# Release Notes for InstantPlanner 7.6

November 28, 2019

News and Changes

With version 7.6 InstantPlanner, we are introducing many exciting new features, mainly related to Walkthrough and rendering. Among the news are a snipping tool for rendered images, the ability to save render settings as presets, a camera position toolbox in the Walkthrough, a message bar in the main window, and much more!

Message Bar for Important Notifications about InstantPlanner

We have implemented a message bar at the top of the program window that will show important notifications about InstantPlanner:
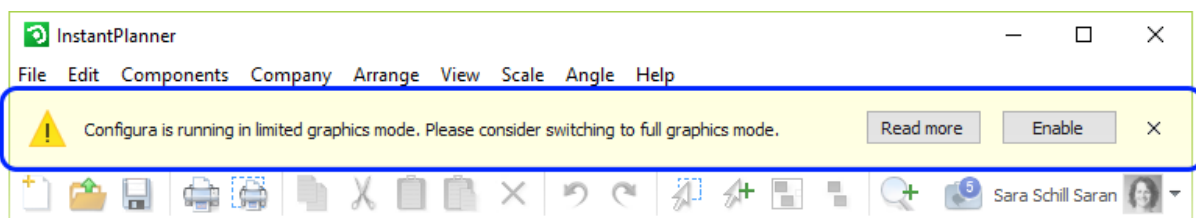
The notifications are color coded as follows:

- **White:** information

- **Blue:** question

- **Yellow:** warning

- **Red:** error / critical

If there are currently more than one notification to read, you can browse through them with the up and down arrows on the far right in the message bar.

Catalogues Update

- InstantPlanner has been updated to run the most recent CatalogueServer, meaning that the latest Catalogue versions are now available to InstantPlanner users.

- The Catalogue server has been updated and is now based on CET 10.5.

Reduced Render Time for the Medium and High Quality Setting

When rendering images with the render quality set to Medium or High, InstantPlanner now uses the GPU to generate depth map, which shortens the render time.

With one of our internal test drawings, we noticed a decrease from 36 to 24 minutes for a high quality rendering.

Tools for Saving and Inserting the View

In the Render & Camera Settings Dialog

Moving the cursor into the **Real Time View** in the Render & camera settings dialog brings up a toolbar in the lower right corner, which has been updated for this release:

The toolbar is now the same whether in normal or compact mode and contains the following tools:

	(new)	Renders the scene in the Real Time View, with the selected render settings.
		Forces a full refresh of the scene.
		Triggers an update of the shadows in the Real Time View.
	(new)	Saves the Real Time View as an image file at the location of your choice.
	(new)	Saves the Real Time View as an image and then inserts it into the drawing area.

Although there no longer is a Copy button in the toolbar, you can still use the Windows keyboard shortcut Ctrl + C to copy the Real Time View to the clipboard (and then paste it with Ctrl + V).

In the Render Queue Dialog

After a render job has finished in the Render Queue, moving the cursor into the viewing area will pop up a toolbar:

The toolbar gives you easy access to these tools for handling the rendering in different ways:

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	Turns the selection mode on/off (new snipping tool, explained later in the release notes)
	Shows the image in your default Windows image viewer
	Opens the containing folder and highlights the selected image.
	Saves the image at the location of your choice.
	Saves the image and then inserts it into the drawing area.

You can also access these tools from the dropdown menu on each finished render job:
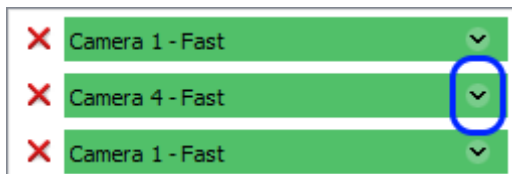
Snipping Tool Added to the Render Queue

