## What's new in ZW3D2011SP2

- •1. Faster displaying speed
- •2. New file management
- •3. Enhancements in importing IGS date
- •4. Enhancements in CAD
- •5. Enhancements in CAM

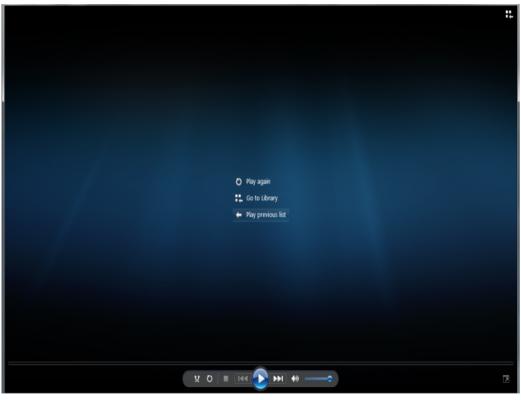


### **Faster displaying speed**

Big speed up on Display, 12X faster than SP1 when redrawing In shaded mode with edges displayed:

- •1) When 'Display edges' and 'use shaded edge color setting' are checked, Redraw speed of shape mode has been increased about 12 times
- •2) If both of 'Display edges' and 'use shaded edge color setting' are unchecked, Redraw speed of shape mode has been increased 4 to 5 times
- •3) Redraw speed of Hidden Line mode has been increased more than 3 times
- •4) Redraw speed of Wireframe mode is more than 2 times faster than before
- •5) Redraw speed of Analyze mode has been increased about 50%
- •6) Operations related with display has been increased 40%~50%, such as zoom, blank\Unblank and Revolve

#### **Displaying speed comparison**



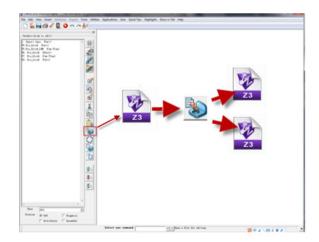
http://download1.zwsoft.com/zw3d/tech/UL260iHelicopterEngine.rar



#### New file management

- 1.Enhance "one object per file" function to provide a compatible file management.
- 2.Separate selected objects within a Z3 file into different individual files

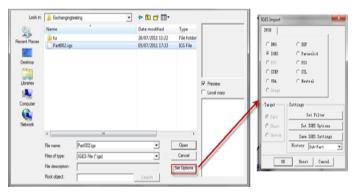
eneral   Part   2D   Cole	r   Background   Display   Files   CAM   User   FDM	
General		
T Anto repeat commands	🔽 One object per file (new files) 🛛 🖾 Anto name sync	
T Show hints	✓ Automatic file locking □ Live caline help □ Confirm File/Save	
🔽 Anto open error window		
T Save without display data		
Zanct entity id matching	>   Apply to old models	
Show option form	Ling	
Default linear units	an 💌	
Object talerance (mm)	0.01	
Max undo steps	75 🔽 Compact unde/reds	
Max undo noncey (MD)	300	
Default layer name	Layer0000	
Prompt streamlining	0a. 💌	
Max file revisions to backup	D Backup folder defined on "Files" tab)	
Session.		
Table session management	Ession backup reminder	
T Jackup session before reg	En Reminder interval (minutes) 30	
🗖 Incremey session backup	Reminder count (sperations)	
2W3D folders		
User C:\Users\wis7\App	Data\Ecoming\IW30 2011 Eng\	
Tregram C:\Program Files	(x06)\2850FT\2830 2011 Eng\	





# **Enhancements in importing IGS date**

• 1.New option to customize import in Open form



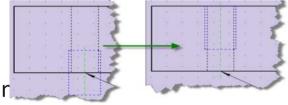
- 2. Fixed the import failure when the imported file name is longer than 64 bytes
- 3. Improve IGES Import function to eliminate duplicate geometry



- Sketch
- 1.Auto placement of dimension and User Text are ignored
- 2. Fixed the wrong central point as the part face used as a sketch datum
- 3. Fixed Redefine last failing on Sketch issue
- 4. Fixed the unexpected auto type toggling on mirroring a non-solid line

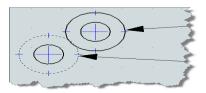


- •Drawing sheet
- •1. Fixed the loss of top view when hole callout going wrong
- •2.Improve the display of center lines and cosmetic threads in drafting



