What's New in Impact 2013

Phil Spooner / 21 September 2012

Document version: 1.0

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



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This document supersedes all previous dated versions.



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Overview

This document covers the new features introduced in the 2013 Release 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 2010 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.

3D

Cut-Outs in Window Patches/Acetates

It is common for games/toy boxes to have a 'Press to Try' cut-out within a window patch. Tissue Cartons often contain a similar feature.

Using the regular drawing tools (and a suitable palette), you can now create a cut-out within an existing window patch.



3D PDF – Improved Artwork Quality

Since the release of Impact 2010, the selection of Low (1024 pixels-per-face), Medium (2048 pixels-perface) or High (4096 pixels-per-face) quality artwork has been available within the 3D Wizard. These resolutions are now utilised for 3D PDF, 3DS & VRML exports, providing significant visual improvements.

O Create 3D Model Wizard		
<u>Start</u>	General Settings	
General Settings	Layer Name:	3D View
Board Materials	Model Name:	One Up
Artwork	Global Fold Angle:	90.00deg
	Curve Tolerance:	0.10mm
Varnishing	Texture Quality:	Medium
Geometry		Set origin to selected position (may break backwards compatibility)
Foiling		
Embossing		
Preview		
Finish		
- The second sec	\A/bat	's Now in Impact 2012

Rendering & Folding of V-Cut in 3D*

To augment the release of the Rigid Paper Composite standards set, Impact is now able to visualise V-Cut board within a 3D scene. New Palettes and 3D Master Tool Settings (3D Palette Options & 3D Board Settings) will be available for upgrades to existing Impact installations.







Updated 3DX Library

Supported Formats 🗸
Supported Formats
3D XML (*.3dxml)
3DStudio ASCII (*.asc)
3DStudio Binary (*.3ds)
Autodesk Inventor (*.iam; *.ipt)
CATIA Graphics Representation (*.cgr)
CATIA V4 (*.dlv; *.exp; *.model; *.session)
CATIA V5 (*.catdrawing; *.catpart; *.catproduct)
I-deas (*.arc; *.mf1; *.pkg; *.unv)
IGES (*.iges; *.igs)
Impact3D Interchange (*.3da) Industry Foundation Classes (*.ifc)
JT Open (*.it)
Parasolid (*x b; *x t; *xmt; *xmt txt)
PRC (*.prc)
Pro/ENGINEER (*.asm; *.neu; *.prt; *xas; *xpr)
Siemens NX (*.prt)
Solid Edge (*.asm; *.par; *.psm; *.pwd)
SolidWorks (*.sldasm; *.sldprt)
STEP Exchange (*.step; *.stp)
Stereo Lithography (*.stl)
Universal 3D (*.u3d)
VDA-FS (*.vda)
VRML (*.wrl; *.vrml)
All Files (*.*)

Updates to the **optional** 3DX library include improved support for the 3D XML format, support for two additional formats (VRML and VDA-FS), and extended support for the CATIA, Solid Edge and SolidWorks file formats.

Support for High-Definition Video Output

The 1024-pixel maximum resolution limit within the *Video Production Wizard* (and associated Master Tool Settings) has been lifted, allowing the creation of High-Definition animations in the AVI format.

Blocks

Grouping (Quick Blocks)

☐ <u>G</u>roup ☐ <u>U</u>ngroup

铅 Ungroup <u>A</u>ll

Three new Block tools (*Group, Ungroup & Ungroup All*) have been added to reduce the time taken when creating & destroying Block entities. Unlike Blocks, Groups will receive a name & an origin automatically, upon creation. This represents a significant time-saving when compared to the *New Block* dialog (which contains user prompts for Name, Description, Base point & Data Set).

Similarly, destroying a Group (via the *Ungroup* tool) quickly explodes a group into the constituent entities without the need of a multi-option dialog box. The *Ungroup All* tool will explode any Group entities *within* a Group. The existing Block manipulation tools (*Insert Block, Move Block Origin, Change Current, Quick Change* and *Save Current*) may also be used to manipulate Group entities.



Increased Number of Block Control Points

Block (and Group) entities now have 10 control points. The user-defined basepoint is retained whilst new control points have been added to the centre, the 4 corners and the sides of the enclosing bounding box. The additional control points should make the manipulation of Block' (and Group) entities significantly quicker.



