

## XMD-S 11.0.2 (1/9/2013)

### New features:

- View Plates now gives users the option to choose Cavity or Core half plates.
- XMD is smarter about putting converted components and user plates on proper levels.
- When converting solids to XMD components, XMD will now suggest values for the fields based on solid properties and the level name.
- The old waterline commands are now asking for the plate, and considering the plate solid for the waterline start location and length.

### Bug fixes:

- Waterlines and bubblers no longer having their drill points incorrectly removed.
- Re-checking interferences no longer produces duplicate interferences.
- Fixed crash that could happen when adding custom assemblies.
- Fixed bug with Smart Water's Autodepth feature for metric jobs.
- Fix bug where the XmdConfig program could fail to load on new systems.
- When creating a new section, XMD no longer switches the active CP.
- Fix bug with horizontal core pin solids not being rendered when d-locked.
- Allow EP chart to be made when user only has return pins.
- When starting a job, XMD is now correctly showing all four SHBs to the plan drawing.
- Fixed bugs with regard to plate name conflicts.
- Fix bug in PL with changing a core thickness dimension.
- Fix crash in config program when switching default units from mm to inch.

## XMD-S 11.0.1.1 (7/23/2012)

- XMD is now smarter about when it needs to read in the core/cavity surfaces.

## XMD-S 11.0.1 (7/5/2012)

- Fixed the Migration Wizard tool.
- XMD Config program showing what the current config file is again.
- Fix bug with resizing XMD pockets.
- Dimension arrowhead sizes are now consistent between inch and mm parts.

## XMD-S 11.0.0 (7/2/2012)

First release of XMD on KeyCreator 2012 (11.0)

### What's New:

- XMD now fully reads and measures your solid core and cavity blocks. This means that the parting line editor will now draw its dimensions based on the solid model.
- Cavity and core blocks are now drawn to the actual thickness if they are designed not to have an overlap.
- Set Hi/Lo will now resize XMD-generated cavity/core blocks.

#### Improvements:

- Compatible with KeyCreator 10.5.1 (64-bit).
- Improved progress bars for loading plate solids and rendering 2D drawings.
- The enter key now confirms and closes the Prepare Job dialog.
- When manual hole assignment is used, XMD is much less restrictive about creating holes.
- Increased the limits of plate export fields from 10 to 20.
- Copied plates now are created on sibling levels to the original.
- Generic holes and screws are smarter about which drawings they're shown to.
- Shoulder bushings are now seeing the surfaces when starting a job / inverting the LP assembly.
- New utility command in the XMD Extras menu that will re-measure the cavity and core block solids. This can be used to fix problems where the PL editor gets out of sync with the plate solids. This problem is fixed in XMD 11.0.
- Thru holes are now created for ejector pins that stop short of the surface.
- The undo/redo system will now re-use a converted components solid if still available.

#### Bug fixes:

- Fixed a crash that could happen when running the Load Job dialog while a large job was still active.
- Fixed a crash that could happen when copying ejector sleeve assemblies.
- Installer now leaving .cfg and .dbf registry paths alone on repair/modify if they are set to a valid path.
- The "Drawing Components" step of switching to a drawing is no longer taking a long time on jobs with many components.
- Plates are no longer getting rotated when switching to finished if user has "export entities relative to active construction plane" set.
- Prevent title block from being drawn before the plates, resulting in a really small title block.
- Fixed many bugs we found in the Parting Line Editor.
- Fixed bug that could cause Save As to produce a corrupt .xmd file.
- Fixed bug with chamfer line removal in metric drawings.
- Fixed bug that could cause crashes when rendering low-quality plate solids.
- Fixed bug that could move user plates undesirably when making moldbase editor changes.
- Fixed bug with hole calculations.
- Fixed bug that caused duplicated plate levels when moldbase regenerated.
- Fixed bug that could prevent user from deleting parting line locks.
- Fixed bug with bubblers shifting and being created without drill points.
- Fixed bug where waterlines were adjusting their lengths when intersecting other waterlines.
- Fixed bug with long rail screws not creating access holes in bottom clamp plate.
- Fixed bug with 1/4" ejector sleeve assemblies having retainer plate placed below bottom clamp plate.
- Fixed bug where pin projections were not seeing the surfaces of newly added plates, and were not switching back to the projected color when hitting a surface while animating.

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