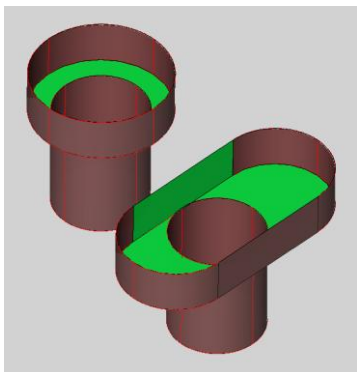
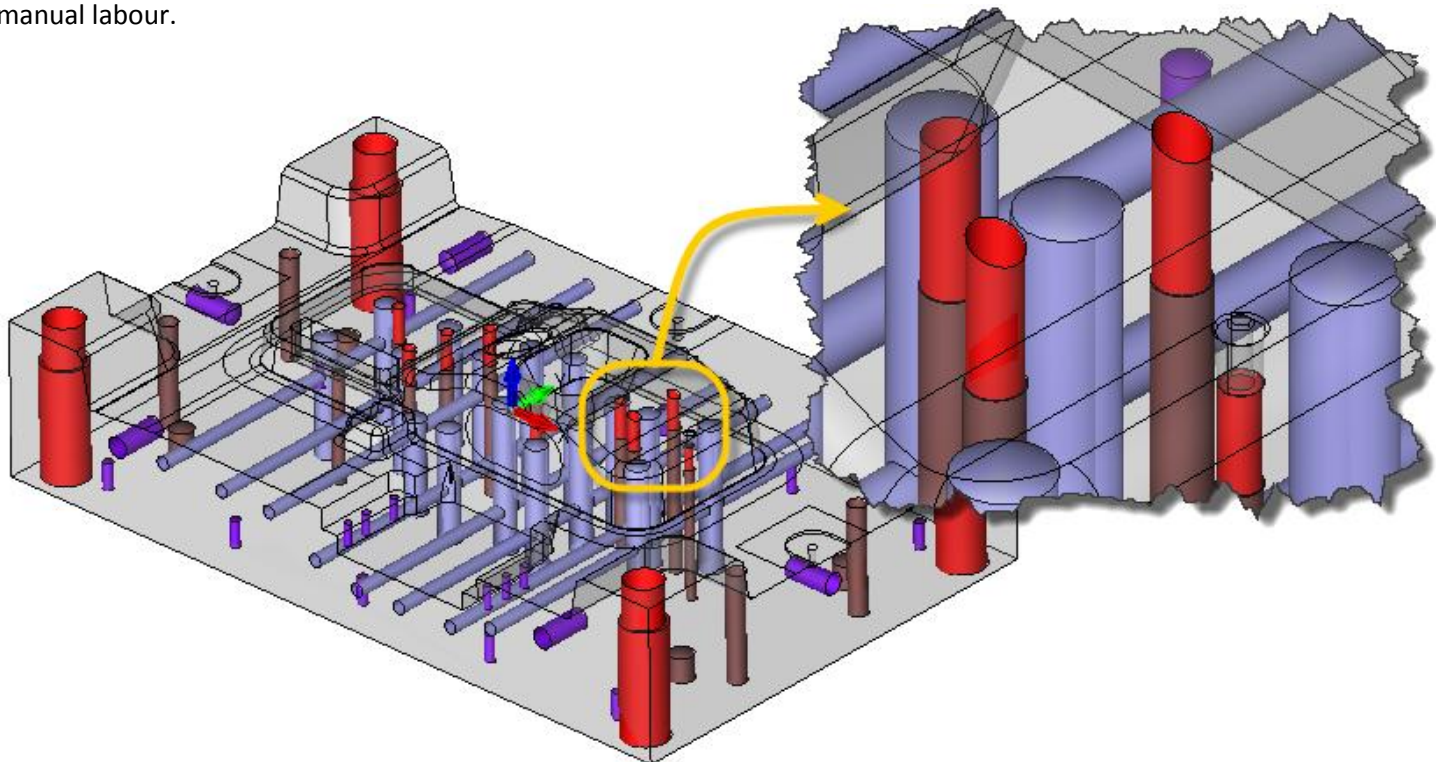


XMD-S 11.5.0 (4/26/2013)

With this release, XMD-S is now available on KeyCreator 11.5. This release adds some useful new features, and addresses user feedback, particularly concerning the all-new BOM.

