# 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.

# Contents

Overview ..... 6
3D ..... 6
Cut-Outs in Window Patches/Acetates ..... 6
3D PDF – Improved Artwork Quality ..... 6
Rendering & Folding of V-Cut in 3D* ..... 7
Updated 3DX Library ..... 8
Support for High-Definition Video Output ..... 8
Blocks ..... 8
Grouping (Quick Blocks) ..... 8
Increased Number of Block Control Points ..... 9
Database Browser ..... 9
Plug-In Mechanism for Advanced Queries ..... 9
Database General ..... 9
*Minimum* Oracle, My SQL and dBase Supported Versions ..... 10
Support for My SQL 5.5 ..... 10
Auto-Numbering* ..... 10
Additional Substitution Codes (Title Bar, Plotting, File Export)* ..... 11
Impact Privileges – Invite Users to a Project* ..... 11
Database Operation ..... 11
Database Structure Update without the ADMIN User Connecting ..... 11
Database Projects ..... 12
Impact to Store the Creator of a Drawing Layer ..... 12
Enterprise ..... 12
COM Method to Open Projects from Enterprise ..... 12
Publish Multiple Projects from a Site to an Enterprise Database ..... 12
Graphics ..... 13

Revamp of the Add Graphic Wizard ..... 13
Automatic Artwork Placement ..... 13
Graphical User Interface ..... 14
Give Tools User-Friendly Names ..... 14
Edit Bar Iconography ..... 15
Internals ..... 16
Additional Debug Log File Options ..... 16
Windows 8 ..... 16
Layers ..... 17
Delete Multiple Layers from Project Options ..... 17
Enhanced layer tabs ..... 17
Licensing ..... 18
Hardware keys no longer required ..... 18
Nicks ..... 18
Distribute from ends ..... 18
Parametric Mirror Tool ..... 18
Automatic Origin Position ..... 19
Fillets ..... 19
Improved support for 3 point arcs ..... 19
Create and Associate Variables Tool ..... 19
Plotter ..... 20
Substitution Codes ..... 20
Boxplan Pinsetter ..... 21
Rubber ..... 21
Automatic Slot Detection ..... 21
Profile Rubber ..... 21
Symbol Masking ..... 22
Incomplete Profiles ..... 22
Nesting ..... 23
Reports ..... 23
Reports as Project Documents ..... 23
Standards ..... 24
Favourite Standards ..... 24
Strippers ..... 26
Conventional and Dynamic Stripping * ..... 26

Key features ..... 26
Symbol Patterns ..... 27
Text ..... 28
Displaying Memo fields ..... 28
View/Zoom ..... 29
Zoom To Actual Size ..... 29
Mouse Wheel Panning ..... 30
Pan Box Tool ..... 31
Visibility ..... 31
Designs as Filled Areas ..... 31
CAPE PACK ..... 33
Impact-CAPE Plugin * ..... 33

# Overview

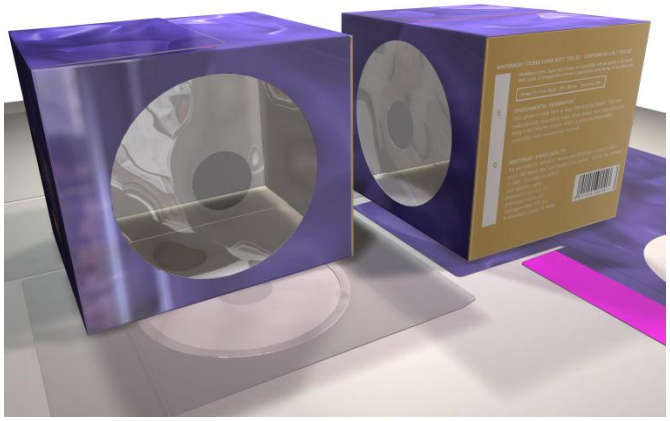
This document covers the new features introduced in the 2013 Release of Impact. Many of these features can be utilised out-of-the-box; however, several may require configuration changes, i.e., where an existing installation is to be upgraded. Such features are identified throughout this document by an 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

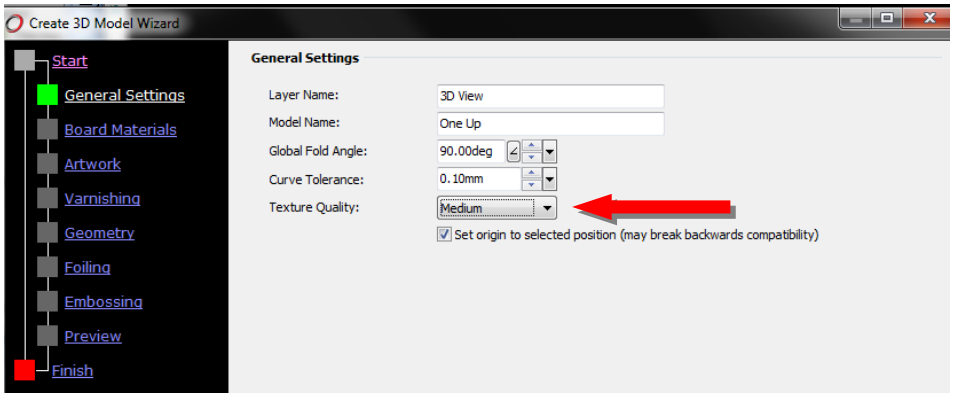
It is common for games/toy boxes to have a 'Press to Try' cut-out within a window patch. Tissue Cartons often contain a similar feature.

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



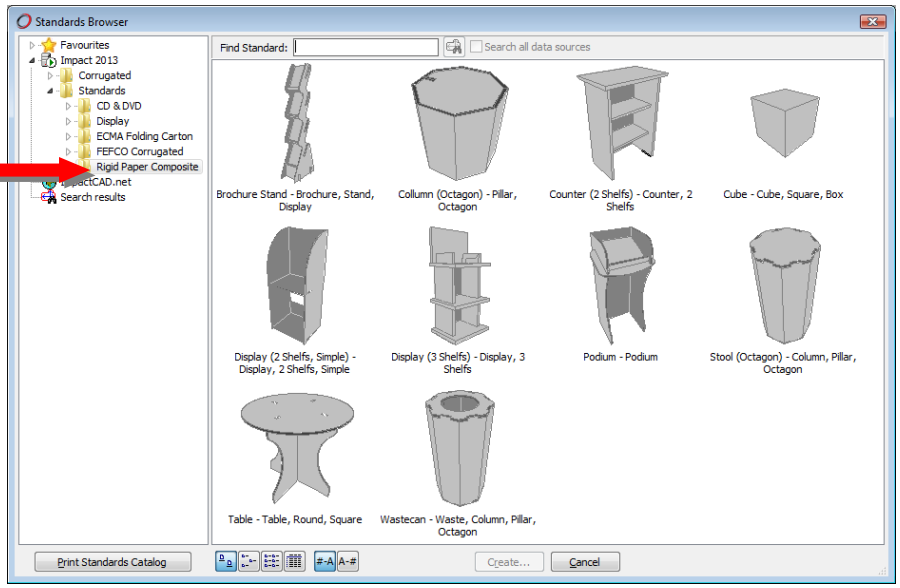
## 3D PDF – Improved Artwork Quality

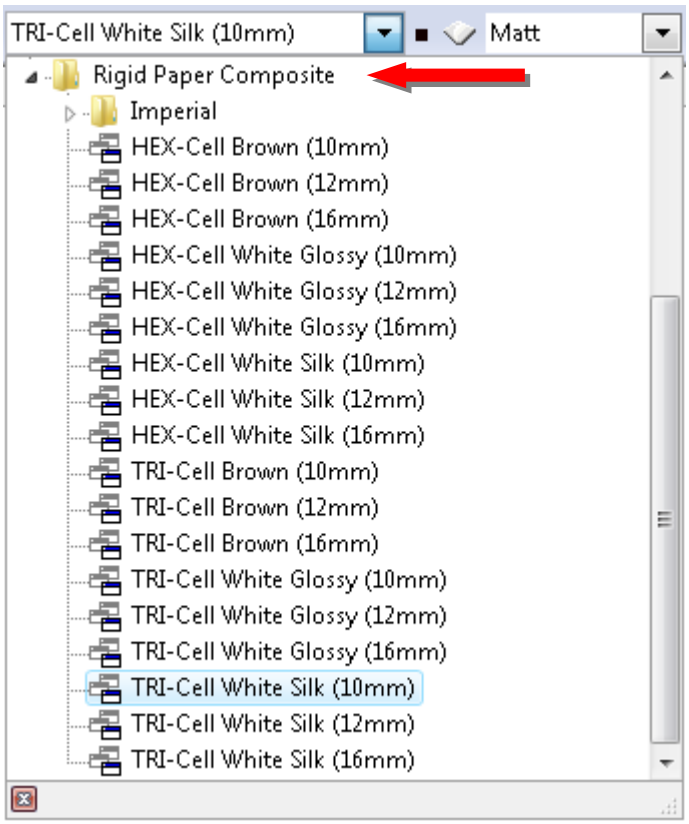
Since the release of Impact 2010, the selection of Low (1024 pixels-per-face), Medium (2048 pixels-per-face) or High (4096 pixels-per-face) quality artwork has been available within the *3D Wizard*. These resolutions are now utilised for 3D PDF, 3DS & VRML exports, providing significant visual improvements.

