fixed an issue that prevented boxed eaves from trimming exterior wall layers correctly.
- Room Divider walls are now included in the Reference Floor Display.
- Fixed an issue that caused some attic wall intersections to display incorrectly in 3D.

8.6 Windows

- The ceiling of a Bay, Box, or Bow Window on Floor 2 or above can now be lowered after its floor has been raised.

8.7 Foundations

- Fixed a problem that caused footings under framed walls on the foundation floor to sometimes build at an incorrect height.
- Fixed an issue that caused the stem wall top height for automatically built foundations to be incorrect.

8.8 Roofs

- Corrected a problem that resulted in extra lines in frieze molding under a roof return in camera views using the Vector View Rendering Technique.
- Fixed a set of issues that affected flat roof returns with shadow boards.

- Fixed a problem that prevented large boxed eaves on a dormer from being correctly trimmed on the inside.
- Fixed an issue that caused a roof plane to become difficult to select after using the Display on Floor Above or Display on Floor Below edit tools.
- Fixed a problem related to Ceiling Holes and Ceiling Planes in a particular plan.

8.9 Framing

- Improved generation of some deck framing corner connections.
- Improved selection feedback for selected framing members generated in the bottom section of pony wall.
- Fixed a problem that prevented the Join and Lap Ends and Join and Mitre Ends edit tools from working correctly with roof framing.
- Improved the appearance of Posts in floor plan view.

8.10 Electrical

- Fixed a crash in the Electrical Defaults dialog in a particular plan.
- Electrical switches/outlets that have been merged now update correctly in 3D when they are unmerged.
- Fixed a problem that prevented feedback from displaying when editing electrical objects in 3D views.
- Fixed an issue that caused the object to sometimes incorrectly shift out of the preview window in the Electrical Service Specification dialog.

8.11 Cabinets

- Addressed an issue that caused the bottoms of base cabinets to be missing in certain scenarios.
- Fixed an issue that caused a selected cabinet to become disconnected from a wall if both it and the wall were selected and then Copied.

8.12 Trim and Moldings

- Fixed a problem affecting room moldings in the presence of a Room Divider wall in a specific case.
- Fixed a problem that caused the Remove Molding from Selected Edge edit tool to work differently than the No Molding on Selected Edge checkbox.

8.13 Other Objects

- The Edit Object Parts edit tool is no longer available for Material Regions and Custom Backsplashes.
- Fixed a problem that prevented the Reflect About Object edit tool from working correctly with Material Region and Custom Backsplashes.
- Fixed an issue that made it possible to rotate group-selected polyline solids about an incorrect axis.

- Fixed an issue where copying a Wall Material Region caused the original to no longer cut the wall.

8.14 Materials

- Fixed a problem that prevented the Eyedropper tools from working correctly when the Cross Section Slider was in use.

8.15 3D Views

- Improved editing in 3D views in plans with large numbers of electrical objects.
- Improved speed in exterior 3D views when Legacy Shadows are used.
- Improved snapping when editing the end points of Cross Section/Elevation camera symbols.
- Fixed a problem that resulted in missing or disconnected cross section lines in cross section views sent to layout.
- Fixed an issue that caused line styles to display inconsistently on surface edges in 3D Vector Views.
- Fixed a problem that prevented some surfaces from displaying when the Cross Section Slider was used.
- All surfaces removed using the Delete Surfaces tool will now be restored if a new 3D view is created.
- Fixed a problem that caused camera symbols in legacy plans to disappear after being modified.
- Fixed a problem that prevented the pattern named “Textured” from displaying in Vector Views.
- Corrected a problem that prevented 3D views from updating correctly when the Set As Default edit tool was used.

8.16 Rendering and Ray Tracing

- Fixed a problem that caused Stretch to Fit textures on walls to display incorrectly in ray trace views.
- Restored the ability to see the 3D backdrop image through parametric windows and glass doors in Technical Illustration camera views.

8.17 Dimensions

- Fixed an error in a particular plan that occurred drawing a vertical dimension line in an elevation view.
- Fixed a problem that caused Angular Dimensions to display Same Line type edit handles.
- Corrected a situation where an object could be moved using a dimension not present in the current view.
- Fixed a problem that sometimes prevented dimension arrowheads using the slash style arrow head from displaying.

- Fixed issues that affected moving and resizing Wall Material Regions using Temporary Dimensions.
- Improved dimensioning to Material Regions in floor plan view.

8.18 Text, Callouts, and Markers

- Addressed an issue where Text Lines with Arrow were not merging with previously created Leader Lines.
- Fixed a problem that occurred when pasting text in which a bulleted item was the first character of the selection.

8.19 Printing and Plotting

- Fixed a problem that sometimes resulted in too many pages being printed when using a paper size larger than the drawing sheet.
- Fixed an issue that caused the Print View dialog to take a long time to open in some situations.
- All settings from the last used printer are now remembered when printing.

8.20 Schedules

- Fixed a problem in the Mac version of the software that prevented schedules set to Include Objects from Room from retaining the room selection.

8.21 Materials Lists

- Fixed a problem that caused some Prices to incorrectly change when entered in the Master List.