

Model Lab 8.0 Patch 4 • Release Notes

August 21, 2017

Bug fixing

Respecting double-sided setting

- Applying double sided on a selection in transparency mode and then making another selection will not revert the previous selection to single sided.

Model Lab and Batch Converter now produce the same quality 2D

- Fixed problem with the Batch Converter tool, that could generate poorer quality 2D compared to the Model Lab.

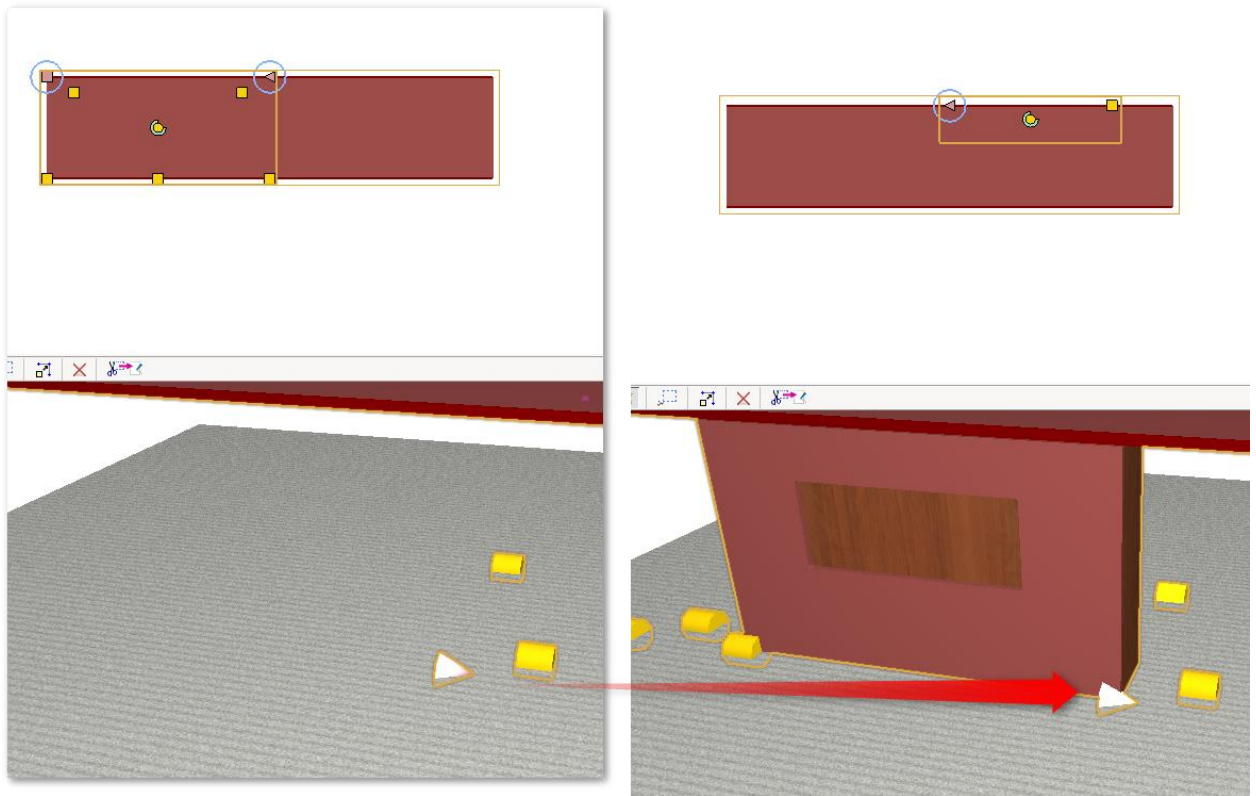
Catalogue Creator 8.0 Hotfix 3 • Release Notes

August 8, 2017

New Catalogue Features

Allow Multiple Connections to NodeConnector

- The plotted points in CAD models are considered as Node Connectors.
- Multiple connections to the same point is now allowed.



Catalogue Bug/Crash Fixing

Removing Option from Feature

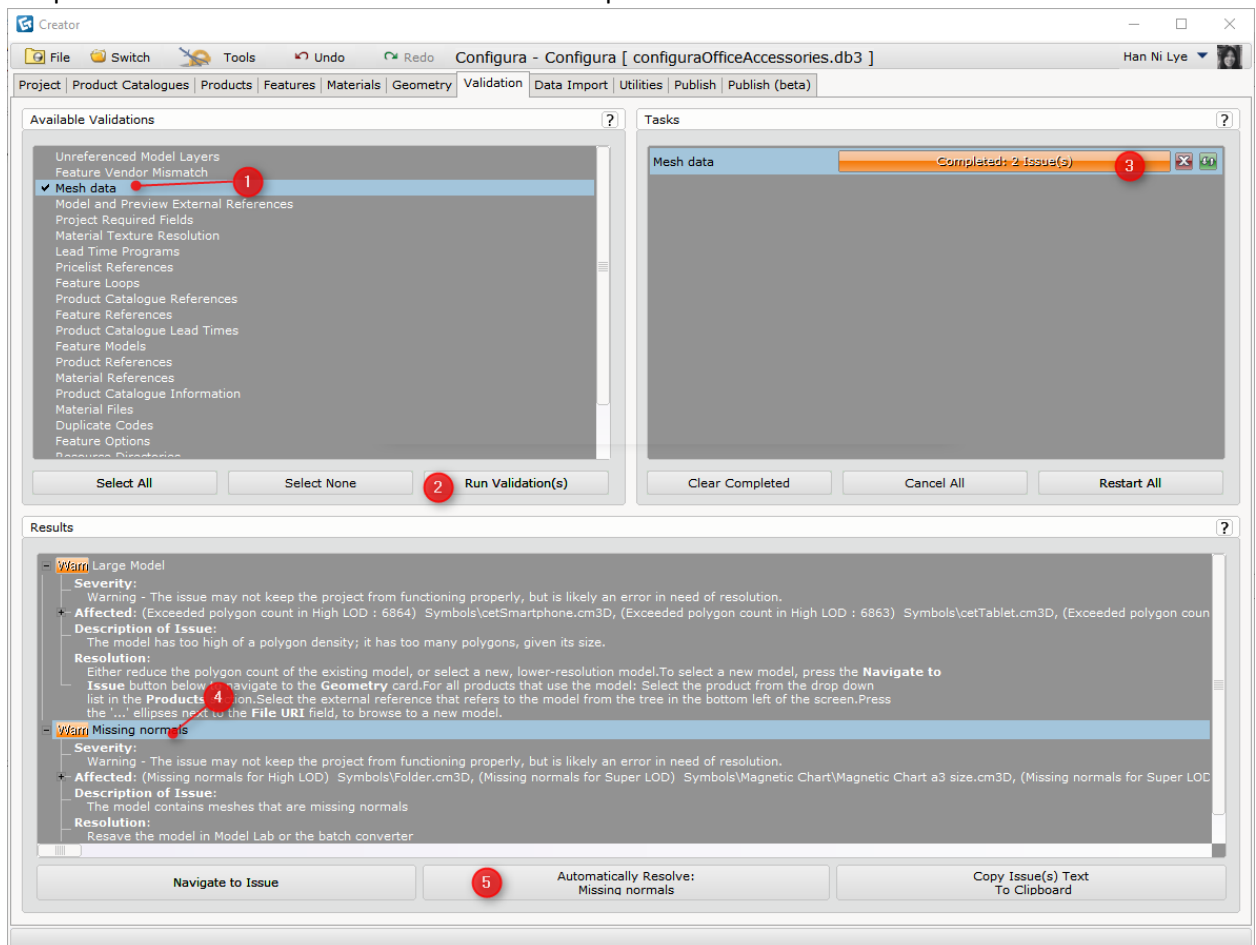
Catalogue Tools 8.0 Patch 2 • Release Notes

June 19, 2017

New Catalogue Features

Added Validation to Detect Missing Model's Normals

- There are models without normals out there and they will slow down the performance of the overall system.
- Load your catalogues and run the validation "Mesh Data" to check for missing normals.
- Validation will automatically resolved the issue by resaving the affected models.
- Reupload the fixed models when validation is completed.



Follow the steps to automatically resolve models with missing normals.

Added Validation to Detect Large Material size and Unique Color in Texture

- Large texture files used can affect the overall performance in CET Designer. A new validation is added in **Catalogue Creator** to detect texture size that exceeds 1024 x 1024.
- Also added validation to detect texture that uses a unique color – Usage of texture in this case is unnecessary as it should be a material with an RGB value.