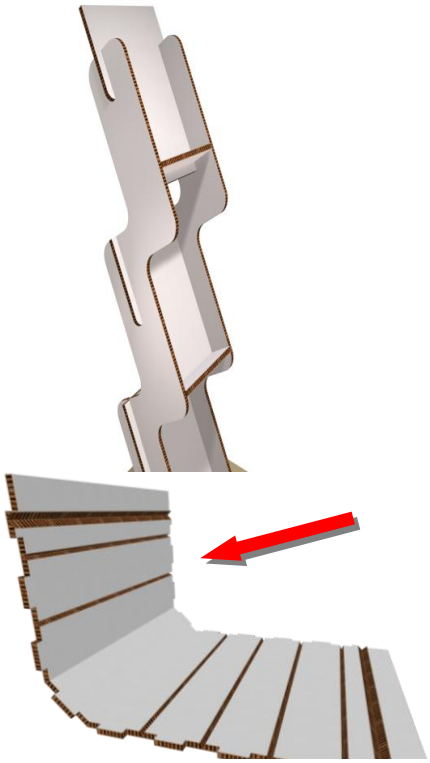


## Rendering & Folding of V-Cut in 3D*

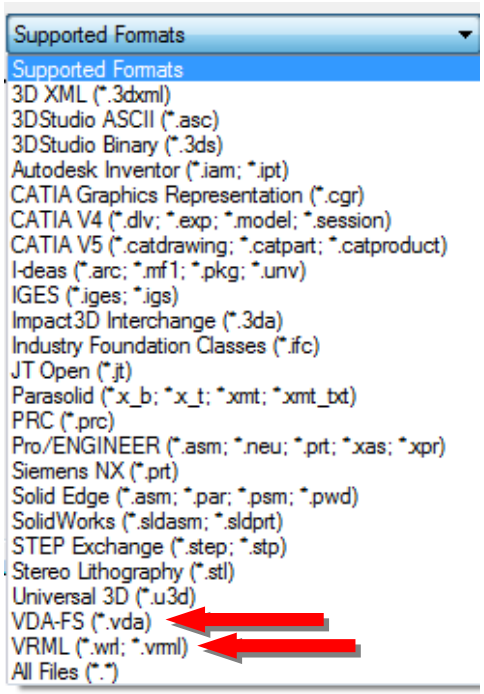
To augment the release of the Rigid Paper Composite standards set, Impact is now able to visualise V-Cut board within a 3D scene. New Palettes and 3D Master Tool Settings (3D Palette Options & 3D Board Settings) will be available for upgrades to existing Impact installations.



### Updated 3DX Library



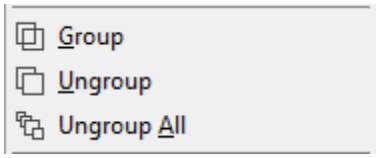

Updates to the **optional** 3DX library include improved support for the 3D XML format, support for two additional formats (VRML and VDA-FS), and extended support for the CATIA, Solid Edge and SolidWorks file formats.

### 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)

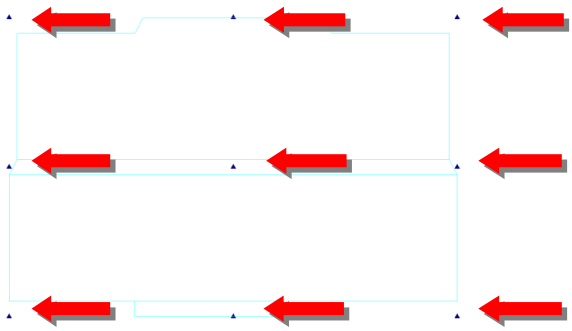



Three new Block tools (*Group*, *Ungroup* & *Ungroup All*) have been added to reduce the time taken when creating & destroying Block entities. Unlike Blocks, Groups will receive a name & an origin automatically, upon creation. This represents a significant time-saving when compared to the *New Block* 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.

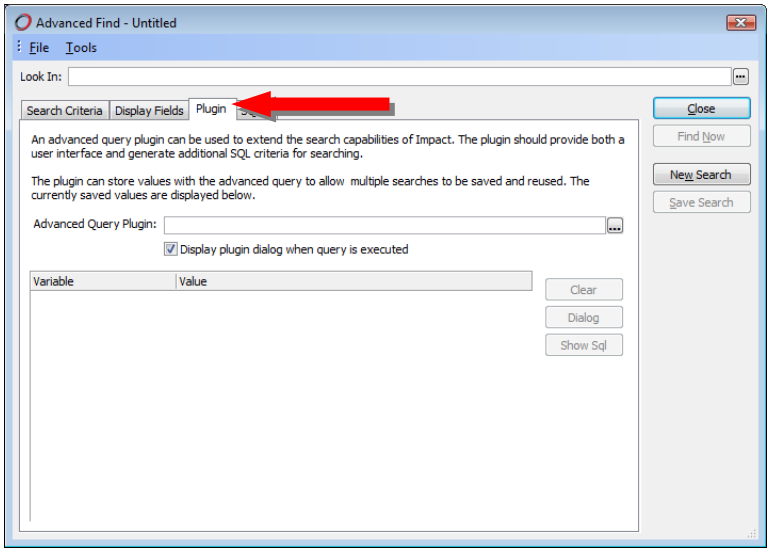
### Increased Number of Block Control Points

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




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

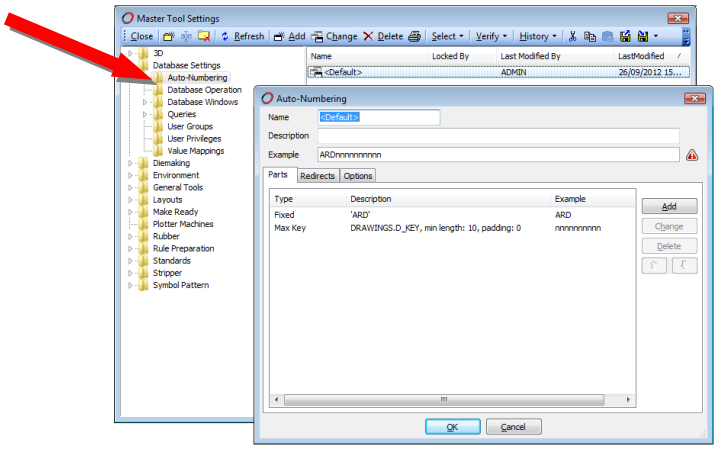
Impact 2013 will not support a **Primary** database connection to a dBase database.

## 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*

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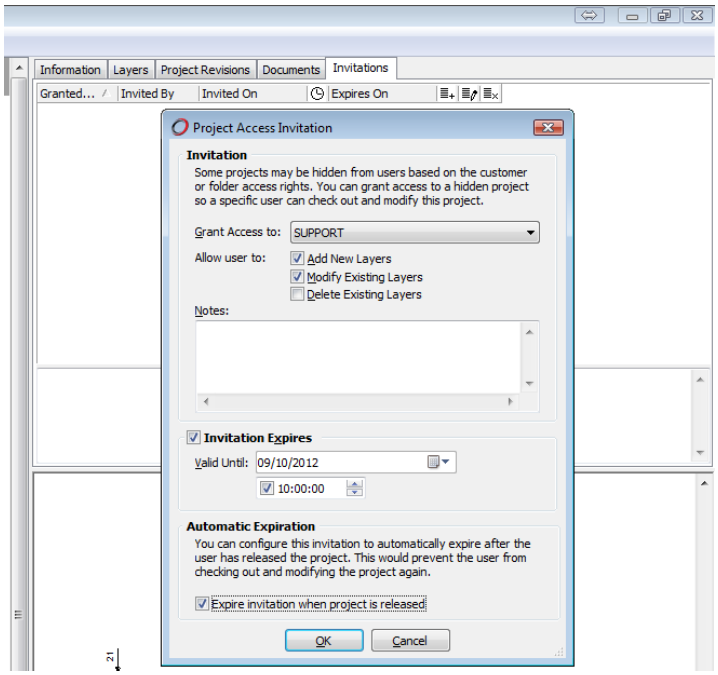



To facilitate project confidentiality, new user privileges allow projects to remain *hidden* unless a project invitation is issued to another user. Invitations may expire at a specific time & date and/or when a project is released.

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

# Database Operation

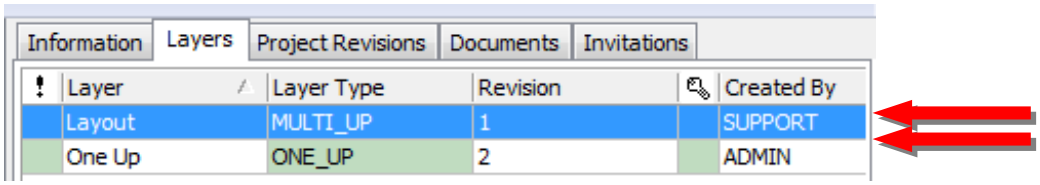
## Database Structure Update without the ADMIN User Connecting

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.

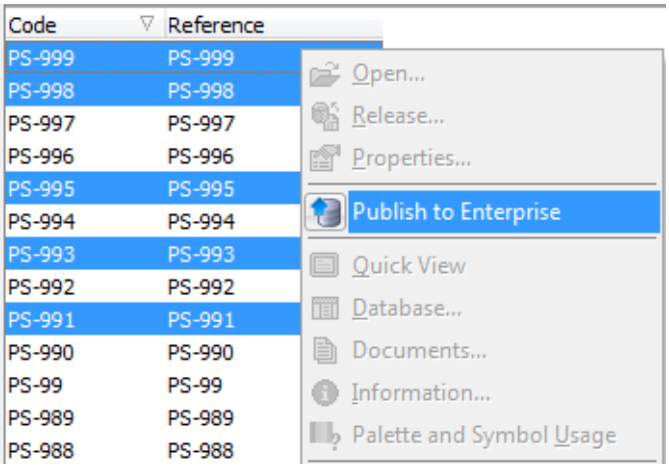



# Enterprise

## 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).

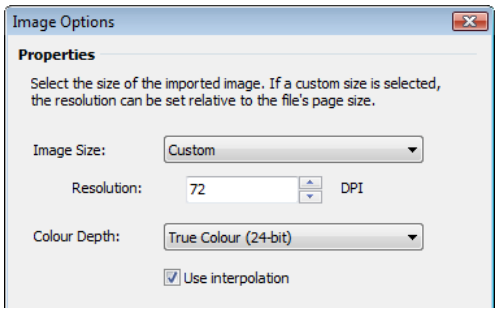
## Publish Multiple Projects from a Site to an Enterprise Database




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

# Graphics

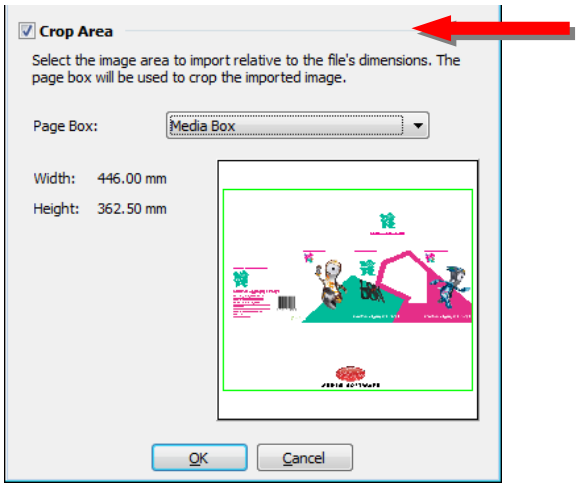
## Revamp of the Add Graphic Wizard




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*.