Database Browser

Plug-In Mechanism for Advanced Queries

Advanced Find - Untitled Eile	
Look In: Search Criteria Display Fields Plugin An advanced query plugin can be used to extend the search capabilities of Impact. The plugin should provide both a user interface and generate additional SQL criteria for searching. The plugin can store values with the advanced query to allow multiple searches to be saved and reused. The currently saved values are displayed below. Advanced Query Plugin:	Find Now New Search Save Search

Application programmers may now create Plugins for advanced/custom database queries, which may be executed via the *Projects Browser*.

Database General

Automatic update to convert SQL Server ntext/text/image data types

Microsoft will be removing support for ntext/text/image data types from future versions of SQL Server. Historically, Impact databases have utilised ntext types for Memo fields (such as the Drawing Notes) and *all* Impact database types use image type fields for BLOBs (storage of drawing geometry, user settings, documents and Master Tool Settings etc). Impact will update the soon-to-be-unsupported data types automatically.



Minimum Oracle, My SQL and dBase Supported Versions

Impact 2013 will support the use of the above database engines/versions for **Primary** database connections:

Oracle 10g Release 2 version 10.2.0.1 or later

Oracle 11g Release 1 version 11.1.0.6 or later

MySQL 5.1 version 5.1 or later

Impact 2013 will not support a **Primary** database connection to a dBase database.

Support for My SQL 5.5

Making use of the improvements to reliability & performance offered by MySQL 5.5, Impact now supports the updated MySQL database engine.

Auto-Numbering*

Replacing previous IML and VB-Script methods, Impact now features built-in functionality allowing a wide range of auto-numbering styles & options to be implemented. *Auto-numbering* Master Tool Settings provide a GUI-friendly way to configure the formatting of project names, project codes, project descriptions, customer references, layer names, layer descriptions etc. One or more Master Tool Settings can then be enabled to write to the appropriate database fields at save-time.





Additional Substitution Codes (Title Bar, Plotting, File Export)*

Database columns may be used to automatically insert data (such as a unique layer code) into the Impact title bar and also within the file names used for drawing exports and plot files. This is especially useful when a custom database field (such as a Spec# or a Design# is used as the primary identifier for a drawing layer).

Impact Privileges – Invite Users to a Project*

Information Layers Project Revisions Documents Invitations Granted Invited By Invited On Expires On Image: Spires On Image: Spires On Invitation Image: Spires On Image: Spires On Image: Spires On Image: Spires On Invitation Image: Spires On Image: Spires On Image: Spires On Image: Spires On Invitation Image: Spires On Image: Spires On Image: Spires On Image: Spires On Invitation Image: Spires On Image: Spires On Image: Spires On Image: Spires On Invitation Image: Spires On Image: Spires On Image: Spires On Image: Spires On Invitation Spires Image: Spires On Image: Spires On Image: Spires On Invitation Expire Image: Spires On Image: Spires On Image: Spires On Invitation Expire Image: Spires On Image: Spires On Image: Spires On Invitation Expire Image: Spires On Image: Spires On Image: Spires On Invitation Expire Image: Spires On Image: Spires On Image: Spires On Image: Spires		
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Project Access Invitation Invitation Some projects may be hidden from users based on the customer or folder access rights. You can grant access to a hidden project so a specific user can check out and modify this project. Grant Access to: SUPPORT Allow user to: Add New Layers Modify Existing Layers Delete Existing Layers Notes: Invitation Expires Yald Until: 09/10/2012 Yald Until: 09/10/2012 Vou can configure this invitation to automatically expire after the user has released the project. This would preven the user from checking out and modifying the project again. Expire invitation when project is released QK Gancel	Information Layers Project Revisions Documents Invitations	
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user has released the project. This would prevent the user from checking out and modifying the project again.	Automatic Expiration	
checking out and modifying the project again.		
QK Cancel	checking out and modifying the project again.	
QK Cancel		
	Expire invitation when project is released	

To facilitate project confidentiality, new user privileges allow projects to remain *hidden* unless a project invitation is issued to another user. Invitations may expire at a specific time & date and/or when a project is released.

Users issued with invitations may add, delete or modify layers from a drawing, depending upon the exact nature of the invitation.

Database Operation

Database Structure Update without the ADMIN User Connecting

Aimed primarily at Enterprise Site Database users, a registry flag has been added to *force* a database structure update for a non-ADMIN user. This allows database structure updates to be carried out when the database user does not have the privileges to connect to or to restructure an Impact database.