The screenshot shows the 'Creator' application window. The 'Available Validations' list on the left includes 'Material Texture Resolution' (marked with a red circle 1). The 'Results' pane on the right shows two warnings (marked with red circles 4 and 5):

- Warn Material Texture Resolution**: Severity: Warning - The issue may not keep the project from functioning properly, but is likely an error in need of resolution. Affected: M2 (Material Texture Resolution = 2220x1061), M3 (Material Texture Resolution = 2215x1063), M4 (Material Texture Resolution = 3543x2362). Description of Issue: The material has texture resolution exceeded recommendation size in **Material Lab**. Resolution: Simply resize the texture to recommended size and make sure it looks good. If the texture does not look good after resize, consider rescanning the texture. The repeatable pattern of the texture could be a deciding factor; the smaller seamless repeatable pattern it is, the smaller size it gets. Do the same for gm file with texture saved in **Material Lab**. To make reference to the material, navigate to the **Materials** card with **Navigate to Issue** button, and match the material code to its texture url.
- Warn Material Unique Color**: Severity: Warning - The issue may not keep the project from functioning properly, but is likely an error in need of resolution. Affected: white. Description of Issue: Using texture with only one unique color. Resolution: The texture used has only one unique color, consider recreating the material in **Material Lab** using the RGB values.

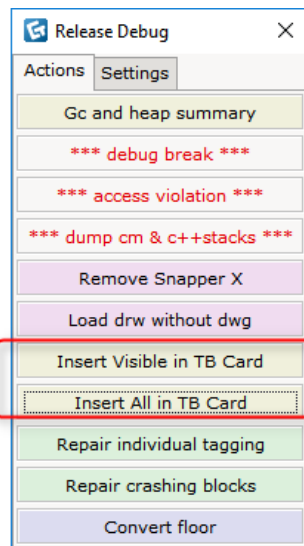
At the bottom, a table of materials is shown (marked with a red circle 6):

	Code	Description [en-US]	Preview	Material/Texture Url [Medium]
13	M1	M1		M1.gm
14	M2	M2		M2.gm
15	M3	M3		M3.gm
16	M4	M4		M4.gm
17	white	white		white.png

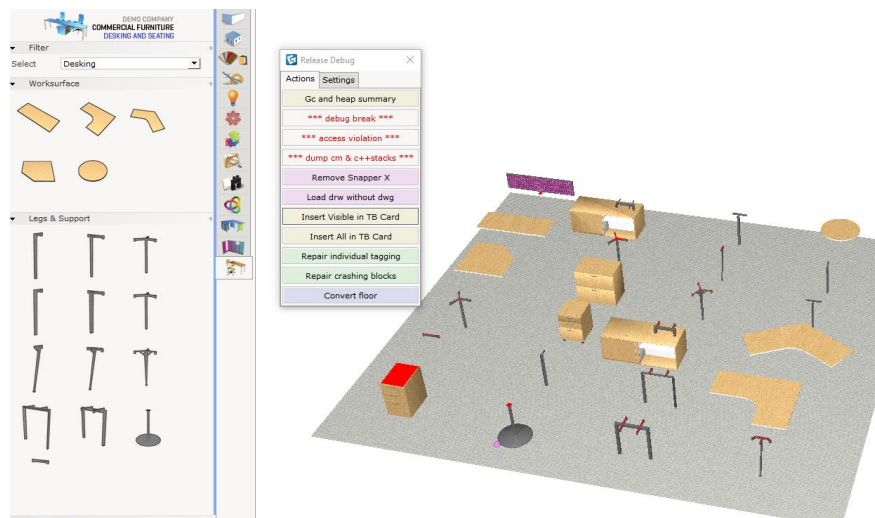
Follow the steps to find out which materials has the exceeded recommended size.

Added Shortcut Key to Place All Catalogue Symbols in Drawing Area.

- Placing all or visible catalogue symbols from toolbox using the shortcut key <Ctrl-Alt-F12> in the drawing area is now possible.
- The difference between the two options “Insert All” and “Insert Visible” is that with “Insert All”, we insert all catalogue symbols ignoring the LibraryLimbVisibility value set in the library container.



Press <Ctrl-Alt-F12> then click either insert all/visible in TB card to place symbols in drawing area.



Placing all symbols available in the toolbox in drawing area with the shortcut key.

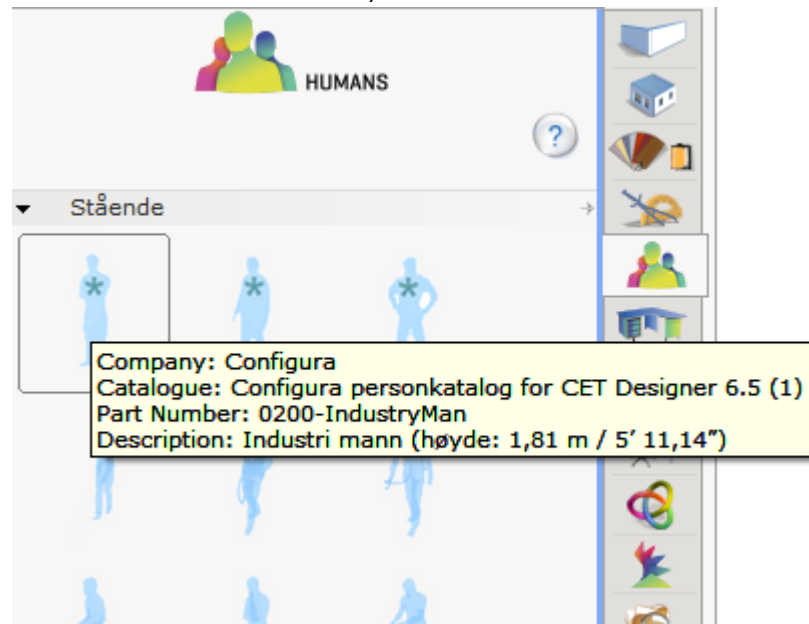
Catalogue Bug/Crash Fixing

Fixed Download of Multiple db3 Files from The Same Portfolio.

- Download will not stop at one download now.

Fixed to Show Norwegian Language in Internal Catalogues for Windows 8, 10 Users

- Windows 8, 10 users that are using Norwegian language as default language in CET Designer will be seeing Norwegian languages used in our internal catalogues (humans, office accessories, plants & flowers, generic electrical and kitchenette) instead of Finnish.

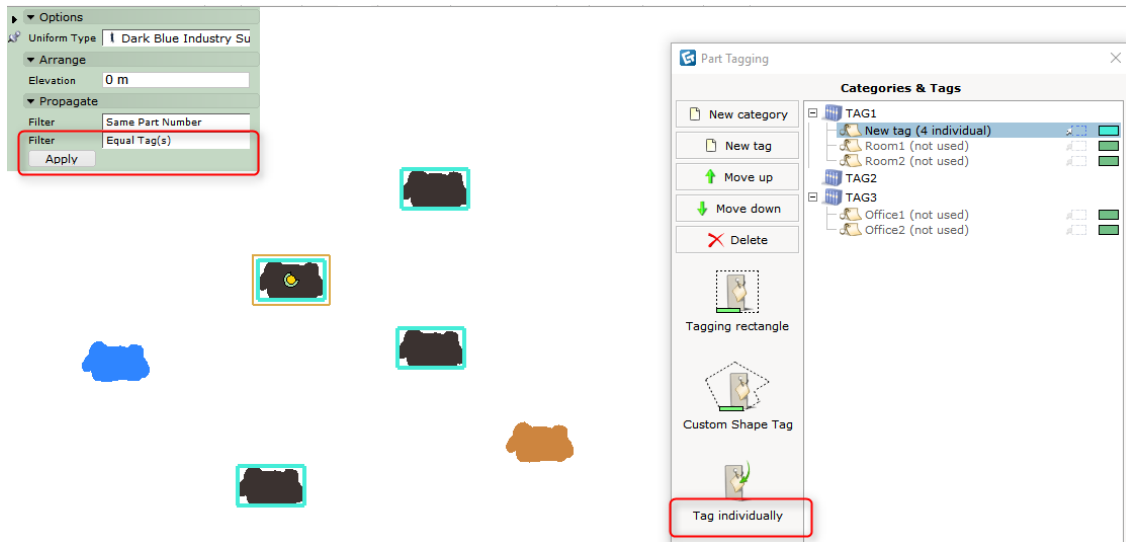


Fixed Failed to Upload db3 File That Is In Used

- Opening and reading the db3 file while uploading it to Amazon server is no longer a problem.