The functionality in the Render Queue dialog has been further extended through the addition of an **Area selection** tool. It is similar to other snipping tools and you can use it to single out and highlight certain areas in your renderings, which can then be saved, copied to clipboard or inserted into the drawing.
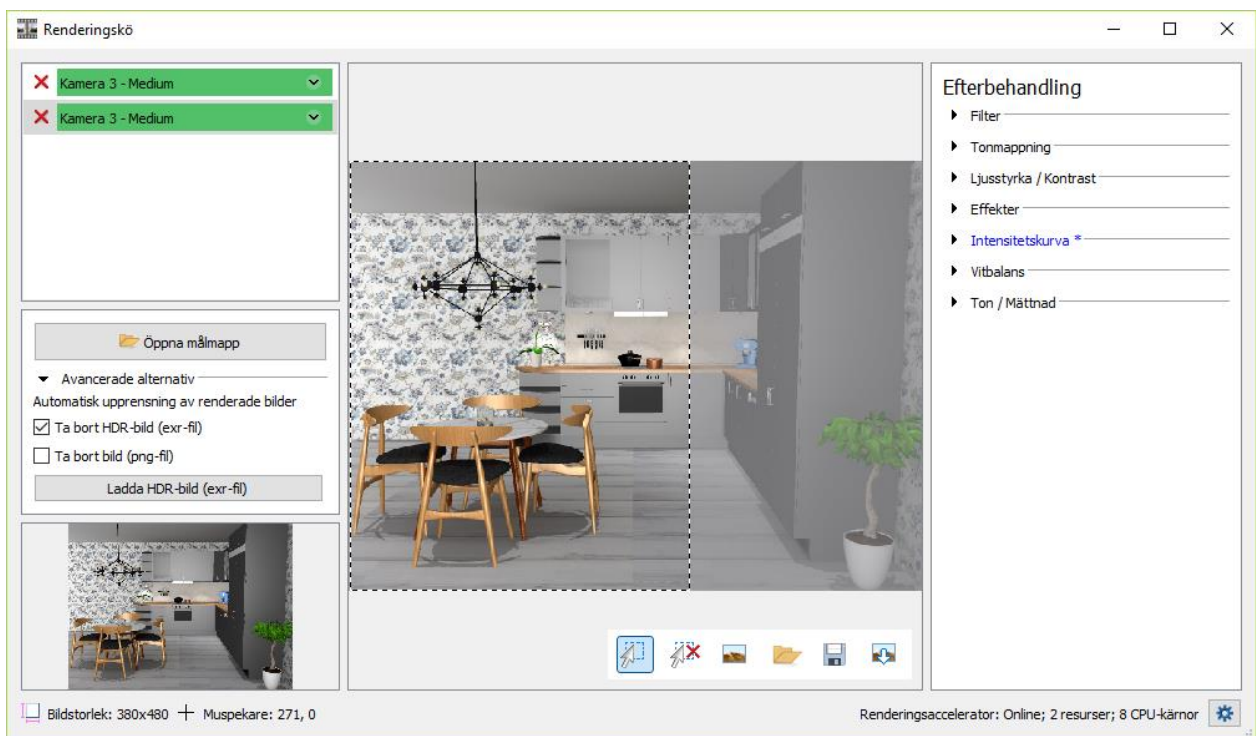
New Post Processing Addition

The Brightness / Contrast section in the Render Queue's Post Processing now has a slider for **Gamma correction**. Moving it will affect the image's mid-range areas, but not the darkest or brightest areas, and could contribute to enhancing the sense of realism in the rendering.
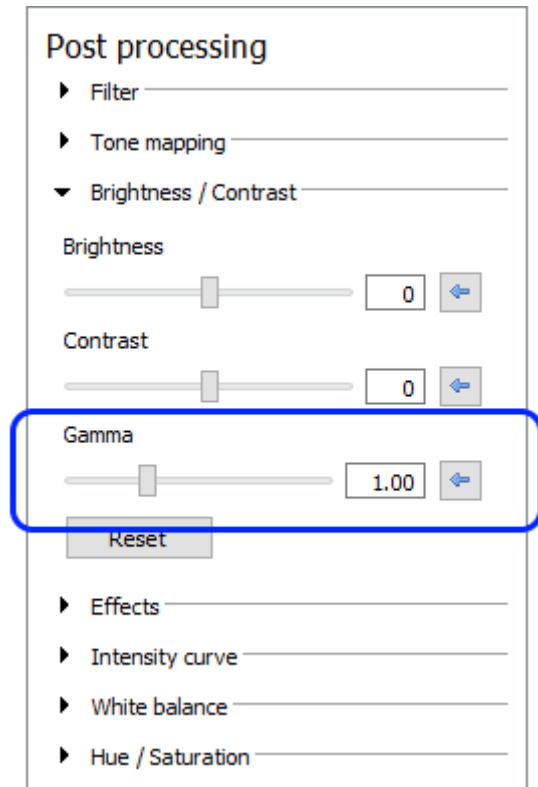
Save and Reuse your Render Settings

