

# Release Notes GC-CAM Edit v16.4

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## **New Features**

### **Round Corners for Apertures**

This new function allows for a radius corner to be placed on any selected apertures via the Advanced Stencil Creation sub-menu.

There is also an option to add a Chamfered corner if necessary although the results of this function (chanfering) can produce non-sensical results on certain odd shapes.

### **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 v16.3

This list is customer reported issues fixed for this release.

- #488 Fixed an algorithm that now correctly creates C Pad apertures on odd angle pads. The function now also scans every angle of pads to increase the speed of converting chip footprints for stencil customers.
- #487 Rounding Corners for Custom apertures.
- #486 Updated the Tool Compensation algorithm to not compensate the First and/or Last point in the Rout Path
- #485 Added the ability to Create Drill Drawings based on Tool Number or Size rather than Tool Table position.
- #484 Fixed an failure in the GCPlugin code that caused Home Plate patterns to generate poor results.
- #477 Fixed a problem that caused a very long silver to be missed during DFM
- #472 Fixed problems in the Filter Selection function that interpreted trace length as including aperture size. Changed the algorithm to only use centerline length.
- #471 Fixed the code to consistently keep the original start point independent of whether the Rout path is clockwise or counter-clockwise. This function also applies if the initial tool path is a straight line or an arc.
- #470 Added a warning to the Excellon output function if duplicated tool numbers were present within the Tool Table.
- #469 Fixed numerous issues with the Tool Compensation algorithm to give better results when compensating Rout Paths.
- #461 Added an option to 'smooth' the Isolation path to remove very small contour sections. These very small sections were not optimal in terms of cutting paths (in particular with laser cut stencils).
- #455 Failure in entity tracking via a script caused some traces to not be mirrored. Add sanity check to catch this issue during Editing functionality.