

VisualARQ ChangeLog

Beta 1 (June 2, 2008)

New features:

- Materials for walls, doors, windows and stairs.
- Automatic texture mapping coordinates are generated.
- NURB-path walls are extended to their connected walls.
- All kind of curves can be used to create walls.

Fixed bugs:

- Document tolerance is now used in almost all internal calculations.
- VA_WallFromCurves: 0.0 height values are not accepted anymore.
- When entering 0 in a VisualARQ command, the origin (0, 0, 0) is used.
- Fixed 3D representations of stairs.
- Several crash bugs fixed.
- Doors and windows can be inserted in walls that are not in the first floor.
- The stps of doors and windows is now drawn in 3D.
- The frame of doors and windows is now adjusted to the wall width when specified.
- When calculating spaces, the reference point of the space is always inside the space.
- Spaces and stairs can be picked by clicking on the texts.

Changes:

- New and better toolbar icons.
- A layer is not created for every floor.
- Objects are now block instances instead of BREPs.
- File format has changed. Files from previous version cannot be opened.
- Expire date is now August 31, 2008.

WIP5 (February 28, 2008)

New commands:

- VA_WallExtendToSrf.

New features:

- Object 3D generation is now much faster.
- Custom grips for wall objects. Now it is easier to extend walls ends and height.
- Wall height can be by style.
- Wall top extension to surface. It is associative until original surface is delete.

Fixed bugs:

- Buttresses were not correctly calculated in walls with a small angle.
- Fixed a crashbug when creating walls from NURB curves.
- VA_SlabAdd and VA_SlabSubtract work now with curves that are not in the slab plane.
- Column size was not copied when duplicating columns.
- Doors and windows cannot be inserted into hidden walls.
- Fixed a crashbug when trying to close Rhino when some objects VisualARQ were still selected.
- Walls with a NURB path are now drawn with a more correct precission.
- Control points use the correct color, as specified in Rhino options.
- Fixed a save bug that may produce 3DM with VisualARQ data corrupted.
- Some snaps weren't working for VisualARQ objects.

- Fixed VisualARQ objects picking.

Changes:

- Rhino 4.0 SR1 (or higher) is now required.
- Expire date is now May 31, 2008.

WIP4 (December 21, 2007)

New commands:

- VA_SlabCreate
- VA_SlabAdd
- VA_SlabSubtract
- VA_SlabChangeThickness
- VA_FloorManager
- VA_SetCurFloor
- VA_OpeningFromCurve
- VA_DoorFromCurve
- VA_WindowFromCurve
- VA_CreatePlanView
- VA_EntityDefaults: To specify default layer name/color for new objects.
- VA_DisplayReps: To specify global display attributes.

New features:

- #1692: Added a properties page for walls, columns, doors and windows.
- #1697: VisualARQ commands are now scriptables (without dialogs).
- #1651: Realtime length dimension when draggin walls.

Fixed bugs:

- #1757: After modifying an style, objects using this style are automatically updated.
- #1647: Doors and windows where misplaced when dragging several objects.
- #1648: Doors and windows can be dragged vertically.
- #1669: Walls with an arc path disappear in Top view after inserting a door or a window.
- #1741: Walls with zero length are omitted when inserting doors or windows.
- #1763: After doing a TRIM of a wall, if you do an UNDO, Rhino crashed. This is now fixed.
- #1762: The toolbar icon 'Wall From Curves' was wrong.
- #1767: Fixed a crash bug that occurred as a result of a conflict with RDK/Displacement.
- #1761: First added door or window has a different size from the rest.
- #1675: VA_Update commands sometimes appeared to do an UNDO.
- #1679: Crashbug when doing a vertical copy of several objects. This is now fixed!
- #1680: Preview in VisualARQ dialogs stopped working.
- #1682: There were errors in areas calculation.
- #1743: Deafult door height when creating a new door style is now 1 meter.
- #1756: Default column size is now 0.30 x 0.30 meters when creating a new column style.

Changes:

- #1672: Changed command prefixes to VA instead of VisualARQ.
- UNDO/REOD has been improved again.