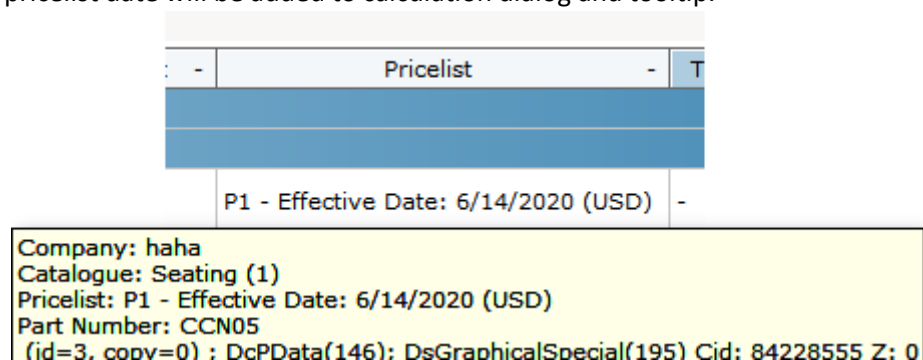
Fixed Part Tagging with Individual Tag

- Propagating **Equal Tag(s)** with catalogue symbols tagged individually now works.



Fixed Showing the Effective Pricelist Date, If Any

- Effective pricelist date will be added to calculation dialog and tooltip.



Fixed Crash with Merging SIF to db3 File

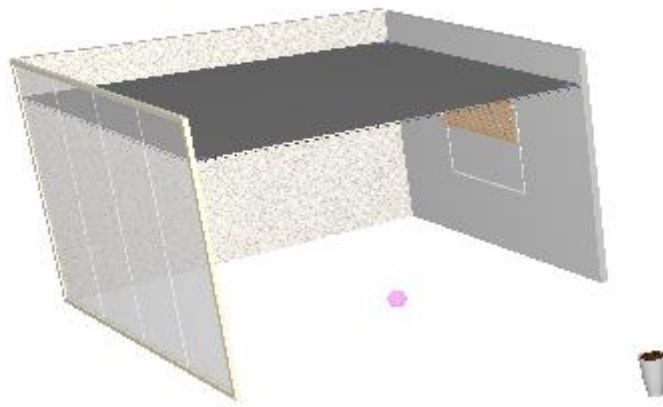
- No issue comparing and merging two large files now.

Fixed Background Crashes

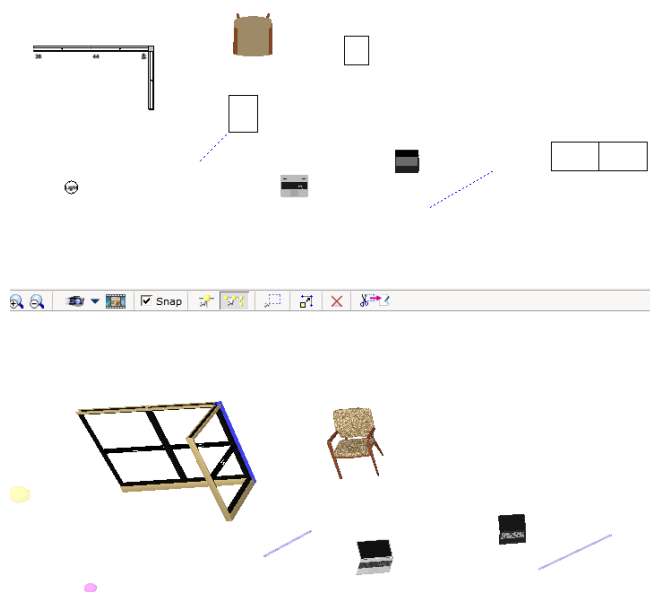
- DS Web service callback
- DS SyncEngine April 17

Fixed Crash with Null Mapped Option.

- No longer crashes when inserting this favourite.



- No longer crashes when opening calculation dialog with this drawing.



Model Lab/Batch Converter Bug Fixing

- Fixed issue with batch conversion that could cause a crash when converting .3ds files.
- Fixed problem with batch conversion that could lead to some files in the batch being skipped.
- Fixed problem with batch conversion that could sometimes cause .cm3d files to not be recognized.
- Fixed problem that could cause incorrect tooltips to sometimes be displayed for loaded models.
- Fixed problem that could cause count on batch conversion to be off by one on LOD, resulting in red indicators.

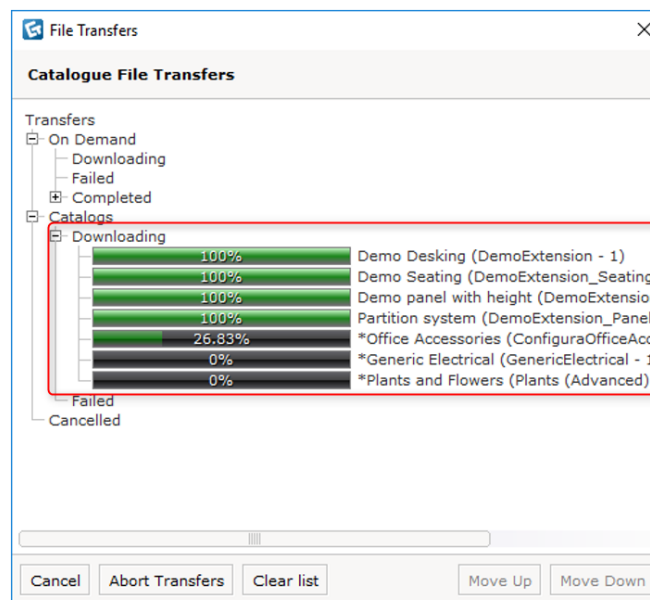
Catalogue Tools 8.0 Patch 1 • Release Notes

May 30, 2017

Bug/Crash Fixing

Fixed Download Queue Hanging on Non-Existing Catalogues

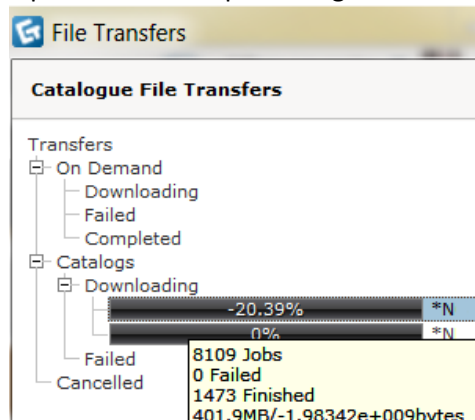
- Download queue was blocked when the system tries to download non-existing catalogues. This results in no offline download and download must be triggered (on demand download).
- Material pack download issue is solved in this fix.



Catalog downloads were blocked by non-existing catalogue.

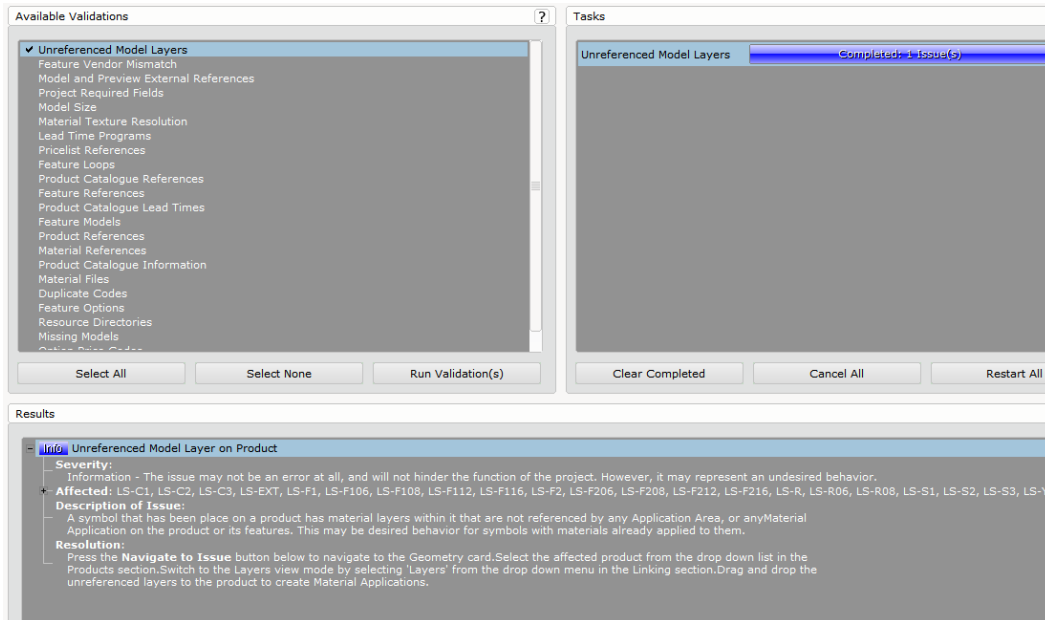
Fixed Showing Negative Value in Download Progress Bar

- Download progress bar will report the correct percentage.