AUTOMATIC HOLE FACE COLORING

Hole face colors in XMD-S are now extremely customizable. Not only will holes be automatically subtracted from the solid when you export the block (or switch to a finished block), but they can be colored too, easily saving hours of manual labour.



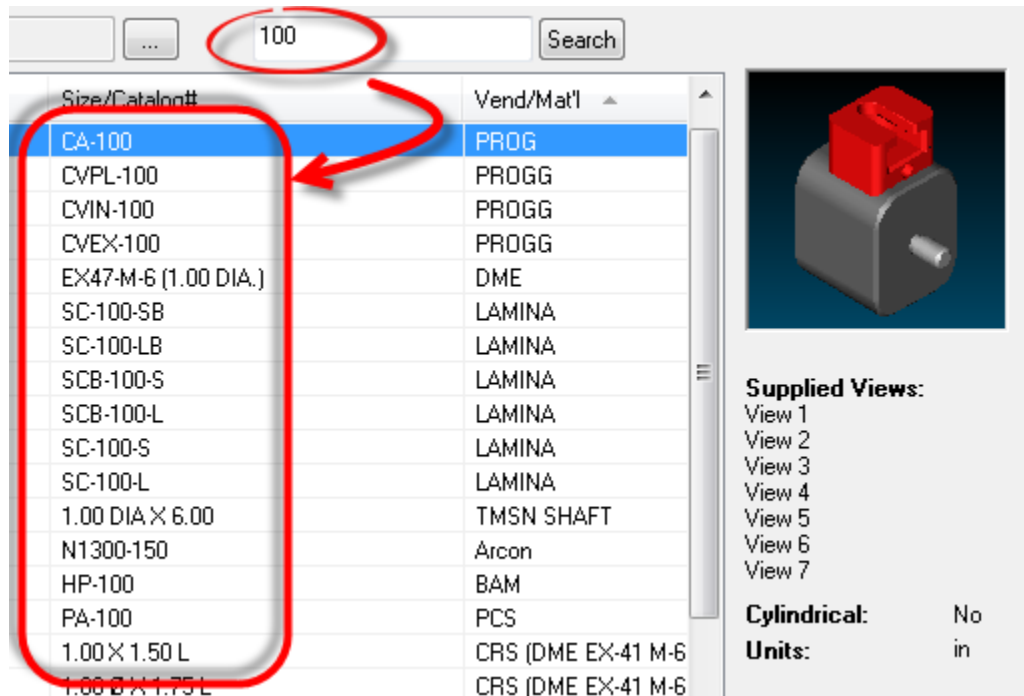
Holes can be colored based on:

- The type of hole (slip fit, clearance, tap drill, etc.)
- The type of component (water, ejection, etc.)
- The units (metric or inch)
- The thread type (UNC, UNF, etc.)
- Whether it's a "critical" face or not (see picture on left).

If this is something your shop is interested in getting set up, [please let us know](#).

SMART PATTERNS

The Smart Pattern dialog has a welcome new addition that is likely to save you a ton of time.



The Smart Pattern dialog now has a search feature, allowing users to quickly scan through their entire catalog for matching smart patterns.

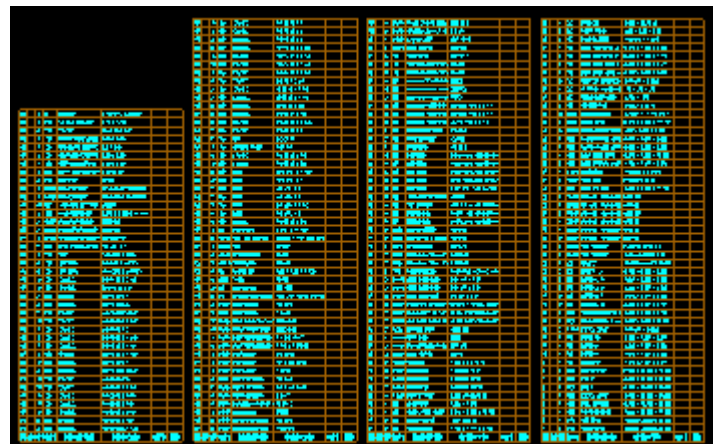
Also:

- We've also made it easier to switch between Job, Catalog, and Custom Smart Pattern directories.
- Fixed a bug where the Smart Pattern cache was repeatedly updated.

