What's New in Impact 2016 R3

Matt Hewitt / 25 October 2017

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This document contains details on the new features in Impact. This document applies to only the specified version of Impact.

ARDEN SOFTWARE

Contents

Overview

This document covers the new features introduced in the Impact 2016 Release 3 (internal build 10.2) of Impact. Many of these features can be utilised out-of-the-box; however, several may require configuration changes, i.e., where an existing installation is to be upgraded. Such features are identified throughout this document by an asterisk (*). Certain features were introduced towards the end of the Impact 2016 R2 life-cycle. Such features are identified throughout this document by twin asterisks (**). Not all of the features described within this document are applicable to all Impact licenses. Please consult Arden Software for further details.

It should be noted that no such document exists for Impact 2016 Release 2 (internal build 10.1), as all changes were internal only and amounted to only minor bug fixes.

Performance

Master Tool Settings (MTS) Caching

As Impact's drafting and editing tools are all heavily dependent on loading tool settings, on a slow database connection, and/or when a large number of settings exist, repeatedly accessing these can reduce performance and create unnecessary network traffic. Whilst we've long since had options for caching MTS (Database Operation > Cached Settings, enabled by default), we still first check their validity before every use, which itself is inefficient. We've now therefore introduced an additional level of caching control which limits how frequently we check the name and modified status of a setting. The default is 5 mins on upgrade, but this can be overridden if necessary. Administrators - refer to accompanying release notes for more details on configuration.

Noticeable Improvements?

- Tools start faster. Most notably for tools with frequent use, or that initially load a large number of settings, e.g. Stripper Creator
- Reduced delay with multiple undo operations, which indirectly cause tool restarts

Symbol and Template Caching

Whilst there was already a mechanism in place to cache template and symbol information, it was only used in file based databases not BLOBbed databases – the now most common variety. Therefore, anywhere a specific symbol is repeatedly used, such as by a dieboard symbol pattern, there was a vast improvement to be gained. We have now extended this caching mechanism to cover blobbed databases for both symbols and templates and have witnessed very positive performance gains.
As above, make sure caching is enabled to benefit from this: (Database Operation > Cached Settings, enabled by default).

Noticeable Improvements?

- Symbol Pattern placement, for flatbed and rotary dieboards are significant faster, both when initially used, and during subsequent re-runs, if necessary.

Repainting Toolbars/Toolboxes and Edit Bars

Previously, Impact would repaint its various toolbars, toolboxes and edit bars very frequently and it turns out, unnecessarily. This lead to degraded performance, which became ever more apparent in the Impact 2015 and 2016 releases. In some cases, this meant additional, unnecessary database calls were being made, in other cases the interface would be automatically updated when it hadn't changed. Impact has now been optimised in this regard so as to minimise any unnecessary repaints and database access.

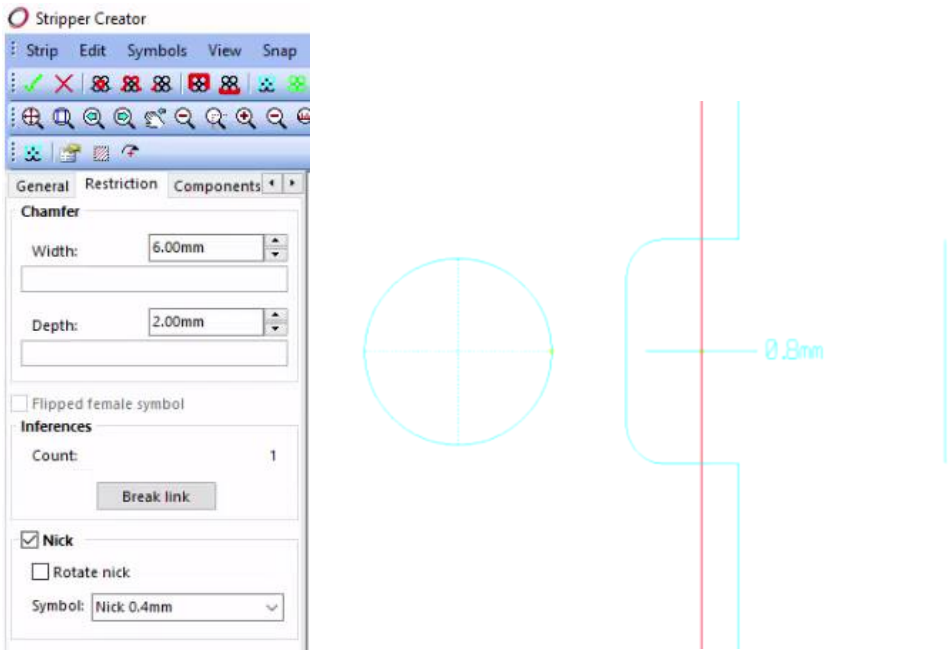
Noticeable Improvements?