Fixed Unreferenced Layer Validation

- Now reports the correct unreferenced layer(s).



Fixed OFDAXml Import Problem of Dropping PriceList Description and Expiration Date

- Now imports correctly.

The screenshot shows the 'Price Lists' form. It includes a dropdown menu for 'Standard' and buttons for 'New Price List' and 'Remove Price List'. The form contains the following fields:

- Code *: Standard
- Lookup Code: Default: Standard
- Description: en-US Standard Price List
- Currency *: USD
- Currency Rounding *: 2
- Currency Preview: \$12345.68
- Exchange Rate / Multiplier *: 1
- Effective Date: 2015 5 26
- Expiration Date: 2017 5 26

Fixed Loading Large Drawing Performance Issue

- Loads large drawing faster now.

Fixed Area and Volume in Imperial unit

- Inputting area and volume in creator using the imperial unit in both creator and **CET Designer** control panel will give the correct result.

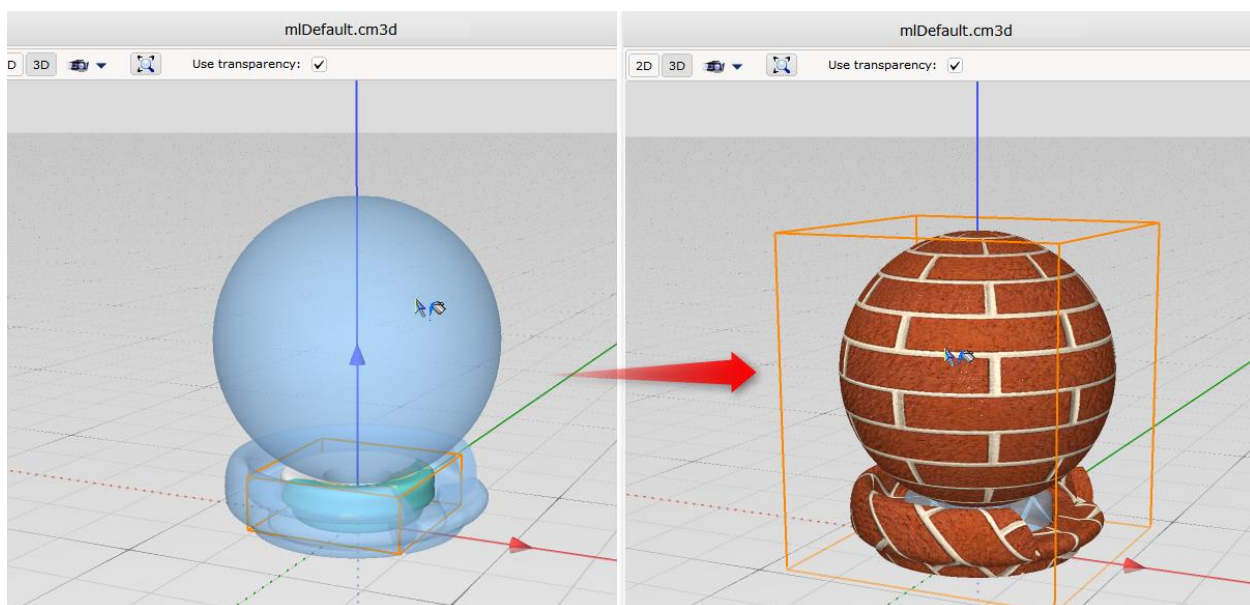
Products						
	Code	Description [en-US]	Area	Volume	Weight	
1	Product	Product	50 sq ft	50 cu ft	50 lbs	

Calculation						
File Edit						
Main						
Enter search here... Search						
#	+	+	Part Number	Options	Description	Area
						Volume
						Weight
1			Product		Product	50.00 ft²
						50.00 ft³
						50 lbs
Total -						50.00 ft²
Total						50.00 ft³
						50 lbs

Works with imperial units : inch or feet.

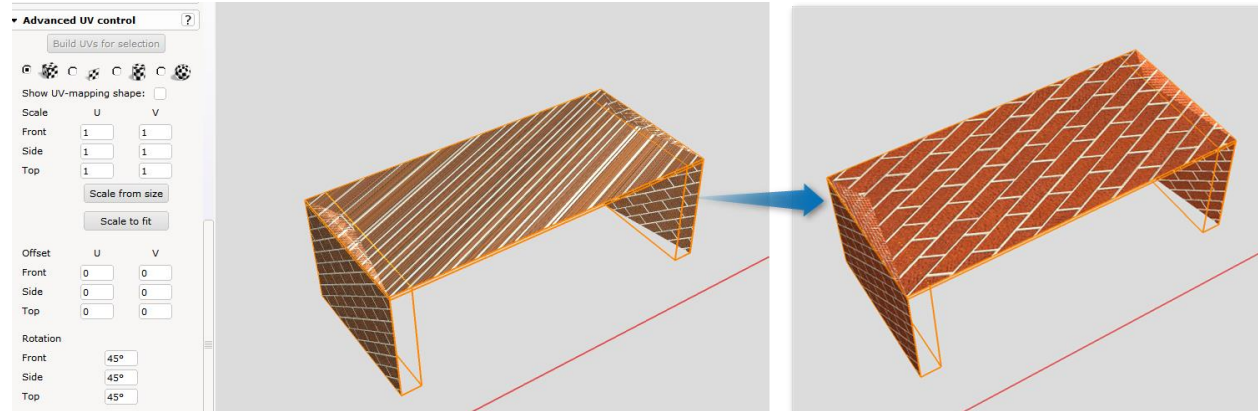
Fixed Transparency During Material Application

- Applying material to other selected node/layer now shows the current selection during material application in transparency mode.



Fixed BoxUVMapper Precision Issue

- Applying box uv mapping gives the correct angle and mapping.



Fixed LOD Button Issue After Mesh Reduction

- Often, after reloading cm3D that is mesh reduced (All LOD green) will show up as red again. This has been fixed.

Fixed Removing Invisible Triangles at Base Level Only

- The **“Remove invisible triangles”** function now removes triangles at all LOD even after mesh reduction.

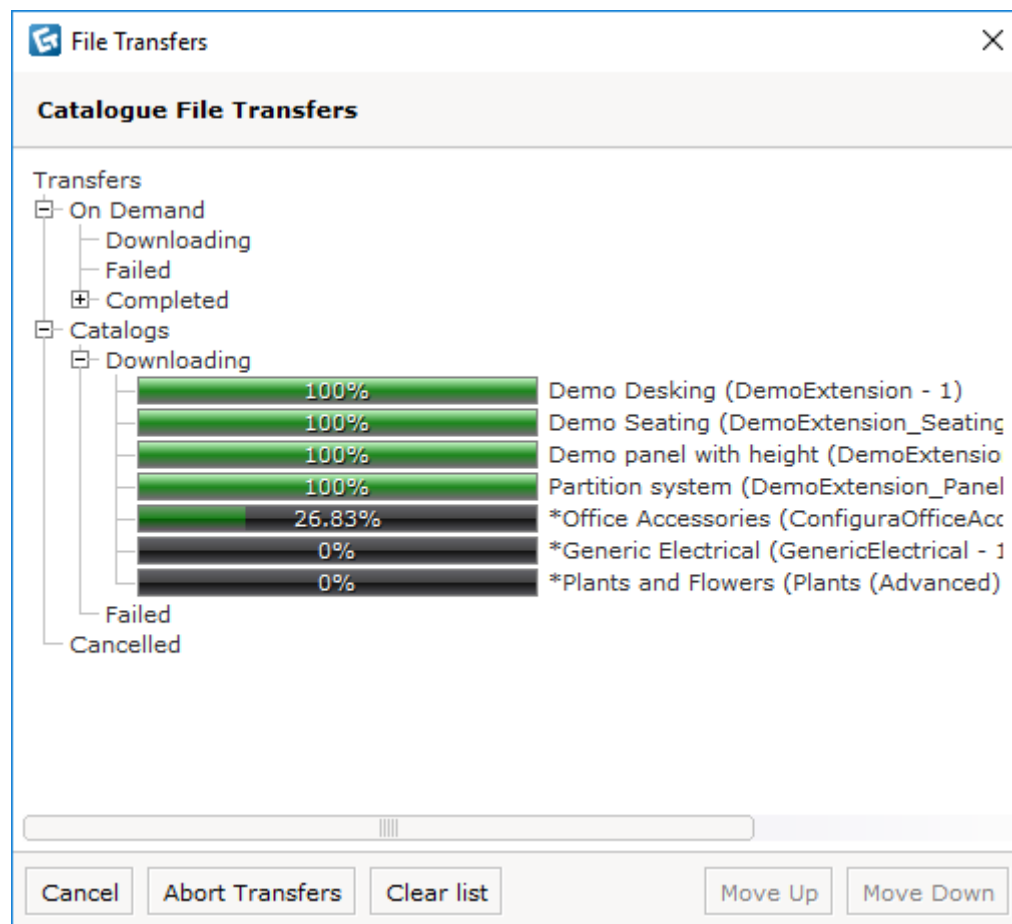
Catalogue Tools 8.0 • Release Notes

May 15, 2017

Catalogue Creator

New Downloader in Use

- The new downloader allows multiple files to be downloaded at the same time which will reduce the download time significantly.