BILL OF MATERIALS

The Drawn BOM and Balloons:

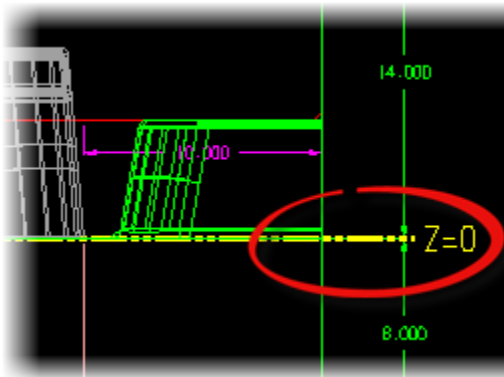
- **The drawn BOM will shift and compress the rows as needed to keep your design table looking great.** Up until this release, XMD did not do a very good job of updating this table (gaps were left, renumbering left things out of order, etc.).
- Similarly, balloons are now updated properly as well.
- Redrawing or deleting the drawn BOM no longer means all your balloons will be erased.



The BOM Management dialog:

- **The dialog is now fully-integrated with XMD undo and redo system.** Make a change in the BOM dialog and click OK, then click XMD Undo, and you're back to where you started.

- Fixed bugs where BOM rows could go red (user-edited) as a result of a standard XMD change.
- Unassociative rows (as can be created by ballooning user geometry) have had a number of issues addressed:
 - Users whose BOM templates included combined fields (size/catalog #, vendor/mat'l) now have better means of editing these fields.
 - A bug that caused users to lose some information for these rows when saving/loading a job has been fixed.
- In our constant efforts to improve the quality of the software, we've added error detection and resolution for the BOM.
- For component numbering in the BOM, the '#' character is now recognized as the start of the number.

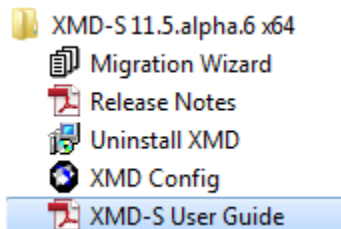


PARTING LINE EDITOR

- We're now adding a yellow, horizontal line at Z = 0. This will serve as a visual clue as to what the right-side dimensions are measuring to.
- XMD no longer moves the part when starting a job when using XMD generated locks unless asked to by user.
- Set Hi/Lo changes are now properly affecting stock sizes.
- Fix so that XMD should always read the mold length and width from user defined cavity/core blocks.

MISC.

- The XMD User Guide has been vastly improved and is now installed with XMD. It is accessible from the start menu, or the XMD Help button in KeyCreator.



- Fixed a bug with the "Use selected color" option of the Water Defaults dialog. *Existing jobs may need this option reset in this version.*
- Fix bug where vertical/horizontal waterlines weren't trimming themselves to the plate boundaries.
- Parallel waterlines now respecting construction planes derived from picking faces.
- Fix bug that resulted in missing size information for components that aren't in the BOM (ie lift holes).
- In the Modify/Convert Plate dialog, the tab key now properly cycles to the vendor and catalog # fields.
- Placing XMD pockets/plates on compound angles is working better.
- Better at determining when cavity/core solids are surfaced, and can properly read in back of block changes.
- Fix bug where XMD could crash when rendering poor quality solids.
- Fixed bug where XMD was asking user to reboot unnecessarily on uninstall.
- Fix hole depth chart bug in plate details.
- Don't let user undo the switch to master/finished/reference operations.
- Detect and notify user if Microsoft .Net 4.0 needs to be installed.

