
What's New in Cut2D Desktop 8.5

A quick start guide for Cut2D
Desktop upgraders

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Overview

Welcome to the What's New document for the latest version of Cut2D Desktop. Please note that this document is intended for existing Cut2D Desktop customers who have recently upgraded to the latest version. As such, it only includes details of the incremental changes and enhancements to the previous version of the software. If you are new to Cut2D Desktop then this document probably isn't the one for you. Instead please take the time to watch the extensive supporting tutorial videos provided with Cut2D Desktop to help you get started. Once you are up and running, you will find the Help->Help Contents menu command will open a full electronic reference to every tool and feature in Cut2D Desktop.

This document is broadly divided into two sections focusing on the main areas of Cut2D Desktop: Drawing and Toolpaths. In each Section there are separate parts highlighting completely new tools, and a summary of enhancements and extensions to existing tools that you should already be familiar with. Finally, the Miscellaneous Improvements section documents the remaining minor changes that have been made, usually in response to specific customer feedback, to improve work flow and fix problems that have come to light since the previous release.

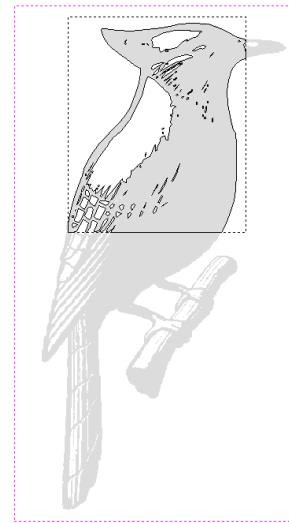
Enhanced & Extended Drawing Tools

This section details the improvements that have been made to features you will already be familiar with from earlier versions of Cut2D Desktop and includes the following:

- Clipping Region for Bitmap Vector Fitting
- Dimensioning and Snapping
- Filleting Improvements
- Extra Mirroring Options within the Linear Array Copy Form

Clipping Region for Bitmap Vector Fitting

When tracing a bitmap you can now select specific regions of the image that you wish to trace. To do this, ensure the bitmap is selected whilst in the Trace Bitmap Form and simply drag a box over the area you intend to trace. When you hit the Preview button vectors will be fitted only to areas of the Bitmap that are contained within the drag box area. If no box is specified then vectors will be fitted to the entire image as with previous versions of the software.



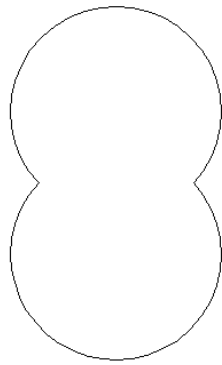
Dimensioning and Snapping

Further improvements have been made to the way you can create dimensions in the software. Previously Dimensions could only be snapped to vector geometry, you now have the ability to snap to guide lines as well as to the corners of your current job limits.

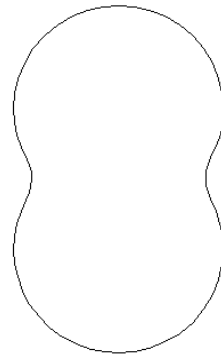
Filleting Improvements

Filleting has now been improved so that the corner filleting no longer only works between two straight line spans, you can now fillet between lines, arcs and (Bezier) curves allowing a lot more design flexibility. As with the previous version these entities need to be part of a single joined vector not separate entities. When a fillet is possible the fillet cursor will display a check-mark to show it's at a junction where a fillet can potentially be added, click to insert a fillet of the specified radius.

An additional enhancement is the ability to fillet across multiple vector spans if the fillet will not fit on a single corner of two vector spans. In this case the software will look further along the shape and see if it's possible to fit a fillet of the specified radius. Please note that in the case of a fillet going across more than one span if you de-fillet it (fillet cursor shows and X mark) then it will just extend it with two straight lines, the software will not know what geometry was previously there. In this case you should undo the command rather than use the de-fillet option.



