

WHAT'S NEW IN BUILD 996

BobCAD-CAM V25 BobART Pro Release

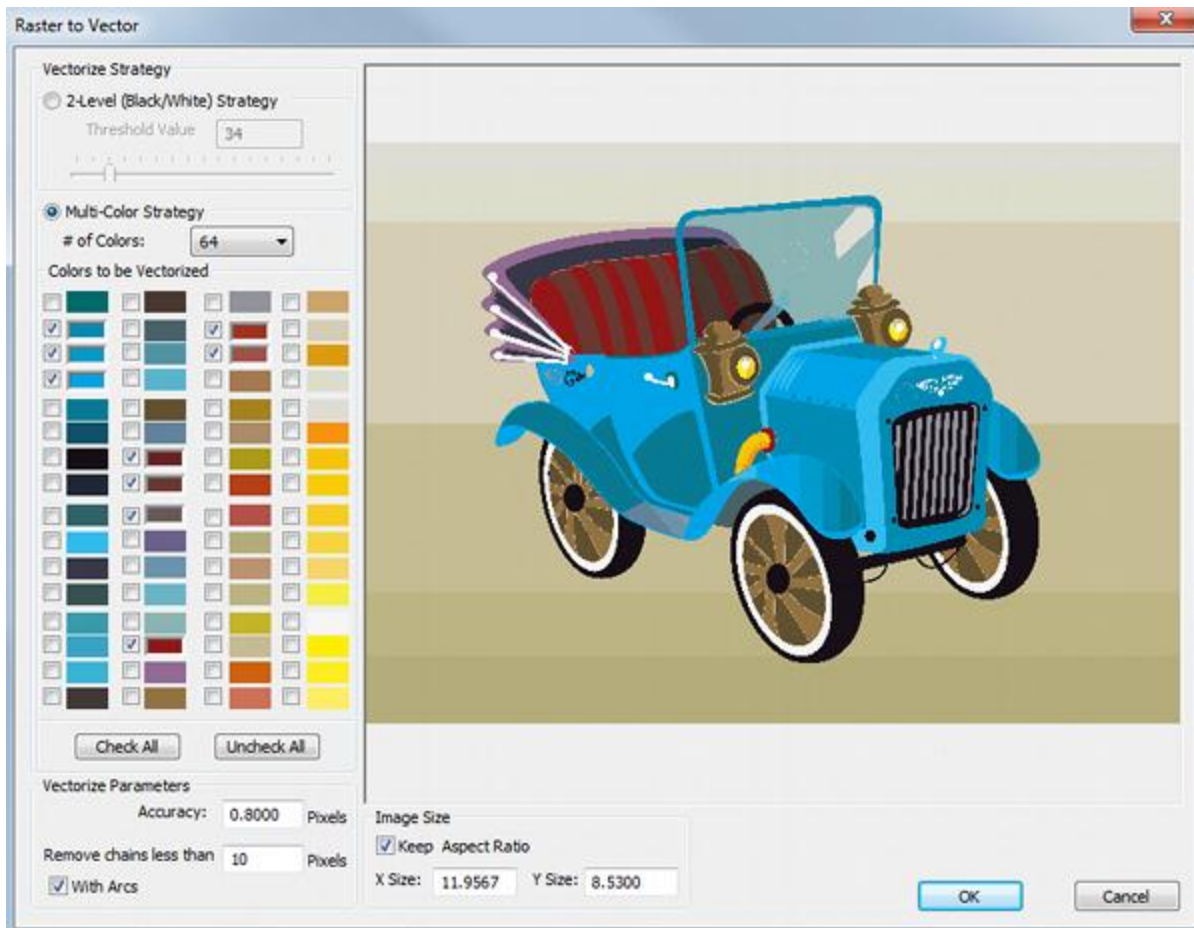
Release Date: May 30, 2013

BobCAD-CAM is proud to introduce the new BobART Pro for V25, a higher level art product for our customers. Many new features have been added that take BobART Pro to a whole new level of creativity and production.

