

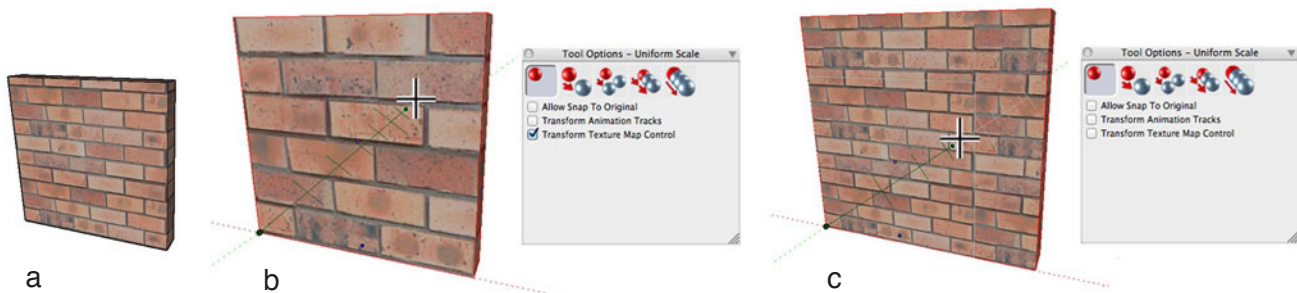


form-Z 7.3 Release Notes

build #8867

Transformation tools

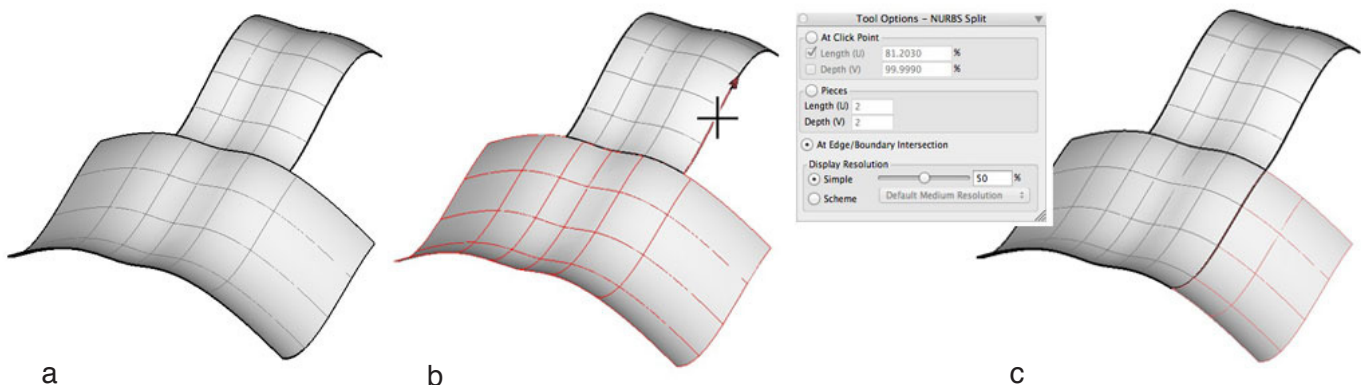
Transform Texture Map Control is a new option for all of the transformation tools (**Move, Rotate, Independent Scale, Uniform Scale, Mirror, Mirror About, and Transform**). When this option is on, an object's texture map control is transformed with the object. This option is on by default and represents how texture controls were handled in prior versions. When this option is off, the texture map control is not transformed with the object. This can be useful, for example, when scaling an object where the texture scale is important, such as a brick pattern.



Example of Transform Texture Map Control scaling option, (a) original object. (b) object scaled with Transform Texture Maps on, and (c) with Transform with Transform Texture Maps off.

N-Split

A third split point option has been added to the **N-Split** tool. When the **At Edge/Boundary Intersection** option is selected, the user first selects the surface to split, then selects an additional curve object or edge that intersects a boundary of the surface. The surface is split at the intersection point.



