

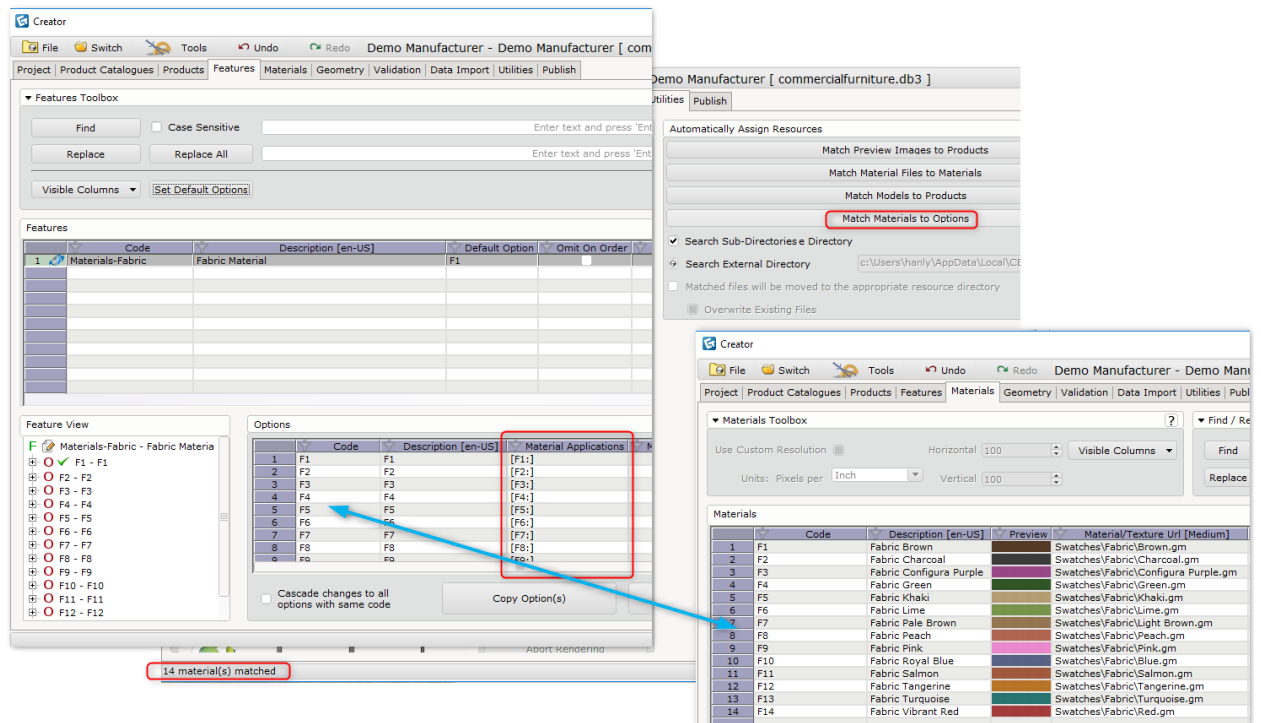
Catalogue Tools 9.0 Patch 3 • Release Notes

21 August 2018

New Catalogue Features

Added a button to Match Materials to Options

- Added the button in Utilities card.
- Automatically updates the material application column in option spreadsheet.
- Matches material to option of the same code.