New in BobART Pro

Vectorization - 64 Colors

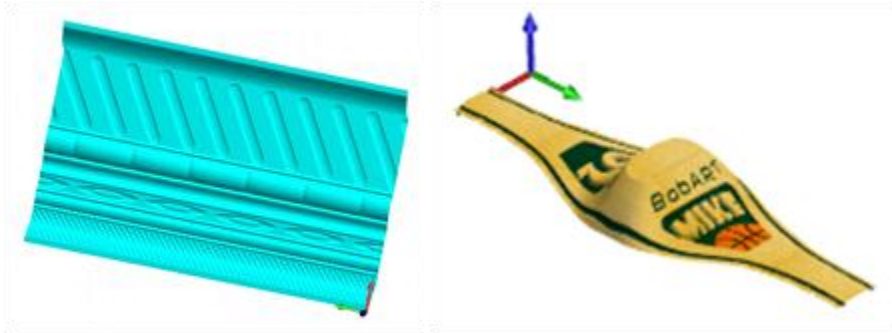
Due to many customer requests for increased levels of vectorization, the Multi-Color Strategy of the Raster to Vector dialog box now provides up to 64 separate colors to be selected for vectorization. This quadruples the previous number of available colors to give you more control than ever before.



Wrap Embossed Models

Embossed models can now be wrapped to create cylindrical style models. This means that BobART Pro users can now take advantage of 4-axis functionality such as Indexing, Wrapping, and the Rotary feature. Jewelers, furniture makers, and other artistic industries now have a great new tool to make parts that could not previously be created using BobART.

A flat model is created. Two examples are shown next.



With just a few clicks, the model is wrapped.



Remove Non-Emboss Area

The non-embossed areas can now be removed from an embossed model. This means that you can remove the undesired areas of the model to create only what you intended.

The non-embossed area is shown in green in the following images.



With just a few clicks, the non-embossed areas are removed from the model.



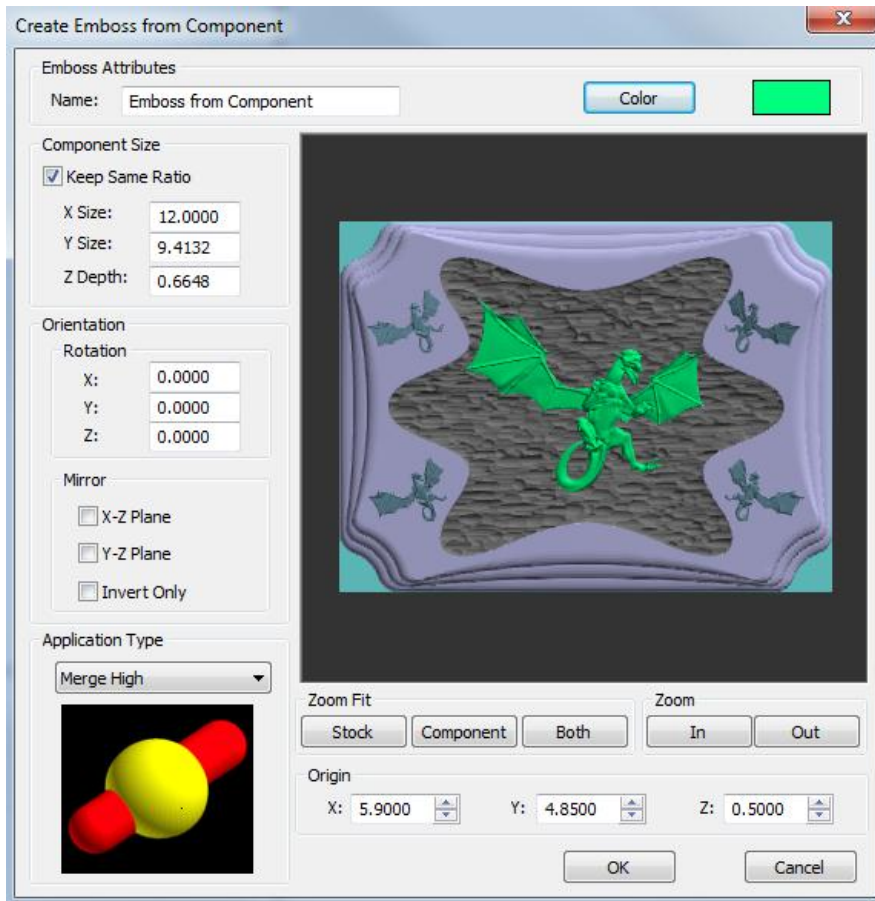
With the Remove Non-Emboss Area option, now you decide what to include in the model. You can save the model with or without the non-embossed areas (when using Save Whole Emboss as Component/STL or Save Whole Emboss to BobART Surface File).