Example of At Edge/Boundary Intersection option, (a) original surfaces (b) clicking on an intersecting edge with the Edge/Boundary option active, and (c) the resultant new NURBS surfaces.

Layout

The **Frame Parameters** dialog has new options. These options apply to the **Frame** tool, **Multi-Frame** tool and when editing the **Frame Parameters** (right click on a frame and select **Parameters**).

Make New Layers Visible is a new option in the **Layers** tab. This controls how layers that are added to the project after the initial creation of the frame are handled when the 3D model is changed and the frame is regenerated. When this option is enabled, the objects on the newly added layers are included in the frame. When the option is off, they are excluded.

Graphics is a new group of options that control how the image of the 3D model is converted to the layout. The **Object Type** menu offers 3 options. With the **Lines** option, each edge of the model becomes a line in the layout. This is how prior versions worked. With the **Poly Lines** option, touching edges of each object are joined together to form chains of lines (poly lines). With the **Lines, Splines** and **Arcs** option, the edges of each object are analyzed to form the best matching geometry for the shape of the object. Note that the later two options create smaller files and when **Arcs** are created they can be dimensioned with the **Radial** dimension tool.

The **Options** button invokes the **Hidden Line Options** dialog that is used to control the **Hidden Line** renderer that is used for the conversion from the 3D model to the layout graphics. For details on these options, see **Hidden Line**.

Layout projects now transfer **Line Weights**, **Line Styles**, **Layers**, and **Edge Colors** from **Modeling** projects.

Hidden Line

The quality and performance of the **Hidden Line** renderer has been improved. **Hidden Line** is no longer recalculated when printing or exporting.

Improvements of note

Memory Management on Windows has been improved which improves stability over long periods of use.

By popular request, the **Use Material Average** is now the default option for new projects. This can be changed in the **Object** tab of the **Project Settings** dialog.

Auto Save does not work on a new project until it is saved the first time (i.e. has a name and location). As this has confused some users, a warning is now presented when auto save is on and the file has not yet been saved the first time.

Some users have reported problems with registering their software and requiring multiple registrations. After registering, the software quits to properly complete the registration process. **Network** licenses now work correctly under certain conditions that didn't work before.

The performance of **Components** has been improved, especially for components with materials that contain texture maps. Components that are saved with the **Keep Textures** option off no longer cause duplicate materials to appear in projects that use these components.

Layer Overrides are retained properly after edit.

Older form-Z **Draft** symbol libraries can now be converted into components.

Cropping images in **Material Options** is now supported.

The **Displacement** tool and **RenderZone Decal** tool dialogs are now stable.

The **Information Management's Edit Formula** dialog now works correctly.

Editing a **Window** or **Door Component** in place now works correctly.

Layout mode now only shows **Layout Components** in the **Components** palette.

The degree symbol is now correct in Russian.

Dock palette display states are restored correctly when switching between a **Modeling** window and a **Layout** window.

The project window size is no longer influenced by the location of the **Reference Plane Tools** or **Snap Tools** palettes.

The buttons in the **Turn Table** tool now display correctly when the **Turn Table** is stopped.

Quit is now disabled when in **Cone of Vision** as it could lead to unsaved files.

Initialize / Generate Radiosity no longer leads to a blank screen.

Objects no longer remain selected when making **Layers** ghosted or Invisible.

Reference Planes now work correctly with scenes.

Move Copy Make Component with a **Group** now works correctly.

New Clipping Plane From View, no longer aligns only on the reference plane axis.

RenderZone no longer renders surfaces in **Mixed Objects** as 1 sided (inside out)

Ghosted or invisible **Components** set in the **Objects Palette** no longer become visible on reload.

The **Contours** tool now performs correctly during interactive editing of certain smooth objects.

Print from Metric with margins now prints correctly.

Stitch tool no longer rounds if **Trim/Split** tool used on object first.

Additional stability and performance improvements....