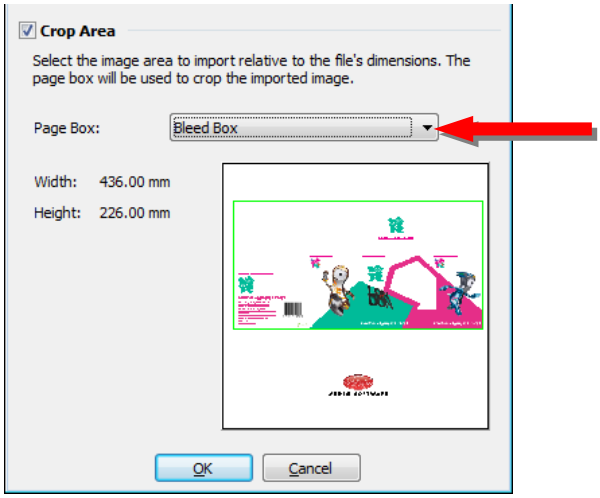
The *Create Vectors* options have been removed from the *Postscript* page, and are now displayed on a separate page within the *Wizard*.

## Automatic Artwork Placement

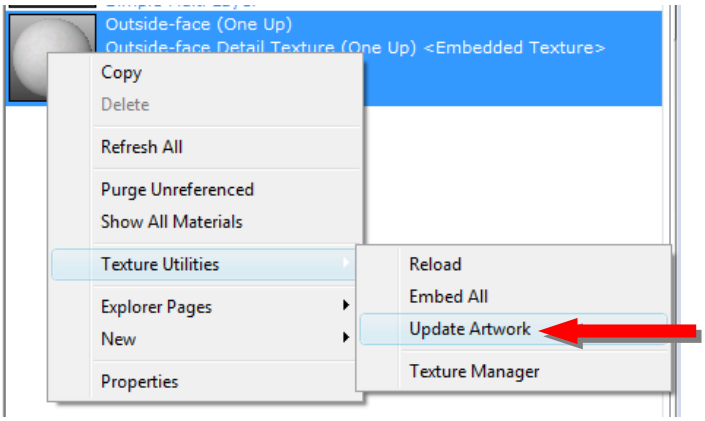



A new option *Crop Area* is now available for the automatic placement of PDF images.

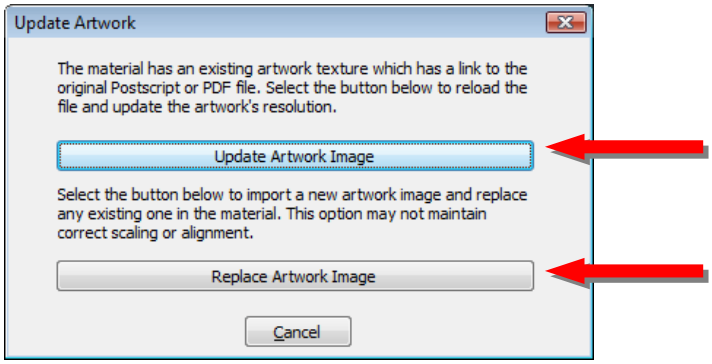
When adding correctly-formatted PDF artwork to a 2D drawing layer, the new *Crop Area* option will be displayed. This allows the user to select from a range of cropping options (*Art Box*, *Bleed Box*, *Crop Box* & *Trim Box*).




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.




Furthermore, image replacement or re-sampling within a 3D scene is quick & easy to accomplish, via a new *Update Artwork* option.



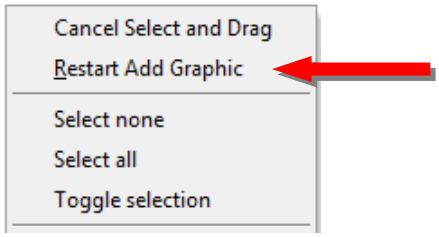

If the *Update Artwork Image* option is selected, users may re-sample the artwork (for improved 3D visuals).

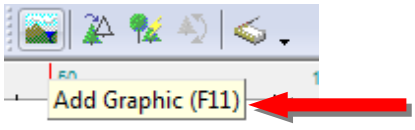
The *Replace Artwork Image* option allows the current artwork to be replaced.

# 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.



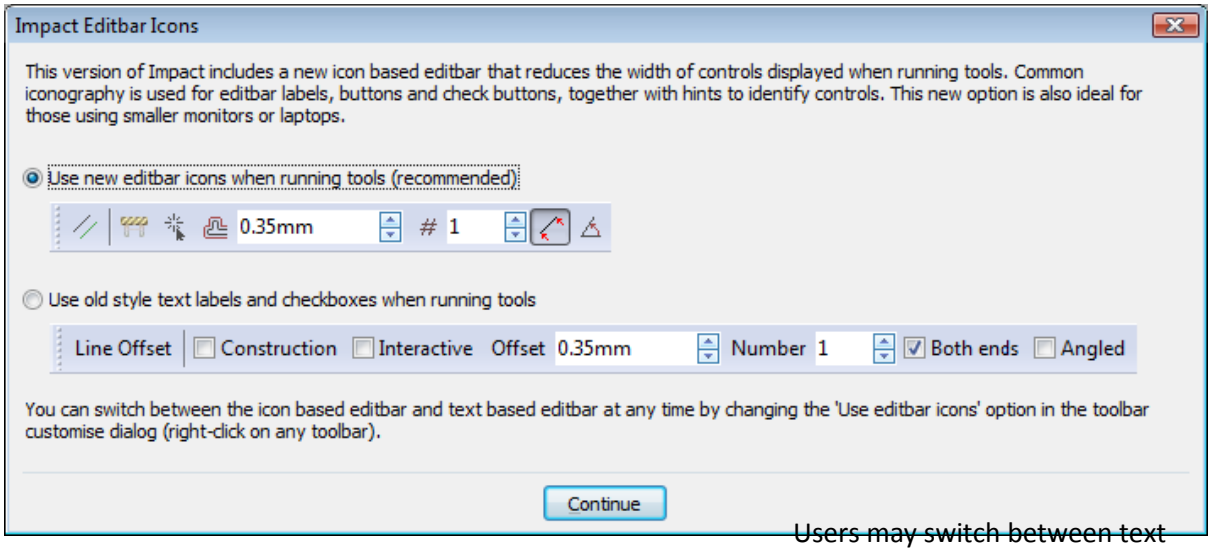



Furthermore, tool lists (such as the *Commands>All Tools* list, accessed via Customize mode) and the *Middle Mouse Button* tool (accessed via *Environment>General Tools*) now list tools alphabetically, using their user-friendly name.

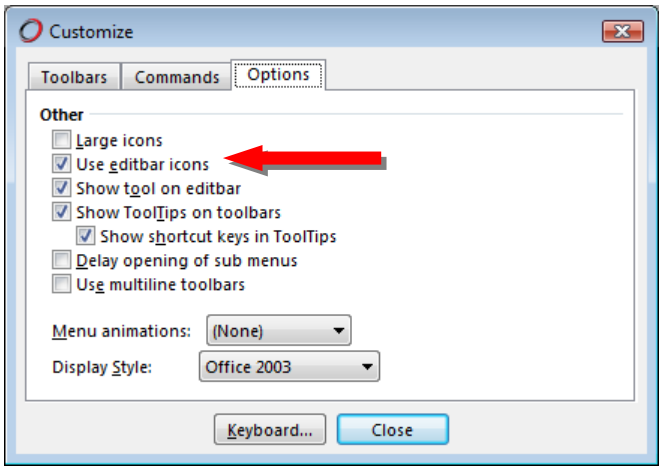
## Edit Bar Iconography

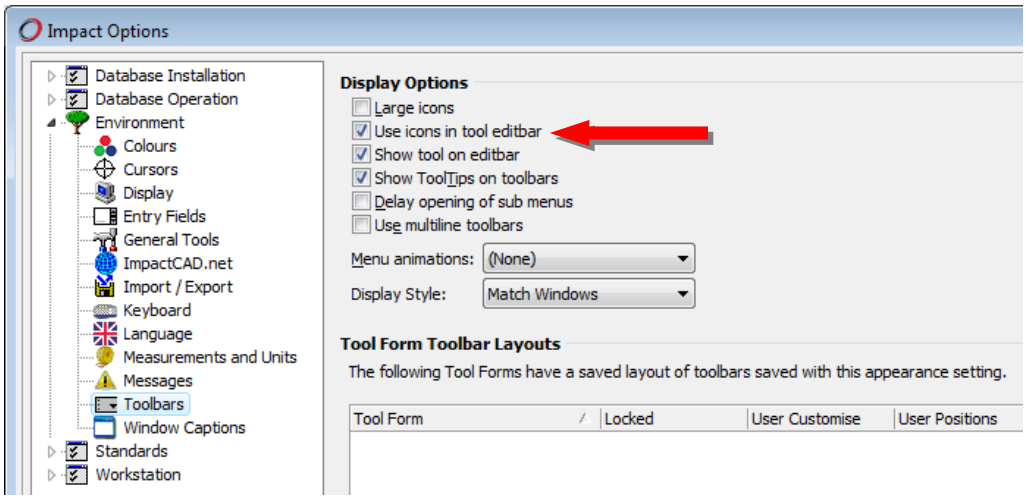
Historically, the Edit Bar has been completely textual. Impact 2013 replaces text prompts with icons, making it quicker & easier for users to identify options.

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




Users may switch between text labels & icons at a later date via Customize mode or via the Impact Environment Options (Environment>Toolbars>Display Options).