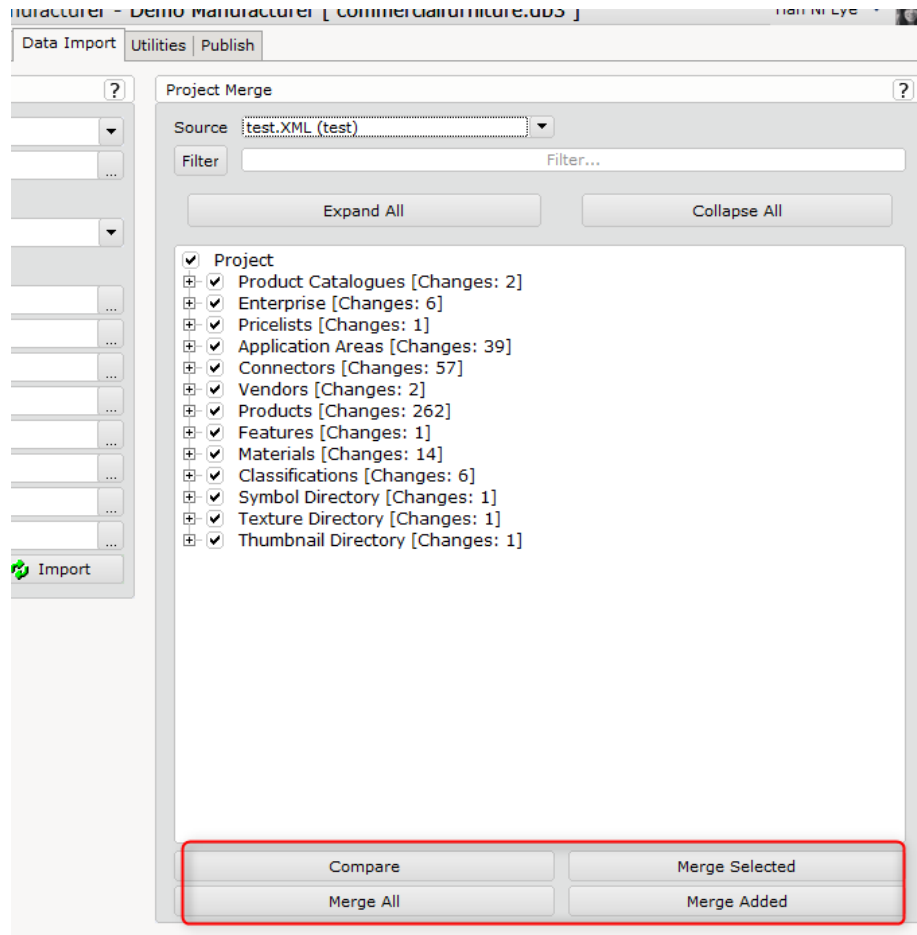


Match materials to options button automatically links material to option of same code.

Added Merge Added and Merge All buttons

- Added two new buttons in the Data Import card.
 - Merge All
 - Completely replaces all elements of source project to active project.
 - Ignores tree view selection.
 - Merge Added
 - Adds all elements of source project into current project.
 - Ignores tree view selection.

- Renamed Merge to Merge Selected
 - Works like the previous merge.
 - Merge only selected elements to the current project.



Catalogue Bug Fixes

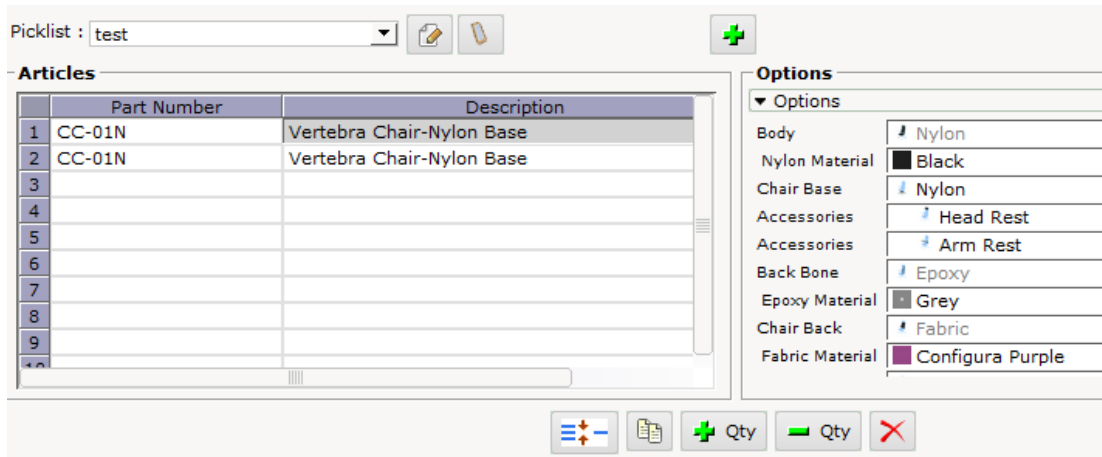
Fixed download catalogue issue using Chinese login name.