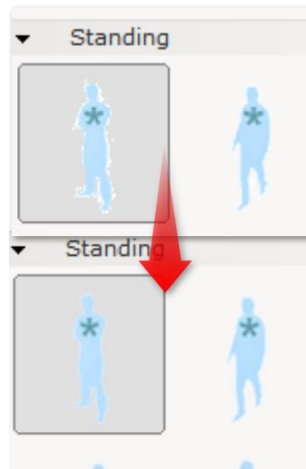


Downloads now finish in shorter time.

- Offline enabled catalogue downloads will be interrupted if you click on the tool tab before the download request is processed. The download will be placed in an on demand queue but will still be downloaded continuously.
- Downloads even in slow internet speed.

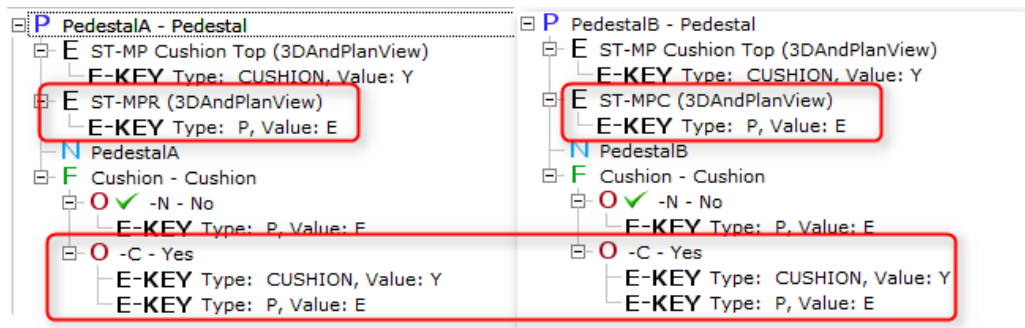
Image Upgrade

- All catalog images have gone through a major facelift with improved transparency that works better with the .bmp file format.



Supports Multiple External Reference Keys

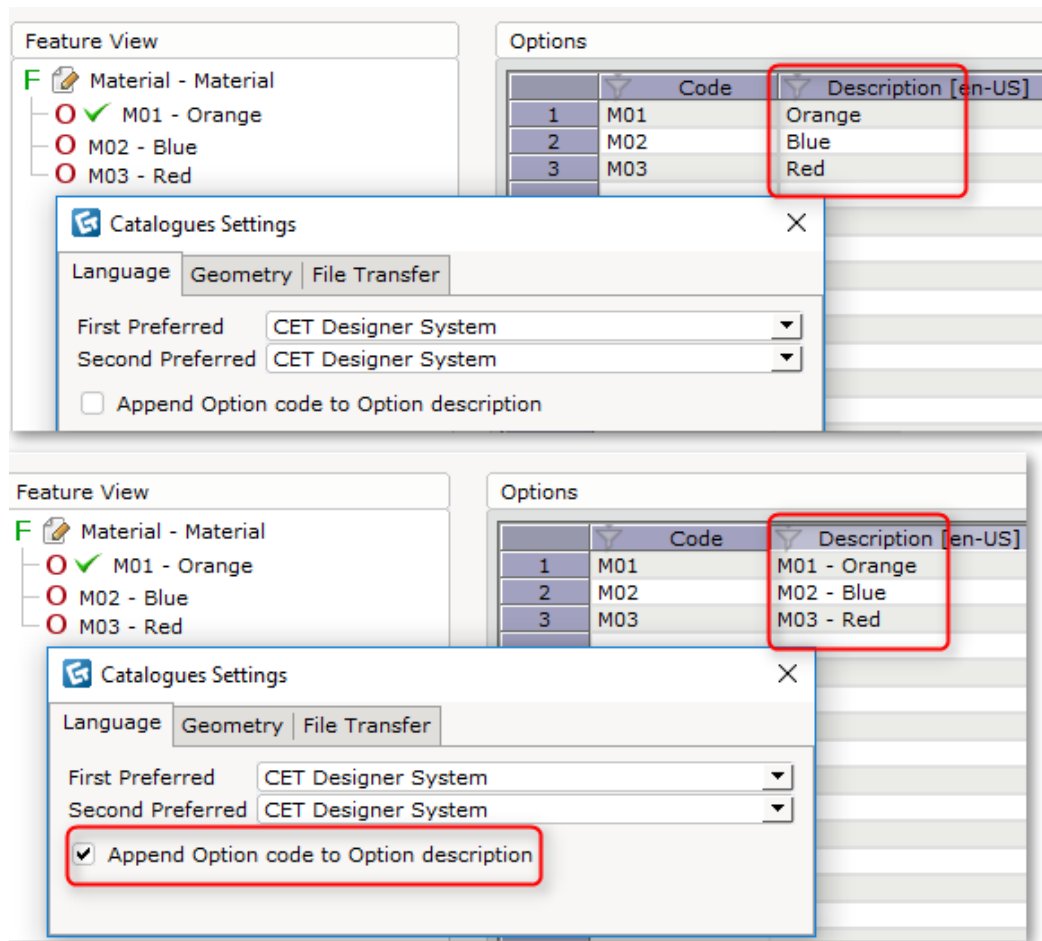
- It is now allowed to use multiple external reference keys. This feature would be useful for models that are split into component level.
- By using the same key in different products, we can now support different external references with the same feature.



Example of using multiple external reference keys : sharing the same feature with different external references.

Append Option Code to Option Description

- To enable using option code as a prefix of its description, turn on the **“Append Option code to Option description”** setting in Tools -> Catalogues Settings -> Language. This setting applies to all options available in Catalogue Creator.
- Use <F5> key to refresh when you turn off the append option function.



Append option disabled in the top image and enabled in the bottom image.

