

FabriWIN 10 Release Notes

1. CAD New Features

1) Edit patterns in the part view of feature tree

You can select a pattern, highlight it in the workspace of Part View and right click it with the mouse button. The shortcut menu will appear and the options on it can allow you to edit the pattern.

2) Edit Parts in the sheet view of Feature Tree

You can select an instance of a part, highlight it in the workspace of Sheet View and right click it with mouse button. The shortcut menu will appear and the options relating to the part on it allow you to edit the parts quickly.

3) Edit Tool information in Feature Tree

You can select a tool assignment to the pattern, highlight it in the workspace and right click it. The shortcut menu will appear and the options on it allow you to edit the tool quickly.

4) “Undo/Redo” function in the Draw menu

You may use this option while you are drawing patterns. The system will keep a history list of Undo/Redo, which can be used to select what items you will be able to Undo or Redo.

5) Multiple-Notch

This command will generate a grouped notch and they will be allowed to place in an array. It will allow the Fix Up command to clean up any geometry that intersects it. It includes three types of notch: Channel Notch, U-Notch and V-Notch. Its path is: Draw->Polygon Pattern->Multiple Notches.

6) Smooth segments

When artistic work with many line segments is imported, this will create too many lines of NC Code. The Smooth Segment command will reduce many lines that are continuously connected and can reduce them to fewer segments as arc commands. You can set up the Smooth Condition values to the precision requirements. Its path is: Edit->Smooth Segments.

7) Round line corner

Round Line Corner allows you to apply a round radius to the inside of a corner. The lines are trimmed to the ends of the radius and the system will assign the designated relief tool to that pattern when you tool the part or sheet.

8) Explode

When the Explode command is selected and a Pattern Grid is picked in the workspace, the system can explode them into pattern lines in both the horizontal and vertical direction. Its path is: Edit->Explode.

9) Bending

This function allows you to assign bend lines to the part and edit Bend Conditions. After bending, you can get a lifelike preview of the part-bending image. Its path is: Edit->Part Bending.

2. CAM New Features

1) Turret Illustration Design

Once the new machine turret information is imported, a new graphic turret will appear. The specific information is on its right side, which are Quantity, Tools Station#, Station Size, Station Types, All Key Angles and Min/Max Size. The path is: Machine->Turret Illustration Design.

2) Add a Multiple-station into Turret

You can make a station into a Multiple Station by checking the Multi-Group, and then you can double-click the selected station to enter the Multi-Group's editing window to do some necessary modification for the Multiple Station.

3) Export and Import a turret file

By using this function, you can Export the current turret illustration file into an .xml file or Import another existing turret illustration file into the current machine.

4) New "Turret Info" dialog box

CAD/CAM allows you to drag and drop the tools from the Tool Inventory List into the Turret Load List. Once you selected a tool, all suitable stations will be highlighted as indication for you. You also has the option of sorting each field by in a descending order when you click the appropriate header.

5) Turret Illustration tab

The visible image of the turret gives you a more intuitional impression of the actual turret. You can drag and drop tools from the Tool Inventory window into the stations presented in the Illustration Tab of the Turret window. Moreover, you also can drag and drop tools among the stations.

6) NC code Viewer

System provides you an easier and exact way to check the NC codes according to the sequence with this function. When you select a certain line in the NC code viewer, the corresponding sequence will be highlighted in the work area. Its path is: File->Generate NC code.

7) Allow Adapter

This function makes it more convenient for you to add tools from tool inventory to turret automatically or manually. If you check this option, the system will allow the tool that is smaller than this station to be added.

8) Tool Preview

This option will show you a graphic display of the tool shapes in the Output zone while you are viewing punching sequence or inquiring a tool, this tool will be displayed at the same angle as its actual use. And it will show other related information including Tool Type, Station# and Station size. Its path is: Preference->Display Options->Show Preview of Tool.

9) Turret Simulation

This option will show the graphic image of the actual turret and you can see the relative movement between sheet and the turret while viewing punching sequence. Its path is: Preference->Display Options->Show Turret Simulation.

10) “Undo/Redo” function in the Tool menu

This option will be used when you select some options in the tool menu. The system will keep a history list of Undo/Redo, which can be used to select what items you will be able to Undo or Redo.

11) Set punching conditions when inquiring a tool

You can edit punching conditions for a tool directly when you inquire this tool with this option. It makes you easier and more convenient to edit punching conditions.