- •3.Dimension improver
- 1) Improved hole dimensions

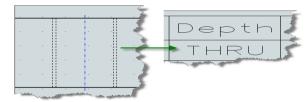
a) Improve hole table balloon to make leader lines to point at outmost edge and orient along radial line





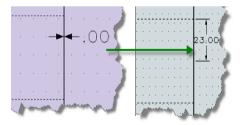
#### •Drawing sheet

b) Fixed the display issue of the depth of the through hole



2) Fixed the wrong display issue on radius of a removed cylinder in

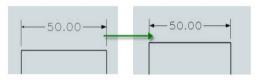
sheet





#### •Drawing sheet

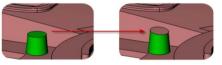
3)Fixed the asymmetric arrow attribute in linear dimension after modification in leader dimension



4) Fixed Appended Text overlapping a dimension that has tolerance



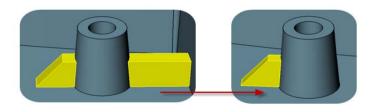
- Modeling
- 1. Improve Replace command to support more cases



- 2. Fixed a crash when Smooth via FEM handling a specific large number of faces
- 3. Fixed invisible entities illegally shown issue during inner sewing
- 4. Fixed a crash when sweep running under the condition of the Z-spine option being set up to parallel in advance option



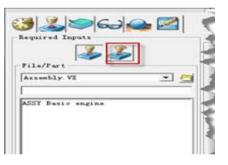
- Modeling
- 5.Fixed the failure on Rib running on a cylinder



- 6. Improve Hole command
- 7. Fixed the failure on mirroring component in single object mode



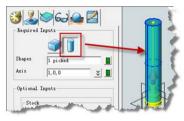
- Assembly
- 1. Create a new component on fly to insert and to start editing



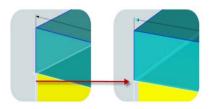
- 2.Fixed the hole that new object is added into single object file when inserting component
- 3.Support surface as an orient frame when insert a component



- Mold & Die
- 1.Add a new command to make cylindrical stock



- 2. Improve the input behavior in X,Y,Z field of Stock command
- 3. Fixed the round-upped origin being away from the edges

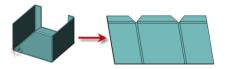




- Sheet metal
- 1.New height option to control the size of a flange



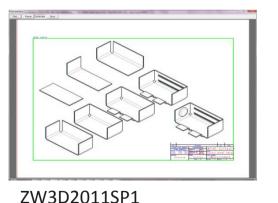
• 2.Improve unfold function to support more imported model

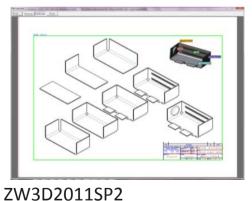


• 3. Improve real-time preview in sheet metal



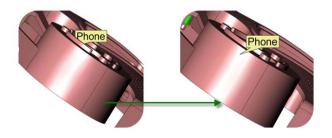
- Sheet metal
- 4. Fixed the persistent label on multiple edges flange
- Print
- 1. Fixed the inserted image missing issue when previewing and printing a drawing sheet with a image







- Print
- 2.Fixed the problem that the black line can't be previewed and printed in the shaded mode
- 3.Fixed the problem that the marking icon being sheltered by the part when previewing

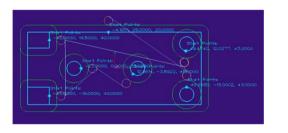




- CAM
- 1. Support Cylindrical Stock in CAM



• 2. Support customized "Start Points" in Z-level operation



• 3. New combo box to some options in Mill3 tactic

-2X Finishing Para	meters 🛉
Tolerance	0.01
Surface Thick	0
Z Surface Thick	0
XY Step Type	% of Tool Diameter -
XY Step Size	20
Slow Down Dist	0
Corner Control	Standard -
Tool Location	On Boundary
Overhang	10
Cutter Comp	None -
Collision Check	Yes 💌
Collision Check	Yes 💌



- CAM
- 4.New warnings and options to users to make sure a safer Speed/Feeds

being used



- 5.Fixed the compatibility with IE 9 when output the XML file
- 6.Performance speed up in 5-axis operation tool path calculation
- 7. Fixed the issue that steps defined in different ways had different tool paths
- 8.Support to customize the name of the exported config file



# Miscellaneous

- •Enhance F6 to scroll through up to 10 alternative picks
- •Support to activate ZW3D without administrator privilege
- •Enable to start multiple ZW3Ds through double clicking icon
- •Fixed the wrong image preview in 3D Paste command

# Thanks