BOM fixes and improvements:

- The BOM will only show component numbers if they are needed to differentiate between other rows.
- Capitalize DIA., LEN., etc. in the BOM (for new jobs/components only).
- The BOM will now only look to 3 decimal places when deciding to group plates into the same row or not.
- Fixed an issue with using the copy shortcut (Ctrl+C) in the BOM dialog.
- Fixed a bug where Set Hi/Lo in the Parting Line Editor, and pipe plug to pipe tap changes were not picked up by the BOM.
- In the Format Smart Pattern command, when the Save to Job option is used the BOM and 2d/3d renderings are updated automatically.
- Redraw Component on a Smart Pattern will now check to see if BOM information needs to be updated.
- Fix BOM bugs related to Moldbase Editor changes and a Delete/Undo operation.

Moldbase and Parting-Line Editor fixes:

- Fix crash that happened when user chose to ignore/delete conflicting components during moldbase changes.
- Fix bug where users couldn't get rid of XMD generated PL locks if mold was surfaced.
- Copied Guided Ejection bushings no longer wind up in clamp plate when the moldbase is modified.
- Fixed bug that resulted in improperly removing clamp slots from the solid.
- Fix bug so users can edit the PL lock angular dimension.

Misc. fixes:

- Value in "Custom Size" panel of Resize dialog is no longer cut off.
- There is no longer a 30 character restriction on plate names.
- About dialog updates.
- Fix bug where Convert Solid to XMD Component was not reading the Part Number field.
- Stop suggesting incorrect drawing depths for newly added drawings.
- Fix some access violations that could occur in certain situations.
- Hole calculation step is faster, particularly on jobs with a large number of waterlines.
- Fix bug where certain components were not being created on the proper level and/or had a missing level name.

XMD-S 11.3.1 (FIRST RELEASE - 1/21/2013)

This release features some exciting new features that should be a welcome addition to the mold designer's tool kit. The most prominent are highlighted below:

BILL OF MATERIALS

The BOM has been revamped in XMD 11.3 in order to give users much more control over managing it. To do so, we've created a powerful new dialog that is accessible from XMD's Tools menu:



DTL	SHT	QTY	DESCRIPTION	VEND	MAT'L	SIZE	CATALOG #	ORD'D	COMMENT
		1	CAVITY BLOCK		P-20	8.125 X 28.000 X 38.000			
		1	CORE BLOCK		P-20	8.875 X 28.000 X 38.000			
		1	TOP CLAMP PLATE		1020	1.500 X 28.000 X 38.000			
		1	EJEC. RETAINER		1020	0.750 X 19.250 X 38.000			
		1	EJECTOR PLATE		1020	2.000 X 19.250 X 38.000			
		1	H. LEFT RAIL		1020	3.250 X 8.500 X 38.000			
		1	H. RIGHT RAIL		1020	3.250 X 8.500 X 38.000			
		1	BOTTOM CLAMP		1020	1.500 X 28.000 X 38.000			
		6	PILLAR SPT	STD	CRS	4 Dia. X 8.500			
		4	WROUGHT IRON PIPE	STD	IRON	2" NPT X 1.438			
		4	G.E. BUSHING	DME		1 1/4 Dia. X 1 3/4	GEB-125		
		4	G.E. PIN	DME		1 1/4 Dia. X 10 3/4	5316-GL		
		4	LEADER PIN	DME		1 1/2 Dia. X 13 3/4	5422-GL		

From here you can do a variety of things:

Assign Detail Numbers: This is done by clicking a cell in the detail number field. You can single select or multi-select by clicking and dragging. You can also **Unassign Detail Numbers** from here.

DTL	SHT	QTY	DESCRIPTION
		1	CAVITY BLOCK
		1	CORE BLOCK
			H. LEFT RAIL

Note that the unnumbered rows are kept in a specific order:

- 1) Cavity and core first
- 2) The rest of the moldbase plates in stack order
- 3) Manufactured components
- 4) Purchased components by vendor and size

Edit Cells: While some cells are read-only (such as Sheet, Quantity, and Size), most of the cells in the table allow you to make custom edits to what XMD generated by default. This gives the designer powerful new capabilities in making changes to the design. It helps to see some examples.

Let's suppose we created 12 inserts and forgot to change the default material from 1020 to P-20. In previous version's you'd have to do Modify->Size on each one, but now you can just make the change in the BOM and voila! You're done!