Database Projects

Impact to Store the Creator of a Drawing Layer

The Projects Browser can now display the creator of a drawing layer (and not simply the creator of the project). This also allows database queries to search for drawing layers based upon their creator.

Information Layers	Project Revisions	Documents	Invitations	
Layer	Layer Type	Revision	9	Created By
Layout	MULTI_UP	1		SUPPORT
One Up	ONE_UP	2		ADMIN

Enterprise

COM Method to Open Projects from Enterprise

Application programmers can now locate Enterprise projects and transmit then to a site database using a direct ADO connection (ie without using Impact).

Publish Multiple Projects from a Site to an Enterprise Database

Code	∇ Reference	
PS-999	PS-999	避 <u>O</u> pen
PS-998	PS-998	
PS-997	PS-997	₩ <u>B</u> elease
PS-996	PS-996	Properties
PS-995	PS-995	
PS-994	PS-994	Publish to Enterprise
PS-993	PS-993	Ouick View
PS-992	PS-992	
PS-991	PS-991	Database
PS-990	PS-990	Documents
PS-99	PS-99	Information
PS-989	PS-989	
PS-988	PS-988	Palette and Symbol <u>U</u> sage

Simply ctrl + click to select multiple projects (or shift + click to select a range of projects) for publication to an Enterprise database.



Graphics

Revamp of the Add Graphic Wizard

Image Options	
Properties	
	e imported image. If a custom size is selected, e set relative to the file's page size.
Image Size:	Custom
Resolution:	72 P I
Colour Depth:	True Colour (24-bit)
	Use interpolation

Automatic Artwork Placement



The *Postscript* page (selection of colour depth & resolution) has been removed and added to a new dialog, which is displayed as soon as a PostScript or PDF image is loaded into the *Add Graphic Wizard*.

The *Create Vectors* options have been removed from the *Postscript* page, and are now displayed on a separate page within the *Wizard*.

A new option *Crop Area* is now available for the automatic placement of PDF images.

When adding correctly-formatted PDF artwork to a 2D drawing layer, the new *Crop Area* option will be displayed. This allows the user to select from a range of cropping options (*Art Box*, *Bleed Box*, *Crop Box* & *Trim Box*).



The *Page Boxes* allow the user to trim the PDF document to remove items outside of the artwork (such as colour bars, company logos etc). This provides a quick & simple method of centering the required artwork within a 2D drawing layer.





Graphical User Interface

Give Tools User-Friendly Names

Certain Impact tools reflected their 'internal' name when their Help Tips and popups (context menu cancel & restart options) were being displayed. As an example, the tip for the *Add Graphic* tool actually displayed GraphicNewImageWizard. Impact tools have now been provided with user-friendly names, which are now used for Help tips and popups.





Furthermore, tool lists (such as the *Commands>All Tools* list, accessed via Customize mode) and the *Middle Mouse Button* tool (accessed via *Environment>General Tools*) now list tools alphabetically, using their user-friendly name.

Edit Bar Iconography

Historically, the Edit Bar has been completely textual. Impact 2013 replaces text prompts with icons, making it quicker & easier for users to identify options.

When upgrading to Impact 2013, users will be presented with a dialog allowing them to opt-out of the new iconography (if required).

Impact Editbar Icons	×
This version of Impact includes a new icon based editbar that reduces the widt iconography is used for editbar labels, buttons and check buttons, together wi those using smaller monitors or laptops.	
 Use new editbar icons when running tools (recommended) 	
🥢 🎬 🍓 0.35mm 🍦 # 1 🕀 🏹 🖄	
O Use old style text labels and checkboxes when running tools	
Line Offset Construction Interactive Offset 0.35mm	Number 1 🔹 🗸 Both ends 🗆 Angled
You can switch between the icon based editbar and text based editbar at any customise dialog (right-click on any toolbar).	time by changing the 'Use editbar icons' option in the toolbar
Continue	
	Users may switch between text labels & icons at a later date via Customize mode or via the Impact Environment Options (Environment>Toolbars>Display
O Customize	Options).
Toolbars Commands Options	
Other	
Large icons	
Show tool on editbar	
Show Tool <u>T</u> ips on toolbars Show shortcut keys in ToolTips	
Delay opening of sub menus	
Us <u>e</u> multiline toolbars	
Menu animations: (None)	
Display Style: Office 2003	
Keyboard Close	



Cursors Display Entry Fields Meneral Tools ImpactCAD.net Keyboard Language Measurements and Units Messages	Show Tool <u>T</u> ps Delay opening Use multiline to Menu animations: Display Style: Tool Form Toolba	of sub menus olbars (None) Match Windows	f toolbars saved with this a	ppearance setting.
Vindow Captions	Tool Form	∠ Locked	User Customise	User Positions

Internals

Additional Debug Log File Options

A new option to rename & save the debug.log file (when it reaches a user-definable size) has been added to *Options>Environment>Workstation>Options*. The log file will be renamed in the format *yyyymmddhhmmss*.

