Release Notes for InstantPlanner 7.8

November 6, 2020

News and Changes

With version 7.8 of InstantPlanner…

Graphics engine updated

- We have updated the graphics engine to a newer version (5.1) which brings with it support for newer graphics cards.

New Post processing option added

- An option to **Include background** has been added to the Post processing controls in the Render queue dialog. Its purpose is to enhance anti-aliasing in cases where a background has not been set before rendering. It is selected by default. Deselecting the checkbox, which is equivalent to how InstantPlanner has handled this in earlier versions, has a negative effect on anti-aliasing, making edges look jagged or pixelated.
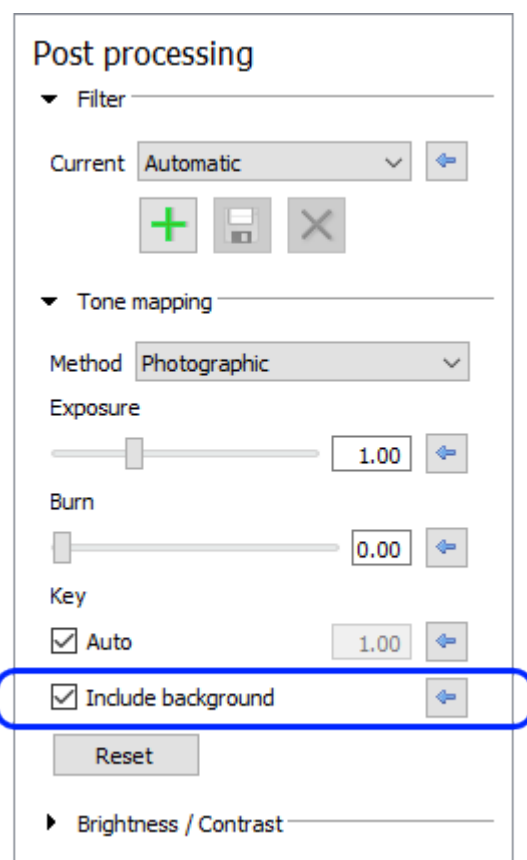
Walkthrough Updates

- When you start a Walkthrough, your settings for **Lighting & Shadows** and **Background** color are transferred from the Render & camera settings to the Walkthrough.

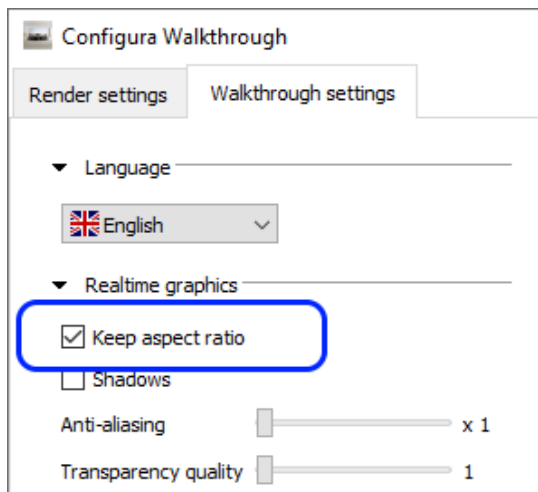 Please note that although the **Environment** settings cannot be edited from the Walkthrough, they will still affect your scene.
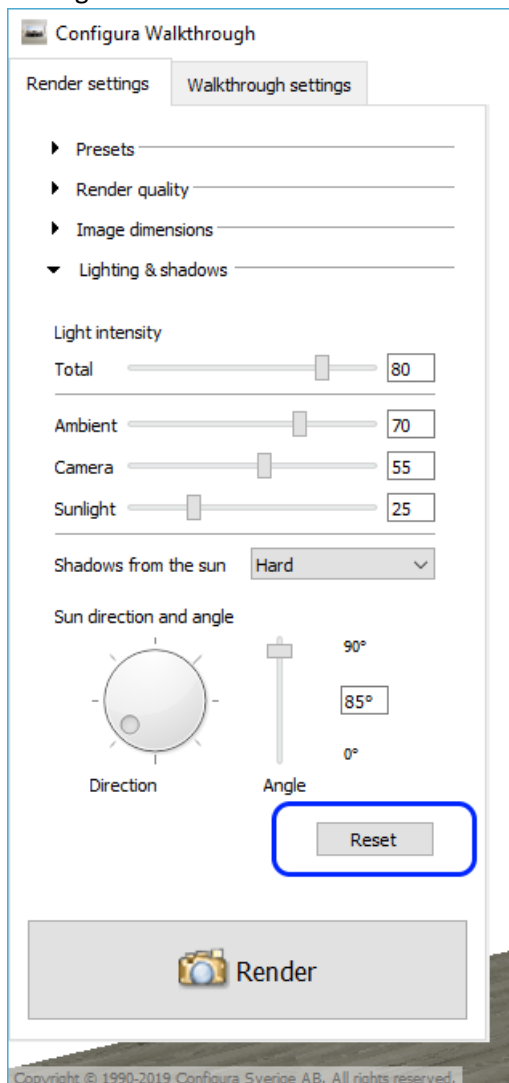
- A **Keep aspect ratio** option has been added to the Walkthrough settings:

- A **Reset** button has been added to the Lighting & shadows section of the Render settings found in Walkthrough window. Clicking it will reset the entire section back to default settings.

Render & camera settings dialog updates

- Materials for the automatic ceiling and floor found in the Environment section of the Render & camera settings are now saved with the preset. Just pick the materials you want to use and click the Save changes button to save the current settings:
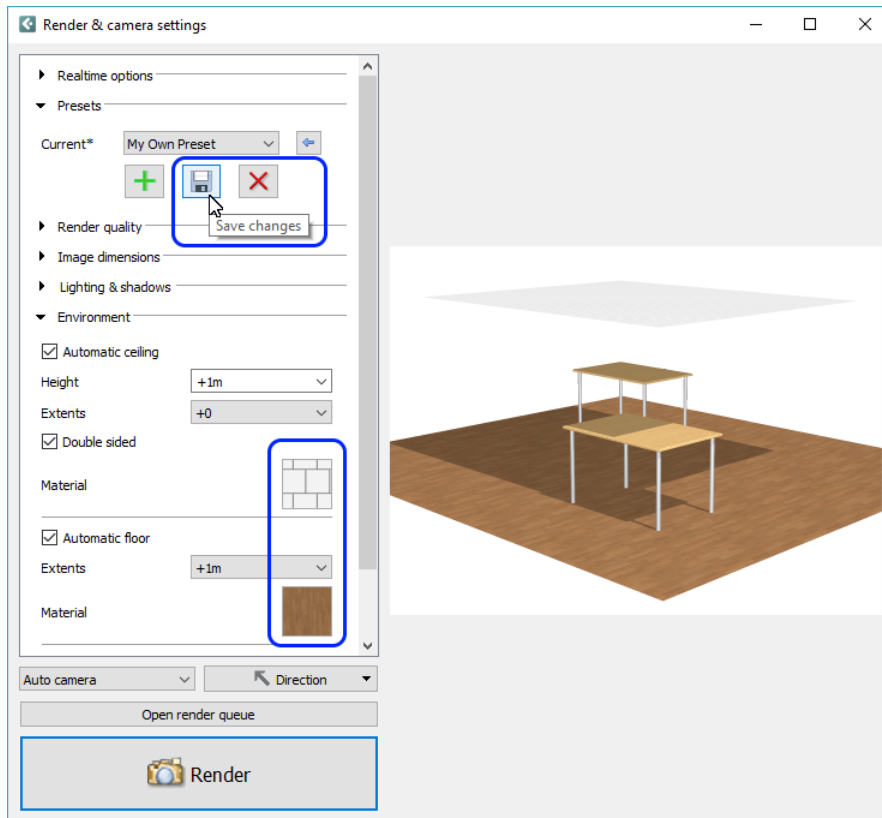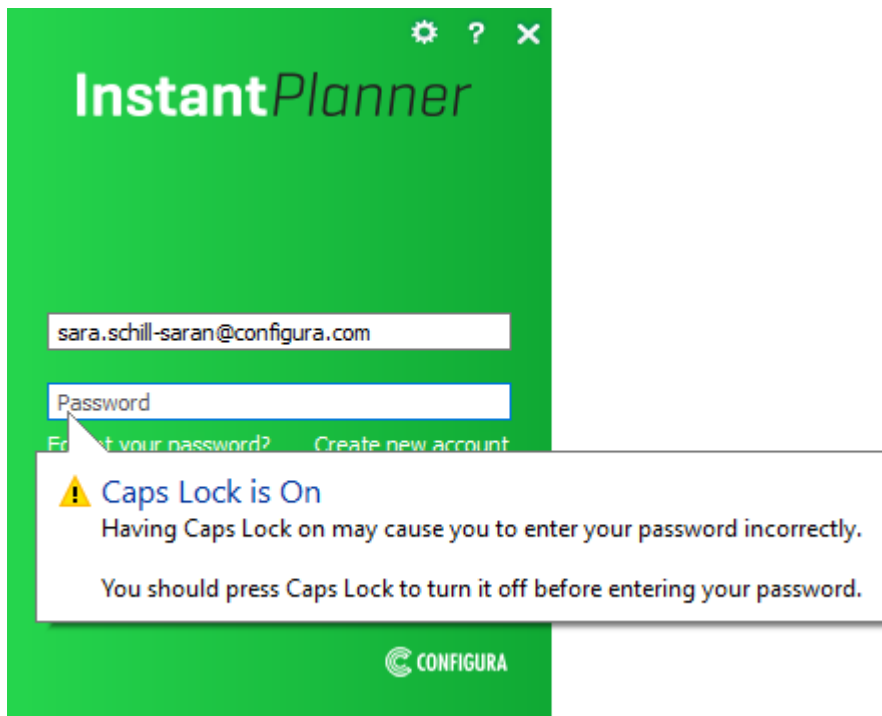