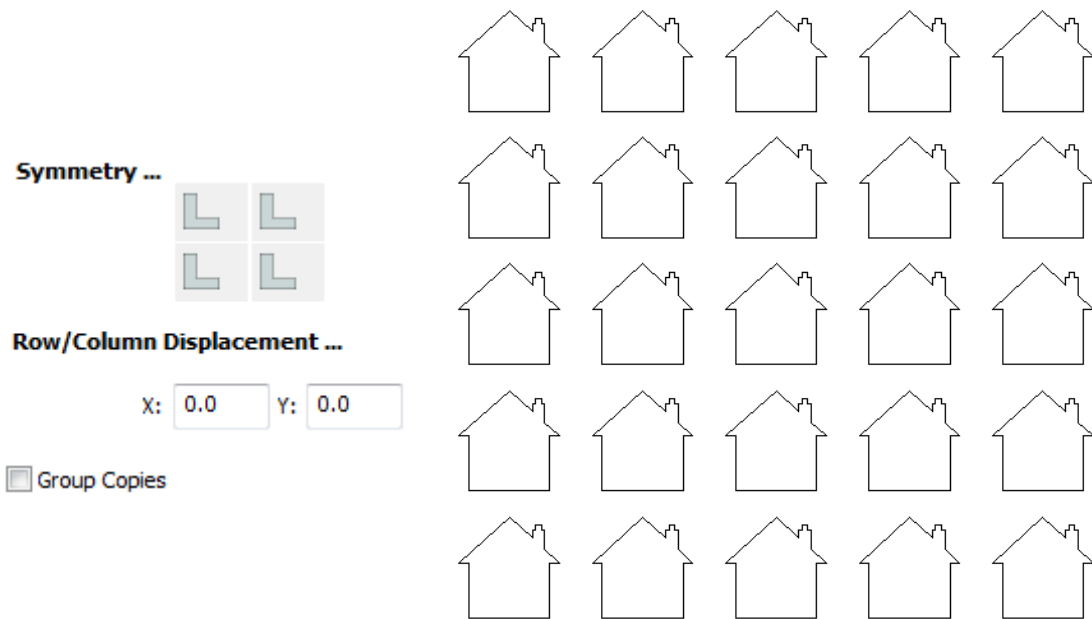
Arc Span Vectors before Filleting



Arc Span Vectors after Filleting

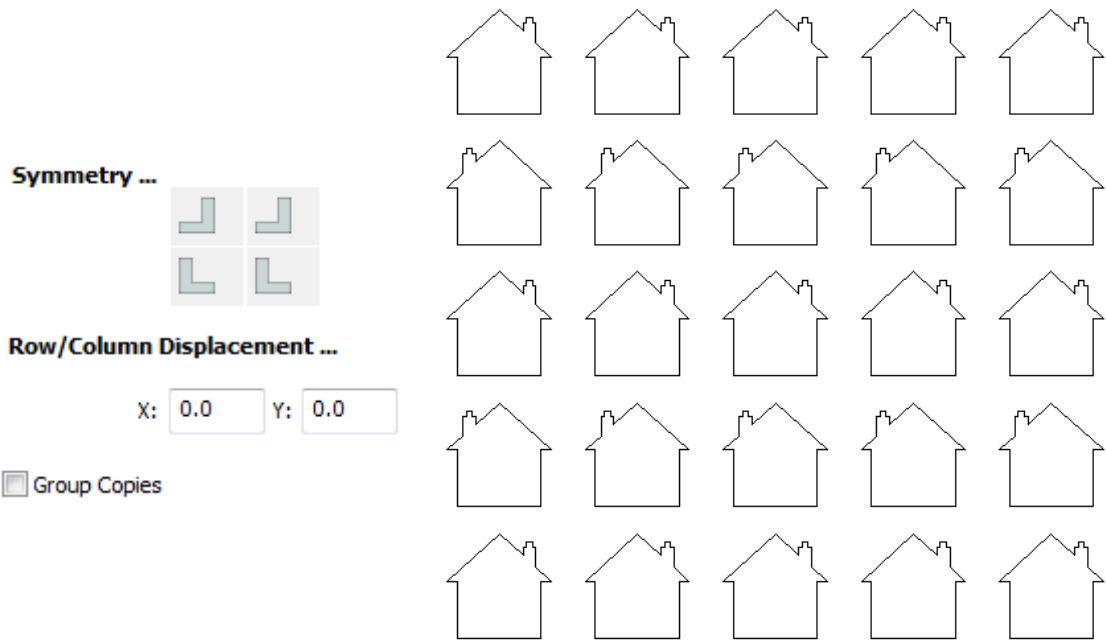
Extra Mirroring Options within the Linear Array Copy Form

New options to enhance the way you can create array copies of an object have been added to the Linear Array (Block Copy) form. You now have the ability to mirror objects. This allows for more advanced pattern making, by default the Symmetry... area of the form is set so there is no mirroring. To alter the pattern you can simply click on one of the four buttons (with the L shape) to step each corner through its four possible orientations. These will work in a mini-grid of the first four corner objects creates and then be propagated through the rest of the pattern based on the other settings.