1	BOTTOM CLAMP		1020
12	LIFTER		P-20
6	PILLAR SPT	STD	CRS

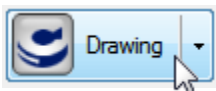
Most edits to the BOM table will be pushed throughout the design

Some types of edits cannot be pushed throughout the design and will be flagged with red text. These types of edits are necessary when you want to order components that XMD doesn't fully support yet. For example, Keyed Ejector Pins:

DESCRIPTION	VEND	MAT'L	SIZE	CATALOG #	ORD'D	COMMENTS
KEYED EJECTOR PIN	DME	H-13	3/8 Dia. X 14	EXK25M14		
LEADER PIN	DME		1 1/2 Dia. X 13 3/4	54		* Value was edited and does not match the model Default Value: "EX25M14"
LOCATING RING	DME			65		

Not all edits can be pushed throughout the model but are maintained until the default value changes

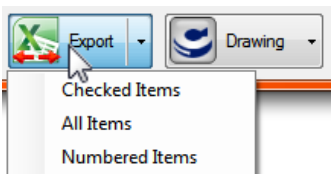
Draw BOM in the Design: This is now done through the "Drawing" button and will draw exactly what is shown in the dialog in the drawing of your choice:



2	-	1	CORE BLOCK	-	P-20
1	-	1	CAVITY BLOCK	-	P-20
DTL	SHT	QTY	DESCRIPTION	VEND	MAT'L

NEW: You can now pick a custom font to draw the BOM with

Export to Excel: Outputting your BOM to Excel is a breeze. Simply hit the "Export" button and choose an option for which rows you'd like to send out.



To export steel only, you can detail only those rows and select "Numbered Items", or you can check their checkboxes and select "Checked Items".

<input checked="" type="checkbox"/>	1		1	CAVITY BLOCK
<input checked="" type="checkbox"/>	2		1	CORE BLOCK
<input checked="" type="checkbox"/>	3		1	TOP CLAMP PLATE
<input checked="" type="checkbox"/>	4		1	EJEC. RETAINER
<input checked="" type="checkbox"/>	5		1	EJECTOR PLATE
<input checked="" type="checkbox"/>	6		1	H. LEFT RAIL
<input checked="" type="checkbox"/>	7		1	H. RIGHT RAIL
<input checked="" type="checkbox"/>			1	BOTTOM CLAMP
<input checked="" type="checkbox"/>			1	PILLAR SPT
<input checked="" type="checkbox"/>			1	PILLAR SPT

Import from Excel: This exciting new feature should help you keep the design in-sync with changes made down-stream. For example, purchasing may have changed a vendor or two, and added some notes.



To import such changes, hit the "Import" button and select the edited Excel file. A dialog will then open displaying imported spreadsheet and any and all changes are highlighted:

MEDIUM DUTY SPRING	DME			SMD1004
MEDIUM DUTY SPRING (1.25" O.D. x 4.0FL)	DME			SMD2006
MEDIUM DUTY SPRING (2.00" O.D. x 7.0FL)	DME			SMD5020

Value updated from imported Excel sheet.
Design: "DANLY"

Upon reviewing the changes, and resolving any conflicts, you can either Accept or Reject the import.

STOCK SIZES

XMD now supports user-defined stock sizes on all plates and custom components. Currently, the stock size is only used for the BOM, but in the future we hope to make use of it for the Export Plate command as well as eyebolt charts.

To have the BOM reflect the stock sizes or not is configurable in the XMD Config program (see picture on the right).