- Also saved with the preset when you click the Save changes button is the direction of the Auto camera:
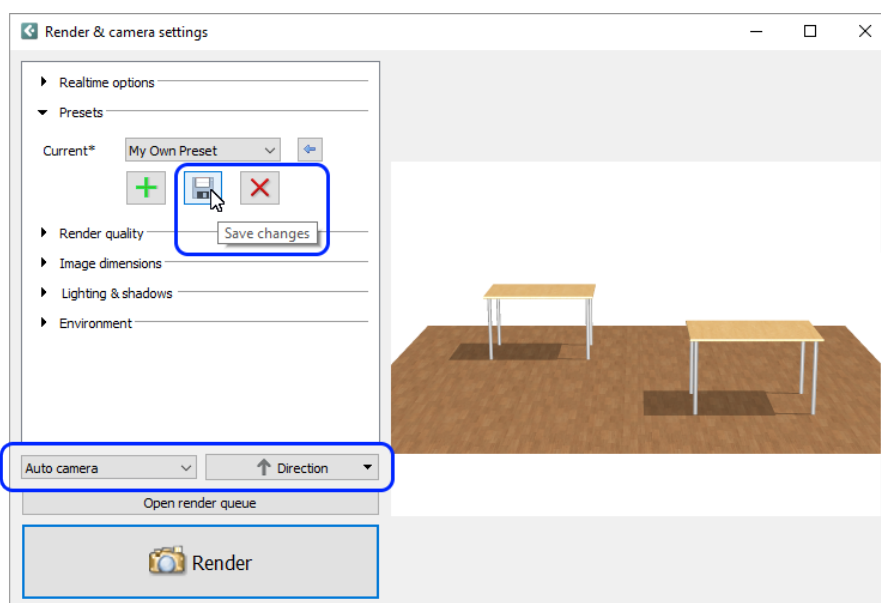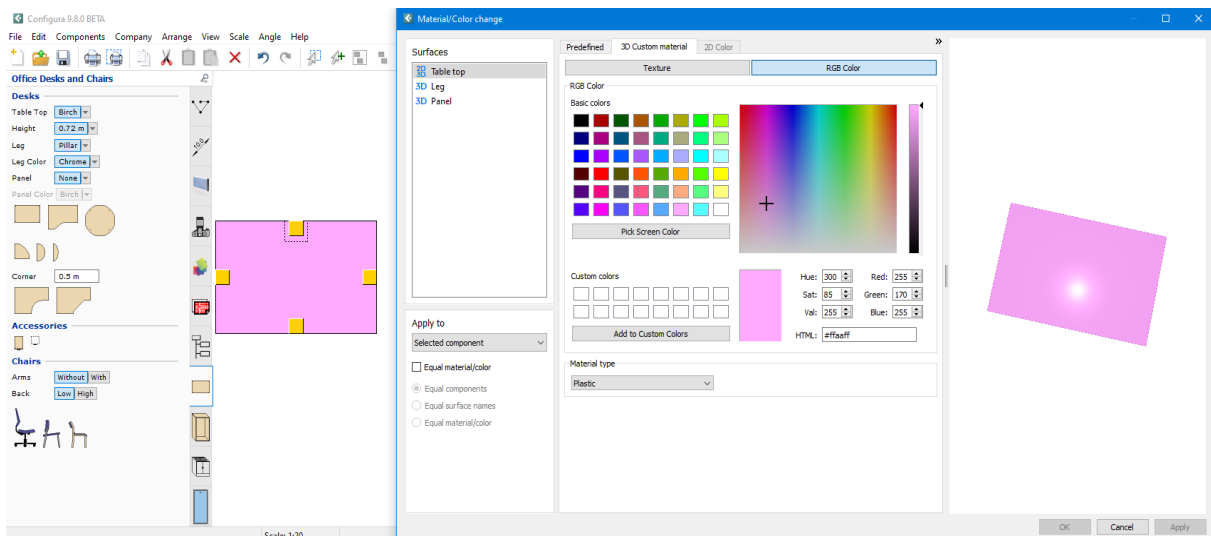
New Warning in the Login Window