> Database Installation > Database Operation > Database Operation > Environment > Standards > Database Connections > File Locations > Proxy Server > V4 DOS Database > V4 DOS Database	

Windows 8

Impact 2013 is fully supported on Windows 8, as well as Windows 7 and Vista.

Impact 2013 does also run on Windows XP, but we no longer recommend its use, as Microsoft will be ending support for XP in April 2014.



Layers

Delete Multiple Layers from Project Options

Previously, it's only been possible for users to delete single layers via Options>Project.

🕖 Design Options				×
Bridge Styles Layers Palette Groups	 Description Standard 'Pack With Half Display Header' Initial Concept	Type THREE_D ONE_UP	Master Project	Add Master
▷ Palettes Project Options Text Styles VBScript	Modified Header Original Header - different locking tabs	ONE_UP ONE_UP		Properties Delete

Users may now ctrl + click to select multiple layers (or shift + click to select a range of layers) for deletion. Certain layers will not be deleted (locked layers or layers which have been inserted into other layers, for example). If all layers are selected (or the project consists of a single layer), the Delete button will be disabled.

Enhanced layer tabs

A regular request over the last few users has been for users to be able to re-order the display of layer tabs within a project (similar to the ordering of sheets within an Excel workbook). Impact 2013 now allows the users to sort layers *immediately* by *type* (*Multi_Up, One_Up, 3D* etc) or by *name*. Users may create a *user-defined* order by manually dragging & dropping the layer tabs as they see fit. A *Sort* option has been added to the layer-tab context menu to display the new options.

-	→	New Layer		
	8	Сору	L .	
-200	×	Delete	L .	
-		Refresh		
	·	Sort	✓	Name
	7	Properties		Туре
	eader	🔨 📖 🖬 Main Unit 🖉 📖 🖬 Platform		User Defined



Licensing

Hardware keys no longer required

Hardware dongles cost a significant amount of money - in terms of both purchasing the dongles and in programming/shipping them to users. Additionally, the use of hardware dongles is considered by many to be out-of-date with modern software practices.

Addressing both issues, software licensing (via a supplied code) will be a major feature of Impact 2013. Licensing may be carried out on-line or off-line and will provide a robust & secure method of licensing the Impact application.

Note that the Impact License Server product (facilitating floating licenses) will still be available for Impact 2013 users – and will still require a hardware dongle.

Nicks

Distribute from ends

Distribute from ends	-	Φ	Nick_0.3	•	- 6	™ 35.0000mm	\$	▶₌	Separation	-	·	30.0000mm	+	•• ⇒
----------------------	---	---	----------	---	-----	-------------	----	----	------------	---	---	-----------	---	------

The manual placement mode *Distribute from ends* allows the user to specify the initial offset from the ends of a picked entity to place a nick symbol and the number or spacing between these for extra nick symbols.Parametric

Parametric Mirror Tool



Mirror Design has been added to the *Parametric Editor* to speed up the process of creating a parametric model from a symmetrical drawing.

It is now possible to mirror a design within the *Parametric Editor* itself, and if the design contains dimensions, they too will be mirrored.

The *Parametric Editor* will automatically strip out any superfluous dimensions, to leave a fully dimensioned parametric model.



Automatic Origin Position



Auto Origin Position has been added to the Parametric Editor. The tool will identify the first anchor point for the first parametric dimension added by a user, and automatically set this as the parametric origin of the model.

Fillets

Improved slot support has been added - to prevent filleted slots from becoming non-tangential.

Improved support for 3 point arcs

For Parametric & Standard designers, 3 point arcs have historically required radius a dimension to be added, in addition to the dimensions of the 3 known points. Impact 2013 features improved support for such arcs, so that the additional radius dimension is no longer required.

