

## New in PatternSmith 10.2

- Updated Help Manual in PDF format.
- Improved Pattern Editor behaviors - selections, previews, etc.
- Pattern Editor Grid - set your desired grid spacing and snap points on the grid as you create elements.
- Convert Text entities to Barcodes and Barcodes to Text entities.
- Don't cut a line if it lies on the edge of the material - if your pattern is designed to be full material width and you don't want to cut that portion of the pattern that falls on the material edge, this feature will do that.
- In DXF file, find crosses that look like point but are actually two lines, and turn them into Points for use with a Drill or Punch tool.
- Support for Autometrix Kinematix Motion Controller.
- French and Japanese languages.
- PrintShot supports Nests on a conveyor that are longer than the table length.

## Bug Fixes/Updates in the latest release:

- Added pattern names to the Patterns section of the Print Summary.
- Fixed docking layout issues.
- Entities with notches weren't working correctly on conveyor machines.
- Fixed an issue with inkjet printing.
- Fixed Slicer labels not displaying.
- Fixed more docking layout issues.
- Fixed an issue with background images coming from CadShot being lost.
- Fixed issues with Add Repeating Notch tool.
- Fixed an issue with cut and past between project files not retaining the tool types correctly.
- Added the ability to create inline notches when exporting Gerber and Eastman files.
- Fixed an issue with text entities properly reading variables in Templates.
- Added the ability to show pattern names in the Print Summary view.
- Fixed an issue with cut/paste patterns into a new project. Cut tools are now preserved.
- Fixed an issue with Slicer not placing labels correctly.
- Templates - support using any variable to control text inside <>.
- Fixed Align Parallel issues.
- Fixed Extend/Trim issues.
- Added support for an AVM camera to be rotated 90°.
- Fixed an issue where the Fillet tool was creating zero-length entities.
- Fixed tool pass issues.
- Fixed Plotting output when regional settings are using a comma for a decimal point.
- Fixed Device 2 steering issues.
- Support reading tool offsets from machine controller if they are there.
- Fixed multiple seam issues.
- Fixed multiple Bezier to Spline issues.

- Fixed Sorting Column Width issues.
- Plotter Discovery fixes.
- Better handling of patterns dropped or rotated out of bounds in HideShot.
- The Origin tool now always remembers the new location.
- Fixes to Pattern Array tool.
- Fixed nesting issues in HideShot.
- PrintShot updates/fixes.
- Snapping tool fixes.
- Fixed moving origin issue with Background Image.
- Fixed seam issues creating zero-length entities.
- Fixed Spline/Bezier issues.
- Fixed circle seam issues.
- Templates fixes.
- More CadShot/Background Image fixes.

#### 10.2.4.585

- Fix crashes when notch values are set to zero.
- Fixed Paint tool issues in HideShot.
- Fixed a crash when encountering a computer with FIPS is enabled. A message is displayed instead.
- Fixed a crash with the Extend/Trim tool.
- Fixed a crash in the Measure tool with snapping.
- Fixed manual nesting issues with patterns using a box perimeter.
- Fixed an issue plotting entities that are too small to interpret properly.
- Fixed issues with Fonts and nesting from legacy files.
- Fixed an issue with the Duplicate Offset tool and small entities.
- Fixed a Bezier to Spline conversion issue.
- More Seam tool fixes.
- DXF Import fixes.
- Break tool fix.
- Pattern Array tool fix.

#### 10.2.5.628

- Made circles reversible so they worked correctly with seems and notches.
- Measure tool fixes.
- Fixes issues with displaying the bite line on conveyor nests.
- Many Seam tool fixes.
- Pattern Extraction fixes.
- Fixed issues with duplicate Material IDs.
- Added the ability to select what tools export to a Gerber file.
- Thin tool fixes.
- PrintShot updates.
- Licensing fixes to help with incorrect Date/Time Server connection issues.

- Fix a Templates issue where a variable was evaluating to infinity. Now warn the user instead of crashing.

#### 10.2.6.643

- Fixed an issue where Splines/Polylines offsets were created incorrectly.
- Fixed issues with Pattern Extraction.
- Fixed issues with combining patterns and pattern groups.
- Limited the number of gores in Revolver to 100.
- Fixed an issue with the Fillet tool.
- Fixed an issue with Slicer and pattern constraints.