- The InstantPlanner login window now tells you if you have Caps Lock on when entering your password:
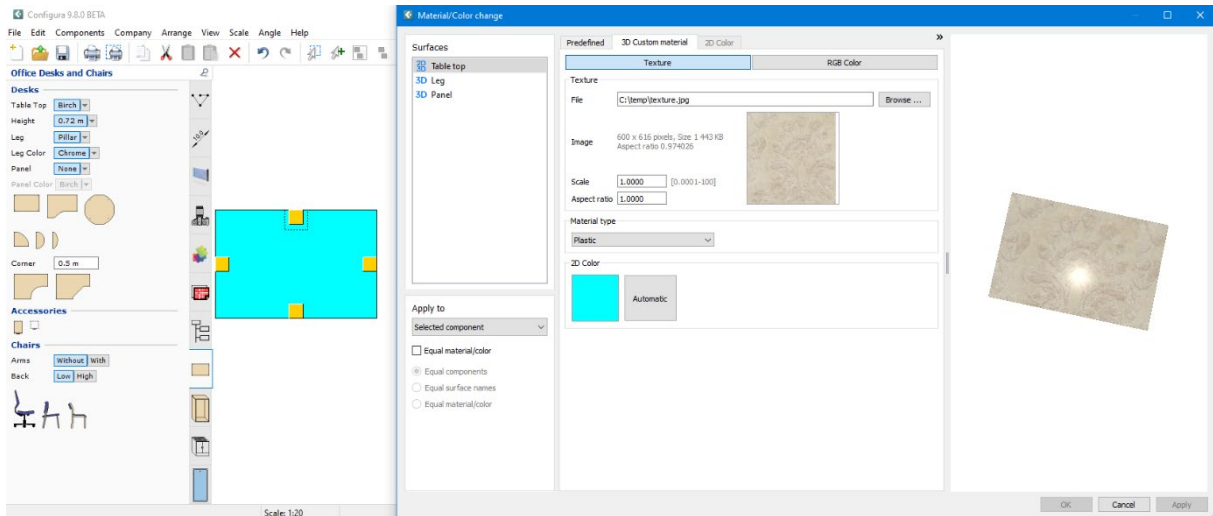