- Speed when switching layers in large, complex projects
- Time taken to open or close various toolboxes
- Speed when opening and closing projects
- Geometry creation and editing within the stripping tool – most notably, where a large number of MST exist

Diemaking – Stripping

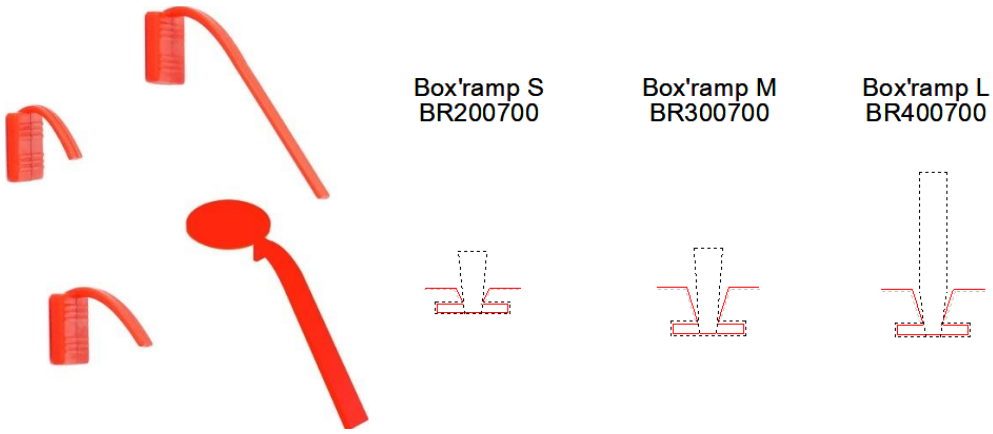
Stripping Nicks*

Nicking marks can now be added and modified during stripping component placement, in a single pass along with the relevant component and restriction. This minimises additional, manual effort and helps guarantee consistent placement.



Boxplan "box'ramp" system support*

The stripping tool now includes support for Boxplan's box'ramp series of components. By introducing these into a stripping design it can mitigate the need to router the female unit, whist still offering good design flap transportation and waste removal assistance.



Diemaking – Rotary Dieboards

New 'Pause after placing mount hole symbol patterns' option*

A new setting has been added to the rotary dieboard MTS, on the symbol patterns (cylinder) page, called 'pause after placing mount hole symbol patterns'. With this enabled, the tool will only run all the symbol patterns that have been set with the mount holes 'use as a pattern for mount holes' option turned on, before pausing to allow you to adjust the shells or change the mount holes... or view only the cylinder bolts... a further click of the continue button will then run all the other symbol patterns as normal.
This is a subtle change to the workflow but usefully, will allow a user to toggle the default grid selection when placing the non-cylinder symbol patterns and alike.

Plotting

Boxplan HYBRIDsetter Driver*

To add to Impact's vast library of supported machine outputs, we've now incorporated the very latest, cutting-edge machine from Boxplan, the HYBRIDSetter. The machine itself is capable of the automatic setting of pins & claws within the male stripping unit, which is a huge tool production time saver, all in a very compact offering. Impact not only supports the necessary specialised and proprietary output code, but has been specifically optimised for the task to maximise the machine's potential.

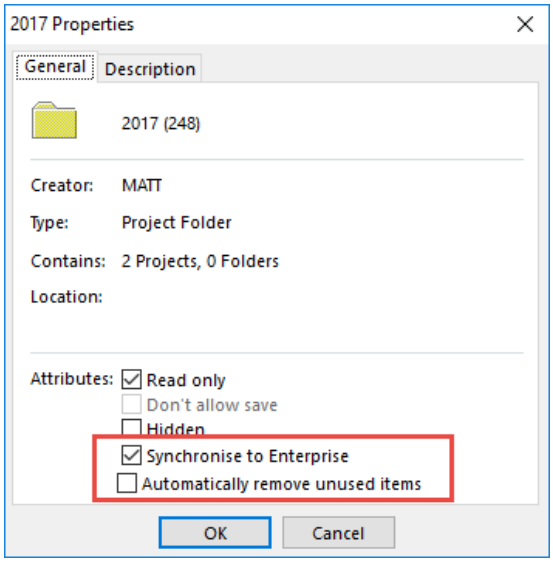
Delta Diemaking Router*

Direct drive machine support of the Delta Diemaking Router series is now also possible with Impact, removing the need for separate front-end software, limiting manual file transfer and data entry.

Enterprise

New Sub-folders to be Inherit Enterprise Options

When adding a new project sub-folder to save Impact projects into, we now automatically match the Enterprise synchronisation and auto-delete properties of the parent folder. This essentially means that if you're saving into a folder which is already enabled to synchronise to your central Enterprise database, any folders you create inside of this will also default to this setting. The same is true for the option to 'Automatically remove unused items', which provides a space saving method of clearing projects after x days of inactivity from a local database – where they are present and up-to-date on central.



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