



CUBIT

the natural estimator

Version 10

Release Notes



buildsoft.com.au

10.0.10 Release

27 Aug 2020

Fixes

- Fixed an issue where Importing a Job having composite **Picked Rates** as a New job and creating a copy of it would have the **Estimate Total** in the **Rate Sheet** instead of the **Picked Total**.
- Fixed an issue where creating a **Price List** from a **Job Template** having **Picked Rates** from **Bartender** would have inconsistent rates. Previously affected Price Lists will not be fixed.
- Fixed an issue where creating a copy of a Job having **Picked Rates** from **Bartender** would sometimes be affected if the **Estimate** rate had a **Reference**. Existing jobs with the issue will not be fixed. If you import a Job from Cubit 10.0.9 or earlier, the values might be incorrect.
- Fixed an issue when referencing the rate of an item and exporting the Job would export the **Picked Rate** instead of the **Estimate Rate**. Existing jobs with the issue will not be fixed, unless the job is reimported after updating to Cubit 10.0.10.

Known Issues

- There is a known Performance issue where **Sending** a Job to **Bartender** and **Receiving Picked Rates** from **Bartender** is sometimes slow.
- There is a known issue where an incorrect rate would be displayed when you **Export** a Job after unselecting the **Include Calculation Sheet** or **Rate Sheet** (that are included by default).
- There is a known issue where the **Variation** report will not display the default description.

10.0.9 Release

23 Jun 2020

Improvements

- We have improved the default **Quantity Rounding** to **Round Up**.
- We have improved how windows and messages are displayed in Cubit. By default, windows will open on the active monitor.

Fixes

- Fixed an issue where selecting a **Grouped View** might cause a delay before being shown.
- Fixed an issue where a Job is exported by excluding its Bartender Picked Rates would get exported with Picked Rates.
- Fixed an issue where merging 2 jobs in a **Job Revision** would create a Job where you would be unable to complete the revision.
- Fixed a rare issue where sometimes **Auto Select** would not takeoff Shapes on some Plans.
- Fixed an issue where copying and pasting Job that has Bartender **Picked Rates** might display incorrect rates.
- Fixed an issue where moving your **Plan** in the **Viewport** would revert back to its initial position when the **Plan** is reopened.
- Fixed an issue in the **Rate sheet** where you would not be able to clear values in the **No.** column using backspace.
- Fixed an issue where some **Constant Codes** were not matching their Descriptions.
- Fixed an issue where updating **Company** while importing a **Job** that was previously exported would remove the Company information.
- Fixed an issue where inserting a formula that has missing reference from a **Template** would display an error message.
- Fixed an issue where a **BOQ** with long Closing text would not print correctly.

- Fixed an issue where deleting a Rate item would not recalculate the Rate Total.
- Fixed an issue where the **Tax** value would be removed when using **Import Global Job**.
- Fixed an issue where **Reference List** would sometimes appear in large dimensions.
- Fixed an issue where you would not be able to import a Job into Cubit 9 that includes a 2D Plan Revision exported from Cubit 10 using **Cubit 9 Compatibility CBX**.
- Fixed an issue where deleting an Estimate item that has reference to its quantity would display an error message.
- Fixed an issue where sending Job to Bartender, a success message would get displayed even when Bartender was displaying error messages in certain instances.
- Fixed an issue where a **Grouped Job**, grouped based on Quantity codes would incorrectly display items that were **Excluded from Total**.
- Fixed an issue where some saved reports containing Bartender information would display an error message.
- Fixed an issue where **BOQ** page numbers would not line with the columns correctly.
- Fixed an issue where creating references to **Openings** and performing **Job Update** would display an error message.
- Fixed an issue where **Grouped Views** were displaying items that were **Excluded from Total**.
- Fixed an issue where you would not be able to edit **Variation Details**.
- Fixed an issue where the checkbox in **Insert from Pricelist** would not be editable if you were using a resolution of 4K or higher.
- Fixed an issue where you would not be able to resize the **Colour** column in the **Item sheet**.
- Fixed a rare issue where rate items marked as **Excluded from Total** were not transferred to Global Estimating correctly.
- Fixed an issue where sometimes selecting multiple line segments of a **Shape** in the **Details** and clicking on one, would rename the **Description** of all selected lines.
- Fixed an issue where editing a **Quantity** that was used as a source of a reference in a **Calculation sheet** would display an error message.
- Fixed an issue where sometimes editing formulas in the **Formula Bar** would display an error message.
- Fixed an issue where the **Grouped View** total was incorrectly displayed when one or more Variation Items were set to **Finalised**.
- Fixed an issue where sometimes creating reference to windows would display an error message.

