



## Envisioneer 4.5c2 Update

### RESOLVED ISSUES

The following is a list of technical problems that have been resolved in the Envisioneer 4.5c2 update.

#### Building

- Issues with opening geometry in extruded walls have been resolved.
- When inserting a niche, you can now specify which side of the wall you want to insert it on.
- Potential for crash when viewing a circular window in 3D view has been resolved.
- Louvered shutters are now displaying properly on larger windows.
- Opening trim no longer appears stretched on vertical edges.
- Custom trim applied to a wall is now displayed when the drawing is re-opened.
- Runtime Error when inserting a certain railing type has been resolved.
- Inconsistencies with arc creation when defining a profile have been resolved.
- Editing a surface using its grips no longer corrupts the surface.
- You can now change the height of a portal frame column.
- Using the Shed Builder Wizard when Hardware Acceleration is turned off no longer causes a crash.

#### Landscaping

- In versions that do not contain the Plant Encyclopedia, you can now change the height and width of plants.
- (French version) Clicking OK in the Irrigation properties dialog no longer causes a crash.

#### Model View Tools

- Circles are now trimmed correctly (to the trimming edge).
- When using the Text with Leader tool with the 'Multiple Text Insert' option enabled in the Leader dialog, leaders are now created correctly when inserting multiple text strings.

#### Worksheet View

- Selecting the Boundary Hatch command no longer causes a crash.
- Issue with selecting hatch boundaries has been resolved.
- When selecting hatch boundaries, pressing the spacebar on your keyboard now returns you to the Boundary Hatch dialog, as documented.
- The Boundary Hatch dialog now displays the last pattern selected in the patterns drop box.
- Hatch patterns created with the Boundary Hatch command are displayed properly.
- Issue with hatch patterns not holding has been resolved.
- Hatching no longer leaks when applied to doors with sidelites.
- Curved portions are now recognized when offsetting a boundary hatch.

- Using newly loaded hatch patterns no longer causes a crash.
- When a hatch object is selected in *Windows XP*, the labels in the Object Properties panel are now displayed using the correct background color.
- When multiple hatches are selected, the Style field remains empty to account for all hatches selected, rather than displaying the style of one of the hatches.
- Text inserted with the Text tool no longer overwrites content on the *Windows* Clipboard.
- Restrictive controls for invalid text entities have been added to the Text dialog.
- The Reset Dimension Text button in the Object Properties panel is now functioning properly.
- Can now resize an inserted image when Ortho is on.
- Restrictive controls for invalid characters (tilde, leading and trailing spaces) are now present when naming blocks.
- Potential for program crash when exploding the default border has been resolved.

### **Viewing & Selection**

- In Model View, selecting the Patterned display mode while in 2D Plan View now displays patterns instead of solids.
- Zooming to the extents of a drawing accounts for members that were previously seen as invalid.
- The program no longer crashes when you close all view windows from the View Manager and then try to add a new one.

### **3D Real View™ Rendering**

- Niche openings now display materials when rendered.
- The back face of a niche now renders properly.

### **Estimating & Calculating**

- Issue with report template variables reverting back to a 'Count' value has been resolved.
- (French version) In the Formula dialog, the Length variable is now linked to the correct information.
- (French version) The Location Filter in the Project Estimate dialog is now working.
- Area/Perimeter Calculator no longer fails on large buildings.
- Room Region boundaries are now being specified properly.
- A 'Display Currency' check box has been added to report templates, providing the option to suppress currency symbols.

### **Application & Interface**

- The program will now function if someone other than the person who installed the program is logged in.
- Issues with GDI resources increasing and not being released when switching between Model View and Worksheet View have been resolved.
- The Apply button in the Program Settings dialog is now active when you tab out of edit boxes.

- When defining settings on the Units of Measure page in the program settings, all controls are now properly updated.
- In *Windows Vista*, the catalog pane now highlights element selections correctly.
- The Materials pane updates correctly to display the selected material when using the Materials Eyedropper.
- On the History tab of the Materials pane, the last selected material is now highlighted.
- The 'Search' function in the online help is now functioning properly.

### **Catalog & Property Pages**

- Selecting 'Custom' on a wall's Trim properties page no longer causes a crash.
- In Trim properties, a 'Uniform Scale' check box has been added to the Rectangle trim type.
- In the Members properties dialog, the variables for the 'Lip Z' type have been corrected.
- (French version) Editing the size of a door in the French catalog no longer causes a crash.
- In the Material Properties dialog, clicking the browse button to select a Pattern or Manufacturer now updates the associated drop list correctly.
- (Metric version) The Materials Filter library has been corrected.
- Issues with renaming items in the Patterns library have been resolved.
- Tabbing in the Add Pattern dialog no longer causes a crash.
- Images can now be specified for logos in the Manufacturers library.
- When Hardware Acceleration is turned off, the preview pane in element property pages no longer displays a 3D background.
- Deleting a default group from a newly created catalog no longer causes a crash.

### **Import/Export/Files**

- Issues with inserting and exploding a DWG file have been resolved.
- Potential for a Runtime Error when exporting a drawing to DWG format has been resolved.
- Potential for crash when importing a CAD file has been resolved.
- Issues with resource matching when importing a block have been resolved.
- Potential for crash when importing a DWG file to replace a light has been resolved.
- When importing an object, the default file type is the last one that was selected.
- Sample drawing *Sample6.bld* no longer crashes when the Generate Project Estimate tool is selected.