

Release Notes GC-CAM Edit v11.2

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Internal updates

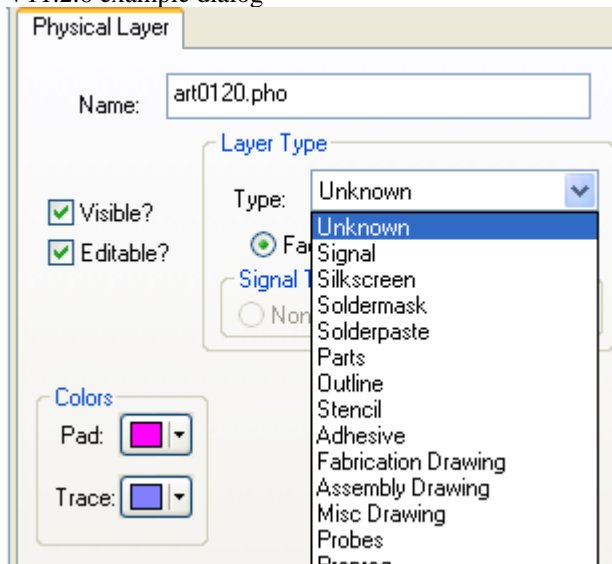
The 11.2 release of GraphiCode products is the first release from Visual Studio 2010. While the outward indications of this change in our development platform are subtle, the benefits to users in terms of speed, stability, and compatibility are major. The development platform utilizes tighter coding requirements, reduces compilation and development time and produces a more robust final product.

The Visual Studio 2010 environment also allows for both 32 and 64 bit application development and GraphiCode is currently in the process of code modification for a 64 bit version of all applications.

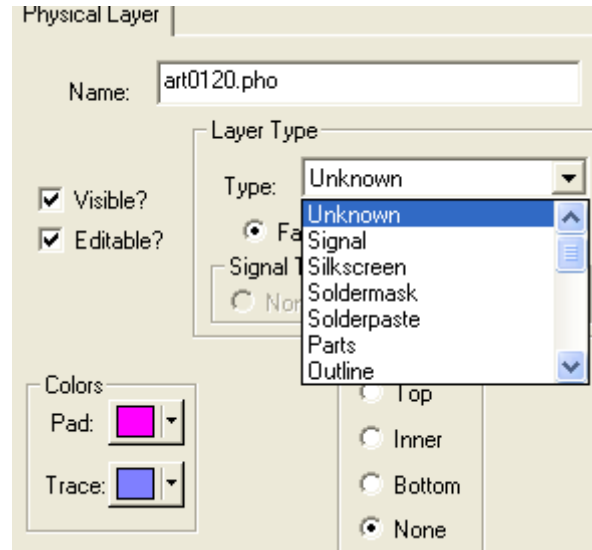
As we have been developing the VS2010 application along side the current release schedule, releases from the new environment will be versioned in the same manner. However, the final release of products will be x.y.6 (previously x.y.2) in order to differentiate the development platform being used.

To the user, the User Interface will not change dramatically although toolbars, drop down boxes and dialog boxes will be subtly different as shown below:

V11.2.6 example dialog



The rounded toolbar buttons, full drop-down list and cleaner dialog background can be seen when compared to the previous version:



v11.1.2 example dialog

Testing has been exhaustive on the new version but given the variety of user environments, methods of use and legacy users of GraphiCode products we would like to ask that if you encounter a problem please report it to your support representative.

Items fixed since v11.1.2

This list is customer reported issues fixed for this release.

- #19 Subscript out of range error fixed within the DFM setup dialog.
- #18 Reloading / reusing of dialogs during import process prevented adding files to an existing fileset.
- #17 Fixed problem during installation of non-English builds that caused a nonsense message during Help installation
- #16 Resized the CAD-XY custom aperture to better match decreasing component sizes.
- #15 Resolved an issue with Text apertures in ODB++ not loading correctly in panel layer.
- #13 Addressed problem whereby certain round pads were being output at twice the correct diameter in a DXF file.
- #12 DXF files containing only round pad apertures were not being imported correctly into the software. Fixed.
- #10 Fixed a problem where the animated frame box acted strangely when using a zero width line.
- #4524 Side-effect bug fixed following the work to track #4520.
- #4521 Removed incorrectly displayed corner markers from the graphical display. The DWG file is now correctly displayed.
- #4520 Isolation improvement to better handle very, very small arc and line segments. This results in better and cleaner results when isolating an isolation.
- #4515 Updated the installed files in the Examples data to be applicable across all products. The tutorials were also updated to correctly reference the newly included files.
- #4510 Fixed drawing engine glitch that produced ghost dots in certain polygon heavy GWK files.
- #4509 Corrected a setting issue that resulted in failure to automatically convert round features in DXF and DWG files to flashed round pads.
- #4508 Fixed an issue during ODB++ loading that resulted in a missing feature. The problem was with resized and rotated symbol apertures only.