- Fixed an issue where a Job created from a Price List would have its **Quantity Rounding** set to **Exact** by default.
- Fixed an issue where the visibility eye icons in **Shapes** pane would be set to hidden when adding BIM revision.
- Fixed an issue where indenting or unindenting the last row in the **Item sheet** or **Rate sheet** would lose the Item's highlight.
- Fixed an issue where deleting the last row in the **Openings** library after clicking the **Listed** checkbox would become unresponsive.
- Fixed an issue where sometimes updating a **Job** after changing an Item in the **Rate Sheet** from a **Template** would display an error message.
- Fixed an issue where sometimes keyboard shortcuts would not work when Cubit is opened across multiple monitors.
- Fixed an issue where the visibility eye icons were appearing very small if you were using a resolution of 4K or higher.
- Fixed an issue where **Cascade** selection in **Insert from Pricelist** would be set incorrectly.
- Fixed an issue where **View in Viewport** would not work for closed Plans.
- Fixed an issue where Estimate item would not get highlighted when selecting an item from its corresponding Calculation sheet for **Designer Black** skin.
- Fixed an issue where copying the **Quantity** from the row above using **F4** key in the **Item Sheet** would not copy down its Rounding information.

Known Issues

- There is a known issue where the Variation report will not display the default description.

10.0.8 Release

15 May 2020

Fixes

- Fixed an issue where editing your **Item Sheet** by double clicking in some conditions would display an error message.

Known Issues

- There is a known issue where you can't import a Job into Cubit 9 that includes a 2D Plan Revision exported from Cubit 10 using **Cubit 9 Compatibility CBX**.
- There is a known issue where merging two jobs in a **Job Revision** will be unable to complete the revision.
- There is a known issue where selecting a **Grouped View** causes a delay before being shown.
- There is a known issue where the **Tax** value will be removed when using **Import Global Job**. Ensure you check, and set where applicable, the **Tax** field in Cubit to ensure your estimate totals are correct.
- There is a known issue where the Variation report will not display the default description.
- There is a known issue where some dialog windows, such as **New Job, Insert Plan, Scale Plan**, among others, are sometimes opening off screen when using multiple monitors. If you encounter this issue, press **Shift + Windows key + Left** or **Shift + Windows key + Right**.
- There is a known issue with **Relative Referencing** when you have a missing reference. An error message might be displayed under some circumstances.

10.0.7 Release

29 Apr 2020

Fixes

- Fixed an issue preventing users from **merging** two or more Jobs together.
- Fixed an issue preventing users opening a job that has been created with copies of the same **Job** using **Job Merge**.

Known Issues

- There is a known issue where you can't import a Job into Cubit 9 that includes a 2D Plan Revision exported from Cubit 10 using **Cubit 9 Compatibility CBX**.
- There is a known issue where merging two jobs in a **Job Revision** will be unable to complete the revision.
- There is a known issue where selecting a **Grouped View** causes a delay before being shown.
- There is a known issue where the **Tax** value will be removed when using **Import Global Job**. Ensure you check, and set where applicable, the **Tax** field in Cubit to ensure your estimate totals are correct.
- There is a known issue where the Variation report will not display the default description.
- There is a known issue where some dialog windows, such as **New Job**, **Insert Plan**, **Scale Plan**, among others, are sometimes opening off screen when using multiple monitors. If you encounter this issue, press **Shift + Windows key + Left** or **Shift + Windows key + Right**.
- There is a known issue with **Relative Referencing** when you have a missing reference. An error message might be displayed under some circumstances.
- There is a known issue where editing your **Item Sheet** under rare circumstances would display an error message. Reopening your **Job** would temporarily fix this issue.

10.0.6 Release

23 Apr 2020

Enhancements

Job Revision

You can now better manage revisions in Cubit, including the added ability to revise BIM models. You can begin a **Job Revision** at any time, and it creates a temporary state for your Job, so that you can efficiently manage Revisions.

You will be able to name your Revision, and there is no limit to the amount of Revisions you can enter a Job into.

Beginning & Completing Revisions

To start your Job Revision click **Begin Revision**, which will ask you to name the revision and will save the current state of your job so that it can be reverted to if needed.

To finish your Job Revision, you will have two options:

- **Finalise** - accept all your changes, or
- **Revert** - undo all changes, and revert your Job to just before you entered into the Revision.

BIM Revision

When inserting a BIM Revision, all changes will automatically be made, and you can view and inspect these changes. Different colours in the Viewport will indicate if different BIM objects have been added, changed, removed, or unaffected. You will

also be able to see from the Shapes pane and Estimate sheet what has been affected by the BIM Revision.