Supports New Xml Null Tag

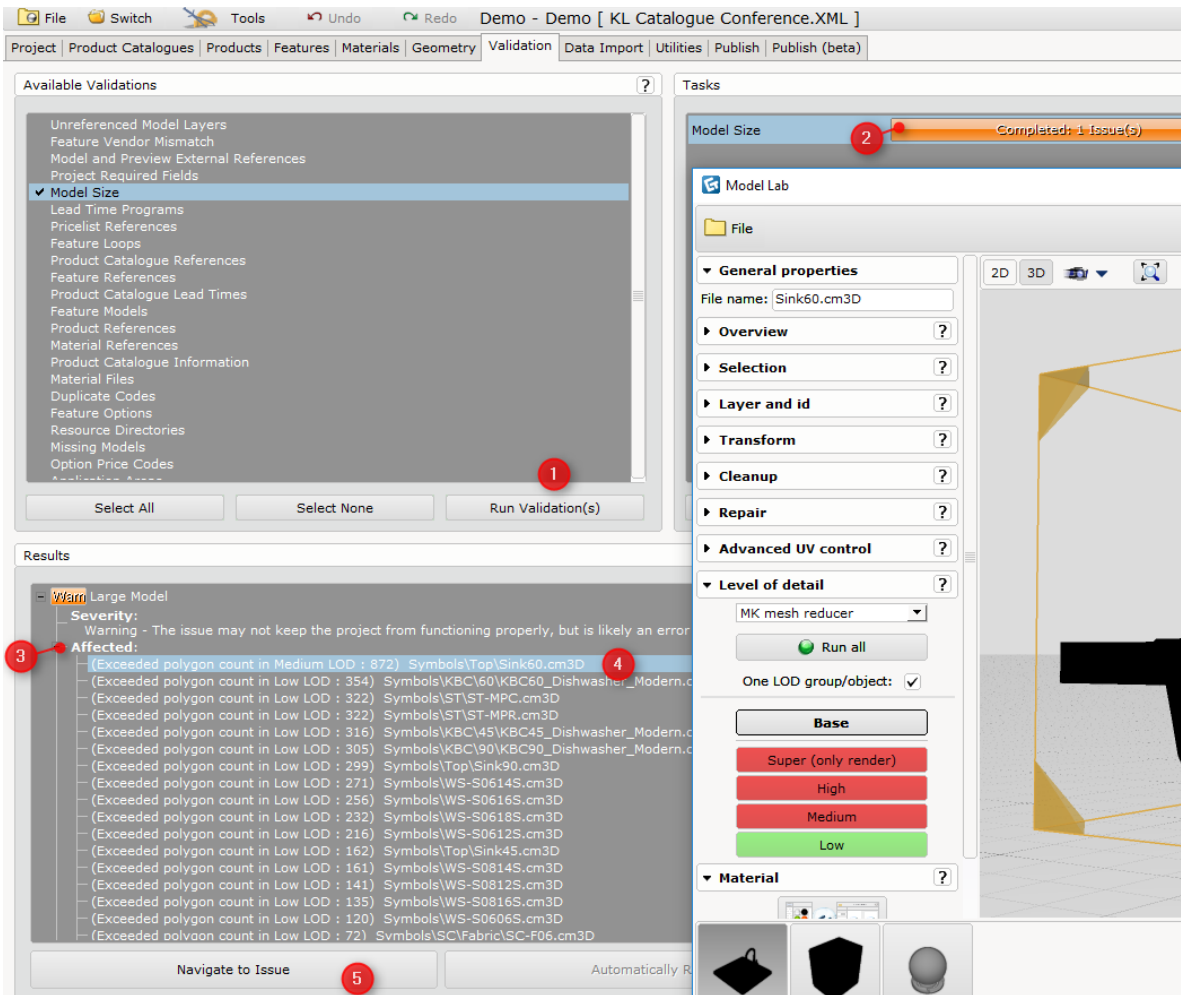
- New xml null tag syntax is now supported and loading xml files with this null tag will no longer cause a crash.

<Value></Value>
vs
<Value/>

Old vs. new xml null syntax

Loading Model from Validation Tab

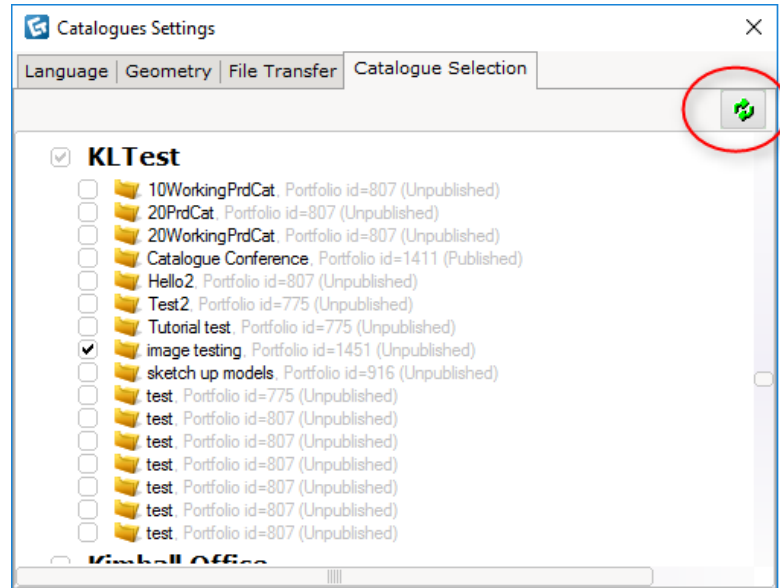
- It is now possible to load problematic models from the Validation tab by just selecting and validating **Model Size** in Catalogue Creator's **Validation** tab. Click on the **Model Size** task and expand the affected list to review the problematic model list. Select one of the listed models and click on the **"Navigate to Issue"** button to load the drawing into Model Lab. The reported LOD triangle is based on the standard of Model Lab/batch converter.
- Please note that this feature will only work if the model URL is readable.



Catalogue Browser

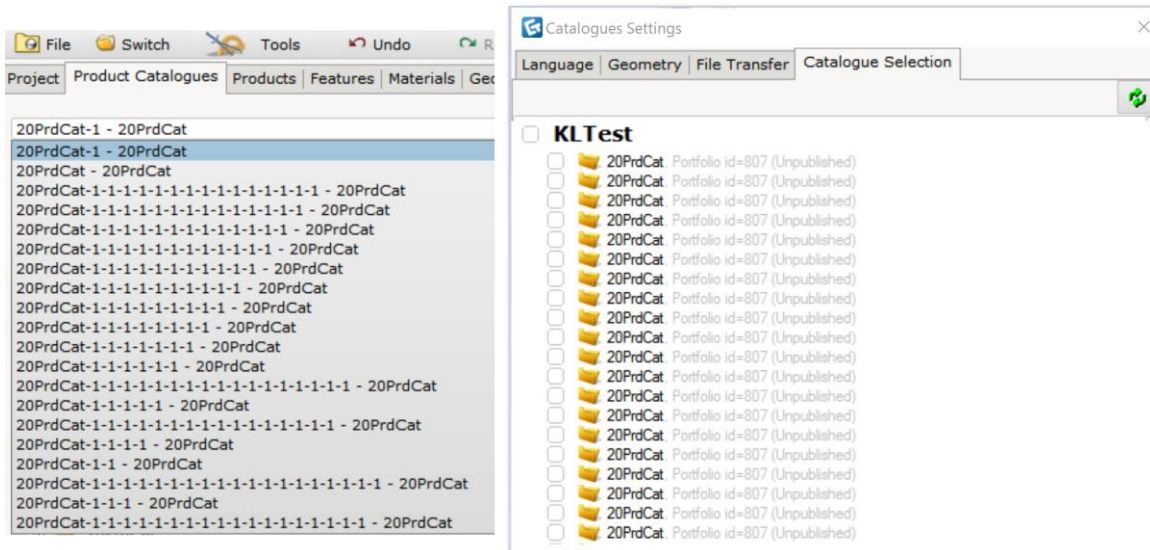
New Refresh Button in Catalogue Browser

- The new Refresh button in the Catalogue Selection tab of the Catalogue Browser allows users to view the latest uploaded catalogue(s) on the server without restarting the Catalogue Settings dialog.



Showing All Product Catalogues in Catalogue Selection

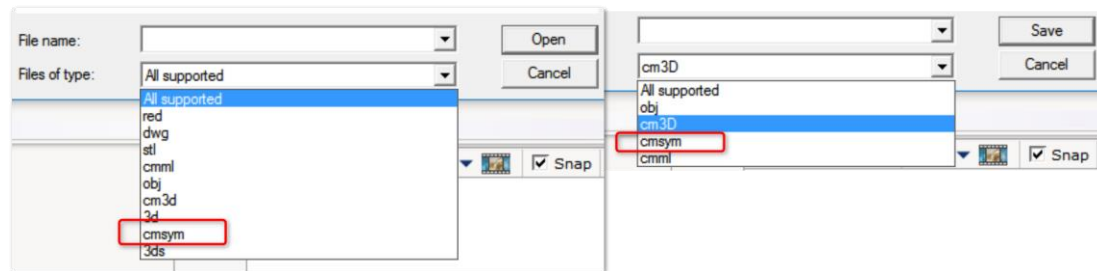
- All product catalogues available in a project file in catalogue selection will be shown. There has been an issue that only partial catalogues show up in the server, this has been fixed in 8.0.



Model Lab

New File Format, CmSym

- The main focus for Model Lab in the 8.0 version is to support new file format called **CmSym**.
- The CmSym file format has also been integrated into Model Lab. It has a number of benefits over Cm3D, for instance being more lightweight (expect a 2-3X file size reduction with CmSym compared to Cm3D). Since CmSym is still very new and fresh, it has not yet been fully integrated into the Catalogues system.



