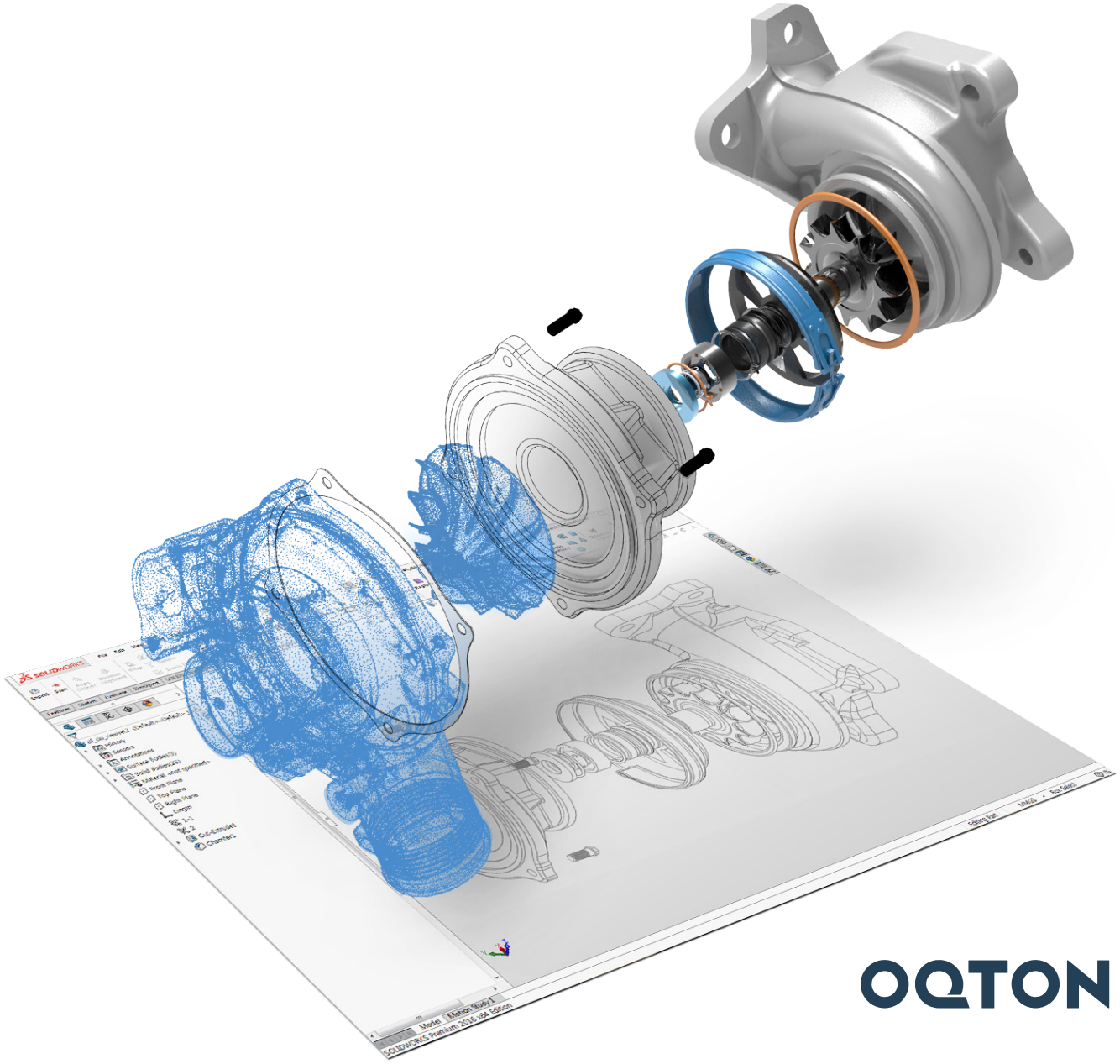
Geomagic for SOLIDWORKS

Release Note

Version: 2024.2.0

Release Date: December, 2024



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1 INTRODUCTION

We are pleased to announce the availability of the new version of Geomagic for SOLIDWORKS. Geomagic for SOLIDWORKS works with SOLIDWORKS® via Plug-Ins. With the power to scan and/or reverse-engineer your model directly in a CAD environment, you can design highly complex parts faster via one seamless workflow.
New features in this release were made to deliver more efficient, and streamlining design workflow. Improvements in this release allow users to create design results with better speed, performance, and quality. This release also includes many more enhancements and some bug fixes.
For more information, please visit https://softwaresupport.oqton.com/s/article/Geomagic-for-SOLIDWORKS.

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2 INSTALLATION

System Requirements

For the latest system requirements information and to learn about specific qualified system configurations, go to the System Requirements page in the Customer Support Center. Some users have had success running system configurations that deviate from the supported listed on our website. In such cases, these configurations are not officially supported by Oqton.
Additionally, we test a variety of hardware platforms in combination with the graphics subsystems. While we make every attempt to be as thorough as possible, hardware manufacturers change their products frequently and may be shipping newer products or have discontinued active support for others. Check the support section of the website for the latest system requirement information and specific qualified systems.