BIM Change Management

Not only can you see the changes your BIM Revision has made, but now there are some features which make managing your BIM changes easy. Although changes to your quantities and BIM Objects are immediate, all changes will be set to a **Pending** status, that you can change to **Confirmed**. You can navigate easily to your changes, specifying whether you want to inspect the **Item sheet**, **Calculation sheet**, or **Shapes** pane, and use the status to indicate that you have checked the appropriate changes.

The screenshot displays the Cubit Pro software interface during a BIM revision. The 'Revisions' and 'Manage' tabs are active in the ribbon. The main window shows the 'Estimate' sheet with a table of items. The selected item is 'Smooth render finish to exterior walls - beige colour' with a quantity of 898.30 m2 and a total value of 31,440.47. A tooltip indicates the status is 'Pending'. Below the Estimate sheet is the 'Calculation Sheet' with columns for Description, Factor, Length (m), Width (m), Subtotal, and Total. The 3D model in the Viewport shows a building structure with a red highlight on a wall section.

Description	Quantity	Unit	Rate	Markup	Total
7.18 Sealer undercoat and two coats semi gloss acrylic paint Villaboard soffit to underside of external Level 1 and 5 slabs up to 8.00m above floor level		m2	12.00		
7.19 Prime, one sealer undercoat and two coats gloss oil paint on timber door including metal frame		No	100.00		
7.20 Prime, one sealer undercoat and two coats gloss oil paint on double timber door including metal frame		No	175.00		
7.21 Prime, one sealer undercoat and two coats gloss oil paint on timber door including metal frame		No	100.00		
7.22 Textured finish to ramp walls		m2	18.00		
7.23 Semi gloss enamel finish to 12mm thick hardwood skirtings		m	5.00		
7.24 Smooth render finish to exterior walls - beige colour	898.30	m2	35.00		31,440.47
8 Windows				0.00	
9 Doors					
10 Stonework					
Total:					267,433.36

Description	Factor	Length (m)	Width (m)	Subtotal	Total
Basic Wall:Generic - 360mm:306615	1			162.56	162.56
Basic Wall:Generic - 320mm:306614	1			387.226	387.226
Basic Wall:Generic - 345mm:306613	1			348.514	348.514
Total:					898.30

An example of a BIM Job in Revision

Comparison Reports

Now you can compare two Jobs to each other, with a **Comparison Report**. There are two types of Comparison Reports you can generate, useful in different situations.

Job Comparison Report

From the **Job Manager**, you can now select two Jobs and generate a report to compare them, highlighting their differences.

Revision Comparison Report

At any time during your **Job Revision**, you can generate a report to compare the current Revision of your Job to a version prior to beginning Job Revisions.

The screenshot displays a 'Revision Comparison' report within a software application. The report compares two versions of a job: 'Base' (Revision Name: BCM 1, Date: 31/03/2020, Total: \$296,960.16) and 'Compared' (Revision Name: BCM 1, Date: 31/03/2020, Total: \$267,433.36). The total difference is -\$29,526.80.

Description	Quantity	Unit	Rate	Markup	Total	Total Diff
5 Concrete					\$247,185.50	-\$14,687.01
					\$232,498.49	
5.4 Wall Blocks						
5.5 200mm Concrete Blocks to roof	29	m3				
	5.91	m3				
5.6 Precast - Inner Walls					\$11,146.30	-\$2,042.46
					\$9,103.84	
5.7 120mm precast panels (inner walls)	24.13	m3	\$120.00		\$2,896.13	-\$408.24
	20.73	m3	\$120.00		\$2,487.89	
5.8 170mm precast panels (inner walls)	4.62	m3	\$170.00		\$785.21	-\$182.07
	3.55	m3	\$170.00		\$603.14	
5.9 200mm precast panels (inner walls)	34.8	m3	\$200.00		\$6,960.24	-\$1,071.00
	29.45	m3	\$200.00		\$5,889.24	
5.10 220mm precast panels (inner walls)	2.29	m3	\$220.00		\$504.72	-\$881.13
	0.56	m3	\$220.00		\$123.57	
5.11 Precast - Outer Walls					\$3,558.17	-\$491.75
					\$3,066.42	
5.12 100mm precast panels (outwalls)	35.58	m3	\$100.00		\$3,558.17	-\$491.75
	30.66	m3	\$100.00		\$3,066.42	
5.13 Slabs					\$232,481.03	-\$12,152.80
					\$220,328.23	
5.14 100mm suspended slabs	1,241.88	m3	\$100.00		\$124,187.96	+\$159.20
	1,243.47	m3	\$100.00		\$124,347.16	
5.16 400mm suspended slabs	42.18	m3	\$400.00		\$16,870.40	-\$12,312.00
	11.4	m3	\$400.00		\$4,558.40	

An example Revision Comparison report

Enhanced Estimate Experience

We have improved how you work in Cubit, specifically enhancing how you interact with your estimate.

