

Release Notes GC-PrevuePlus v20.1

Table of Contents

- NEW AND IMPROVED FEATURES..... 2**
 - TRUSTED STORAGE FOR ALL PRODUCTS..... 2
 - ADDED ARIAL NARROW FONT 2
 - ADDED NUMEROUS PLUGIN FUNCTIONS 2
- ITEMS FIXED SINCE V19.2..... 3**

New and Improved Features

Trusted Storage for all products.

The licensing model for all available products has been transitioned to use Trusted Storage rather than file-based licensing. Customers who are still grand-fathered with a perpetual license will still be able to use file-based licenses as they do.

The benefits of Trusted Storage allow the movement of licensed software between computers without any interaction with GraphiCode. This saves time waiting for a license file response from GraphiCode.

The licensing is no longer linked to a server MAC address for floating licenses allowing more flexibility for moving the license server between machines.

Under the Help > About dialog you can now also see all options in the license listed in the Options tab.

Added Arial Narrow Font

We have added a new True Type Font (Arial Narrow) to the list of available fonts.

Added numerous 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 v27.2

This list is customer reported issues fixed for this release.

- #650 Fixed a bug that caused a crash when an ODB++ file contained a Moire aperture with default angle values.
- #649 Improved the ODB++ output to no longer take View Status into account for Drill layers. Previously, hidden drill layers were not output.
- #647 Added Arial Narrow font
- #646 Improved the Gerber output to handle custom apertures contained in rotated virtual copies. Previously rotated apertures were defined only once for all layers to be output. They are now defined for every layer output.
- #643 Improved the Copper Area calculation to give better results on certain datasets.
- #642 Added a warning message if data is being scaled with different X and Y scale values contains arcs. Arcs need to be vectorized in order to scale in this way.