Download and Install software

You can download and install the software from https://softwaresupport.oqton.com/s/article/Geomagic-for-SOLIDWORKS.
In addition, you can check if a newer version is available by going to **Settings > Check For Updates**. The application will check if a newer version is available and then provide you a link you can download.
Note: Geomagic for SOLIDWORKS is available in SOLIDWORKS 2019 to 2024.

Activate License

Geomagic for SOLIDWORKS requires license activation to run the application on your PC.
After you start your application, the License Manager window opens. The License Manager allows you to activate and use the Geomagic for SOLIDWORKS software.
NOTE: When you launch the License Manager, you can click the Help ? button found at the top right corner of the window to read the CimLM Licensing Guide.

3 NEW FEATURES AND ENHANCEMENTS

Support for SOLIDWORKS 2025

Geomagic for SOLIDWORKS now supports **SOLIDWORKS 2025** along with previous versions from 2019 to 2024.

Performance Improvements

Overall performance has been improved to provide a smoother and more efficient working experience.

Optimized Large Mesh Handling

Increased efficiency in handling large meshes by over 25% through workflow optimizations for refreshing graphics.

Enhanced Mesh Manipulation

Resolved performance issues related to zooming, panning, and rotating meshes after creating reference geometries.

Faster Triangle Deletion

Increased the speed of triangle deletion within the Delete Triangle command.

Improved Modeling Performance

Enhanced performance during modeling by optimizing internal memory usage.

Accelerated SLDPRT File Loading

Reduced loading times for scan files saved in SLDPRT format by over 50%.

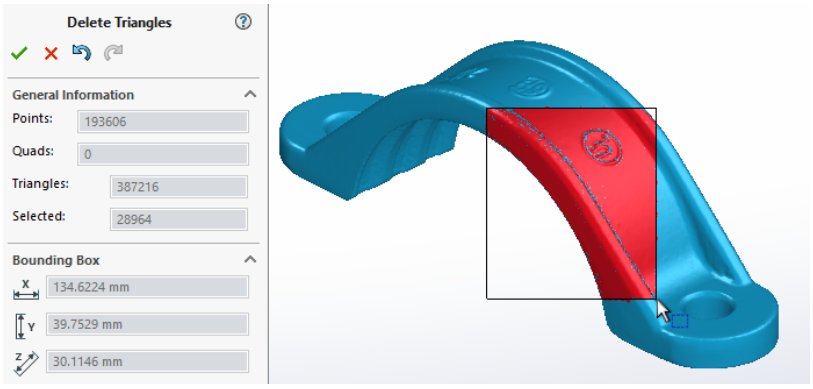
Simplified Edit (Delete Triangles) Command

The **Edit (Delete Triangle)** command has been made simpler and more intuitive. The editing target is now automatically selected when the command runs, removing the need for manual selection.

The command can be accessed in three ways:

- Right-click an object in the Model Manager and select **Edit Feature** in the context menu.
- Select one or more objects before running the command, then click **Delete Triangle** in the **Geomagic for SOLIDWORKS** tab.
- Run the command with no selections to automatically select all relevant objects.

This command now enables efficient selection and deletion of objects, with automatic selection of all applicable objects if none are pre-selected.



Updated Licensing System

Geomagic for SOLIDWORKS now incorporates the latest CLM 10.8 Licensing System. This update includes essential fixes, addressing security enhancements, licensing stability improvements, and refining the licensing borrowing process.

4 BUG FIXES

Common

• **CFS-2537:**	Edit > Clear Selection inadvertently deleted some points when editing multiple point clouds.
• **CFS-2536:**	Edit > Select Through did not select all data when editing multiple point clouds.
• **CFS-1637:**	After importing two different mesh models and zooming into one, using the Smooth command caused the flyout FeatureManager design tree in SOLIDWORKS to be obscured by the mesh model, making it inaccessible.
• **CFS-1509:**	Temporary image files remained after closing the application.

Region Segmentation

• **CFS-2631:**	Regions were not removed as indicated in the notification prior to performing a remesh operation.
• **CFS-2629:**	Regions were not rendered correctly after loading a saved file.

Mesh Editing

• **CFS-2391, CFS-2256, CFS-1864:**	Using the Edit (Delete Triangles) command sometimes caused selected data to be unregistered in the target data list. Upon exiting the command, all other commands became inaccessible, preventing data saving or application exit.

Mesh Orientation

• **CFS-2555:**	Graphic resolution settings rendered the Orient dialog unusable, as the axis fields were compressed to appear like separating lines.

Feature Tools

• **CFS-2557:**	The Auto Surface and Extract Freeform commands failed to create results after upgrading to SOLIDWORKS 2024 SP2, displaying an error message: "Can't import auto surface result."
• **CFS-2553:**	The Auto Surface command produced erroneous models in some cases.

File I/O

• **CFS-2531:**	The application crashed when importing multiple files.

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