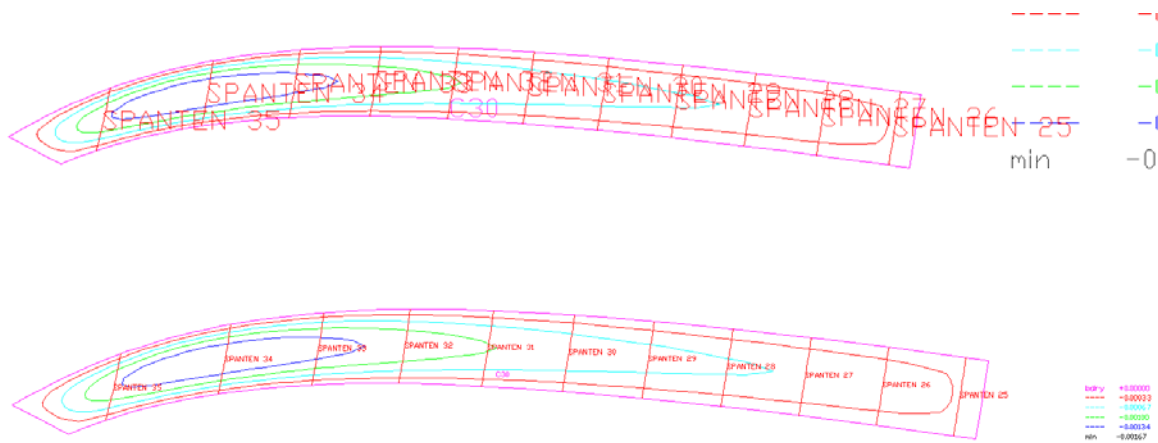


What's New in MultiSurf 8.8

The new functionality added in the release of MultiSurf 8.8 is summarized as follows:

User-settable Text Size in Flattener Output

The first image below is a screen capture of a Flattener output you might see in past versions of MultiSurf. The text size was fine for the surface name and point entities, but when you add stations, it became un-readable. The second image was the default from the updated Flattener, but if that size did not suit, a change could be made and seen in the next export. The third image is the new Flattener options dialog box.



Forming Process

Expansion only

Expansion + Contraction

Contraction only

Orientation

Mesh normal up

Mesh normal down

Thickness (in positive normal direction)

Output

Include triangle mesh Smooth boundary

Include strain contours Breakpoint detection angle

Include snakes and magnets Reduce boundary points

Include contours Tolerance (mm)

