

Release Notes GC-CAM Edit v23.2

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New and Improved Features

Lock/Unlock Layers

Layers can now be locked so that they cannot be edited. The idea is to prevent unintentional editing of layers to prevent changes to completed work. Right clicking on a layer in the Layer List (Physical or Data) now gives the option to Lock a Layer. The Layer List is updated with a '^' to indicate that a layer is 'Locked' and the layer can only be Unlocked using the pop-up menu. If the Layer Status is set to Edit for a Locked layer, then a message is displayed to confirm that the Edit status is intended.

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 v23.1

This list is customer reported issues fixed for this release.

- #772 Conversion of Custom apertures in RS-274X into Rounded Rectangles incorrectly set the radius. Fixed.
- #770 User Interface has been updated to display coordinate information to six decimal places. This is achieved through a checkbox under Tools > Customize > Options called 'High Precision Coordinate Display'.
- #769 Excellon Import updated to now correctly import the data output on Track #768.
- #768 Excellon Drill output updated to correctly generate Feeds rate in the correct units for both Imperial and Metric outputs.
- #767 Fixed an issue in the Data Creation process that resulted in the current active point changing following a specific set of steps.
- #766 Import of Rout program resulted in large complete circles. Fixed.
- #765 Old GWK loads at 2x size. (see Track #760).
- #764 Gerber-X output of large area datasets using high precision has been fixed to give the correct information in the generated file.
- #762 Added a user verification step to the Combine function to warn users that the function cannot be undone.
- #760 Old CWK file loaded at twice the correct size. This was a side-effect of the recent larger available area changes that had been implemented.
- #758 Updated the draw engine to better handle polygon-fill for very large diameter arcs. Previously, the fill followed a straight line rather than the arc path. This was a display issue only but caused confusion for users.
- #756 Saving the Import BOM format to reuse in a future situation now correctly saves the Delimiter value.