



# Version 2004 Release Notes

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### Overview

SolidView Version 2004 is a major enhancement release that also incorporates a number of error corrections. SolidView/Lite, SolidView, SolidView/Pro and SolidView/Pro RP are all included in this new release. Version 2004 includes changes that impact all of the SolidView products. The SolidView Solid File exchange (SFX) format has been modified in Version 2004. SFX files created in Version 2004 are not viewable in previous versions of SolidView.

### Eligibility

Existing SolidView, SolidView/Pro, and SolidView/Pro RP users under warranty or covered by a Maintenance, Enhancement and Support (MES) agreement are eligible for a free upgrade to Version 2004. All users will require a new SolidView Program Key from their Authorized SolidView Reseller or Solid Concepts in order to enable SolidView after the installation process. Registered users of licensed SolidView products can obtain permanent program keys from [www.solidview.com](http://www.solidview.com) or by clicking on the "Get Perm Key" button in the SolidView registration dialog. Potential users can obtain a free 15-day evaluation program key from [www.solidview.com](http://www.solidview.com) or by clicking on the "Free Trial" button in the SolidView registration dialog.

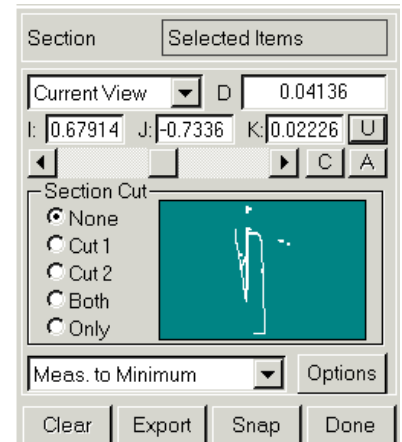
### General V2004 Changes

The changes to V2004 that effect all SolidView products are:

#### New Section Features

The SolidView Measure | Define Section feature has been enhanced to allow for the creation of section views that are not parallel to the X, Y or Z plane. Previous versions of SolidView only supported section views parallel to the X, Y or Z plane. Once created, these sections can be viewed, measured and exported. New options for defining sections in V2004 are:

- 3 Vertex Plane      Section plane is defined by selecting 3 vertices or points.
- Arc Plane            Section plane is defined by selected edge of an arc or circle.
- Cylinder Plane      Section plane is defined as being normal to the selected cylinder axis.
- Edge As Normal      Section plane is defined as being normal to the selected edge.
- Face Plane            Section plane is parallel to selected face.



<u>Current View</u>	Section plane is parallel to the current view.
<u>Arbitrary Plane</u>	Section plane is defined by the user-specified I, J, K values.

## Modify | Rotate

SolidView 2004 now supports the following options for rotating objects, sub-assemblies and assemblies:

<b>Option</b>	<b>Description</b>
<u>2Pt Axis</u>	Rotation is about the Axis defined by selecting two points or vertices. The Axis selection is disabled with this option as the two points also define it.
<u>Arbitrary Vertex</u>	Rotation is about the point or vertex defined by the X, Y, Z values.
<u>Arc Center</u>	Rotation is applied about the center of the selected arc or circle.
<u>Arc Normal</u>	Rotation is about the Axis defined by the selected Arc center and the normal of the Arc face. The Axis selection is disabled with this option as the arc normal defines it.
<u>Center</u>	Rotation is applied about the center of the object extents. The object will remain essentially in place.
<u>Cylinder Center</u>	Rotation is about the centerline of the selected Cylinder. The Axis selection is disabled with this option as the cylinder centerline defines it.
<u>Edge Axis</u>	Rotation is about the selected Edge. The Axis selection is disabled with this option as the Edge defines both the about point and axis.
<u>Group Center</u>	Rotation is about the geometric center of the select objects or group.
<u>Group Maximum</u>	Rotation is about the geometric maximum of the select objects or group.
<u>Group Minimum</u>	Rotation is about the geometric minimum of the select objects or group.
<u>Maximum</u>	Rotation is applied about the maximum point of the extents of the selected object.
<u>Minimum</u>	Rotation is applied about the minimum point of the extents of the selected object.
<u>Origin</u>	Rotation is about the origin. Use Origin if applying rotations to more than one object, which must remain registered.
<u>Vertex</u>	Rotation is applied about the Selected Vertex. This does not select the object to be rotated.