Bill of Materials

Output Options

- ☒ Comma Separated Values
- ☐ TAB Separated Values
- ☐ Excel

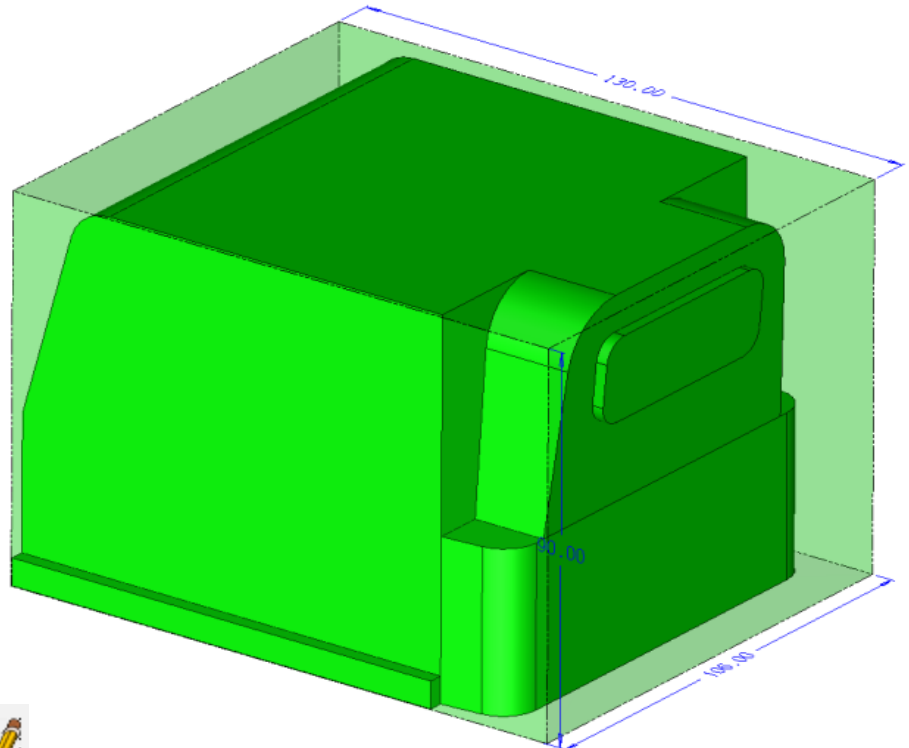
Plate Thickness

- ☒ Show Stock sizes in BOM
- ☐ Show Finished sizes in BOM

To edit stock sizes, run the Resize Component command and pick a plate or custom component. Click the “Edit” button on the stock panel (pictured below) and you will be presented with the solid overlaid with a semi-transparent stock solid with dimensions:



Stock Sizes	
Length:	130.00
Width:	110.00
Height:	90.00
<input type="button" value="Edit..."/>	



Adjust the stock sizes using KeyCreator’s Dimension Driven Editing (DDE) command, which XMD will start for you automatically.



You simply click the dimensions and type in the desired value. Note that DDE is sensitive to which side of the dimension you click on. If you click on the middle, both ends are adjusted. But if you click on one end or the other, then only that end is adjusted, making it easy to add the stock all on one side.

Editing Stock Sizes	
Edit the stock block solid using Dimension Driven Editing (or other KeyCreator commands).	
Press OK When finished.	
<input type="button" value="OK"/>	

Once finished adjusting the stock block, hit the OK button to return to the Modify Size dialog where you should see your new stock size reflected

PARTING LINE EDITOR

In addition to fixing a number of bugs, we've also made some improvements that should make things much easier.

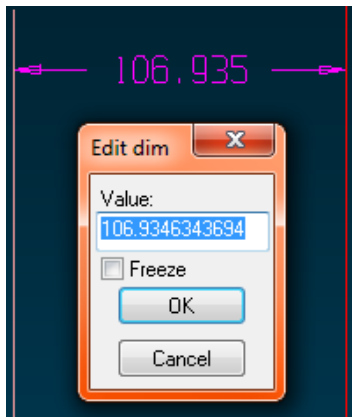
Right-side Dimension Now Measures from Z=0: This change now makes it much easier to control your back of block locations as the measured size is equivalent to where the back of block is in the Z. If you want your back of block to be at Z=150mm, just click the dimension and put that in.

Formerly the dimension was measuring from the top of the parting line locks to back of blocks, which was not nearly as useful.