Create and Associate Variables Tool

<u>Utilities</u> <u>G</u> raphics	D <u>i</u> em	aking <u>3</u> D <u>O</u> ptions <u>W</u> indow <u>H</u> elp
Report Templates	•	📝 Palette Group: Standard 📃
<u>L</u> ayouts	►	
<u>P</u> arametrics	•	🕸 Parametrics Editor
Standards	•	🛤 <u>R</u> e-dimension
<u>M</u> aintenance	•	Create And Associate Variables
Face Settings		Associate Variables
		👌 Line Fold Angles
		Am Conditional Entities



What's New in Impact 2 variables.

Create and Associate Variables has been added, outside of the *Parametric Editor*.

Prior to Impact 2013, creating & assigning parametric variables to dimensions has been a two-step process.

The new tool allows users to create AND assign variables in a single step. This can be a major time-saver, especially when creating complex parametric models with many variables



Variable	Properties 💽
<u>N</u> ame:	Length
Prompt:	
Group:	Default 🔻
<u>Type</u> :	Length 🔹
Value	
250.	00mm
🔳 Us	e Dual Units
Expression	
	f(x)
-	
	OK Cancel

Edit bar options are displayed, allowing the user to name a variable & set the variable type (*Project* or *Layer*).

After picking a dimension to assign the new variable to, the full *Variable Properties* dialog is displayed, allowing the user to add further details.

Plotter

Substitution Codes

As mentioned previously, Database columns can be used within the file names used for drawing exports and plot files. This is especially useful when a custom database field (such as a *Spec#* or a *Design#* is used as the primary identifier for a drawing layer).

V Output to mirror file		
Output path: C:\PLOT\% <f></f>	File extension: PLT	
Use DOS 8:3 format filenames	The following substitution codes can be applied to the path: % <projectname></projectname>	
Allow repeat plot Destroy intermediate project Display machine tools Offset holding bridges Output bridges Output bridges Output line styles Output appletite text Output sample nicks Use sidebevel settings	% <layername> %<customercode> %<customername> %<projectcode> %<revisionnumber> %<cate> %<table.column]> Move palette:0</table.column]></cate></revisionnumber></projectcode></customername></customercode></layername>	



Boxplan Pinsetter

The *Boxplan Pinsetter* driver supports the EASYsetter machine from Boxplan. The EASYsetter is an automatic pin setter which inserts pins into a wooden base without the need for lasering. This driver allows symbols to be output and detects any symbols (stripping pins) which are too close and would cause a collision.

Rubber

The *Rubber Creator* tool has had several new features added for the automatic creation of the rubber profiles and quick interactive editing tools. The main features are automatic slot detection and improved profile rubber placement and editing. Other new features include the *allowance for incomplete profiles*, improved editing tools, *rubber around strip knives* and a tool to *highlight un-nested rubber blocks*.

Automatic Slot Detection

It is common in slots or narrow areas of waste for the rubber blocks to be of a harder rubber and the offset from the cutting rule to be closer. The *Automatic Slot Detection* identifies narrow areas of waste rubber and optionally changes the palette and offsets, further to this there are quick *manual* tools which also allow the user to apply these values.



Profile Rubber

The automatic placement of profile rubber has been extended to allow for nick symbols, specified palette types and filter by length.



- <u>Start</u>	Profile rubber palette	Rubber_Profile_Std
General	Cutback at cut line intersections	∓ 0.0000mm 🌲
I	Cutback at crease line intersections	∓ 2.0000mm ←
Sheet Rubber	Minimum end angle	90.00deg
Rotary	Minimum length	3.0000mm
One-up Interior	Profile only along nicks	
I	Nick Distance	3.0000mm
Perimeter	Add profile to external	
Waste Areas	Add profile to first knife	
I	Split and keep overlapped rubber	
Slots	Override palette types	
Profile Rubber	Reverse score Reverse crease	A
	Matrix	
Separators	Laser Other	
Numbering	Secondary	=
	Rubber Strip Knife	
Tidy	Delamination	
0	Milling Balancing knife	
<u>Compress</u>	balancing kinte	
Visualisation		
- <u>Finish</u>		

The manual placement of profile rubber entities now allows the user to place any length by picking the start and end points along a ruled entity. The editing of profile rubber can now interactive where the user can drag the end points and angles.

Symbol Masking

Whilst the *Rubber Creator* has allowed for the masking of defined symbols and matrix profiles, the ability to remove and prevent rubber placement relative to perimeter grip finger symbols has been added.

