

General system :

- o BUGFIX: If you copied features into the paste buffer, then attempted to paste them into another design after the source design had been closed, then a program crash would occur.

After closing a design, the paste buffer will now be cleared if it held objects from the closed design. To copy and paste features between designs, the 'source' design must always be open for the paste operation to work correctly.

- o BUGFIX: When installing a product license that requires online activation, if you installed a valid license key but then closed the license control dialog without activating the license, then the program title bar said "no license found", which was confusing. It now says "license installed but not activated".

- o Added a new "Miscellaneous options" section to the File->System Setup dialog. This contains the new option 'Use comma for metric decimal separator'. This is enabled by default, but when unticked, all metric dimensions and locations will be displayed with a point character instead of a comma.

- o Because of various internal changes made in this software release, designs saved with this version may only be loaded into XLDesigner 2.50 or later versions.

Design outputs :

- o A new 'Parts list output' task type can now be included in the output tasks list. This now enables the inclusion of part placement information in design output batches.

Artwork editor :

- o BUGFIX: When defining a net boundary for a split power plane, component pins associated with the net, but not included within the net boundary flash on and off to indicate that they are not yet connected. If a component outline used custom defined pads having slots (or 'extra' holes) instead of the default drill hole, then this flashing error state did not occur until the net boundary shape formed a closed figure.

- o The Grid->Select Origin command is now available in the Copper Fill and Slots edit modes. Snapping is still limited to visible track nodes, part pins and part datum points. It has not yet been extended to include copper fill boundary nodes, slot nodes or extra hole datums.

- o When drawing the shape for a split powerplane boundary polygon, it is possible to draw line features outside of the board profile. These features are then invisible and difficult to locate for deletion. Their presence also prevents correct validation of properly drawn boundary shapes. Any split plane boundary shape that strays outside of the board profile will now have its boundary displayed with a red dotted line.

- o Added missing toolbar icon for deleting nodes from a split powerplane boundary shape.

- o If multiple or invalid copper fill shapes are reported when performing copper fill, it was not easy to identify the location of the invalid features if they were located a long way outside of the board profile boundary. When a copper fill boundary error is reported, the display will now be adjusted so that all the fill boundary shapes are visible on screen.

- o By default the powerplane generation tool will now display dotted outlines indicating the location of all slots / extra holes on the board (or outside of the board profile).

A new option has been added to the powerplane toolbar to allow this to be switched off. (Reason: If a slot is defined around the outside of the board profile, and the cutter diameter results in selection of a clearance value greater than the powerplane to board profile minimum clearance, then the powerplane infill will not

follow the expected shape around the board profile. The dotted slot boundary provides more insight into what is affecting the powerplane shape.)

Artwork checker:

- o BUGFIX: If a part was rotated to any angle other than in 90 degree steps, then the part would sometimes be wrongly reported as outside the board profile.

Component outline editor :

- o Two new commands "Omit Solder Mask Pad" & "Omit Solder Paste Pad" have been added to the Pad menu. These commands allow toggling on/off the inclusion in design outputs of solder mask/paste pads on an individual pad basis.

- o The component outline editor has a setup dialog that allows configuration of parameters for 3D solidshape output, control of inclusion/exclusion of all outline pads from solder mask/paste and various other settings.

Finding this dialog was total counter-intuitive as it was accessed from the main menu by selecting

View->Properties.

In all other editors, View->Properties toggled on/off the display of the properties panel in the left and navigation pane.

This setup dialog may now be accessed by selecting 'Outline->Configure' from the outline editor menu.