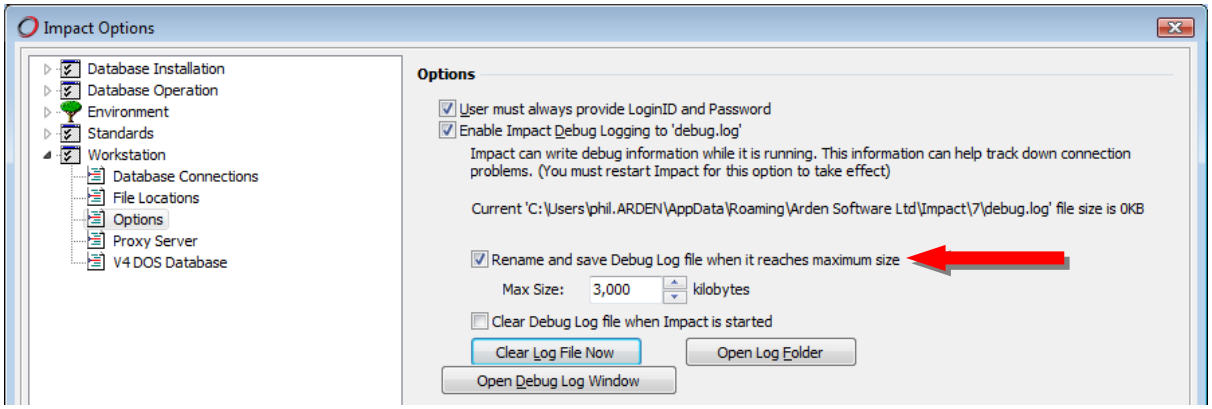





# Internals

## 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.*




## Windows 8

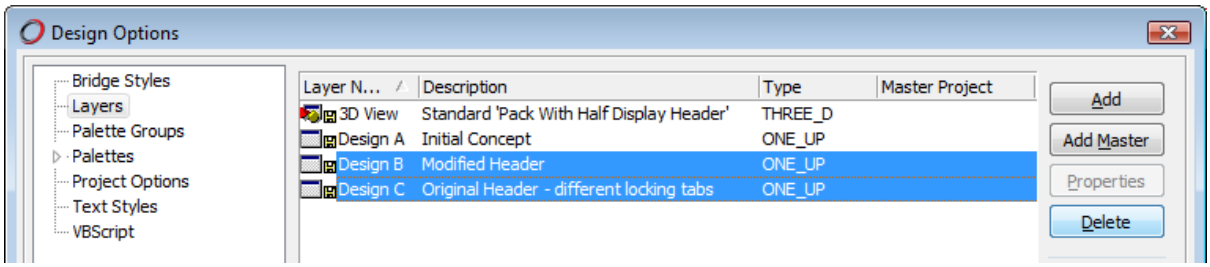
Impact 2013 is fully supported on Windows 8, as well as Windows 7 and Vista.

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

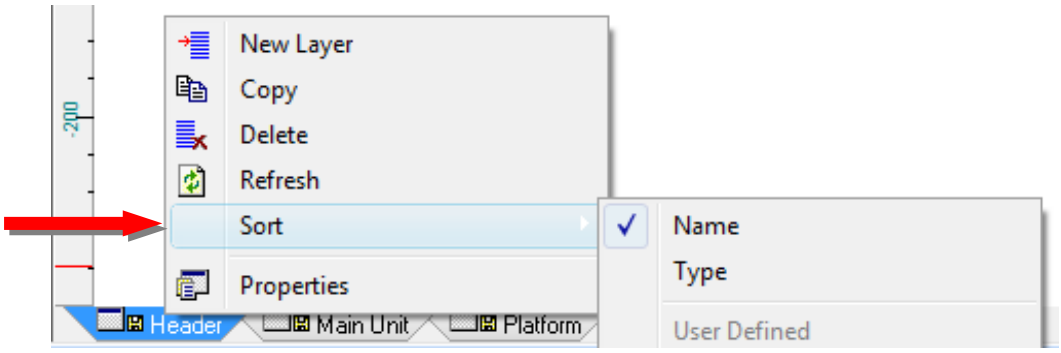
Previously, it's only been possible for users to delete single layers via *Options>Project*.




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.



# Licensing

## Hardware keys no longer required

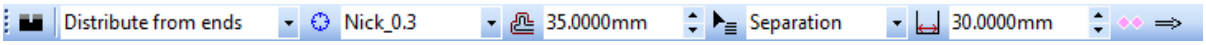
Hardware dongles cost a significant amount of money - in terms of both purchasing the dongles and in programming/shipping them to users. Additionally, the use of hardware dongles is considered by many to be out-of-date with modern software practices.

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.

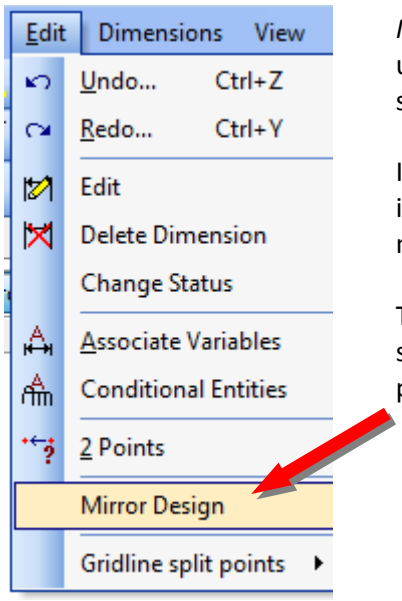
# Nicks

## Distribute from ends




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

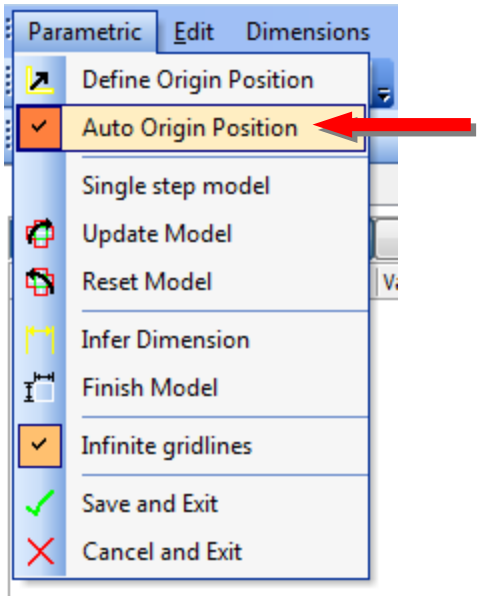



*Mirror Design* has been added to the *Parametric Editor* to speed up the process of creating a parametric model from a symmetrical drawing.

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.

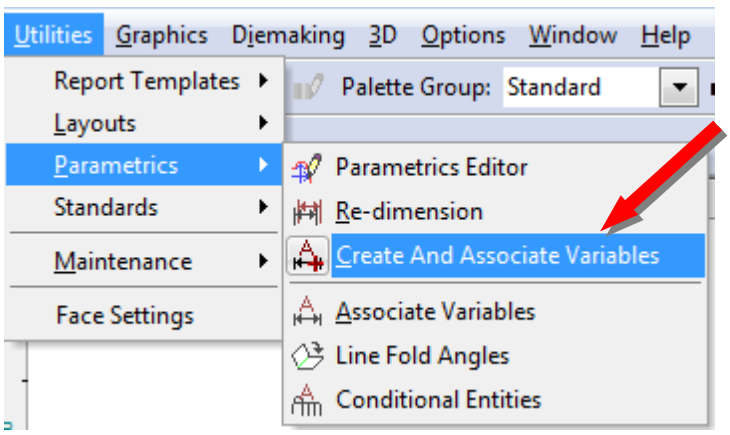
## Fillets

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

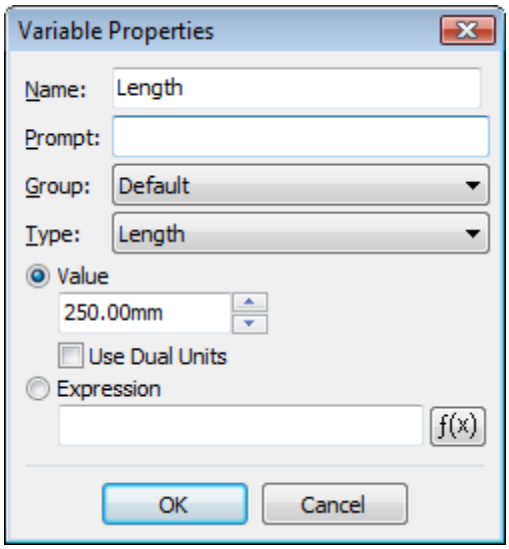



*Create and Associate Variables* has been added, outside of the *Parametric Editor*.

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.

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

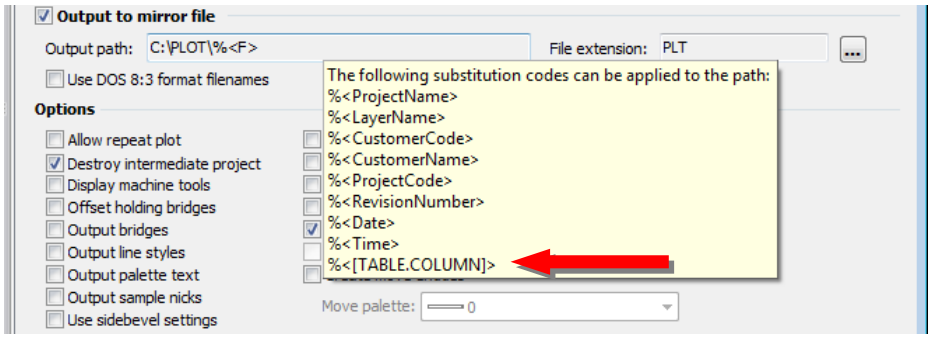



After picking a dimension to assign the new variable to, the full *Variable Properties* dialog is displayed, allowing the user to add further details.

# 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).



### Boxplan Pinsetter

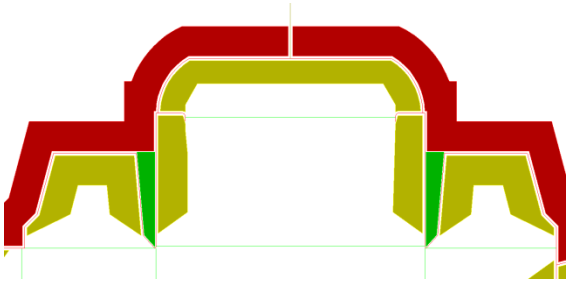
The *Boxplan Pinsetter* driver supports the EASYsetter machine from Boxplan. The EASYsetter is an automatic pin setter which inserts pins into a wooden base without the need for lasering. This driver allows symbols to be output and detects any symbols (stripping pins) which are too close and would cause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

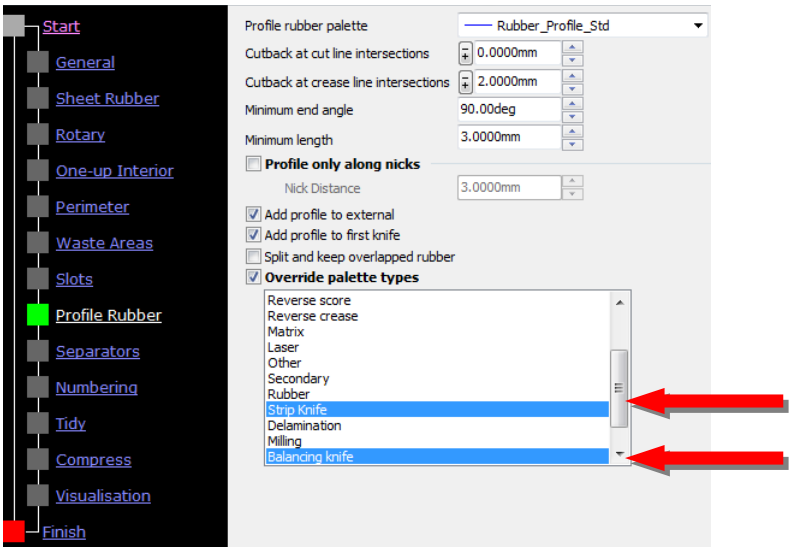
### Automatic Slot Detection

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.



