



Update Guide Release 2018.2

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INTRODUCTION

This document serves as a guide for the new features and changes in TracePro 2018.2. The enhancements in TracePro 2018.2 are a new selection on Geometry menu - Update from RayViz, new features for the 3D Interactive Optimizer, and other minor features.

WHAT'S NEW IN TRACEPRO 2018.2?

Changes in TracePro 2018.2 compared to 2018.1 are summarized as follows:

- *Geometry/Update from RayViz* menu selection to update your TracePro model with any changes to the corresponding SOLIDWORKS model.
- Photorealistic Rendering and Luminance Map: renderings and maps can now be made for models illuminated by File Sources.
- 3D Interactive Optimizer: new segment type – Custom Fresnel.
- *Macro* menu items were renamed for clarity and consistency.

UPDATE FROM RAYVIZ

The new menu selection *Geometry/Update from RayViz* allows you to update your TracePro model from SOLIDWORKS via RayViz. If you are using SOLIDWORKS with the RayViz add-in, simply export your updated model from SOLIDWORKS using RayViz as usual. Then in TracePro, select *Geometry/Update from RayViz* to insert the model into your current TracePro model. TracePro remembers which objects came from SOLIDWORKS, and will replace them with new objects in the RayViz-exported model. Any objects that you changed in TracePro will not be affected.

This new feature is also available from the Geometry Toolbar button .

PHOTOREALISTIC RENDERING AND LUMINANCE MAP WITH FILE SOURCES

If you have a design or model that uses File Sources, you can now make a Photorealistic Rendering or Luminance Map that includes File Sources. This is automatic and requires no user input. In practice, the quality of the rendering or map depends on the number of rays in the Ray File used by the File Source. In general, the more rays you have, the better the output will be. Unlike renderings and luminance maps for Surface Sources, where the quality setting determines the number of “photons” and reverse rays to trace, with File Sources only the rays in the Ray File are traced.

3D INTERACTIVE OPTIMIZER - CUSTOM FRESNEL SEGMENT

A new segment type is now available in the 3D Interactive Optimizer: Custom Fresnel. This new feature allows you to create a Fresnel surface with specified curvatures and conic constants for each segment.

MACRO MENU ITEMS RENAMED

Two menu items on the Macros menu are renamed. The new names are

- *Macros/Load...* (formerly *Macros/Execute*)
- *Macros/Messages/Macros* (formerly *Macros/Output*)

The names were changed to improve clarity and to match the names of the dialog boxes and windows that they open.