Material / Color Change Dialog Updates

In the **Material/Color change** dialog, the previous Texture tab has been replaced with a **3D Custom Material** tab which comes with some new functionality:
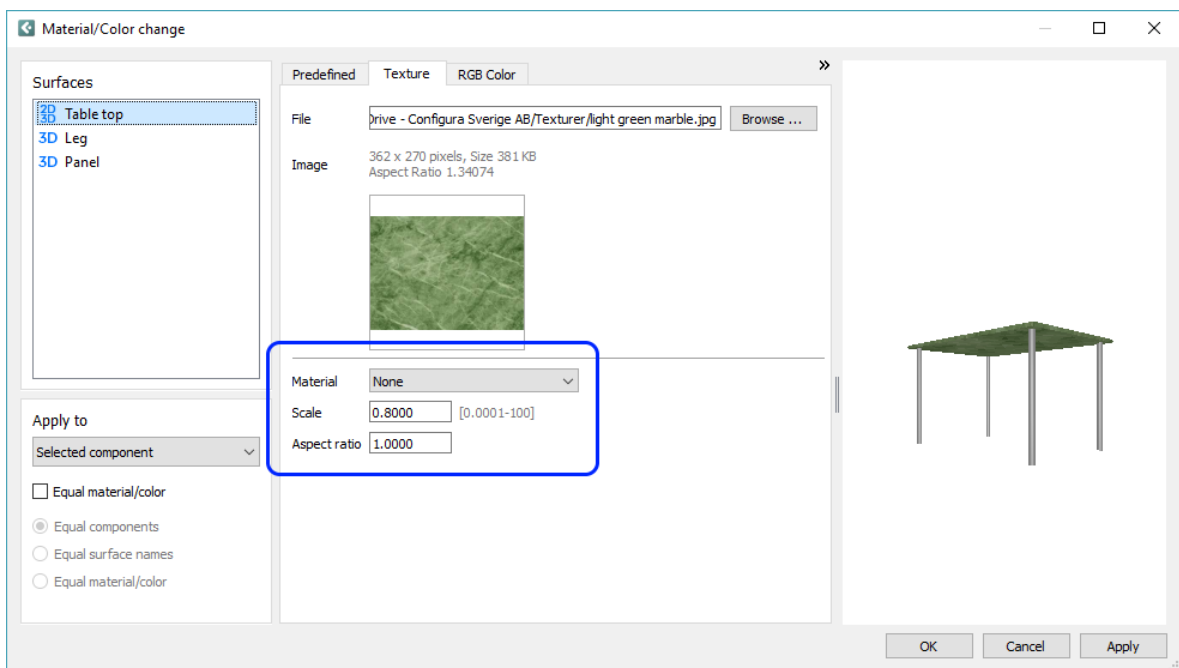
- You can now pick a custom RGB color for the 3D:

- For surfaces that are visible in both 2D and 3D, you can now apply a texture for the 3D but pick a custom RGB color for the 2D:
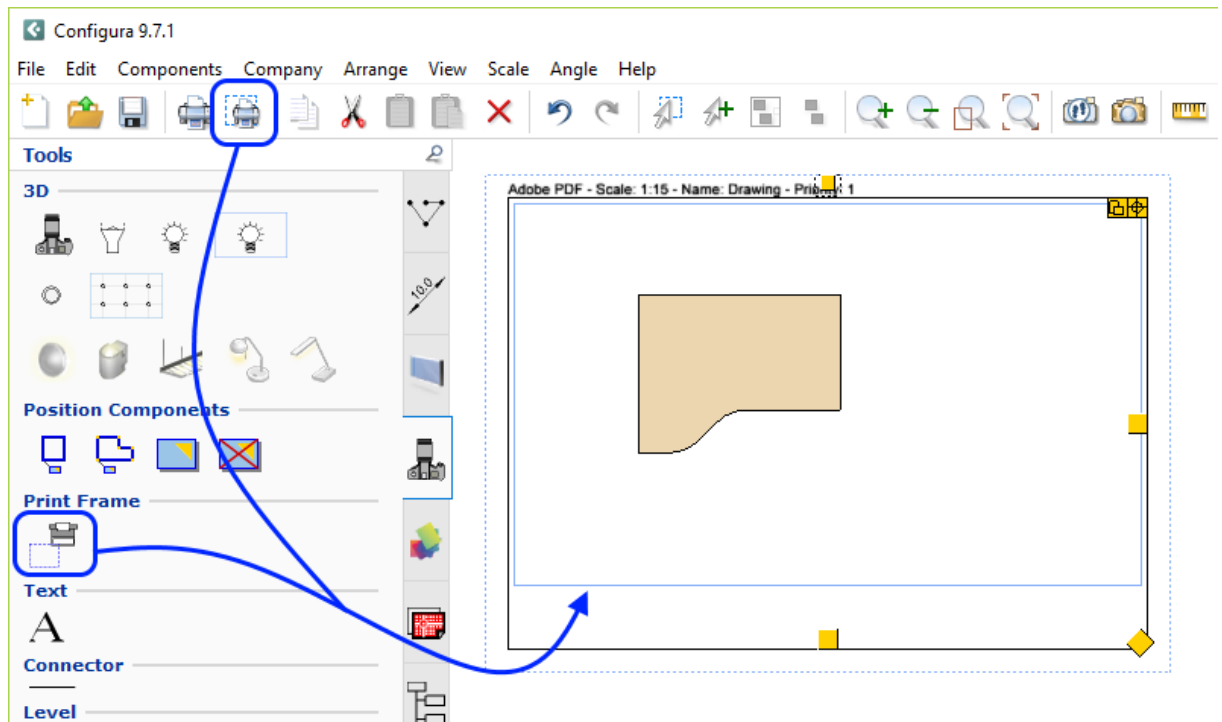