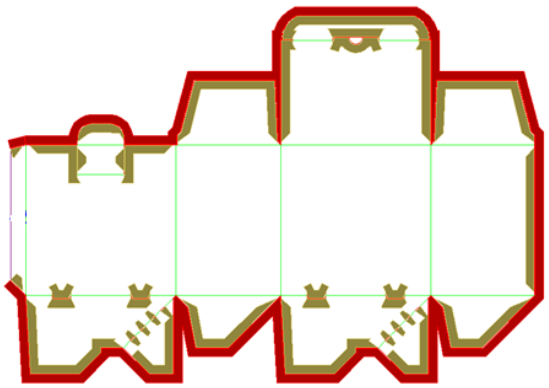

The manual placement of profile rubber entities now allows the user to place any length by picking the start and end points along a ruled entity. The editing of profile rubber can now interactive where the user can drag the end points and angles.

## 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.

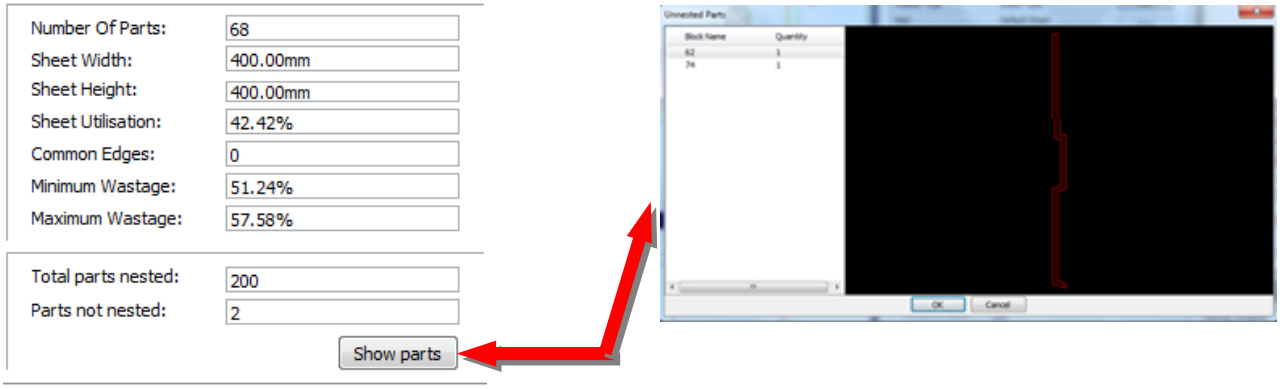
## Incomplete Profiles

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

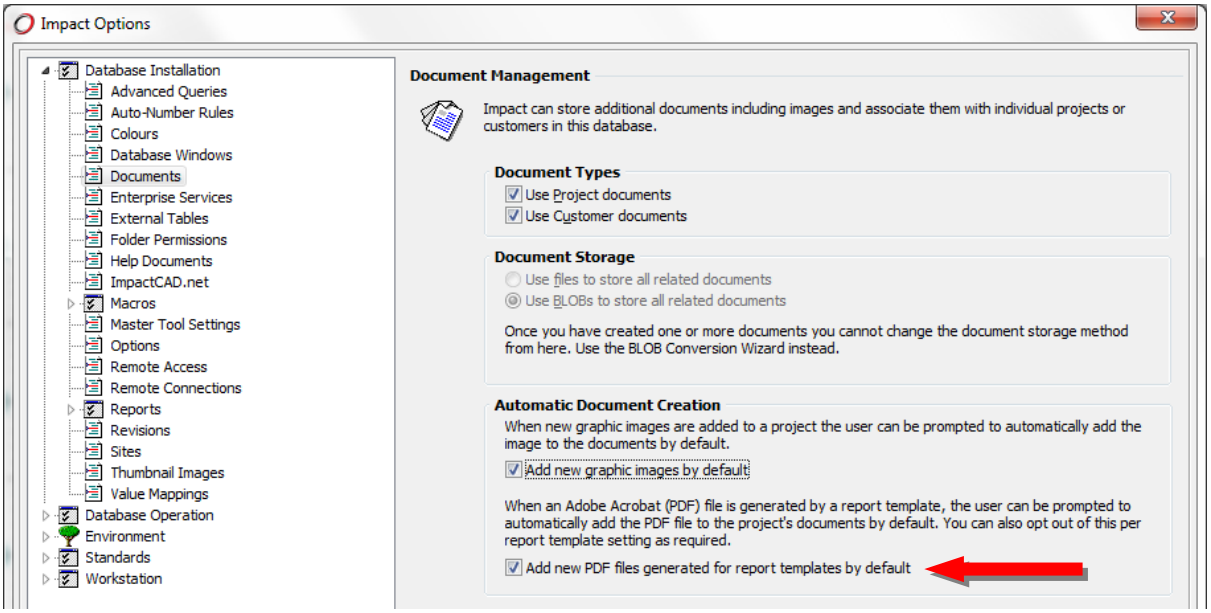
The nesting of parts is restricted to sheet size, so oversized blocks will not be included. The nester tool now allows you to locate the oversized blocks and optionally split or modify as required.




# Reports

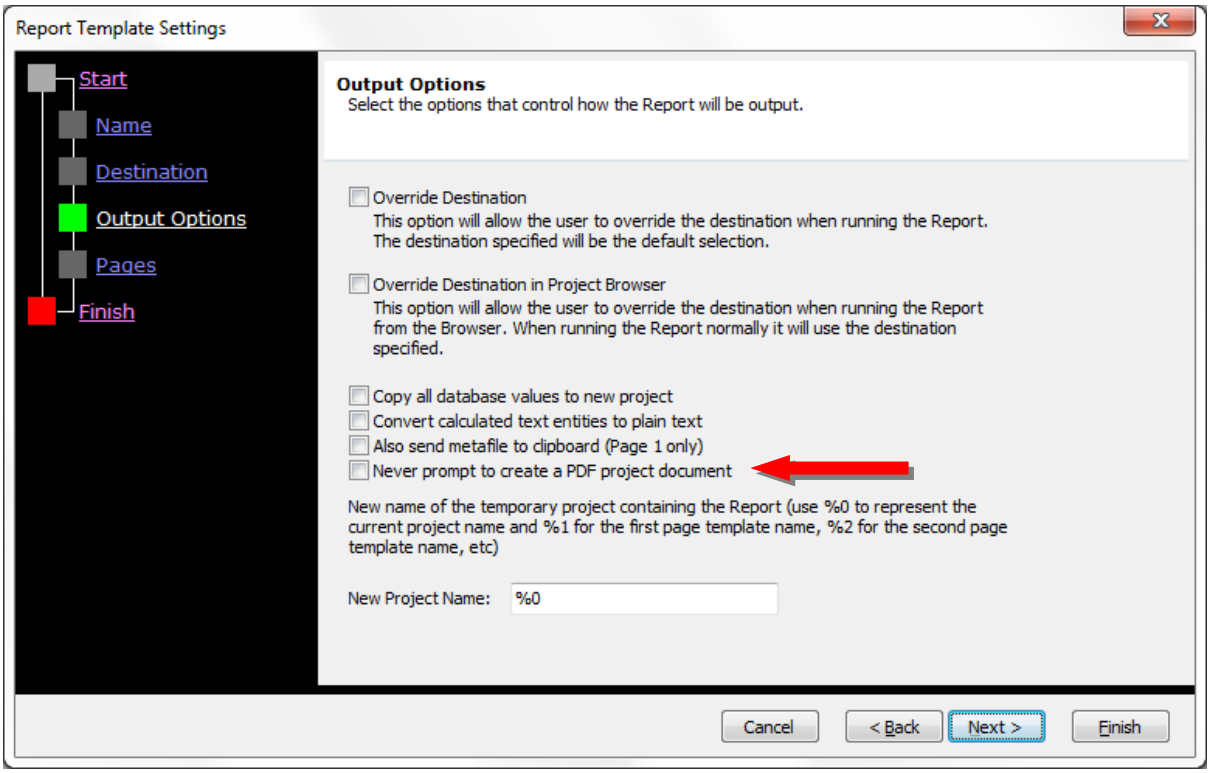
## Reports as Project Documents

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:

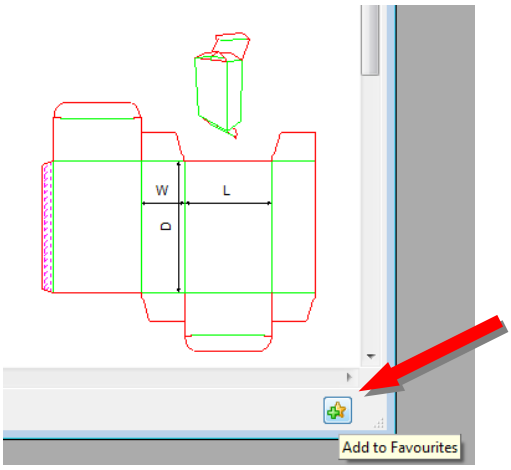



For customers making use of *Project Documents* for *Reports/Border Plots*, this should prove a significant time saver, as they no longer need to manually add the PDF report to the *Document Library*.