InstantPlanner now supports saving your render settings as **Presets**; both in the Render & camera dialog and in the Walkthrough. This means that you are now able to make your render settings available for later use, both in the current drawing, and other.
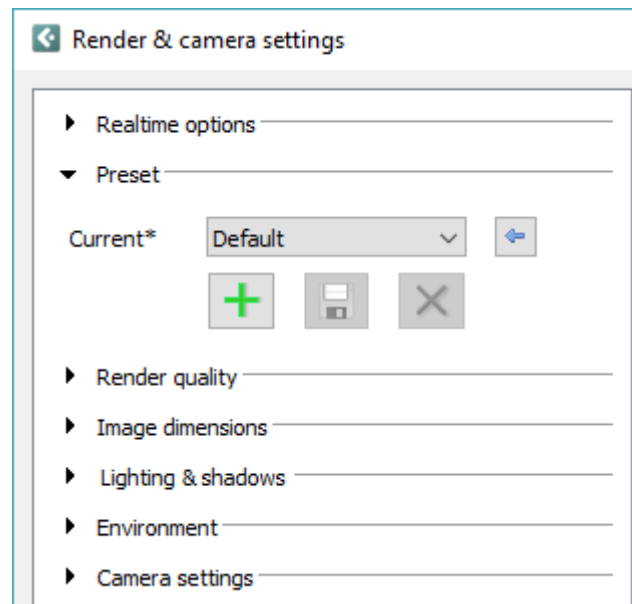
## More Render Settings Available in the Walkthrough

We have reworked the settings in the Walkthrough to now include not only the actual Walkthrough settings, but also many settings and options for rendering from the Walkthrough.

Most settings, although not quite all, from the Render & camera settings are now found in the Walkthrough window too, making it easier than ever to render as you move around in the drawing.

To show/hide the settings, click the Settings icon on the toolbar at the bottom of the window, or press the F12 key:
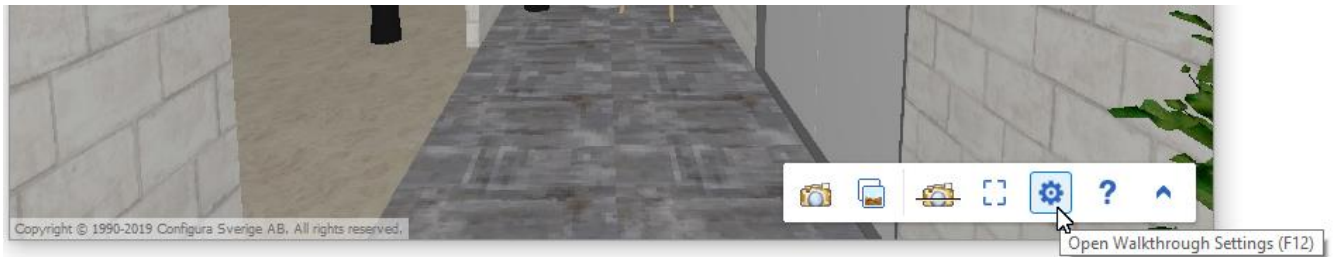
The settings are split up into a **Render Settings** tab and a **Walkthrough settings** tab:
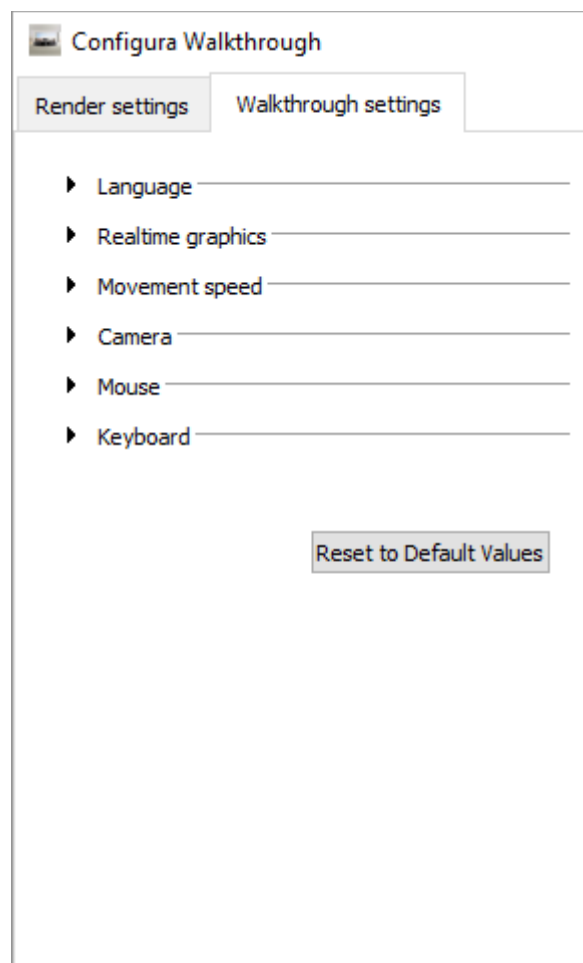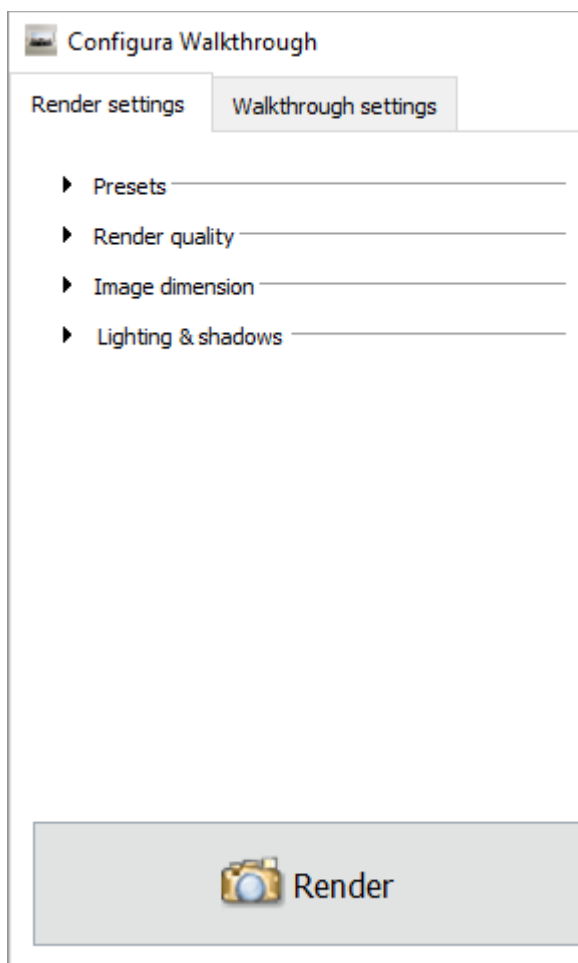
Camera Positions Toolbox for Easier Rendering from the Walkthrough