Incomplete Profiles

If a carton profile has an edge which is not ruled (because it runs to the edge of the printed sheet for example), then a palette can be specified in the settings to enclose the profile and act as a masked entity.





Nesting

The nesting of parts is restricted to sheet size, so oversized blocks will not be included. The nester tool now allows you to locate the oversized blocks and optionally split or modify as required.

Number Of Parts:	68	Unnested Parts		-	Industry in which the
Number Of Farts.	60	Bodi Nane	Quantity		
Sheet Width:	400.00mm	62 74	1		
Sheet Height:	400.00mm				
Sheet Utilisation:	42.42%				
Common Edges:	0				
Minimum Wastage:	51.24%				
Maximum Wastage:	57.58%				
Total parts nested:	200	×			L,
Parts not nested:	2			a l	Cancel

Reports

Reports as Project Documents

Following the introduction of *Project Documents* in *Impact 5*, a common request has been for PDF *Reports/Border Plots* to be automatically added to the *Documents Library*. A new *Database Installation>Documents* option has been added to facilitate this.



Any *Report Setting* which is configured to create PDF output (export to file as PDF, or export to email client as PDF) can automatically add the PDF output to the *Documents Library*. The user will be prompted to specify whether a *Project* or a *Customer* document type is created.

The ability to *opt-out* of this functionality (if required) is available within any Report/Border Plot Setting:

Report Template Settings	
Start Name	Output Options Select the options that control how the Report will be output.
Destination Output Options Pages Finish	 Override Destination This option will allow the user to override the destination when running the Report. The destination specified will be the default selection. Override Destination in Project Browser This option will allow the user to override the destination when running the Report from the Browser. When running the Report normally it will use the destination specified. Copy all database values to new project Convert calculated text entities to plain text Also send metafile to clipboard (Page 1 only) Never prompt to create a PDF project document New name of the temporary project containing the Report (use %0 to represent the current project name and %1 for the first page template name, %2 for the second page template name, etc)
	Cancel < <u>B</u> ack <u>Next</u> <u>Finish</u>

For customers making use of *Project Documents* for *Reports/Border Plots*, this should prove a significant time saver, as they no longer need to manually add the PDF report to the *Document Library*.

Standards

Favourite Standards

A new option *Add to Favourites* has been added to the Standards Browser. This provides quicker access to Standards which are used repeatedly, as you no longer have to *search* for them.





Your *Favourite Standards* will be displayed in a *Favourites* node at the top of the Standards Browser tree-view.







To remove a Standard from the list, simply click the *Remove from Favourites* button.

Strippers

Conventional and Dynamic Stripping *

In previous versions of Impact, the *Conventional Stripper* tool enabled users to quickly and efficiently design stripping units using a combination of wooden blocks, male knifes and stripping pins to strip the waste. A separate tool for the creation of Marbastrip has also been available as an extra module. Impact now has a single tool which combines all the abilities of the original tools but with the flexibility to allow for other stripping systems including Marbach's Marbastrip, Boxplan's DIGIstrip (including Bee'strip) and Vossen Profitec's StripClip. A key feature of Impacts Stripper Creator is that it has been designed so a user can create a bespoke stripping system using any combination of the above.

Key features

• Support for conventional, Marbastrip, Marbastrip-S, Strip Clip, Boxplan DIGIstrip stripping units



- Place male components relative to a female restriction.
- Interactive placement and editing
- Easy editing
- Interactive and visual placement



- Filled areas showing completion status
- Improved visibility options
- New pan, zoom and view tools
- Copy and paste of stripper geometry
- Extended hotkeys
- Better settings management
- Material integration
- Collision Detection



• Alternative symbols for 3D stripping

Symbol Patterns

Symbol Patterns quickly place a group of symbols automatically, either relative to the current drawing or interactively. Such patterns are used by several *Diemaking* tools and the manual interactive placement of these patterns has received several enhancements.



Pattern Attributes General Manual General Manual Snapping Image: Constrain symbols to pattern positions	A symbol pattern can be rotated
Placement Limits From To Add Change Delete Place symbol pattern multiple times V Minimum: 2	Patterns locked in the X or Y can have limits on the axis applied to them. For example on a Bobst 760 the female support bars can't be placed close to the centreline notch.
Cursor Position X Offset 0.0000mm Y Offset 0.0000mm	The number of times a single pattern can be placed has been extended from once or infinite to any range.

