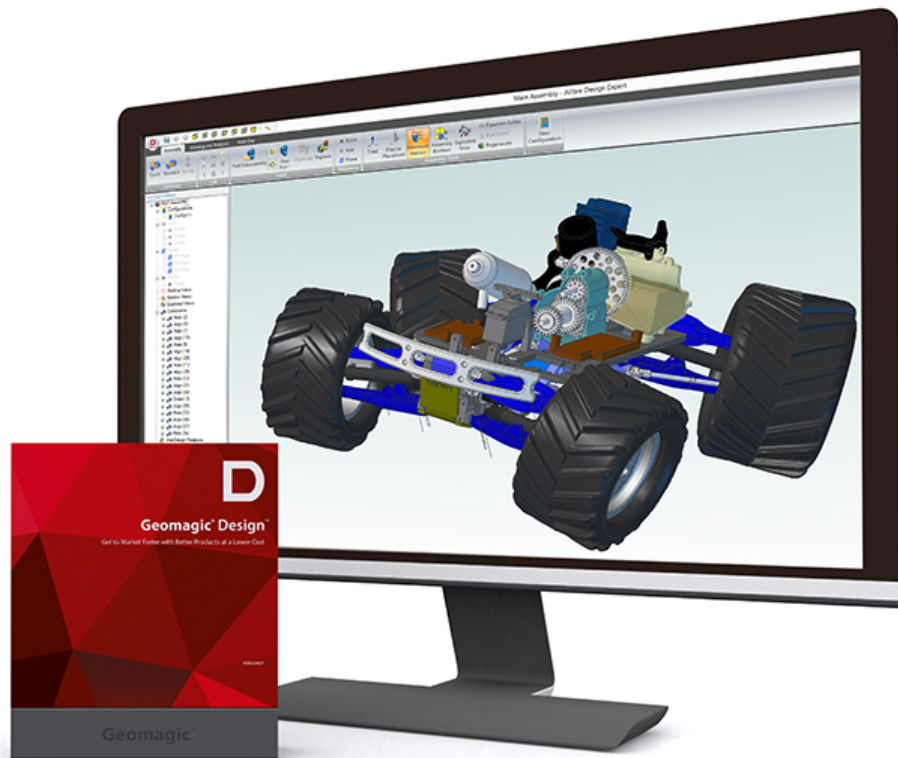


# Geomagic® Design™

Get to Market Faster with Better Products at a Lower Cost



## What's New

V16 Hotfix

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# 1 INTRODUCTION

Thank you for purchasing the Geomagic Design. Geomagic Design is a easy to use program to get ideas to production quickly and efficiently.

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# SOFTWARE IDENTIFICATION

After installation, the update can be verified by running Geomagic Design and the version can be checked by pressing the **Alt** key then going to [Help > About Geomagic Design](#).

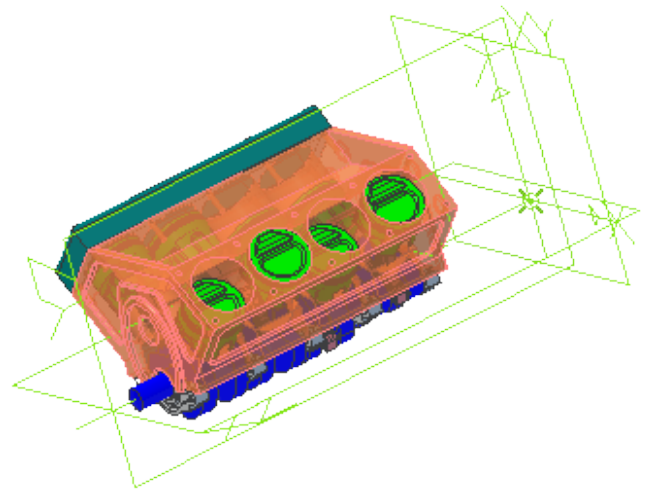
## Licensing

For more information regarding Licensing for Geomagic Design, please click the Help link in the [License Utility](#) or navigate to the file manually by going to the installation folder and finding the appropriate language version in the [Program > GSLicense > Language](#) path.

## System requirements

### Operating Systems

- Operating Systems: Geomagic Design runs on 32 and 64-bit operating systems
  - Windows XP\*
  - Windows Vista
  - Windows 7
  - Windows 8
  - Graphics Card with DirectX 9.0c or above and 32 bit true color



\*Geomagic Design will install on Windows XP but is not officially supported.

Geomagic Support will not be able to offer support for these setups. Geomagic does not perform significant product testing on Windows XP and does not guarantee this setup for any use case.