- Added more precision to the texture scale and aspect ratio in the Material/Color change dialog:

Miscellaneous

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

- We have added German to the Render Queue and the Walkthrough.

- The light blue frame defining the print area in a print frame is back again after we fixed a bug that made the frame invisible.

Bug Fixes

- Fixed problem with the Render Queue, Render Accelerator, and Walkthrough dialogs that would cause them to show on screens that did not exist.

- 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.

- Fixed problem with light not passing through transparent object, such as windows, in Walkthrough.
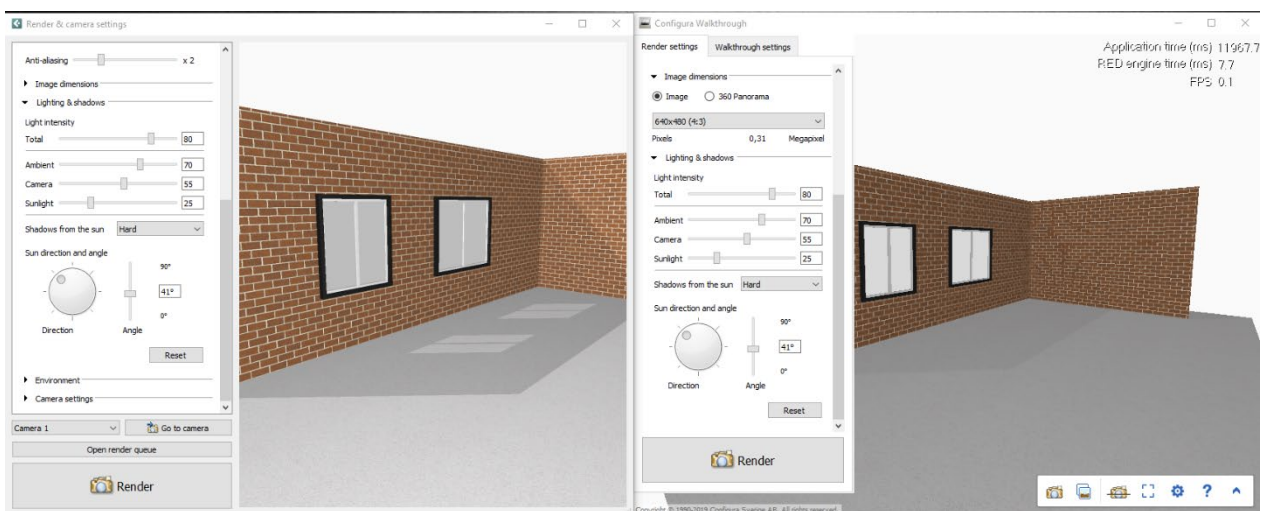
- Fixed problem with ceiling still showing after the House Components option in the View menu was deselected.

- Fixed problem where ungrouping a group with a text component inside would cause the text to disappear.

- Other minor bug fixes.