# Standards

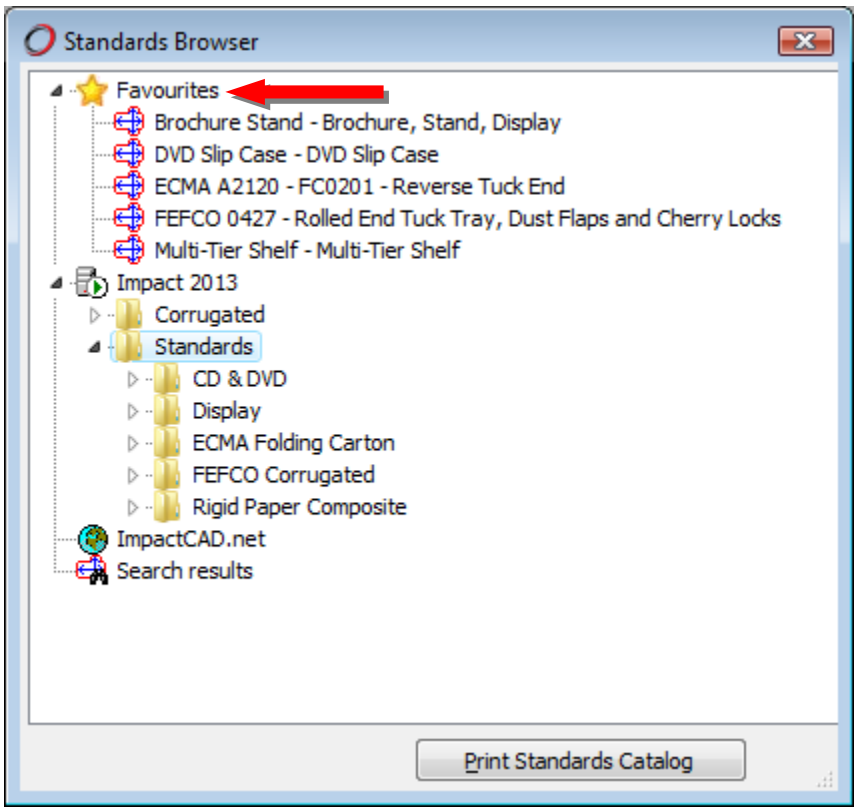
## Favourite Standards

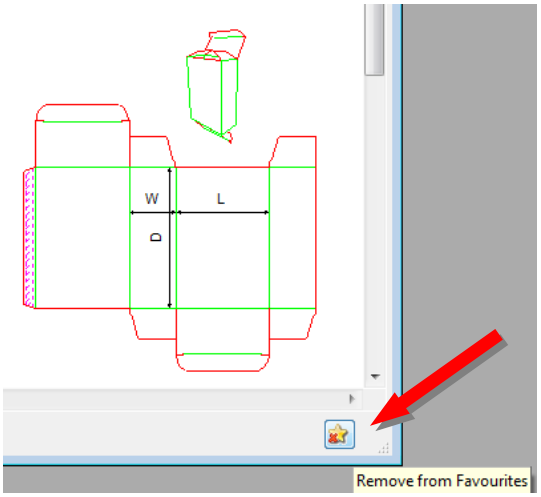
A new option *Add to Favourites* has been added to the Standards Browser. This provides quicker access to Standards which are used repeatedly, as you no longer have to *search* for them.




Simply click the *Add to Favourites* button in the *Standards Browser* to add a Standard to your personal *Favourites* list.

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.

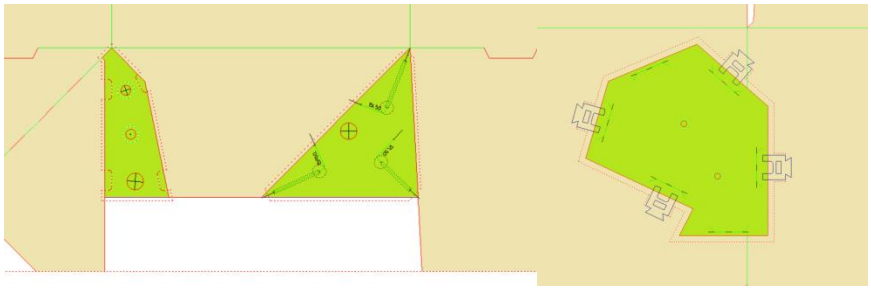
# Strippers

## 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.

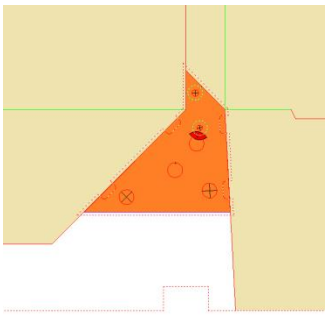
## Key features

- 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

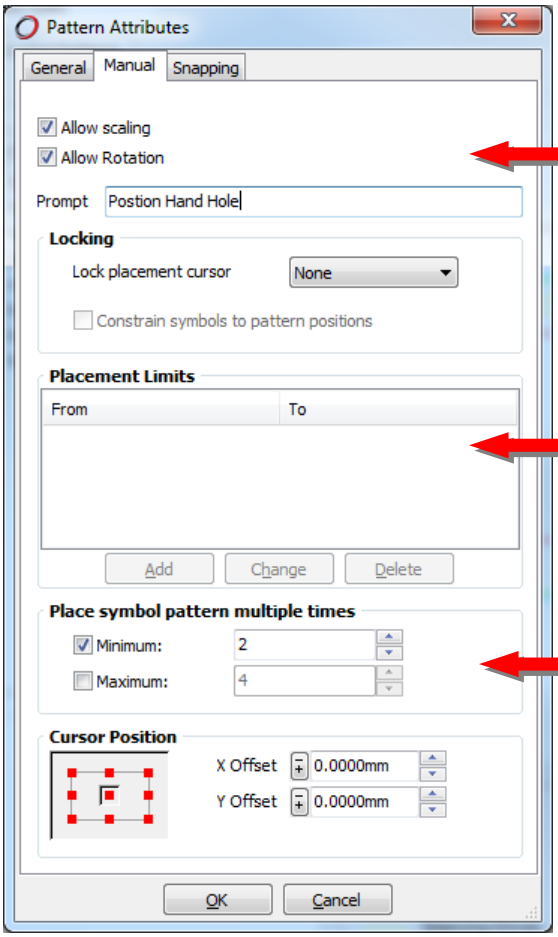
- Filled areas showing completion status
- Improved visibility options
- New pan, zoom and view tools
- Copy and paste of stripper geometry
- Extended hotkeys
- Better settings management
- Material integration
- Collision Detection



- 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.




A symbol pattern can be rotated

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.

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.

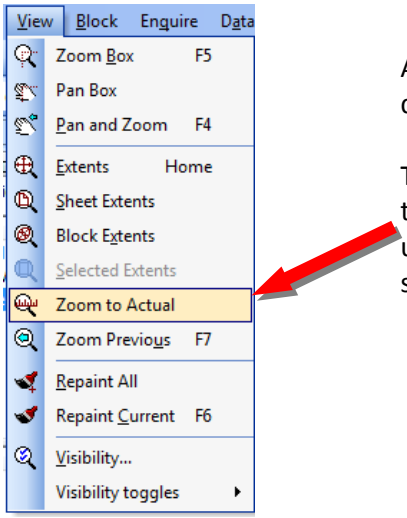
# Text

## 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

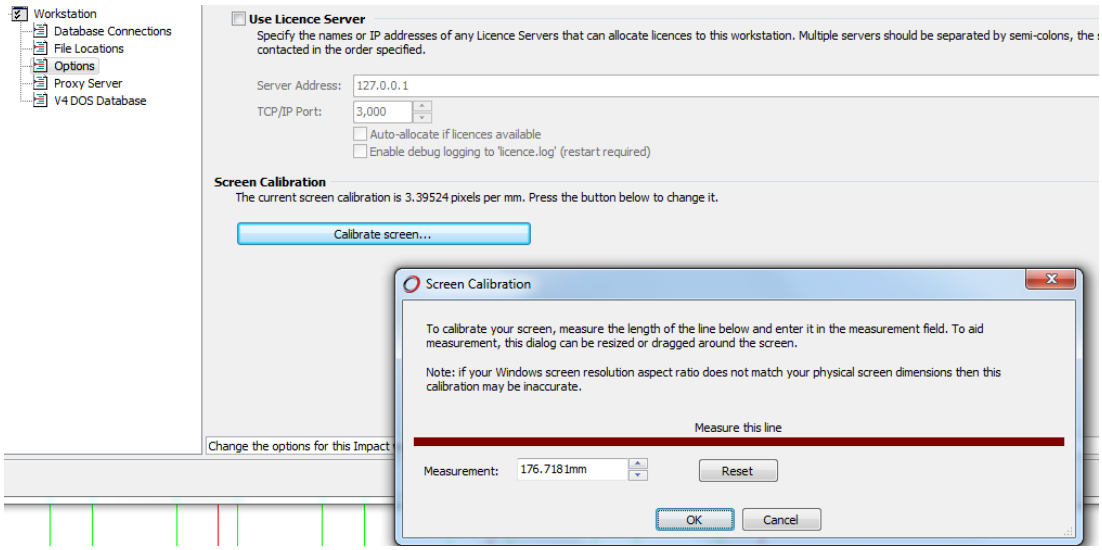
## Zoom To Actual Size




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

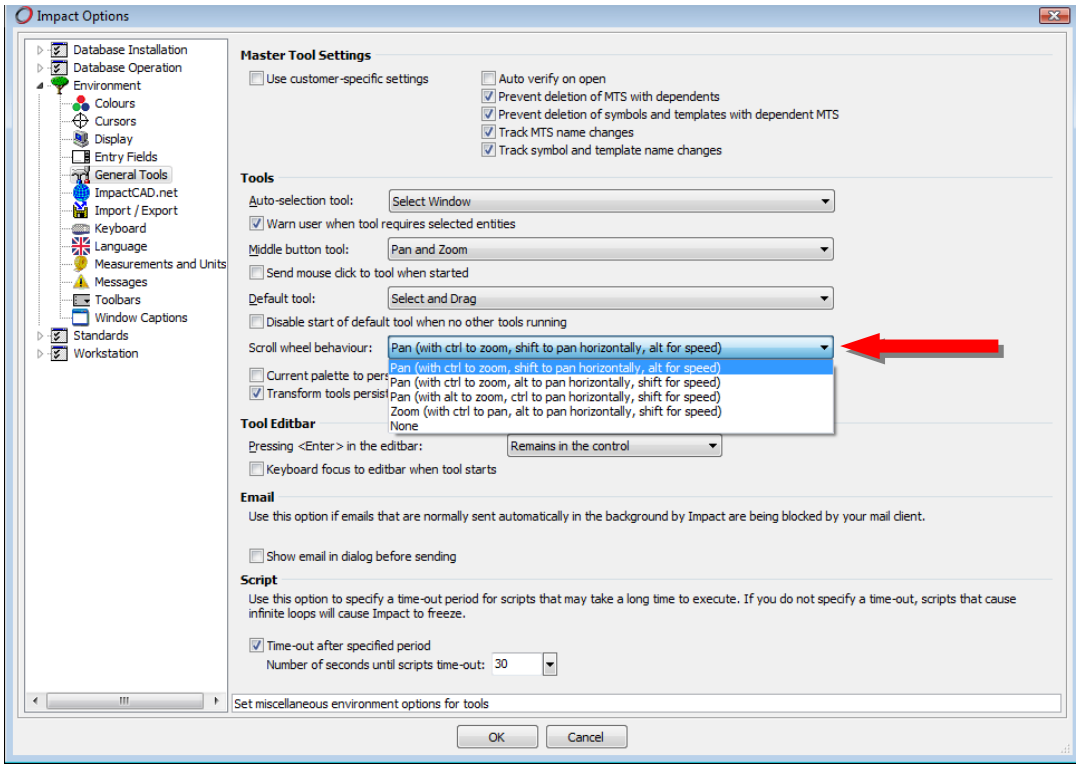
The tool was initially developed for the Impact 2013 *Dynamic Stripper* tool, where a 1:1 scale view of an area to be stripped may help the user determine the best stripping method. The tool was subsequently felt to be of benefit to a wider audience.