12) Tool Line Nibble

Once you select this option, the system will draw a line (based on two pick points) and place a tool automatically based on the tool preference for line patterns. In that way, the tool used will be reduced, especially for Multiple Notches. Its path is: Tool->Tool Line Nibble.

13) Tool Scribe

This function allows you to pick a group of lines and arcs and assign a scribing tool based on the selected start point and end point. It's a useful function to assign a picked tool to an open path of line and arc without any side compensation. Its path is: Tool->Tool Scribe.

14) Scribe Text Tool (for Punching & Combo users)

This function is designed for the punching user, it allows user to draw text on the Part/Sheet and the system will assign a default scribe tool to it automatically. Its path is: Tool->Scribe Text Tool.

15) Etch Text tool (for Cutting & Combo users)

This option is designed for the cutting user, it allows user to draw text on the Part/Sheet and the system will assign a default cutting condition (Etch) to it automatically. Its path is: Sequence Features->Etch->Etch Text.

16) New “Tool Sequence Priority” dialog box

CAD/CAM provides you a new Tool Sequence Priority dialog box. It has a more friendly user interface for you to control the direction of the tool. And it makes all the tool information easily accessible. Its path is: Sequence Features->Tool Sequence Priority.

3. Other New Features

1) Sheet file preview while open file

CAD/CAM provides you a Sheet Preview Image when you open a .sht file, which makes the sheet more accessible. Its path is: File->Open.

2) Export file to dxf/dwg/igs/iga file

CAD/CAM allows you to save native FabriWIN Part (*.prt) files as DWG (*.dwg), DXF (*.dxf) or IGES (*.igs) files, so it will be more convenient for you to edit the file in other software. Its path is: File->Save As.

3) History in the Output

The Output zone will record each step of your operations in CAD/CAM, which makes you easily check the history of previous operations. You can also clear the history.

4) Graphic Preview of Tool Priority

CAD/CAM provides you a visible option of how the system will assign tools to a certain pattern

by default auto assignment functions.

5) Color Parameter setting

You will be able to control both the standard and background colors. The control dialogue consists of Part View and Sheet View thumbnail displays that indicate the result of the various selections in the dialogue.

6) Provide four types of windows style

CAD/CAM provides you four types of windows style, this makes the user interface more friendly and beautiful. You can make their appearance look like Office XP, Office 2000, Office 2003 and Windows XP. Its path is: Preference->Color Parameter->Set Style.

7) Provide two types of Menu settings

CAD/CAM provides you two types of menu settings: Classical Type and Modern Type. The old user will feel more familiar with the Classical Type menu while the new user will appreciate the Modern one. Its path is: Preference->Color Parameter->Set Style.

8) New “Machine info” dialog box

In CAD/CAM, machine information contains options for the entire machine, which are cutting, punching, PDC or combination system. The driver determines those options that are enabled or disable in this dialogue. Its path is: Machine->Machine Info.

9) New “Material info” dialog box

In CAD/CAM, we design the New Material Information dialogue box. Some options are rearranged in this dialogue. You can click the option icon or the arrow button to display the options hidden. Its path is: Machine->Edit Material.

10) User Defined Customization

This function allows you to customize the commands, toolbars, Hot keys, Menu and Options according to their own purpose. This will enhance the flexibility of the CAD/CAM interface for you. Its path is: Right click at menu area->Customize.

11) Template Reports

This function allows you to make some special reports (Part/Sheet/Machine...) with a flexible format as they want. Its path is: File->Template Report.

12) Assembly for nesting

Assembly enables loading standard parts into a kit (assembly) nest. It also allows parts to be loaded directly into the Nesting Schedule List. With this option it allows you to retrieve a number of different parts set to specific quantities.

13) Skeleton material

The CAD/CAM supports nesting with Skeleton Nesting, which means you can nest part on an used stock. After one part was punched, the remaining sheet material can still be used for nesting. It is useful to improve the sheet utilization. Its path is: Machine->Machine Info->Nesting->Skeleton Setting.

14) Auto tool assignment when loading files in nesting

When this function is enabled and generic geometry files are being loaded, the system will auto-tool those files (DXF, IGA, DWG's) based on the Auto Tool Preferences and the current tool inventory and preferred machine and material settings.

15) Powerful Interactive Tutorials

Metalsoft Inc. designs the Powerful Interactive Tutorials for both the old and new users. The tutorial will be step-by-step so that the new user could follow it to learn each step of that function.

