Advance CAD 2015 / SP1

This document describes the improvements in **Advance CAD 2015 Service Pack 1**.

NEW

1: CONVERT SPLINE TO POLYLINE

By typing SPLINEDIT into the command line it is possible edit the spline and, implicitly, to convert it into a polyline.

Before converting it, you are prompted to enter a precision value between 0 and 99; the higher the value, the more accurate the polyline will result.

2: SYSTEM VARIABLES FOR LIMITING SELECTION

RIBBONCONTEXTSELLIM and PROPOBJLIMIT system variables control the maximum number of objects allowed for a simultaneous editing of their properties, either directly from the ribbon, or from the Properties Window.

Their value range is between 0 and 32767 and any number of objects exceeding the set limit is not taken into account and the properties will not be applied. 0- values ensure there is no selection limit.

If the number of the selected objects is greater than the limit imposed by RIBBONCONTEXTSELLIM or PROPOBJLIMIT, both the desired properties from the ribbon (layer, colour, linetype etc.) and from the Properties Window, are not applied to the initial selection.

IMPROVEMENTS

1: SPEED IMPROVEMENTS

- Advance CAD 2015 SP 1 brings speed enhancements regarding zooming and panning, both in model space and in layout space.

- Improved speed when opening the Advance CAD Explorer Dialog for large drawings

- Improved speed when changing properties from the ribbon with the Properties Window opened (if a large number of objects are selected)

2: 2D AND 3D MODELING

- Parameters and properties from the Properties Window are automatically updated after modifying the selected elements.

- Circles are created with the specified diameter if the "Center-Diameter" option is chosen.

- Closed polylines are correctly chamfered if the chamfer distances are different.

- The external reference can still be used, edited and correctly saved if the REFCLOSE command has been undone.

- Several improvements have been made for dynamic blocks containing attributes and dimensions.

- A center snap has been added to the sphere primary solid.

3: LAYERS AND LAYER STATES

- Layer states with layers which belong to external references can be fully restored. Also, the layers belonging to external references have an appropriate display.

- The MULTIPLE command can be used for layer states and it ends when pressing ESC or when pressing the Layer State Manager's close button.

4: DIMENSIONS

- DIMLTEX1 system variable behaves correctly for radial and diametric dimensions, if it's changed from the Dimension Style Manager.

- ESC does not interfere with the dimension's override while editing it.

- Some incorrect functionalities have been fixed when stretching dimension entities.

- A correct dissociation warning for angular dimensions is displayed in the command line.

5: LAYOUT

- Custom viewports are created correctly and the main objects (circles, ellipses, splines) are not displayed in the Properties Window.

- Already clipped viewports can be selected to delete the clipping boundary.

- Viewports created from an object can be selected for clipping, either by a polygonal boundary or by using a clipping entity.

- Several improvements have been made for undoing viewport clipping.

- Custom viewports are not rescaled when stretching them from their grips.

- Clipping a viewport using VPCLIP keeps the viewport's original scale, whether it is a custom viewport or not.

6: OUTPUT RESULTS

- Printing from Layout is correctly placed on paper after selecting other printing area options.