Save As Component/STL

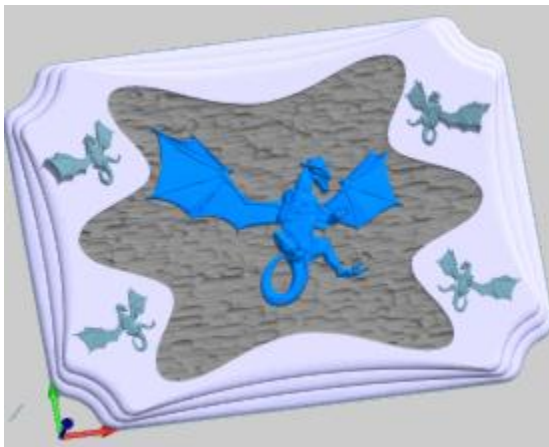
Individual Emboss features or the entire embossed model can now be saved as a component/stl file. Components can then be used to create Emboss from Component features. Because the component is saved with the .stl extension, any .stl file can be used as a component. This provides you with the ability to create many parts that can be reused with various models.

Emboss from Component Feature

The Emboss from Component feature has been added to greatly improve the process of creating emboss models using previously designed and saved component/.stl files. You can use the same component one or more times for a single model. The Emboss from Component dialog box provides the ability to scale, rotate, and/or mirror each component before placing it on the model.



The following image shows a dragon component that was added to an existing model. The same component was used to create five Emboss from Component features to complete the model.



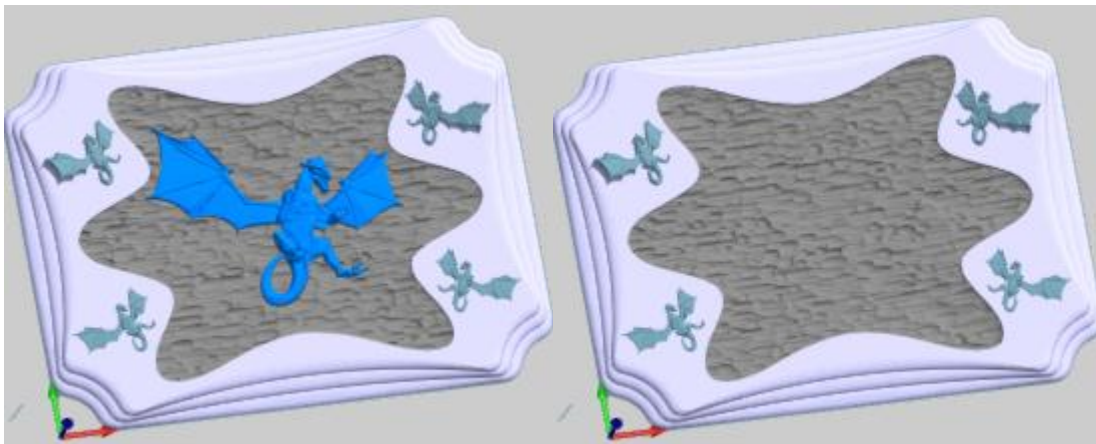
The following image shows a sign that was created using Emboss from Component.