The toolbar in the Walkthrough contains a new option that could come in handy if you want to render images from the Walkthrough; a toolbox with camera positions that you can easily jump between. Camera positions are great starting points for finding good angles before rendering and can be adjusted until you are happy with the result.

The toolbox is hidden by default and is toggled to show/hide with the Tab key or the button on the toolbar:
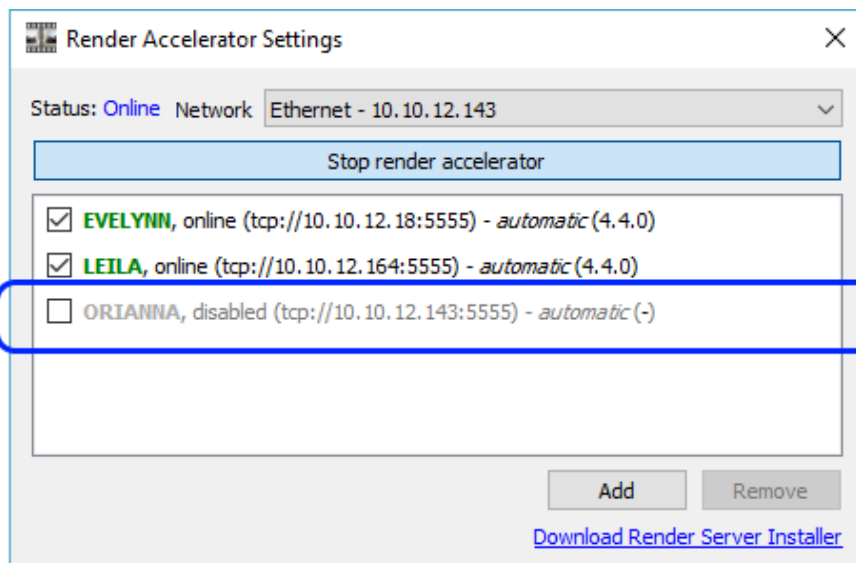

You can add a new camera position whenever you want by clicking the button to the far left in the toolbox:


Feature for Disabling Resources in the Render Accelerator Settings

Each resource listed in the Render Accelerator Settings now displays a checkbox to the left of the name. Deselecting a checkbox will disable that particular resource.