Improved Item Sheet

We've improved the **Item Sheet**, so your Trades, Headings and Items are restyled to be more easily identifiable between each other.

Breadcrumb Navigation

You can now quickly navigate between Trades and Headings using the **Breadcrumb** navigation toolbar. Not only can you more easily jump around your estimate, but it also provides context on where your current selected Item is within the Estimate.

Simplified Skins

We've drastically simplified our range of skins, so we can better provide improvements, and release more efficiently. You'll be able to choose between our **Default** skin and **Design Black**.

	Description	Quantity	Unit	Rate	Markup	Total
1	Concrete Works				10%	1,015,866.27
1.1	Ground Level					818,750.75
1.2	Excavation					223,647.36
1.7	Concrete					595,103.40
1.8	N25 Reinforced Concrete at 450mm Thick	210.51	m3	330.00	10%	76,414.05
1.9	Power floated surface finish to ground slab	1,684.06	m2	280.00	10%	518,689.34
1.10	Reinforcement					
1.12	First Floor					104,764.03
1.13	N25 Reinforced Concrete at 160mm Thick	210.51	m3	330.00		69,467.32
1.14	160mm deep perimeter formwork to edge of balcony floor	238.18	m	85.00		20,245.46
1.15	SL82 fabric mesh reinforcement to balcony floor	1,684.06	m2	8.94		15,051.25
2	Brickwork					254,020.93
2.1	Rising Wall					
2.2	300mm Block Rising Wall		m3	97.49		
2.3	Common Bricks to ext walls	643.09	m2	100.00	0%	64,309.10
2.4	Ground Floor					93,248.19
2.7	First Floor					96,463.64
3	Plasterer					90,032.73
3.1	Plasterboard Interior Lining					
Total:						1,359,919.92

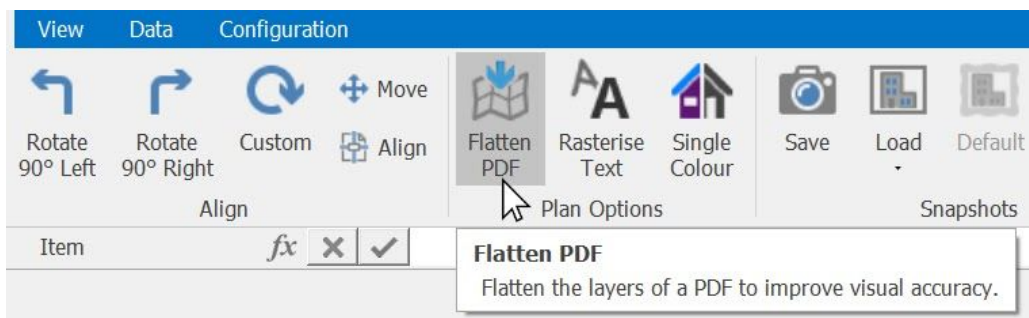
The improved UX for the Item Sheet

Optimised Layer Rendering

We've improved how Plans are displayed, by introducing **Flatten PDF**; a new powerful feature that will give you complete control over your Plan without compromising takeoff. **Flatten PDF** provides you with a vectorised Plan, so you can still Snapp to pick the corners and points from a plan, and utilise features like **Auto Select**.

Flatten PDF also initiates **Rasterise Text**, so your text is easy to read, and won't get in the way of takeoff.

We've also improved how PDF layers are imported, so you will be able to see, and interact, those layers in Cubit from the **Plans** pane.



The improved UX for the Item Sheet

Additional BIM Improvements

We've improved how you interact with BIM files in the **Viewport**. Large Jobs with BIM files will import, open, and work faster. We've improved the performance for navigating and interacting with your model, especially zooming, panning, selecting, and the various methods of changing the visibility of a BIM model in the **Viewport**.

Additionally, Revit Material layer thickness and units can now be accessed for different classes, specifically: `IfcMaterial`, `IfcMaterialLayerSet`, and `IfcMaterialLayerSetUsage`.

Improved Upgrading

We've made it easier than ever to upgrade to Cubit 10, with new licence key support and a Cubit 9 Compatible Job Export.