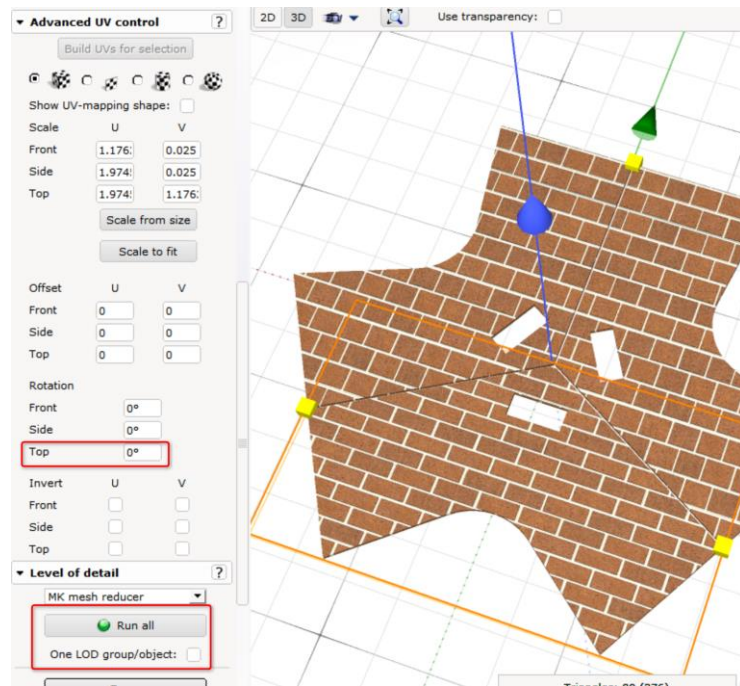
Opening and saving file format as cmSym in Model Lab

	chair.cmsym	CMSYM File	1,293 KB
	chair.cm3d	CM3D File	5,621 KB

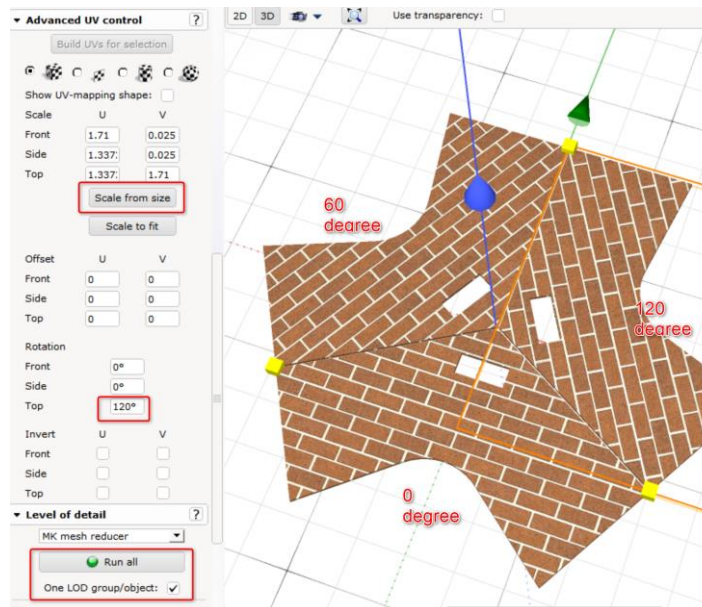
Comparison of file size between CmSym vs Cm3D (Please note that it may not decrease file size for all models).

Applying UV mapping on Object instead of Layer

- When importing Cm3D files there can be multiple meshes of a specific detail level stored in the same LOD group. If this option is checked the LOD creation process will assure that there is one LOD group per object, allowing more fine grained editing (for instance when editing UV coordinates). Keep in mind that this operation might break the connection to the 2D representation of the model. Rebuild base from 3D in the Level of detail section if this happens.
- With the option checked then **run all** the LODs again, there is one LOD group per object. Each object can have its own wood grain direction setting as shown in the example below. With the option turned off then run all LODs, the LOD is grouped by layer.



Using one LOD group per layer.



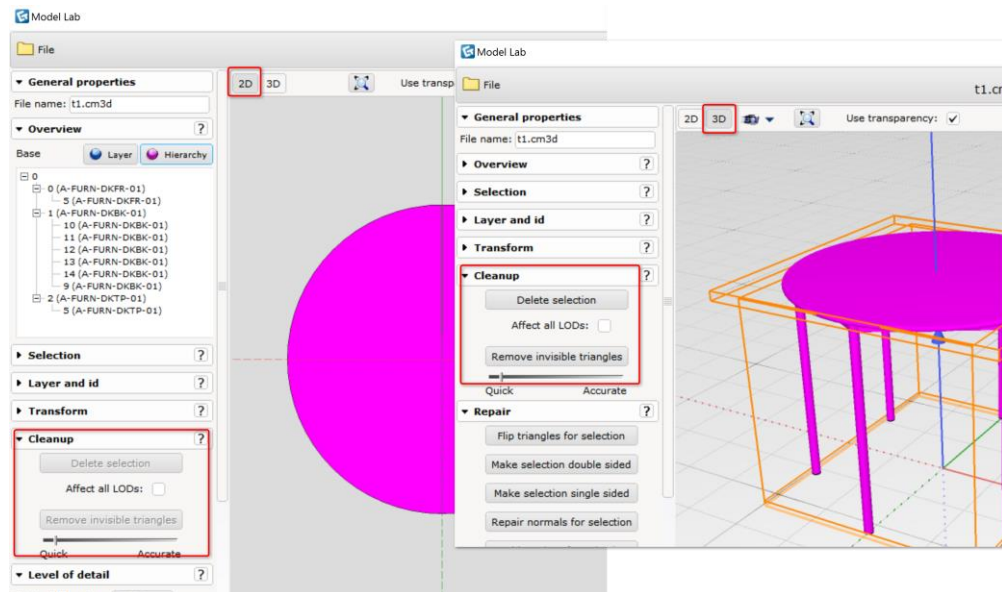
Using one LOD group per object.

Renaming Layer/Object

- Renaming layer/node will automatically applies to all LODs in 2D and 3D.

Option to Remove Selection Across LODs

- We have implemented an option to apply layers/nodes clean up and across LODs. If the “**Affect all LODs**” option is checked, changes made in one of the LODs will be applied to all LODs. This affects the **Base** level as well.

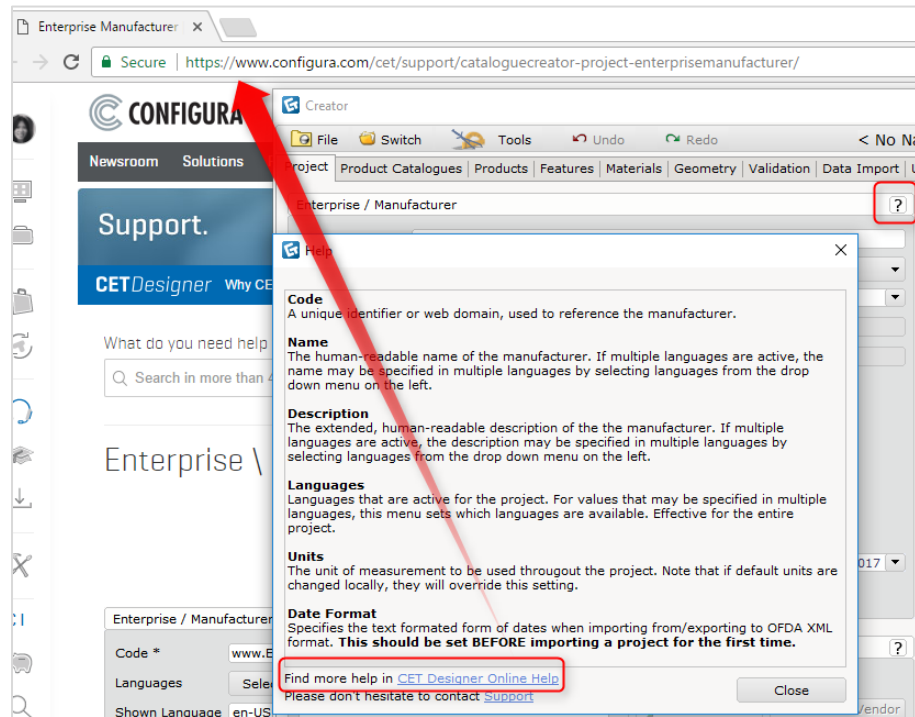


Option to apply to one LOD or all LODs

Bug/Crash Fixing

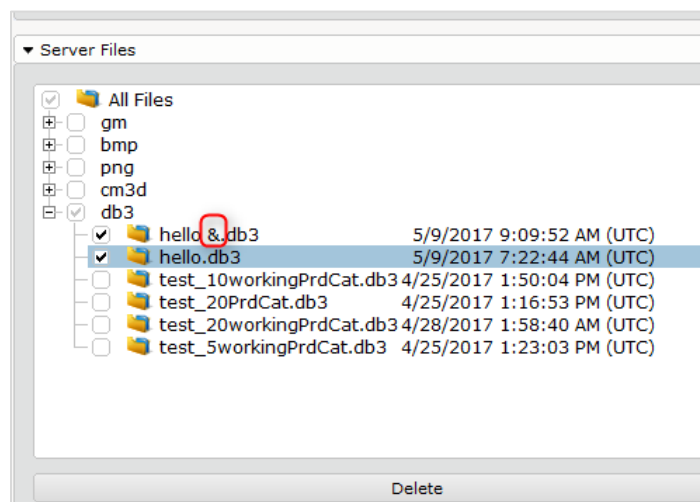
Points to Correct Help File for Chinese Users

- The link in the help texts now points to the correct help file if you are using a non-english CET Designer.