In addition to the manual placement enhancements, a symbol pattern placed by the *Add Dieboard*, *Stripper Creator* or *Blanker Creator* can be used as a reference and then automatically deleted on completion of the tool.

Text

Displaying Memo fields

Whilst memo-type fields (such as DRAWINGS.D_NOTES) would allow you to enter an infinite number of characters, only the first 30 lines were actually being displayed within a text entity. This limit has now been extended to 1000 lines.



View/Zoom

Zoom To Actual Size



A new 2D viewing tool *Zoom to Actual Size* has been added, which displays geometry on-screen at the real-life size.

The tool was initially developed for the Impact 2013 *Dynamic Stripper* tool, where a 1:1 scale view of an area to be stripped may help the user determine the best stripping method. The tool was subsequently felt to be of benefit to a wider audience.

To facilitate the new tool, a new workstation option

(*Options>Environment>Workstation>Options>Screen Calibration*) has been added. This requires the user to measure a line of a fixed length, allowing Impact to determine the number of pixels per millimetre/inch and therefore display geometry at 1:1 scale.

문 Workstation 물 Database Connections 물 File Locations 물 Options 물 Proxy Server 물 V4 DOS Database	contacted in the order spec Server Address: 127.0.0 TCP/IP Port: 3,000	
	Screen Calibration	
	The current screen calibration is	s 3.39524 pixels per mm. Press the button below to change it.
	Calibrate scr	een
	Calibrate Se	
	ſ	O Screen Calibration
		To calibrate your screen, measure the length of the line below and enter it in the measurement field. To aid measurement, this dialog can be resized or dragged around the screen.
		Note: if your Windows screen resolution aspect ratio does not match your physical screen dimensions then this calibration may be inaccurate.
		Measure this line
	Change the options for this Impact	
		Measurement: 176.7181mm
		OK Cancel



Mouse Wheel Panning

Many requests have been received to facilitate mouse-wheel panning (similar to Adobe Illustrator). This allows the user to perform pan as well as zoom functions without manually selecting the Pan & Zoom tool, making such functions significantly faster. The behaviour of the scroll wheel can be user-defined via a new option (Options>Environment>Environment>General tools>Scroll wheel behaviour).

O Impact Options	X						
▶ E Database Installation ▶ E Database Operation ▶ Environment Colours ▶ Display Entry Fields ■ Entry Fields Import (Export and Units) ■ Measurements and Units Messages ■ Toobars Window Captions ■ Standards ▼	Master Tool Settings Use customer specific settings Auto verify on open Prevent deletion of Symbols and templates with dependents Prevent deletion of symbols and templates with dependent MTS Track MTS name changes Vato selection tool: Select Window Warn user when tool requires selected entities Middle button tool: Pan and Zoom Send mouse click to tool when started Default tool: Select and Drag Current paletite to per Pan (with cit to zoom, shift to pan horizontally, shift for speed) Current paletite to per Pan (with cit to zoom, shift to pan horizontally, shift for speed) Current paletite to per Pan (with cit to zoom, shift to pan horizontally, shift for speed) Current paletite to per Pan (with cit to zoom, shift to pan horizontally, shift for speed) Zoom (with cit to zoom, shift to pan horizontally, shift for speed) Zoom (with cit to zoom, shift to pan horizontally, shift for speed) Zoom (with cit to zoom, shift to pan horizontally, shift for speed) Zoom (with cit to zoom, shift to pan horizontally, shift for speed) Zoom (with cit to zoom, shift to pan horizontally, shift for speed) Zoom (with cit to zoom, cit to pan horizontally, shift for speed) Zoom (with cit to zoom, cit to pan horizontally, shift for speed) Zoom (with cit to zoom, cit to pan horizontally, shift for speed) Zoom (with cit to zoom, cit to pan horizontally, shift for speed) Zoom (with cit to zoom, cit to pan horizontally, shift for speed) Zoom (with cit to pan, all to pan horizontally, shift or speed)						
	Number of seconds until scripts time-out: 30						
	Set miscellaneous environment options for tools						
	OK Cancel						

The user may choose from:

Pan (with ctrl to zoom, shift to pan horizontally, alt for speed).

Pan (with ctrl to zoom, alt to pan horizontally, shift for speed).

Pan (with alt to zoom, ctrl to pan horizontally, shift for speed).