Improved Licence Key Management

You now no longer need a new key when Cubit is updated, if you have an up to date Software Assurance, or Subscription contract then your key will automatically be updated to support Cubit 10 on release day. You can take advantage of Cubit 10 without having to wait for keys.

Cubit 9 Compatibility Job Export

Cubit 10 can now support larger Jobs than previous versions of Cubit, specifically Jobs with large and multiple BIM files. To ensure the integrity and compatibility of your Job, you can export a Job as a **Cubit 9 Compatible CBX**.

Additional Features & Improvements

- We've added support for 4K resolution screens, so all views and message boxes will look and function better for customers with a 4K screen.
- We have improved how long it takes to Import a Job. For example, a Jobs that took 1 minute in Cubit 9, now Imports into Cubit 10 in 25 seconds.
- We have improved the time it takes to copy and paste a group of Items in your estimate. Now, copying 20 Items has reduced from 3 seconds to 1 second.
- **View in Shapes pane** option added allowing you to access **Shapes** pane directly from your **Calculation** sheet using the context menu under **View in Viewport**
- **Exclude from Total** Items are now greyed out to give direct feedback an item has had its Total state changed, providing improved protection against accidentally enabling an item as Exclude from Total.

- We have improved the **Polyline** drawing tool to toggle to orthogonal lines when holding the **Shift** key.
- We have improved how Cubit retains the previously selected Job and Price List when you use **Insert from Template** and **Insert from Price List**.

Fixes

- Fixed an issue where you would not be able to open a Job, if that Job had one or more **relative references** with missing references.
- Fixed a rare, inconsistent issue which may cause Plans to not load or display an error message.
- Fixed an issue where Grouping a Job that has Reference in it's **Rate Sheet** will display an error message.
- Fixed an issue where creating external references by dragging and dropping items from **Assigned Price List** would overwrite existing Price List item.
- Fixed multiple issues which would cause certain BIM models to not load correctly.
- Fixed an issue where Flags in the **Rate** sheet might display an error message when re-opening the job.
- Fixed an issue where reference formulas on imperial windows would not display in inches.
- Fixed an issue where importing a Global Job that had previously been imported would have the same Job Code.
- Fixed an issue where turning off **Phantom Line** for a drawing would display an error message.
- Fixed an issue where generating a report for a Job with **Show only selected** option when highlighting an item at the Trade level which is marked as **Exclude from total** would include the item's total in the report.
- Fixed an issue where sometimes, pressing the **Cancel** button after pressing F4 key would continue to copy down the **Quantity** value in the estimate from the item above.
- Fixed a rare issue where DWG plans would not display count Items.
- Fixed a rare issue where editing your estimate would sometimes display an error message.
- Fixed an issue where you can't change the image of a **Window** after using it twice.

- Fixed an issue where sometimes you have to click checkboxes more than once to check or uncheck an option in the **Details** pane.
- Fixed an issue where creating a **New Project** and immediately creating a new folder to this project in your **Job Manager** would display an error message.
- Fixed an issue where the cursor would move to the next row when you attempt to enter **Thickness** of a new door in **Openings Library**.
- Fixed an issue where sometimes values in dropdown fields would change while scrolling your mouse when the dropdowns are not selected.
- Fixed an issue where **Best Fit** and **Best Fit (all columns)** would not set column width correctly in **Shapes** pane.
- Fixed an issue where editing a **Polyline** shape would sometimes display an error message.
- Fixed an issue where importing an EOX Job might display an error message that would read **Column 'Trade #' does not belong to table Summary**.
- Fixed an issue where rescaling your **Plan** would remove the minus from existing takeoff that are marked as **deductions**.
- Fixed an issue where selecting the **Grid** option in the **Details** Pane for **Length by Centre** shape would display an error message.

Known Issues

- There is a known issue preventing users from **merging** two or more Jobs together.
- There is a known issue preventing users opening a job that has been created with copies of the same **Job** using **Job Merge**.
- There is a known issue where the **Tax** value will be removed when using **Import Global Job**. Ensure you check, and set where applicable, the **Tax** field in Cubit to ensure your estimate totals are correct.
- There is a known issue where the Variation report will not display the default description.
- There is a known issue where some dialog windows, such as **New Job**, **Insert Plan**, **Scale Plan**, among others, are sometimes opening off screen when using multiple monitors. If you encounter this issue, press **Shift + Windows key + Left** or **Shift + Windows key + Right**.

Compatibility

Cubit 10 is compatible with:

- Global Estimating 2019
- Offsider Estimating 2019