

Update Enhancement List

Improvements made in Update 1 build (20110622_0930):

Autodesk® Revit® Architecture 2012 Enhancements

- Enables visibility of hidden elements from linked files when project is upgraded.
- Improves stability when using Create Similar to add a new railing.
- Improves stability when editing dimension location.
- Corrects the elevation value on Spot Elevations through linked files.
- Improves spacing consistency between the dimension text and leader line.
- Improves performance when working with perspective views.
- Improves hatch pattern display in split section or callout views.
- Improves the visibility of decals in Realistic Materials view mode and Renderings.
- Correctly updates door and window frame when the size of a window or door is modified.
- Improves stability when changing Phase while using the Trim/Extend Multiple Elements tool.
- Improves stability when loading a mass family into a blank project.
- Improves stability when saving project.
- Improves consistency of filters (Views, Layers, etc.) after synchronizing with Central file.
- Improves stability when exporting view to Image when "create browsable web site" option is utilized.
- Improves consistency of Arc Length dimensions when exported to DWG format.
- Improves placement of view geometry within exported DWG to limit overlapping geometry.
- Improves stability when exporting a family to SAT format.
- Improves consistency of family parameter behavior for In-place Families.
- Improves stability when creating mass floors from hemisphere shaped mass.
- Ensures that only unused materials will be deleted by the command "purge unused".
- Improves stability while working within the Materials dialog.
- Improves placement of multiple Point Clouds into a single project.
- Improves color assignment to point clouds when imported into a project.
- Improves stability while using Print Preview.
- Improves stability when renaming sheets within the Project Browser.
- Improves performance when regenerating walls.
- Improves consistency of the model view regeneration after changing settings in the Render dialog.
- Improves stability when editing a Topo Surface.
- Improves stability when opening the preview pane while editing a building pad.

- Improves stability when creating a duplicate view.
- Improves performance when changing location of stacked walls.
- Improves accuracy of parts scheduled in multi-category material takeoffs.

Autodesk® Revit® 2012 API Enhancements

- Corrects an issue where Revit file corruption occurs if Extensible Storage is added to the model and a second schema is instantiated.
- Corrects an issue where extensible storage added to an element type prevented that item from being transferred via Transfer Project Standards.
- Corrects an issue where Analysis Visualization Framework entities attached to structural analytical model element references didn't properly display.
- Enables overload for AnalysisDisplayColorSettings.GetIntermediateColors() which returns the desired color settings.
- Enables the method Document.Import(string, string, DWGImportOptions) to work for DXF files as well.
- Corrects an issue where parameters added to families via the API would not accept negative values.
- Corrects an issue where NewRoom(Room, PlanCircuit) failed due to improper validation.
- Corrects instability where access to geometry objects would sometimes fail due to memory errors. For certain operations where a top-level GeometryElement was returned to an application, which extracted geometry from it, the top-level GeometryElement could be garbage collected prematurely while the application was still using some of the extracted geometry. The fix ensures that the garbage collector knows of the relationship among the different geometry objects.
- Corrects instability caused by invocation of the DocumentOpened event when worksets were accessed in the central file. The fix prevents the events from being raised in these situations, which are not true instances of documents being opened in the local session of Revit.
- Corrects documentation for FamilyInstance.FromRoom and ToRoom. These properties access the values similar to what is seen in schedules, and may be modified at will by the user. The previous documentation implied that the values were a result of geometric analysis of the rooms the doors or windows are adjacent to.