Zoom (with ctrl to pan, alt to pan horizontally, shift for speed).

None.



Pan Box Tool



Originally, *Pan* Box was developed to aid pan & zoom functions within the *Dynamic Stripper* tool, however it too was felt to be of benefit to a wider audience. The tool effectively mimics the behaviour of the *Pan & Zoom Standard Toolbox*, but on the actual drawing canvas.

The tool will note the *current zoom factor*, temporarily zoom to the drawing extents, display a box representing the previous view and also display a second box (which the user may then place anywhere on the canvas). Impact will then pan & zoom immediately into the second box.



Visibility

Designs as Filled Areas

A new visibility enhancement, this feature was also initially developed for the Impact 2013 *Dynamic Stripper* tool (colour coding areas which have been stripped was felt to be of benefit to the Stripper designer). Blocks (or Groups) may now be displayed using solid colour fills.



O Visibility	
Block Appearance Blocks Common Geometry Appearance Key Points Others Palette Types Palettes Text / Dimensions	Blocks Extents Rectangle Non-Current Special Inserts Current Block Only Block Name pixels Designs as Filled Areas Change visibility of blocks appearance
	OK Cancel





The colouration of the designs is specified by a new environment option (Options>Environment>Environment>Colours>Drawing>Design Fill):



CAPE PACK

Impact-CAPE Plugin *

An Impact-CAPE plug-in has been developed which utilises two of the CAPE suite's most popular programs (*KDF Flat Blank* for the optimum stacking of glued cases on pallets & in trucks, and *Pallet Group Boxes* for the stacking of filled customer packaging on a pallet). Data is exported directly from Impact into CAPE, which displays the stacking results and writes data back to the Impact database (where it is stored for future reference). The results include a graphical representation of truck & pallet loading configurations, automatically stored within the Impact Document Repository.





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nformation: Dreup - 0				
One Up Layer Paletsa	rition Truck Los	ading	a ()	
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KDF Height	7.0000	÷	-	
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Palet Type	Chep.po4			
KDP per bundle	13	14	+	
KDF per Load	358	1	+	
Bundles per Load	28	18	8	
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KDF Grass Weight	10.2000	Ĩ.	(i)	
Bundle Outside Length	acc.coco	14	+	
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Bundle Outside Height	1 9L0000	1÷	+	
Bundle Net Weight	2,6000	Ĩ		
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1 This is an example for the cape pack User Guide 2 Issued on 11/10 3 Issued by CC Department 4 Approved by CC Manager 5 Use from 11/102 6 Valid usel 31/12/05/15





	12 October 2012	Project Database	×
Product Name DEFAULTCUS666689 Product Code One up Datafile Name (12/10/2012) Load Ref. 1 C Cube Used 79.7 % Area Used 80.0 % Pallet type CHEP Truck Ref. 1 I	13 KDF / Bundle 338 KDF / Load 2 Bundle / Leyer 13 Layer / Load 26 Bundle / DIST	-	•
Truck Area Used 78.2 %	9 Load / DIST	Truck Type dist.pa4 🔻	
Bundle (OD) 800.0 600.0 91.0 mm 2 Product 1200.0 800.0 1183.0 mm 67 Load 1200.0 1000.0 1346.0 mm 67 Product 5800.0 2000.0 1346.0 mm 67	3042 KDF / DIST Net Gross 600 0.200 Kg 600 2.600 Kg 600 67.600 Kg 400 872.400 Kg 400 3278.400 Kg	Truck Length p $5,00,0000$ $\frac{1}{2}$ Truck Width p $2,380,0000$ $\frac{1}{2}$ Truck Height p $2,380,0000$ $\frac{1}{2}$ Truck Neduct Length p $5,680,0000$ $\frac{1}{2}$ Truck Product Length p $5,680,0000$ $\frac{1}{2}$ Truck Product Height p $1,346,0000$ $\frac{1}{2}$ Truck Product NetWeight p $0,0000$ $\frac{1}{2}$ Truck Product Gross Weight p $0,0000$ $\frac{1}{2}$ Bundles per Truck $2,94$ $\frac{1}{2}$ $\frac{1}{2}$ Pallets per Truck 9 $\frac{1}{2}$ $\frac{1}{2}$ Truck Gross Weight p $\frac{1}{2}$ $\frac{1}{2}$	
Use for It/102 Sub et al. (1) Sub et al. (1)	600 800	Truck Cubic Efficiency	





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