Default Block Symmetry Form

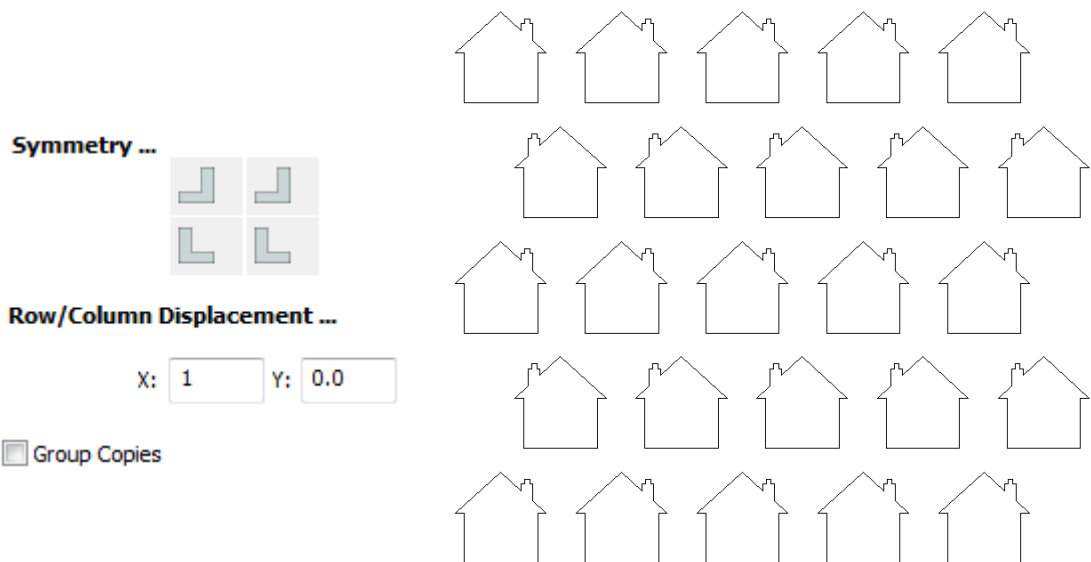
Pattern Created



Horizontal Symmetry Applied to Row Above

Pattern Created

In addition to the Symmetry options you can also now move every other row or column by entering values in the Row/Column Displacement... area of the form. For example entering a value for X will move the objects on the second row over by that distance then row three will retain the original position, row four will be moved and then every other row moved accordingly. Similarly entering a Y value will move every other column up (for a positive value) or down (for a negative value) and then again repeat this across the full array.



Row Displacement of 1

Pattern Created

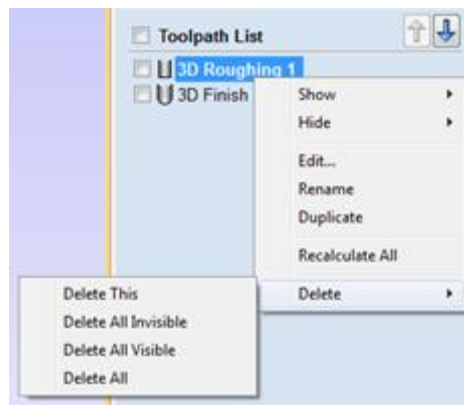
Enhanced & Extended Toolpath Features

This section details the improvements that have been made to features you will already be familiar with from earlier versions of Cut2D Desktop and includes the following:

- Deleting All Toolpaths
- Undo Deleting All Toolpaths
- Increased Preview Simulation Resolution

Deleting All Toolpaths

Enhancements have been made to the way you can delete toolpaths. Right click on a toolpath and the delete option draws out further options, enabling you to Delete the Selected Toolpath, Delete All Invisible Toolpaths, Delete All Visible Toolpaths and Delete All, making the deleting process quicker.



Undo Deleting All Toolpaths

With the improved deleting toolpath options now available, we have also added the ability to undo/redo toolpath deletion.

Increased Preview Simulation Resolution

We have enhanced the Quality of the Toolpath Simulations whereby there are now five options to choose from. The default Standard Quality will run your toolpath simulation the fastest, but done at a rate that provides you with the minimal amount of pixel quality within the resolution. Each of the further options will increase simulation running time but improve the pixel quality in the preview.

Miscellaneous Improvements

This section details the improvements that have been made to features you will already be familiar with from earlier versions of Cut2D Desktop and includes the following:

- Animating The 3D View
- SVG Import
- SketchUp 2016
- Option for Specifying Number of Entries in Recently Opened List

Animating The 3D View

When working within the 3D view, movements between the four set viewing directions in the 3D view are now animated. This means you'll see a transition of movement when you select a new direction to go from Along X, Along Y, Along Z or Isometric. On some computers this may impact performance so it is possible to toggle this setting to revert to the old behaviour. To switch this on/off, go to the **Edit** Menu and select **Options** , under the 3D View Settings click on **Animate Camera Moves** and select Yes or No from the drop down arrow as appropriate.

SVG Import

SVG files can now be imported into Cut2D Desktop using the Import Vectors from a File icon or **File** - **Import** - **Import Vectors** option from the drop-down menu. This function will only import standard vector objects from an SVG file and is unable to import text entities so these will be ignored. To import all data from an SVG file the text/number would need to be converted to curves in a design program before export.

SketchUp 2016

The direct 2D import for *.skp (native SketchUp software files) has now been updated to support the SketchUp 2016 file format. Vector data from this file type can be imported through the Import Vectors from a File icon or the **File** - **Import** - **Import Vectors** option from the drop-down menu.

Option for Specifying Number of Entries in Recently Opened List

You now have the option to increase the number of Recently Opened Files in the list on the left hand pane of the start-up screen; previously this was limited to only showing the most recent four files. To alter this value, click on the **Edit** drop-down menu and choose **Options** , scroll down the list and look for the "Recent File List Size" value, found under General Settings. Change the value to increase or reduce the number of items shown. Note that this will not take effect until you have exited and re-started the software. Initially there will not be any more entries after you re-start the software until you have either opened or saved more files to populate it further. In addition make sure not to pick a value too large to fit all the entries onto your monitor screen and still access the other links.