Fixed preview images with transparency background in Geometry's preview button and in DsCatalogLimb toolbox.

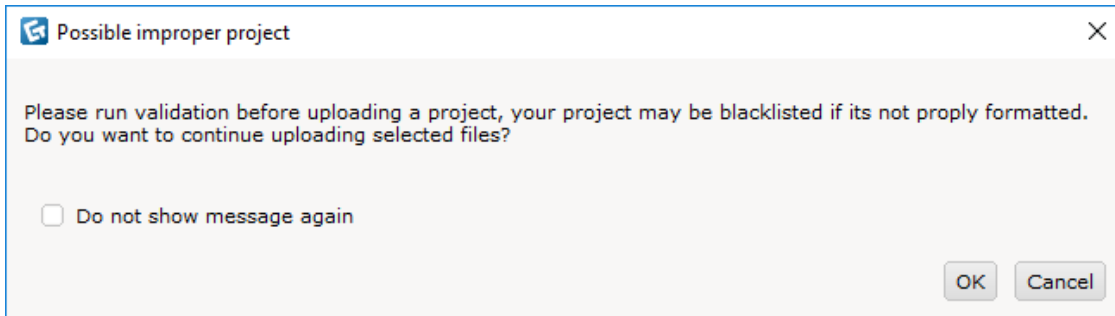
Fixed "Unreferenced model layers" validation: Detecting child product's layer in root product.

Fixed hang on DsPData Debug Dialog when you double click to expand the feature tree view.

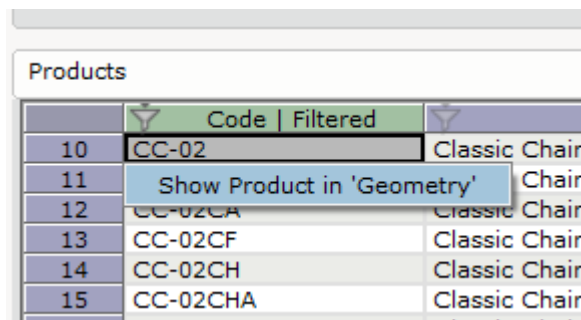
Fixed overwriting of part numbers with different options in a picklist.



Fixed cancelling upload of project file when clicking on "Cancel" or close button

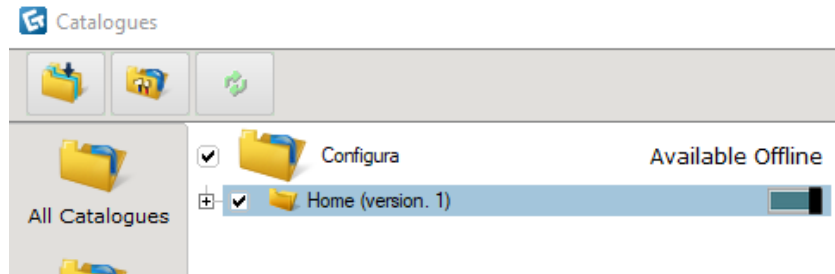


Fixed navigating to Geometry card with "Show Product in Geometry" option when a filter is applied in the products spreadsheet.



Fixed problem when enabling offline download button

- Delete the catalogue.db3 from your cetCatalog folder and restart CET Designer.



Catalogue Crash Fixes

- Fixed crash when deleting portfolio.
- Fixed crash when converting to cmSym before saving the active project first.
- Fixed crash that occur when pressing space bar on an item in the navigator tree view.
- Fixed crash when right clicking on transfer window.
- Fixed crash when loading problematic db3.

Model Lab Bug Fixes

Fixed a problem with Stretch functionality that would prevent selection from automatically switching to the top measure when the current measure was removed.

Fixed Box UV using Scale from Size to apply on selected layer only.

Fixed problem with automatic generation of LOD levels that could cause a mesh to get duplicated.