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.



## 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*).




The user may choose from:

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

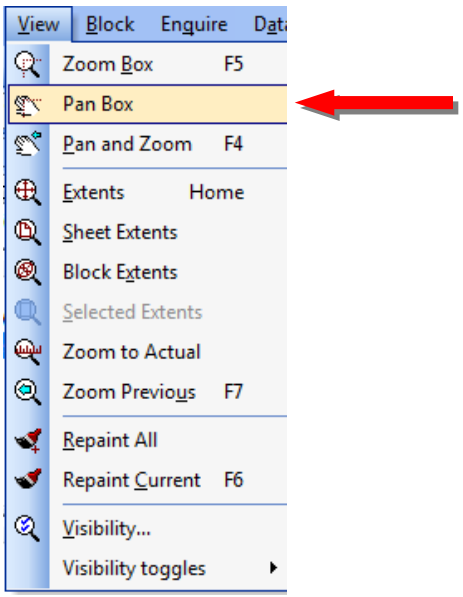
Pan (with ctrl to zoom, alt to pan horizontally, shift for speed).

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

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

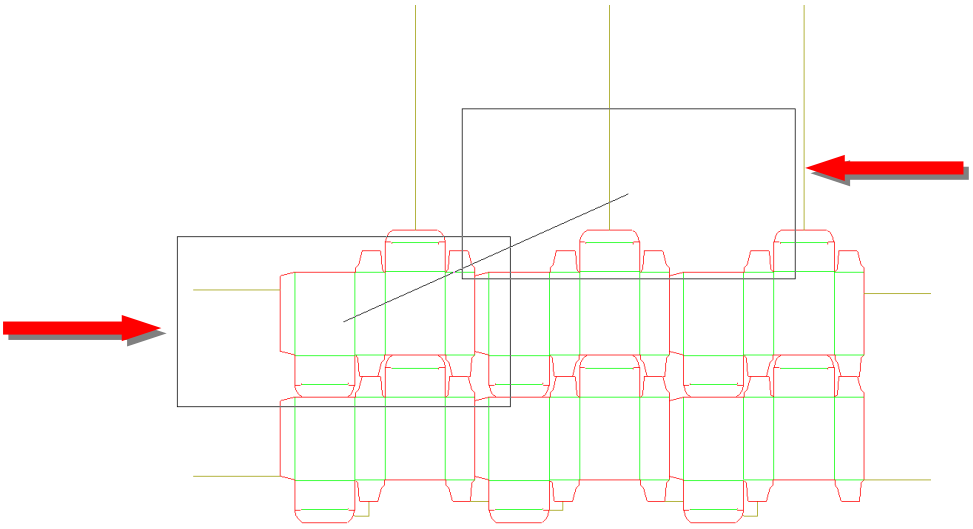
None.

## 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.

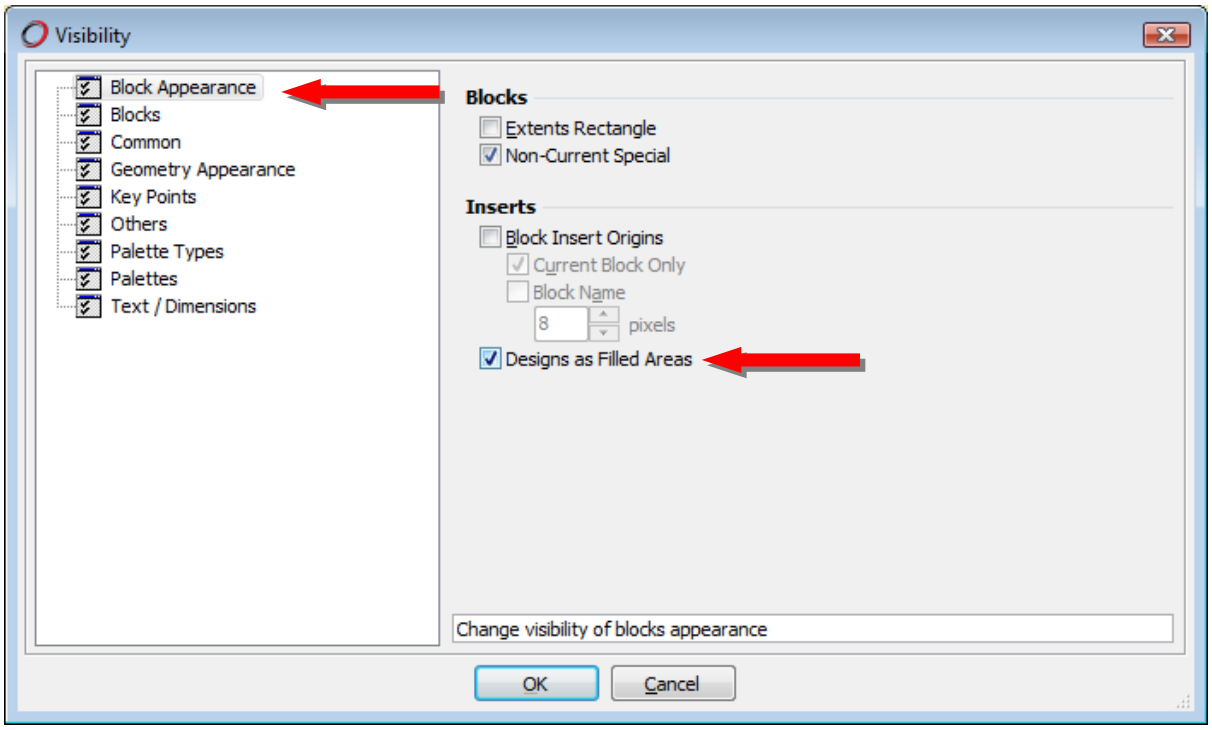
The tool will note the *current zoom factor*, temporarily zoom to the drawing extents, display a box representing the previous view and also display a second box (which the user may then place anywhere on the canvas). Impact will then pan & zoom immediately into the second box.

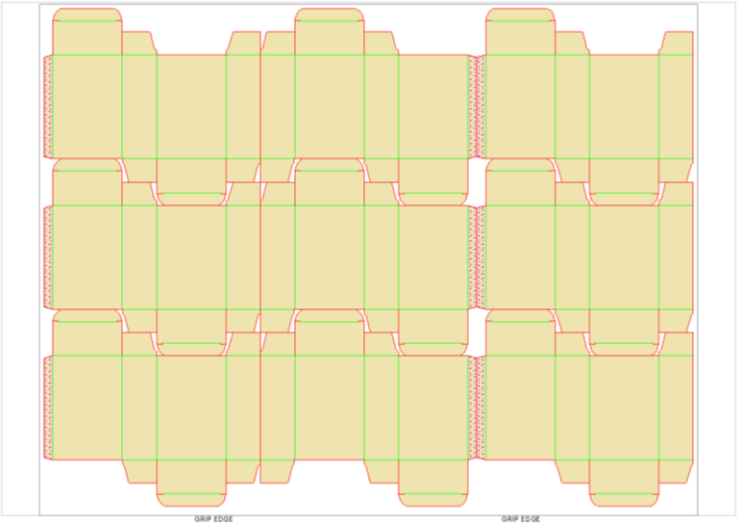


# Visibility

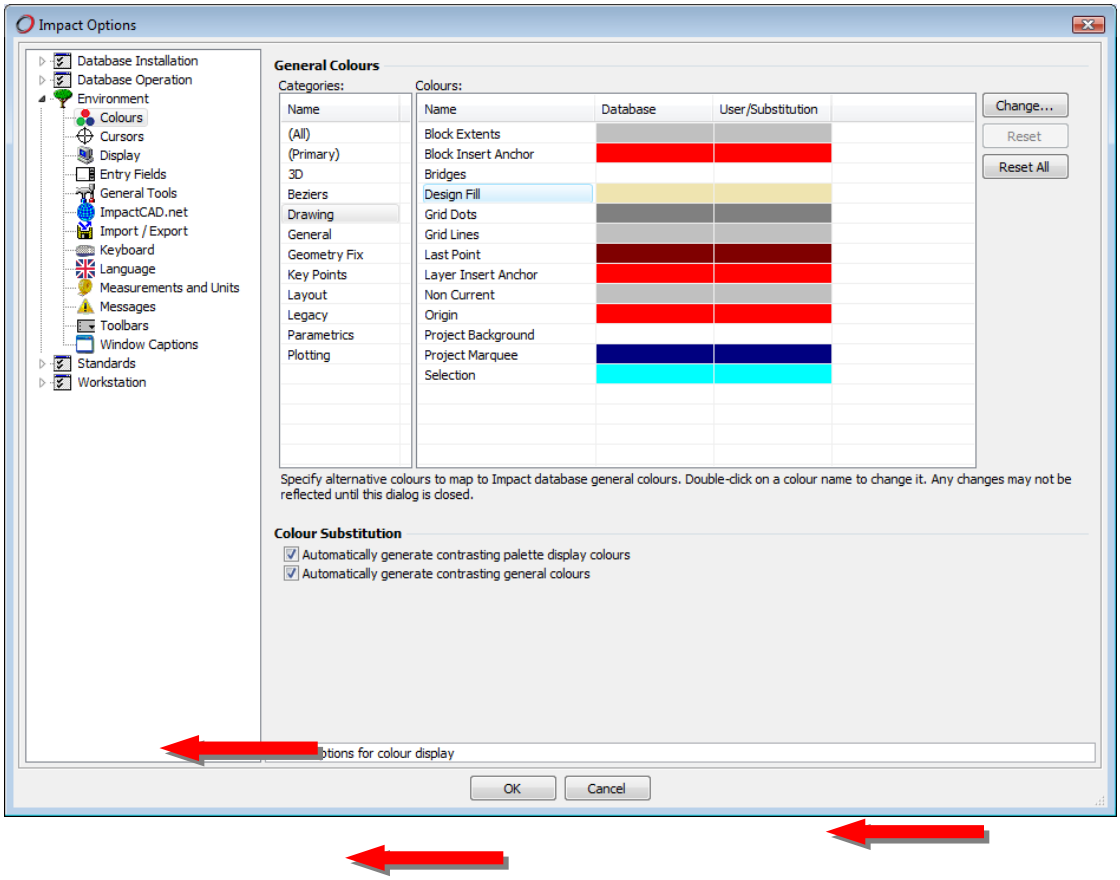
## Designs as Filled Areas

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.