Removing Files from Server with Special Character

- The issue with removing files with special character from server has been fixed.



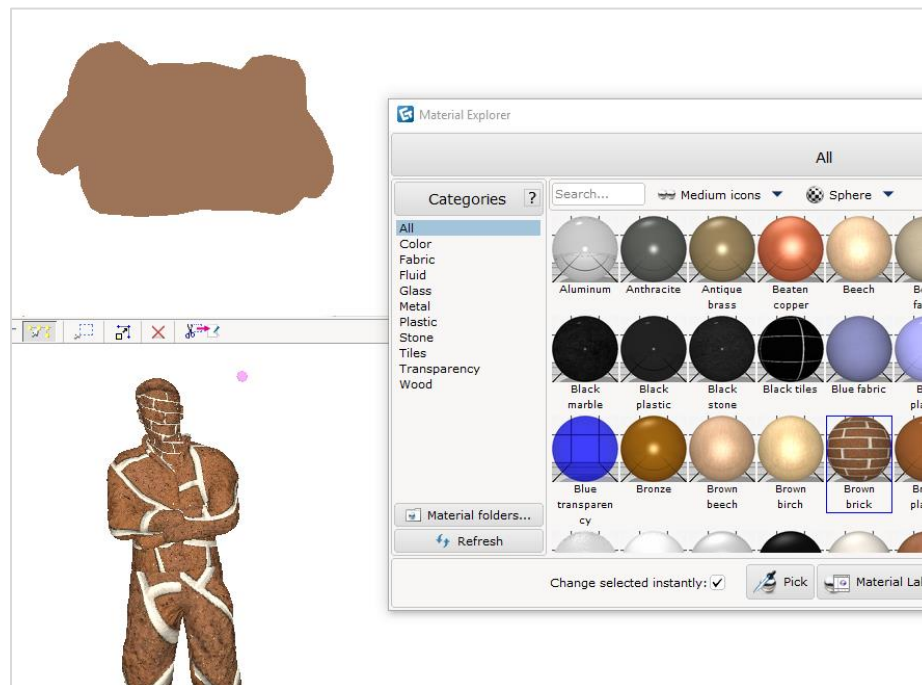
Crash When Loading an Image

- This image (renamed .bmp file as .png) that is causing the crash for many HON users has been fixed in this release.



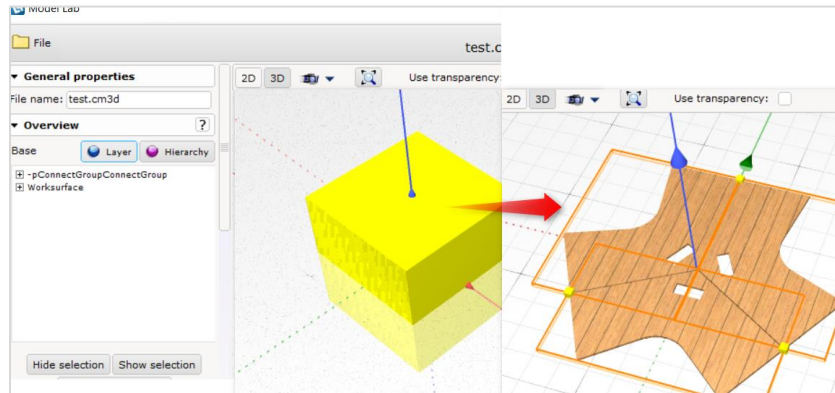
Applying User Material on Catalogue Object

- The 2D of the catalogue will get the average color of the user material's texture/color applied to it.



Oversize Connector

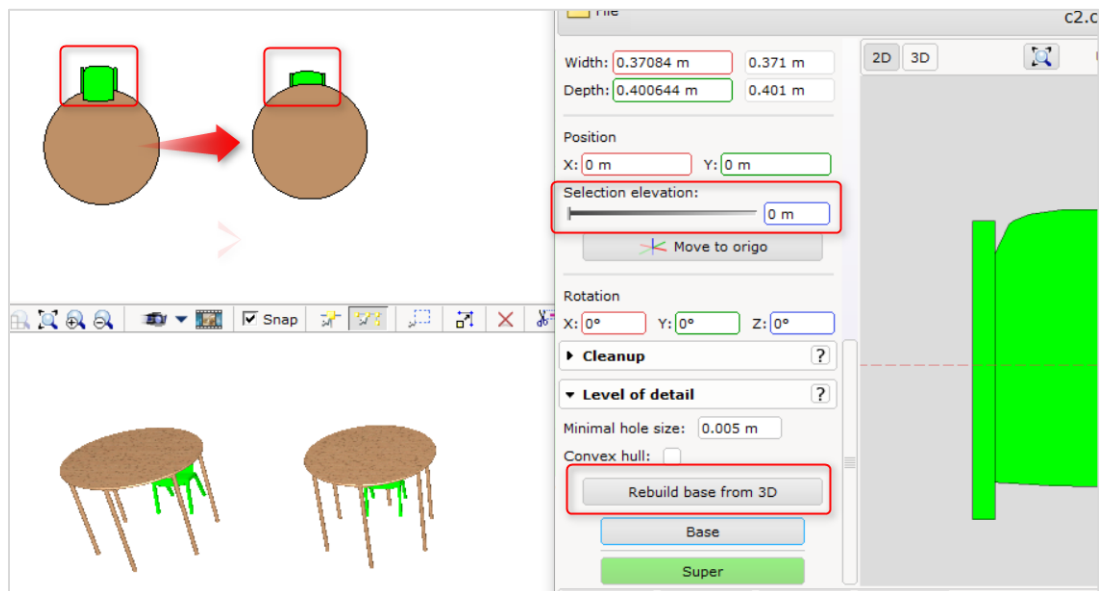
- This issue has been resolved in 7.5's first aid. Models with oversized connector that shows up only in Model Lab will be automatically fixed in 8.0.



Loading model in Model Lab 7.5 vs Model Lab 8.0.

Elevation

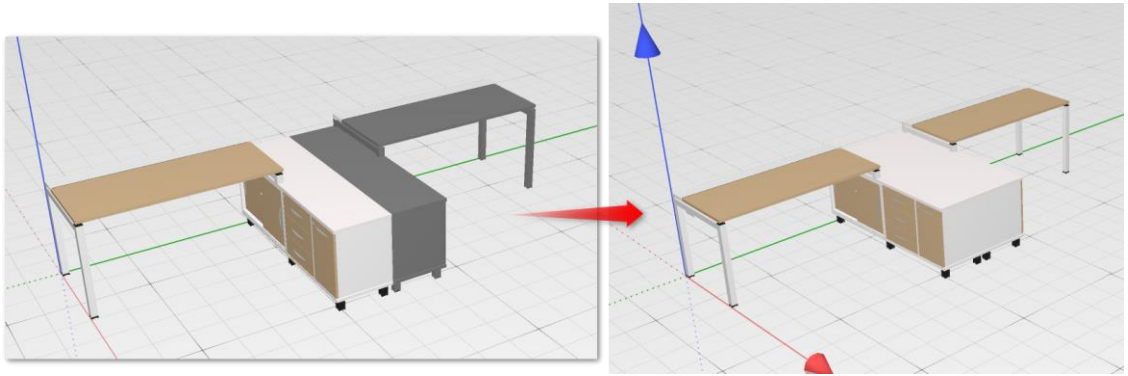
- Rebuilding cm3D in model lab now gives the exact height of the layer.



Readjusting the z-elevation of the model by either rebuilding the 2D base from 3D or set the elevation value manually in Model Lab 2D

Bug fix where SketchUp Import Shows Mirrored Object Faces Incorrectly

- The triangle will flip one time instead of two times.



Loading model in Model Lab 7.5 vs Model Lab 8.0.