Suppress One or More Individual Emboss Features

You can now temporarily remove emboss features from the model using Suppress/Unsuppress. This allows you to compare different versions of the same model or simply view a model without one or more features. You no longer have to delete and recreate a feature in order to view/create different versions of a model. This is also very helpful when saving various components or versions of a model.

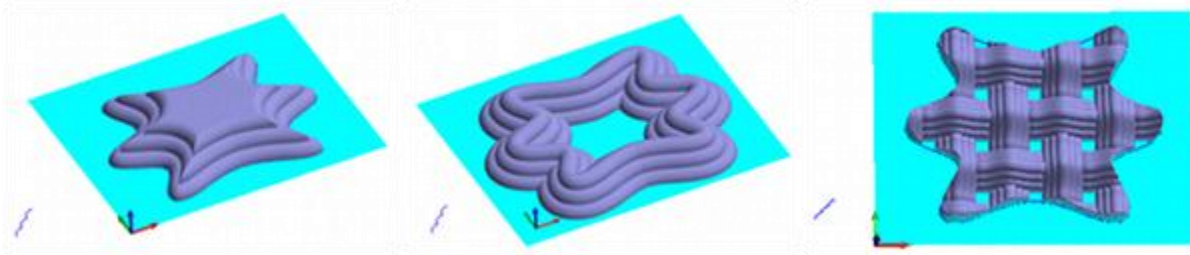
When you Suppress a feature, just Regenerate. The feature is no longer included in the model.



Custom Cross Section

Previously in BobART, you were limited to using one of six predefined cross-section styles for the Emboss Regular, Emboss Swept, and the Emboss Texture Weave feature types. The cross section (which defines the shape of the emboss in Z) can now be defined using a custom shape that you draw yourself. This is especially useful for woodworkers, sign makers, and anyone with a creative desire to customize these features.

The following three images show the same custom cross section applied to the Emboss Regular, Emboss Swept, and the Emboss Texture Weave features.



Fixes and Enhancements

Mill Express Module

The Mill 2-Axis module has been redesigned to become the Mill Express module. The Mill Express module includes the Hole drilling features, the 2-Axis Milling features, as well as the 3-Axis Slice Planar feature.

BobCAD Live

The BobCAD-CAM user interface has a new addition for this release, the BobCAD Live window. For systems with an active Internet connection, the BobCAD Live window is designed to give you fast access to various software resources for technical support, training, software updates, sales, social resources, and much more.

CAD

- The ability to delete points has been added to the Quick Trim function

CAM

- Fixed incremental coordinates being output as absolute coordinates in some situations
- Fixed spiral material entry being output opposite to the selected direction
- Fixed system compensation being incorrectly applied to flat bottom chamfer tools
- Fixed Output Rotary Angle and Arc Fit parameters not being displayed in the Posting page of some milling wizards
- Fixed a Can't Normalize Null Vector error displayed as a result of improper toolpath creation
- Fixed a problem with the software not allowing the selection of a line using Sync with Main Direction for a Swarf milling feature
- Fixed the Peck setting being reset when editing a center drill feature
- Fixed the Advanced Posting page not working for the Mill 3-Axis Engrave feature
- Fixed a refresh issue in the 4 Axis Rotary Wizard Feature page
- Fixed the loss of assigned (milling) feature geometry after using the Rotate function

- Fixed not being able to assign laser/plasma/waterjet tools for Multiaxis features
- Fixed a bug with the Advanced Rough in some pocketing situations
- Fixed the improper display of toolpath in simulation in certain situations
- Fixed the Clearance Plane not being used in simulation
- Fixed large K values being output in the code for G18 and G19 arcs when using Slice Planar
- Fixed an issue with parts being stacked in Nesting, causing leads to gouge parts, in some scenarios
- Fixed machine compensation not being properly displayed in simulation for chamfer tools

BobART

- The Emboss from Surface/Solid feature now includes a Use Surface Position option
- Assigned geometry is now retained when using Re/Select for Emboss features