More fine-grained texture scaling

We have added more precision to the texture scale and aspect ratio in the Material/Color change dialog:
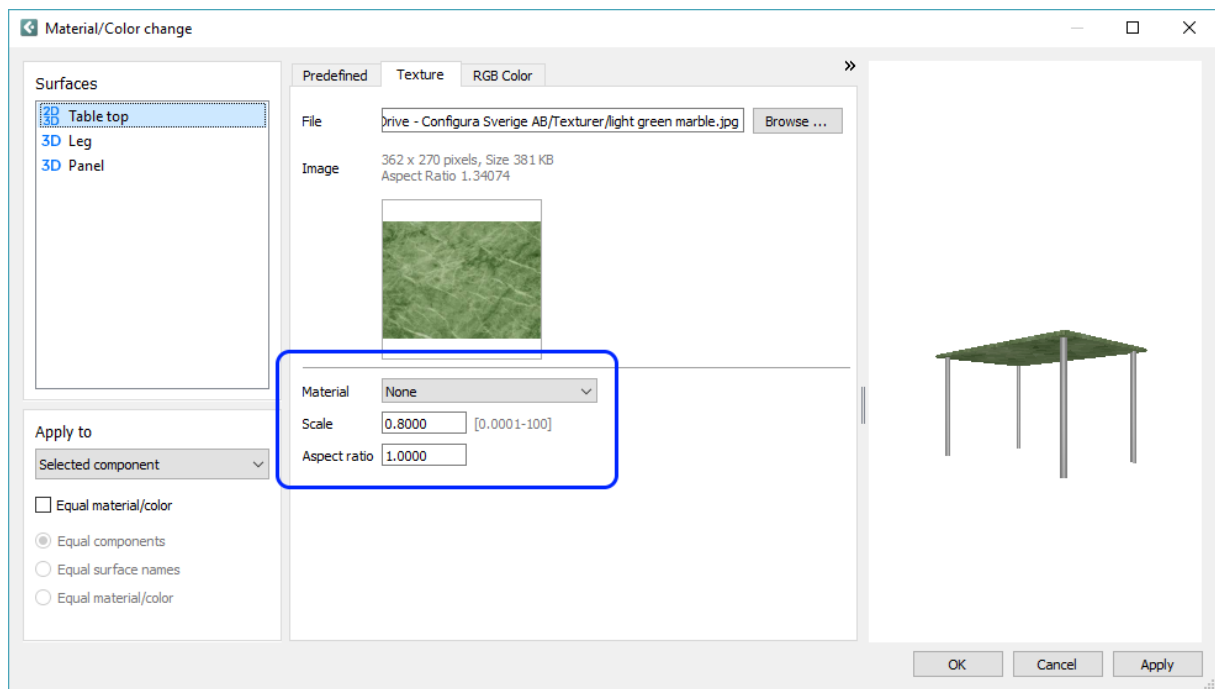
Bug Fixes

- Due to not being used much and not fully working as intended, the .tga file format option has been removed from the dropdown menu in the Save and Open image dialogs, respectively.

- Enhanced creation of automatic elevation view.

- Enhanced 2D for imported 3D objects.

- Fix for the Area light being too weak.

- Fix for the Apply button not being activated in the Light settings dialog for the Area light.

- Fix for the Measuring tool that would previously follow the general line setting which, for example, could cause the lines to incorrectly become dashed or very thick.

- Fix for the Render Accelerator losing information on manually added resources.

- Fix for exported EMF files not matching with the InstantPlanner drawing.

- Fix for the Arrows on the Line Drawing 2 component tab turning into walls. The fix is that the arrows no longer have a 3D representation.

- Fix for tooltips missing on the Arrows on the Line Drawing 2 component tab.

- Fix for the communication issue between InstantPlanner and MyConfigura, causing the login to reach a timeout.

- Fix for the 2D RGB color not updating correctly when a texture was applied to a surface.

- Fix for problem with the 3D being all white if an imported object lacked 3D material, which could not then be changed from the Material/Color change dialog.

- Fix for problem with the 3D export to .stl file format that would generate invalid files.

- Fix for the problem causing Shadows and Antialiasing to get disabled when the Walkthrough window was resized.

- Fix for issue that would not allow the Height cells in the Level Settings dialog to be edited.

- Fix for the problem that would make the blue frame indicating the print area of a Print frame invisible.

- Fix for issue with the Solid and Solid/Mesh dwg export options that could cause the 3D of certain objects to not look as expected.

- Fix for texture scale and aspect ratio in the Material/Color change dialog not working as described in the InstantPlanner Help.

- Fix for issue with transparent surfaces, for example windows, that would not let light though when rendering from the Walkthrough.

Before   *After*