Text Height

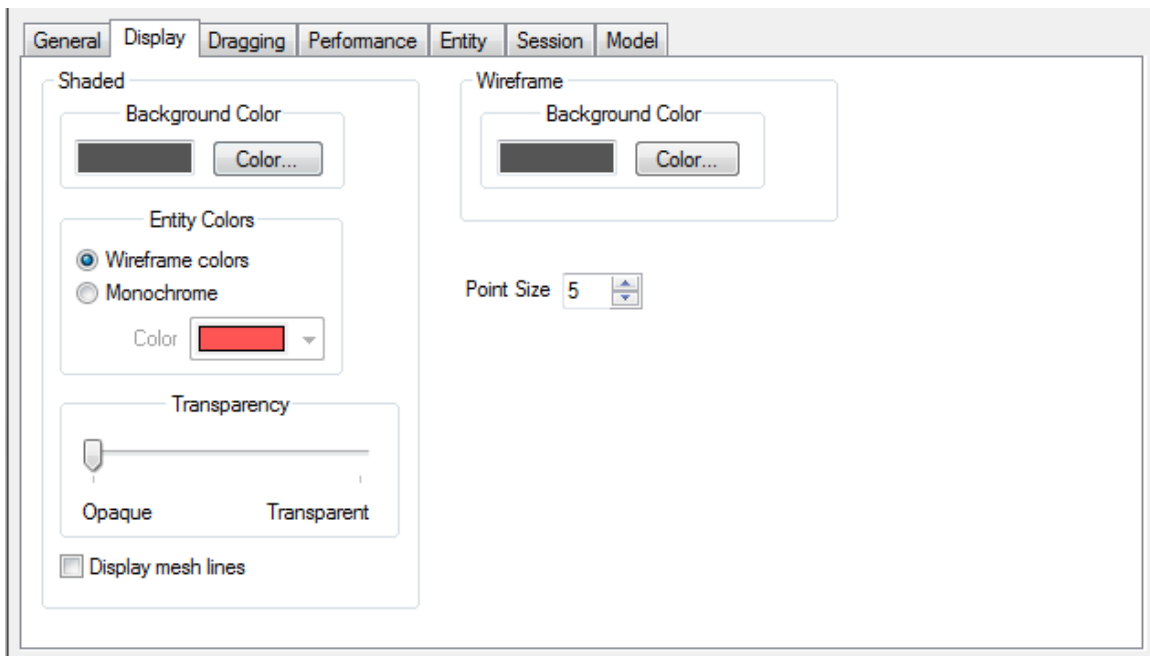
.3DM File Import

File -> Import -> 3DM

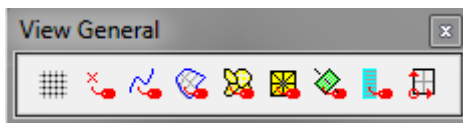
The option to import files with the .3DM extension is now available.

User-settable Point size in the Model View

The monitors keep getting bigger but the myriad of point entities keep getting smaller. Now you have the option of setting a custom size which fits your comfort and monitor resolution.



Selection Set Nametags



A new icon (second from the end) gives you the ability to view nametags on the selection set only. This keeps the screen uncluttered by choosing a sub-set of entity names. It is also useful in editing entities with large a large number of parents. Re-

ordering the boundary snakes in the Trimmed Surface was the origination of this enhancement request.

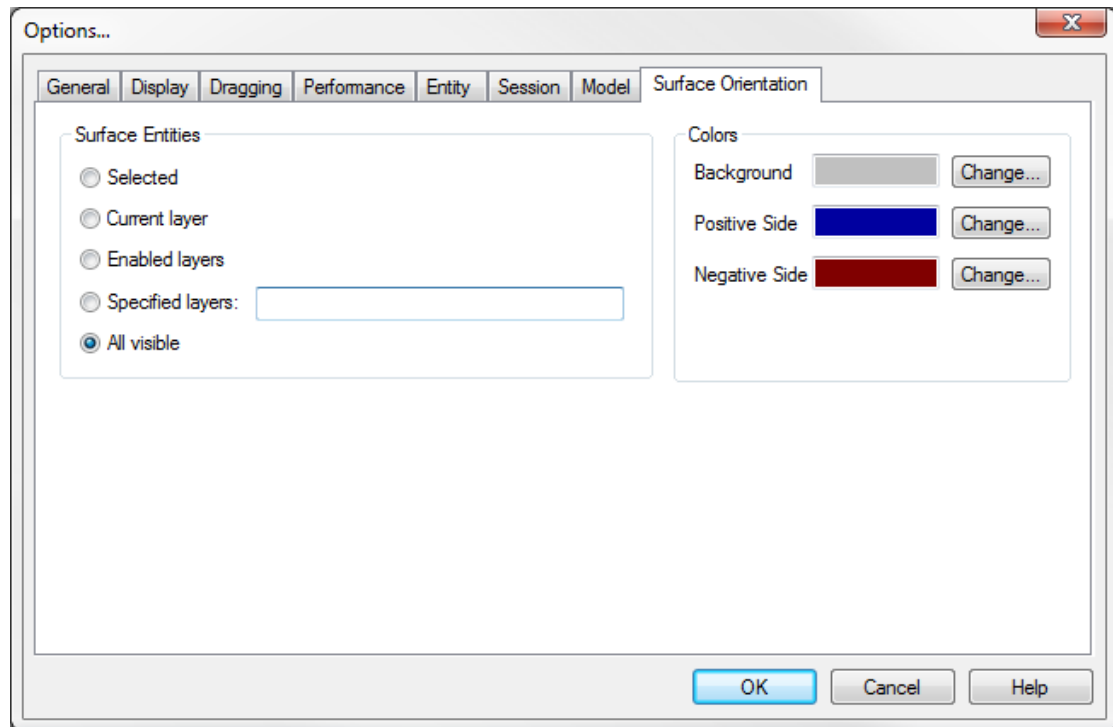
Show/Hide Parents on Entity Manager Right Click Menu

Right-click on and entity in the Entity Manager and you now have the option to show or hide the entity's Parents.

Surface Orientation View

Beginning with MultiSurf v8.8, the Surface Orientation view provides a simple way to verify and change the orientation of surfaces.

To open a surface orientation view, select **View/Display/Surface Orientation**. The following dialog will open.



The "Surface Entities" options allow you to select which surfaces will be included in the view. The "Colors" options allow you to select which colors are used to display the positive and negative sides of each surface, as well as which color to use for the view's background.

After clicking the "OK" button, the view will appear and the selected surfaces are displayed with the sides shaded according to their orientation. Surface orientation can be easily changed by clicking on a surface and editing its orientation in the Property Manager.