WIP3 (October 25, 2007)

New commands:

- VisualARQ_WallAddSolids
- VisualARQ_WallSubtractSolids
- VisualARQ_WallExtractSolids
- VisualARQ_Purge: Cleans document from VisualARQ data.

New features:

- Walls can have added/subtracted custom geometry.
- Walls are now real 3D: they can be positioned everywhere in the space with any orientation.
- #1645: Works with imperial unit system.
- #1686: When a VisualARQ object is replaced by a Rhino native BREP, an alert message is shown.
- #1676: The installer copies VisualARQ templates to the default Rhino template folder.
- #1676: VisualARQ toolbar is loaded automatically the first time.
- If there isn't VisualARQ data in the document, Tibidabo doesn't save plugin data to 3DM, so Tibidabo and VisualARQ won't be loaded when trying to open that 3DM.

Fixed bugs:

- Just after install VisualARQ, Rhino crashed immediately at start.
- #1684: During a VisualARQ command, it wasn't possible to select by window mode.
- #1677: Walls couldn't be moved vertically.
- #1678: When a grip was moved, VisualARQ objects were drawn incorrectly for a moment.
- #1671: In a non-meter document, wall interior components were drawn incorrectly.
- #1683: When asking for space name, the space hatch is shown to recognize it.
- #1682: Some space calculations failed.
- There was an error in the license checking.
- Fixed a bug produced by some Rhino commands that added new objects with a UUID used by a deleted object.
- Fixed a crash bug at Rhino exit.
- Sometimes previews were always blank.
- Circular profiles couldn't be used for door/window styles.
- #1681: Doors with a roman profiles were not shown in 3D.
- #1674: In doors with more than one leaf, 3D representation of leaves were not correct.
- In a document without any hatch pattern, the command VisualARQ_Space crashed.
- Edit boxes didn't work if they had spins.
- Fixed a strange conflict between VisualARQ and V-Ray when inserting doors and windows.
- Fixed a crash bug when an autosave occurred.
- VisualARQ_RoofSubtract command crashed if after a roof subtract, the roof becomes null.
- Fixed a crash bug, that occurred just after trying to do an UNDO of the first modification after opening a document.
- It wasn't possible to select a roof until it was modified.

- In localized versions of Rhino, edit boxes sometimes did not work.
- If a document with VisualARQ hidden objects was saved, those objects were saved corrupted.
- Sometimes, Rhino crashed when opening a document with walls.
- Bug where the previews stopped working and were always blank until Rhino was restarted, has been fixed.
- Section views didn't work.
- Fixed a crash bug, that occurred when editing styles if Displacement/RDK plugins were installed.
- Fixed a crash bug, that occurred when opening a file with block instances that was used and saved with VisualARQ.

Changes:

- Binary files have been renamed from .DLL to .TBA/.TBX to avoid collisions with other plugins.
- Added imperial (feet and inches) template.
- The "Replaced VisualARQ object" alert dialog isn't shown for VisualARQ commands.
- Expire date is now December 31, 2007.

WIP2 (June 21, 2007)

New commands:

- VisualARQ_RoofCreate
- VisualARQ_RoofAdd
- VisualARQ_RoofSubtract
- VisualARQ_RoofChangeSlopeAngle
- VisualARQ_WallsFromCurves

New features:

- Added roof object.

Fixed bugs:

- #1636: Selection highlight color didn't work in rendered views.
- #1637, #1659: Some osnaps weren't working, specially in 3D views.
- #1638: Perimeter in areas was always 0.
- #1646: Crash when trying to Scale 1D any VisualARQ object.
- #1653: Trying to join two walls became an invalid object.
- #1654: Objects meshes sometimes were invalid after doing an UNDO.
- #1655: When asking for the start point of a wall, typing "0" just picked the cursor point, and not the point (0,0,0).
- #1656: Highlight color in selection menu didn't work.
- #1667: If a non-meter template was used, windows had 0 elevation.
- UNDO/REDO have been improved a lot.

Changes:

- #1657: All VisualARQ objects were considered curves. Now they're breps.
- #1661: Default color for railings now is red instead of yellow (default selected color).
- VisualARQ object type names aren't all uppercase, and use single/plural forms.

WIP1 (May 5, 2007)

- First public release.