

Release Notes for OneTouch software

Version 2.3.0.5

1. Rize Connect Integration

Additional functionality now allows to submit jobs to printers connected via Rize Connect™ or to a shared repository within Rize Connect (“My Parts”) after job preparation.

2. Clipping Widget

A new way of representing the entire scene or an individual part (when in Paint or Markup modes) has been added. With the Clipping Widget active the user can view a virtual slice of the model, allowing easy access to inner surfaces, edges, etc. This enables the user to examine support generation in the areas of the model otherwise obscured, and to place markup on, and change colors of, hard to reach surfaces.

Versions 2.2.1.26, 2.2.1.25, 2.2.1.23, 2.2.1.22

Bugs fixed: more stable slicer, material estimation for .125, colors improved, bad pixels avoided, installer issues resolved, job upload improved.

Version 2.2.1.21

3. Enhanced Colors

New color algorithm adds higher granularity in ink jetting – replacing 16 variations of ink combinations per pixel with 295 variations for Rizium ST at 0.125 mm, 309 variations for Rizium GF, and 330 – for Rizium ST at 0.250 mm layer thickness. This widens the XRize gamut. In addition, direct dithering approach improves color fidelity (within XRize color space).

4. Additional Extrusion Path Calculations

Improvements to path calculations allow more precise depositing of material in the solidly filled areas of the printed part. This ensures mechanical strength of printed parts and more reliable extruder performance.

5. Reliability and performance improvements

Several malfunctions reported by users as well as discovered by the development team, have been addressed. Those mostly concern the “Paint” feature, file import, new path calculations, advanced print options.

Version 2.1.2.11

1. Advanced print options

Additional slicing parameters added to UI: infills percentage, number of perimeters, uniform shell thickness, number of top/bottom solid layers.

Available in “Prepare job” dialogue, and in “Slice View” as well.

2. Paint

New functionality: allows user to apply color to specified portions of part (the whole part, single/multiple surfaces, areas bounded by a specified edge angle, flat areas). It has color selecting/picking feature, color replacing, full undo/redo.

Property panel got a new button: “convert instance to a new model”. Using this button allows painting different instances of the same model into different colors.

3. Improved slicer reliability

Using new line types improves surface quality

4. Improved time estimation

More precise time estimation for color and monochrome printing

5. Using Secure FTP instead of FTP. Added new user-defined option: “Printer discovery timeout”.

6. Numerous bug fixing and minor improvements

- Fixing import of VRML files
- More reliable and detailed logging