**NOTE: Geomagic Design can be run on a Mac by using emulation software such as Parallels or Bootcamp. However, Geomagic does not test any setups based on a Mac and cannot offer support for such setups.**

- Software Requirements: If you do not have these they will be installed for you.
  - .NET Framework 4.0 or 4.5
  - DirectX 9.0c or above
  - Microsoft Windows Installer 3.0
  - Internet Explorer 6.0 or later
- Minimum Hardware Requirements: These are sufficient for basic part creation. For complex assemblies performance will likely be insufficient.
  - Processor: Multi-core processor, 2ghz or faster per core
  - System RAM: 4GB or more
  - Screen Resolution: 1920x1080
  - Video Card RAM: 256MB, or 512MB if using Vista, Windows 7 or Windows 8
  - Video Card Framework: Must support DirectX 9.0c or later (almost all recent cards do)

- Exceptional Setup: For a production environment where complex designs are used daily, a small investment in the following configuration will yield significant time savings.
  - Processor: Quad-core, 3ghz or faster per core
  - System RAM: 6GB+
  - Screen Resolution 1920x1080 or better
  - Video Card RAM: 512MB, or 1GB if using Vista, Windows 7 or Windows 8
  - Video Card Framework: Must support DirectX 9.0c or later (almost all recent cards do)

## Technical Support

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Training	<a href="http://training.geomagic.com">http://training.geomagic.com</a>	Licensing/Sales	<a href="mailto:geomagic.orders@3dsystems.com">geomagic.orders@3dsystems.com</a>
		Marketing	<a href="mailto:marketinginfo@geomagic.com">marketinginfo@geomagic.com</a>

### 3 HIGHLIGHTED FUNCTIONS

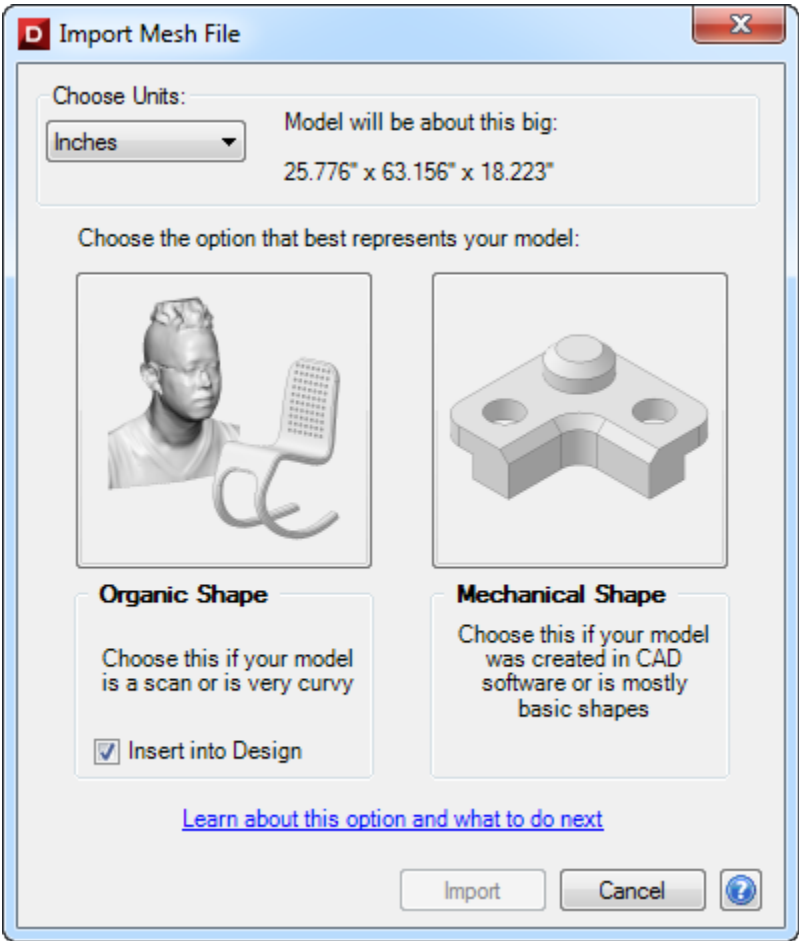
## UNIFICATION OF IMPORT MESH FILES AND OPEN FILE GRAPHIC USER INTERFACES

The behavior of the **Import Mesh** and **File > Open** commands caused confusion so the graphic user interface of the commands has been combined.

### Import Mesh File Dialog Box

The **Import Mesh File** dialog box now has an **Insert into Design** check box. If this is checked when importing an organically shaped mesh, the mesh will import into the current workspace. This option is not available for **Mechanical Shape** meshes. The **Import Mesh File** dialog box is used when importing mesh files using either the **Import Mesh** or **File > Open** commands. To avoid further confusion with the handling of mesh files, mesh file types have also been removed from the file filter used by the **Insert > Part/Subassembly** command.

Note that when importing mesh using the **File > Open** command in the home window that the **Insert into Design** option will be unavailable and the mesh will be opened in a new workspace.