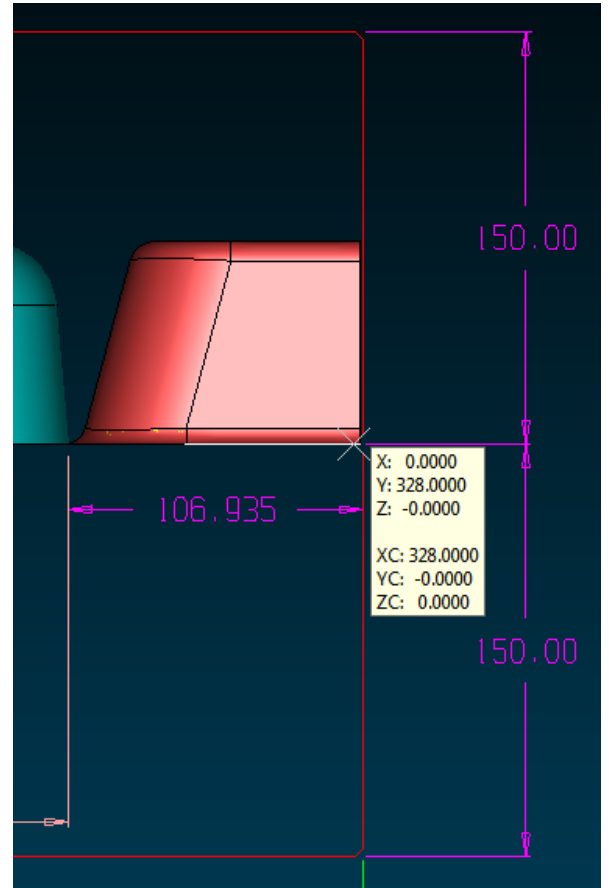
Greater Precision: The Parting Line Editor no longer rounds the values you type in to 2 or 3 decimal places, which was often a source of huge

headaches. The solids will now be adjusted to exactly what you type in.

We've rounded precise values to one decimal place more than what we would round nominal values. This way, you can still notice when a dimension is not a nominal value, but the editor is not cluttered with extremely long numbers. When a precise value is clicked, the full value is displayed in the Edit Dim dialog, as seen in the picture to



the left.



Important Bug Fixes Related to Backs of Blocks:

- Changes will no longer result in the backs of blocks overlapping other stack plates.
- Fixed bug where pipe plugs, taps, and baffle blades were not adjusted to match the backs of blocks.

SAVE AS



In order to simplify things, and get more users aware of the old Prepare Job functionality, we've merged the two commands. Save As is often used to put out a new revision and it's at that time you often want to clean up the job directory. This can now be performed from within one command.

Also, to allow you to re-render all the plate and custom component drawings, we've made it so that you can select "All Drawings" from the Redraw Component command.



CUSTOM COMPONENT LIBRARIES

We've added some support to make it easier to create custom component libraries. The easiest way to do it is to take an existing solid that XMD has written KeyCreator solid properties to and save it off somewhere. XMD will now read these properties every time the Convert Solid to XMD Component command is run on it so you won't have to type the information in ever again!

OTHER IMPROVEMENTS

- Parting-Line and Moldbase Editor improvements:
 - XMD will no longer round numbers entered into the “Edit Dim” dialog.
 - The drawn dimensions will show to an extra decimal place if value is not round at the default precision.
 - The right-most dimensions in the editor are now measuring from Z=0 to back of block.
 - Fixed bug where pipe plugs, taps, and baffle blades were not adjusted properly.
 - Many other bug fixes.
 - Return user to previous drawing upon leaving the PL editor.
- Performance of various animated component placement functions has been greatly improved
- The Move Components to Plate Level command now lets you select cavity and core halves in addition to a specific plate.
- Allow users to copy converted components (mirror copy still disabled).
- Updated catalog numbers for DME pins.
- Projected components will now be automatically re-projected through the Replace Plate (if the Generate New option is used) and Tip Component commands.

BUG FIXES

- Many BOM/ballooning bugs fixed.
- We're now respecting the plate name typed in the copied plate name dialog.
- Fix problem with certain SHCS for DME bases showing up as non-standard sizes
- Fix problem of EP reams occasionally not appearing.
- Fix bug with deleting XMD pockets.
- Fix bug with Show Metric checkbox in Resize Plate dialog when adding a custom component.
- Fix crash when working with tapered pockets.
- Speed optimization for cutting surfaces on start job (and no more flashing)
- Fixed bug where we could create bushings that were bigger than the pin they were for.