## Assembly Tree Display

The SolidView assembly tree display has been enhanced to make it easier to view and select objects and sub-assemblies. These enhancements include:

- New Show and Hide buttons.
- Auto Fit option. If enabled, the SolidView display is automatically updated to fit all the shown objects.
- Right-click options for hiding and showing objects and sub-assemblies:

Show and Select Shows and selects the highlighted object/sub-assembly.

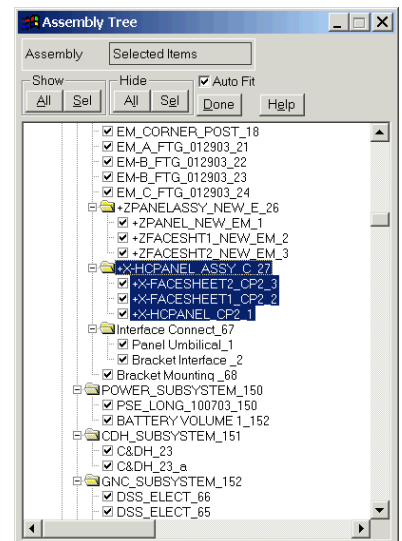
Show and Select Only Shows and selects the highlighted object/sub-assembly. Any previously shown objects are hidden.

Show Shows the object/sub-assembly.

Show Only Shows the highlighted object/sub-assembly. Any previously shown objects are hidden.

Hide Hides the selected object/sub-assembly.

Hide Only Shows all objects except the highlighted object/sub-assembly.



## Program Key Required Dialog

The SolidView program key dialog has been redesigned to make it easier to install SolidView and obtain a permanent or trial program key. The functions of each button are as follows:

- Help Displays detailed Help information, for the SolidView “Program Key Required” dialog.
- Use Net License Allows you to use an existing SolidView/Pro Network license for a locally installed copy of SolidView/Pro.
- Free Trial Connects you to the SolidView web site where you can obtain a free 15-day trial license.
- Done Enables SolidView if a proper program key has been entered.
- Get Perm Key Connects you to the SolidView web site to obtain a permanent program key for licensed versions of SolidView.
- Register Later Saves the current user information and program ID so a valid program key can be entered at a later time.
- Purchase Connects you to the SolidView web site so you can order SolidView using a credit card or purchase order.

**Program Key Required**

Enter Install Key below. Obtain key by clicking on Get Key button or by contacting Solid Concepts. You will need Serial No and Program ID. Serial No is located on back of your CD jacket and purchase invoice.

Name: Joe User

Company: ACME Mold Inc.

Serial No.: 024-847-311

Contact: Solid Concepts Inc  
28231 Avenue Crocker, #10  
Valencia, CA 91355  
Tel: (661) 257-6699  
Fax: (661) 295-6877  
Support: support.solidview.com  
Web: www.solidview.com

Program ID: SCC NNZC 79BV 2EY4

Enter Key: ##### (19 digits)

Use Net License... Done Register Later

Free Trial Get Perm Key Purchase

## CAD Interfaces

The following changes are included in the SolidView/Pro V2004 CAD interfaces:

### ACIS

Support for ACIS V12 SAT files.

### DWG/DXF

Support for AutoCAD 2004.

Layout selection import option.

### Granite One Pro/E

Surface colors are now supported.

### Granite One STEP

STEP assemblies are now supported.

### IGES

Improved tessellation.

### Parasolid

Support for Parasolid V15.

### SolidEdge

Support for SolidEdge V15.

### SolidWorks Geometry

Support for SolidWorks 2004.

Support for SolidWorks drawing (.slddrw) files.

## **Error Corrections**

The following problems reported in previous versions of SolidView are corrected in Version 2004:

<b>Product/Option</b>	<b>Description</b>
Annotate Preferences	Attempting to modify the annotation preferences for Notes or Text resulted in a program exception error.
Arrow Annotation	Connecting an arrow annotation to itself resulted in a program exception error.
Assembly Tree Display	If the selected object was not visible in the Assembly tree display, the Assembly tree display did not automatically adjust to show the name of the selected object.
Autoupdate	A new program key was required for some updates if SolidView was running under Window XP
Button Background	With some display settings, the colors around the 3D rotate and 2D pan/zoom buttons were incorrect.
IGES import filter by layer/entity number	The IGES import filtering by layer and/or entity number did not work if the IGES file contained substructures.
Modify   Rotate	The selected objects always rotated about the origin, regardless of what option was selected.
SFX Passwords	SFX Passwords were in SFX files from previous versions of SolidView/Pro were ignored.
SolidWorks Assemblies	In some cases, SolidWorks assemblies were scaled by 1/1000.