

What's changed in UDesign 10.9.0?

We're constantly improving UDesign based on feedback from our users and development requests. This major release includes:

- April 2026 price increase.
- Quicker, more efficient wall and window editor.
- Brick Slips and mortar can now be specified and priced directly from Ultraframe. Soldier course and Brick reveals around apertures can now be specified.
- Stratus flat skylight now available as an option on FlatRoof designs.
- Special RAL finishes can now be specified as either a standard smooth, or foiled product.
- Preference to only calculate prices when requested, resulting in optimised software performance.

A comprehensive list of other enhancements and bugfixes included in this version is detailed below:

Ultraframe

- FB27547 - Cill Depth validation in UltraRoof editor form no longer fires incorrectly when toggling between Frame Stiffener and Gable Re-Enforcement.
- FB27557 – UltraRoof structural checks now calculate based on the worst-case scenario in the rare event that a user selects mixed glazing panels of different weights/thicknesses.
- DevOps570 – Updates to allowable Goalpost leg/connection types for Goalposts in hup! designs.
- DevOps572 – Goalpost leg offsets corrected for inline posts where the adjacent frame has brick above.
- DevOps573 – Goalpost drop below DPC height now only required when the connection type is 'Leg'.
- DevOps727 – LivinRoof SDG upgrade/minimize behaviour now works consistently for left and right wall bars.
- DevOps1375 – Brick Alignment calculations for dwarf wall beneath window frame have been corrected when using Brick Slip product.
- DevOps1395 – Cladding thickness and weight are now reset when toggling between a Ultraframe specified finish and a user specified finish.
- DevOps1781 – Goalpost headers beams are prevented from being linked to legs, in cases where the leg offset effectively places the leg onto the next or previous wall.

3D

- FB28778 – Fix to cladding visuals on brick pillars on designs where a packer is used.
- DevOps960 – Mullions in UltraRoof gable ends are now drawn in the correct position in 3D when aligned to the window frames beneath.

Interface / General

- FB27545 – Reports file tree no longer duplicated when Global and Roof System report folder share the same path.
- DevOps460 – Roof Vent Glazing drop-down in Order Details only populates with valid glazing materials.
- DevOps467 – Switching tab on the main form now updates the form correctly when the focus is on the Ancillary Extras grid.
- DevOps926 – Ventilated eaves markers are now drawn in the correct position on elevation drawings for walls which start with a Box Gutter.
- DevOps1756 – UI fix to remove artefacts previously visible when clicking into **Order Details> Roof > Options**.
- DevOps1459 – Database users can now store notes and attachments against jobs in the database, by configured the preference in **Plug-in Preferences > Database > Basics**. Custom note groups can be maintained in **Settings > Database > Note Groups...**
- DevOps1702 – Auto-assembly sequence is now closed down cleanly upon closing a job to prevent crash upon creating subsequent job.
- DevOps1763 – Stopping or closing the auto-assembly now returns the model to it's fully built state.

Roof

- DevOps1290 – Dragging a tiebar now snaps it correctly to a rafter pairing on slopes which have a cutout at the left.
- DevOps1316 – Roof vent types which are configured with either locked height or widths are now restricted from being edited.
- DevOps1340 – Roof glazing sheets with staggered bases, such as on cutouts can now have a fixed, are-based or percentage uplift configured in roof glazing file.

- DevOps1761 – Collision detection on tiebars to prevent multiple tiebars being added at the same location, when either applying via the menu, or by dragging an existing tiebar to the same location as another existing one.
- DevOps1786 – Rapid Apply feature is disabled for Jack/Splay of rafters when the bar being clicked is a hip, as this is not applicable.

Frames

- FB27546 – Transoms in raked frame windows no longer disappear when they are set at eaves height.
- DevOps1195 – Window style for frame directly beneath a gable peak is now correctly identified and pricing is corrected as a result.
- DevOps1319 – Resetting a door to a window by setting vent type as 'None' now resets the associated cill from a door cill to a window cill.
- DevOps1430 – Multi-selecting windows frames which have different Brick Above Frames height no longer crashes.
- DevOps1785 – Changing a frame to a full height wall now removes the Brick Above value to ensure the wall and selection hatching is created correctly.

Ancillaries

- FB27510 – Ancillary calculations can be exported and imported in the AncillaryEditor, for easier data maintenance.
- FB27538 - Ancillaries configured with a pricing area of 'UF Cornice' now markup and discount by the appropriate values.
- FB27541 – Ability to set the Costing Area for each Ancillary Extra.
- DevOps455 – Multi-choice ancillaries can now be marked-up and discounted correctly when using the **Price Ancillary** filter in new markup discount model.

House Designer

- DevOps959 – Advanced Wall Kind and Height controls are now correctly licensed for House Designer Pro licenses.
- DevOps1414 – Internal house walls can now have windows and doors added.

Reports/Printing

- DevOps411 – Editing report header and footers no longer results in them disappearing.
- DevOps1136 – FlatRoofConfirmation image report field now gets correct extents, to prevent the drawing being cropped in some cases.
- DevOps1339 – The print option **in Basework Tab > right-click menu** now prints rotated dimension label text correctly.
- DevOps1568 – New Boolean report field **IsTiled** in DrawingData report source.
- DevOps1754 – Editing a window frame using the grid now forces a rebuild of the base in the event the change results in a wall return being created or modified.
- DevOps1755 – Copying a style across wall now forces a rebuild of the base in the event the change results in a wall return being created or modified.

Order Details/ Preferences

- DevOps470 – Default internal door cill can now be set correctly, distinct from Internal window cill.

Functions

- FB27555 – GableFrontCount now returns the correct value in some cases that were previously incorrect.
- DevOps724 – HasTilesAtLeft now corrected when evaluated on rafters which was previously incorrect in some cases.
- DevOps1351 – HupBaseArea now returns the correct value for complex P/T shape designs.
- DevOps1858 – New evaluable function ContainsCladdingKind() which accepts a string parameter.