

Release Notes GC-CAM Edit v22.2

Table of Contents

- NEW AND IMPROVED FEATURES 2**
 - SUPPORT FOR LARGE PCBs 2
 - ADDED PLUGIN FUNCTIONS..... 2
- ITEMS FIXED SINCE V22.1..... 3**

New and Improved Features

Support for Large PCBs

Previously the allowable size for a data with GraphiCode software was +/- 81 inches or so. With this release the allowable area is increased to +/- 162 inches giving four times as much area.

Added Plugin functions

A number of plugin functions have been added to enhance the customization of the product. Details can be found within the Intellisense for the plugin.

Items Fixed since v22.1

This list is customer reported issues fixed for this release.

- #727 License Fulfillmet_ID has been added to the Help > Renew/Update Subscription License dialog. This will make it easier to identify the Fulfillment record currently being used on a specific machine.
- #726 Drill recognition bug fixed.
- #725 Initialization bug when importing DXF/DWG file and automatically converting the drawn arc segments to round pads. Fixed.
- #723 Drill sizes were not recognized within a drill file that contained 'PA' within the comment section. Similar issue to #716.
- #722 Merging Part Layers resulted in some strange behavior whereby the reference designator changed, and the rotation changed in a seemingly random manner. Issue has been fixed.
- #721 DWG file previously did not completely load. The data is now correctly handled.
- #720 Some layers failed to load for a specific ODB++ file. Ambiguity has been addressed in regards the construction of the ODB++ information.
- #719 Aperture List sort crashed the software. Issue has been addressed and software no longer crashes, aperture list sorts as expected.
- #718 DXF file imported with incorrect shapes. Issue has been resolved
- #717 Internal Zoom fix caused by increase in allowable area.
- #716 As a follow-up to the fix of #714 an older drill recognition issue was also resolved. The Comment information within the drill header resulted in the drill file being recognized as HPGL.
- #715 Sliver check crash within DFM fixed for specific dataset problem.
- #714 Drill File auto-recognition algorithm has been updated to ignore specific text strings that caused the drill file to be recognized as a DPF file.
- #713 Chinese Characters not displaying correctly within older dialogs due to Visual C++ update.
- #712 Microsoft updates to Visual C++ resulted in an issue within the Co-ordinates Summary dialog in the 64 bit build. This issue was missed in initial testing and the correct, updated files have now been included.
- #711 Fixed a bug where Heel and Toe Edits were not correctly applied to similar constructions for Oblong pads. The original construction was correctly altered but the modification was not passed correctly to common patterns.