

Release Notes GC-CAM Edit v15.4

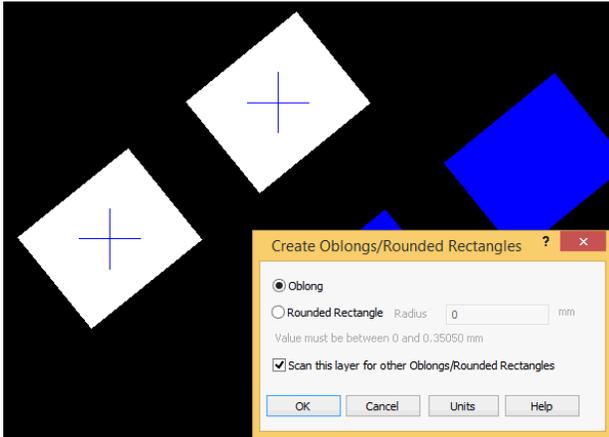
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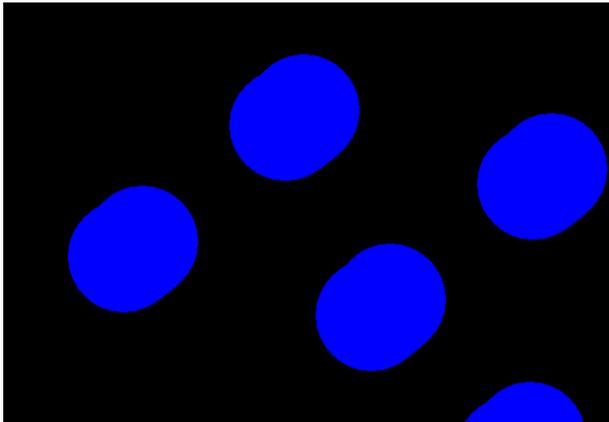
New Features

Convert to Oblongs

A new function has been added to the Advanced Stencil Editing Suite of tools. The function takes chip pads and converts them to an oblong or rounded rectangle independent of angle.



The result generated in the above instance would appear as



Added Physical layer name to Prints

Adding a Footer to the printout now allows the Physical layer Name, Type and Side to be added to the printout, making identification easier.

Added numerous Plugin functions

A number of plugin functions have been added to enhance the customization of the product. Details can be found within the Intellisense for the plugin.

Items Fixed since v15.3

This list is customer reported issues fixed for this release.

- #415 Fixed an inconsistency in the display of selected polygons.
- #412 Added the Layer name to printouts when the Footer option is chosen.
- #411 REP files (and other aperture list formats) are now auto-recognized during Import.
- #409 Modified the behavior of the Enter key within the Query window when the Query window was opened by the Reorder Rout function. An earlier change to make the Query window more user friendly had the adverse effect of making Reorder Rout slower to use.
- #408 Added function to create oblongs from off-angle chip components.
- #407 Fixed an ODB++ file loading issue caused by the incorrect interpretation of CPN string.
- #404 Fixed an issue caused by spaces in the aperture macro definition not being ignored. Caused by a side effect of work in the v15.2 release.
- #397 Implemented plane creation for DWG import. File now loads correctly.
- #386 The result of copy and paste action for a specific polygon construction was incorrect. Now correctly breaking polygon chains where applicable.
- #385 Gerber file was using illegal oblong aperture to draw a trace. This issue is now error trapped and reported to the user.
- #369 Data from DXF file now matches the AutoCAD interpretation.
- #368 Data correctly interpreted from DWG file.
- #299 ODB++ file loads from .tgz file. Issue was caused by the maximum number of physical layers being exceeded.