# BILL OF MATERIALS

## Default Color

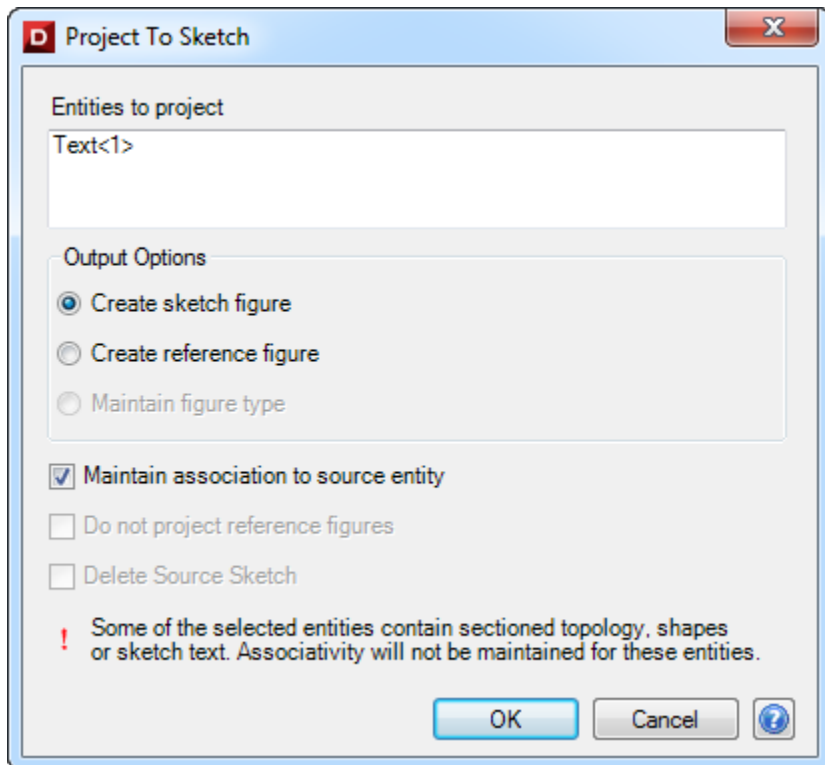
The default color for **Bill of Materials** grid lines within a drawing has been changed from blue to black for easier handling of **BOM** files.

# COLOR PROPERTIES

The location of the **Color Properties** option accessed by right-clicking has been altered to be in a similar location for both part and assembly workspaces.

# PROJECT TO SKETCH

Previously a warning message about maintaining associations to source entities when projecting a sketch with the **Maintain figure type** in the **Output Options** was only shown when an entire sketch was selected from the **Design Explorer**. This warning actually also applies when selecting individual figures and shapes/text but no warning was displayed in the **Project to Sketch** dialog box in previous versions of the application. It is now it is displayed in the dialog box.



## NEW VIEWER MODE

A new Geomagic CAD viewer has been implemented. The CAD viewer allows users to open and view native Geomagic Design and Elements files as well as DWG and DXF files. In addition, users will be able to take measurements, obtain physical properties of a design and use the Redline tools for markups. Files can then be saved or uploaded/downloaded from TeamPlatform.

Note that after the initial 15-day trial for Geomagic Design expires or the application is launched without a valid license, the viewer will run in a limited capacity mode.

**Note: File properties cannot be changed and modifications cannot be made to geometry and drawings**

## 4 FIXED BUGS

Below are a list of bugs fixed in the application.

- The Geomagic Design application process would sometimes continue to run in the background of the operating system after closing the application. This bug has been fixed.
- The Locate Scan and Component Placement command would default to zero after applying the command. This bug has been fixed and the command behaves as it did in the v15 release of the application.
- Resolved issue when trying to access tutorial files from the help documentation
- The help link in the Remove Model Pieces dialog box was not functioning. This bug has been fixed.
- Fixed the Component Placement dialog box when the system was set to 125 DPI.
- The Gem menu would not update immediately to allow uploading to the TeamPlatform web collaboration system. This bug has been fixed.
- The Convert Mesh to Solid and Boolean with Mesh tools would remain active after deleting a mesh. This bug has been fixed.
- Sometimes an error would occur when creating loft features via API. This bug has been fixed.
- Legacy part files would open in a root assembly at a smaller scale than they should have if no material was defined for the parts. This bug has been fixed.
- Color properties options in the right-click menu were in different locations for parts and assemblies. This bug has been fixed.
- When projecting to a sketch consisting of both shape figures and sketch figures a warning dialog box should have been displayed but wouldn't. This bug has been fixed.
- In the sheetmetal workspace the Locate Mesh and Convert Mesh to Solid commands were grayed out. This bug has been fixed.
- The Open Mesh - Mechanical Shape in the Assembly mode would insert mesh in the same workspace. This bug has been fixed.
- Inserting a mesh in any version of Geomagic Design except for English then closing the Locate Meshes dialog box and selecting the command from the ribbon the triad option would be selected but the options for precise placement would also be expanded. This bug has been fixed.
- The application splash screen would sometimes stall when internet connectivity was limited. This bug has been fixed.
- Launching the Cubify Cloud Printing command then canceling the export of an .STL file would cause the next export attempt to be set to a temp directory. As well, multiple temp directories were being created. These bugs have been fixed
- Displaying Geomagic Design files as large thumbnails through File Explorer would cause a crash on Windows 8. This has been fixed.
- Mesh was sometimes getting unintentionally moved in a workspace without using the Locate Mesh command. The ability to move meshes has now been changed so that only the Locate Mesh command can move meshes.





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