Visibility
Block Appearance
Blocks
Common
Geometry Appearance
Key Points
Others
Palette Types
Palettes
Text / Dimensions
Blocks
Extents Rectangle
Non-Current Special
Inserts
Block Insert Origins
Current Block Only
Block Name
8
pixels
Designs as Filled Areas
Change visibility of blocks appearance
OK
Cancel



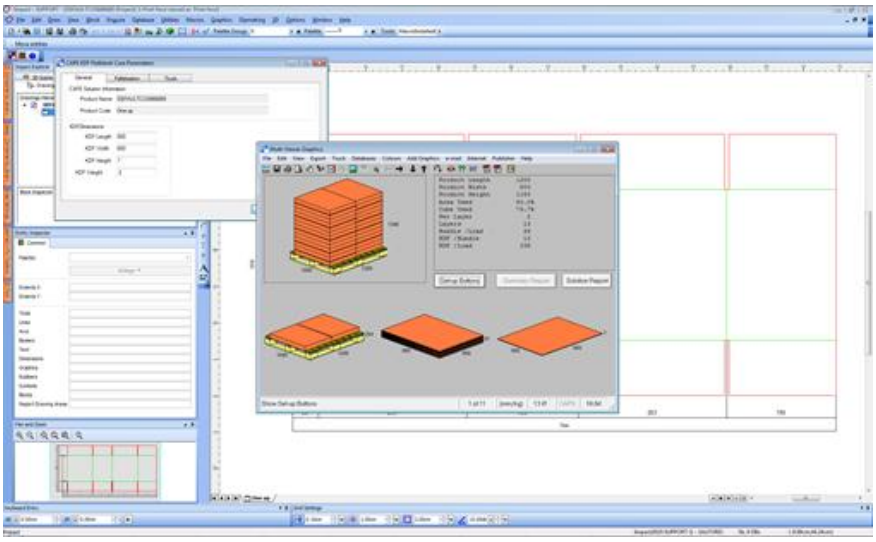
The colouration of the designs is specified by a new environment option (Options>Environment>Environment>Colours>Drawing>Design Fill):

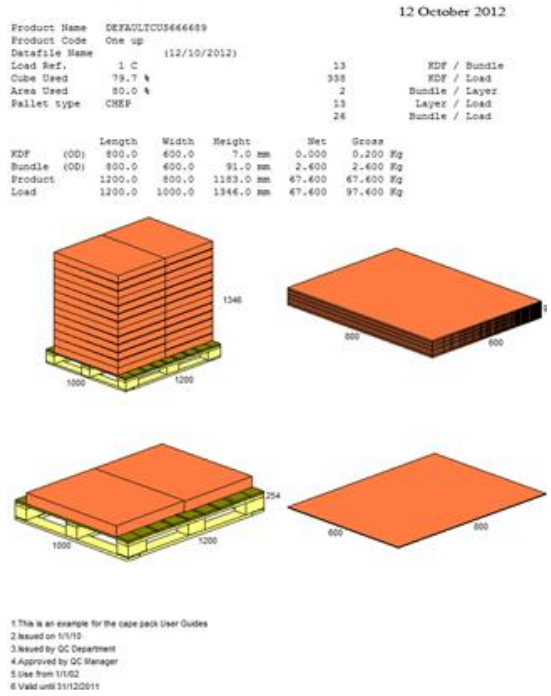


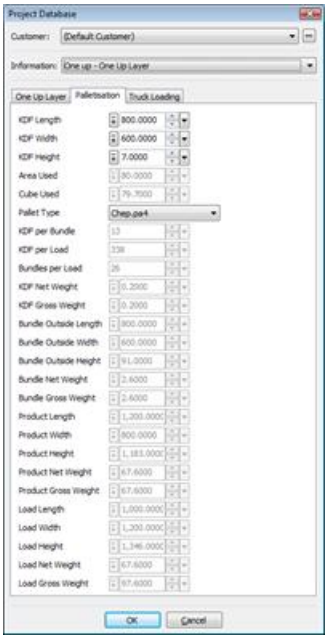

# CAPE PACK

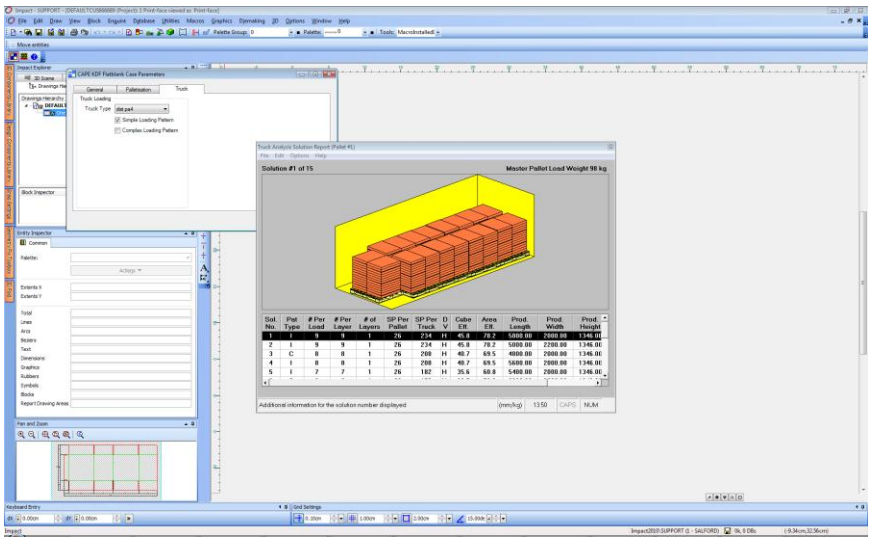
## Impact-CAPE Plugin *

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.




12 October 2012
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
13 KDF / Bundle
338 KDF / Load
2 Bundle / Layer
13 Layer / Load
26 Bundle / Load
Length Width Height Net Gross
KDF (OD) 800.0 600.0 7.0 mm 0.000 0.200 Kg
Bundle (OD) 800.0 600.0 91.0 mm 2.600 2.600 Kg
Product 1200.0 800.0 1183.0 mm 67.600 67.600 Kg
Load 1200.0 1000.0 1346.0 mm 67.600 97.600 Kg
1346
1000
1200
800
600
254
1. This is an example for the cape pack User Guides
2. Issued on 1/1/10
3. Issued by QC Department
4. Approved by QC Manager
5. Use from 1/1/02
6. Valid until 31/12/2011

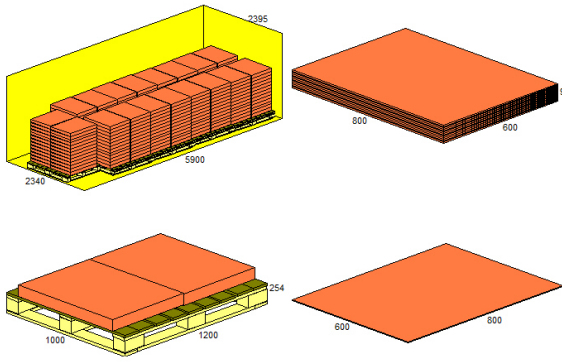

Project Database
Customer: (Default Customer)
Information: One up - One Up Layer
One Up Layer
Palletisation
Truck Loading
KDF Length 800.0000
KDF Width 600.0000
KDF Height 7.0000
Area Used 80.0000
Cube Used 79.7000
Pallet Type Chep.pal
KDF per Bundle 13
KDF per Load 338
Bundles per Load 26
KDF Net Weight 0.2000
KDF Gross Weight 0.2000
Bundle Outside Length 800.0000
Bundle Outside Width 600.0000
Bundle Outside Height 91.0000
Bundle Net Weight 2.6000
Bundle Gross Weight 2.6000
Product Length 1,200.0000
Product Width 800.0000
Product Height 1,183.0000
Product Net Weight 67.6000
Product Gross Weight 67.6000
Load Length 1,000.0000
Load Width 1,200.0000
Load Height 1,346.0000
Load Net Weight 67.6000
Load Gross Weight 97.6000
OK
Cancel



12 October 2012

```
Product Name    DEFAULTCUS666689
Product Code    One up
Datafile Name           (12/10/2012)
Load Ref.         1 C                          13          KDF / Bundle
Cube Used        79.7 %                       338          KDF / Load
Area Used        80.0 %                         2        Bundle / Layer
Pallet type     CHEP                           13         Layer / Load
                                               26        Bundle / Load
Truck Ref.        1  I                        234        Bundle / DIST
Truck Area Used  78.2 %                         9          Load / DIST
Truck Cube Used  45.8 %                      3042          KDF / DIST

              Length    Width   Height        Net    Gross
KDF     (OD)   800.0    600.0     7.0 mm    0.000    0.200 Kg
Bundle  (OD)   800.0    600.0    91.0 mm    2.600    2.600 Kg
Product       1200.0    800.0  1183.0 mm   67.600   67.600 Kg
Load          1200.0   1000.0  1346.0 mm   67.600   97.600 Kg
Product       5800.0   2000.0  1346.0 mm  608.400  878.400 Kg
DIST          5900.0   2340.0  2395.0 mm  878.400 3278.400 Kg
```




1.This is an example for the cape pack User Guides
2.Issued on 1/1/10
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4.Approved by QC Manager
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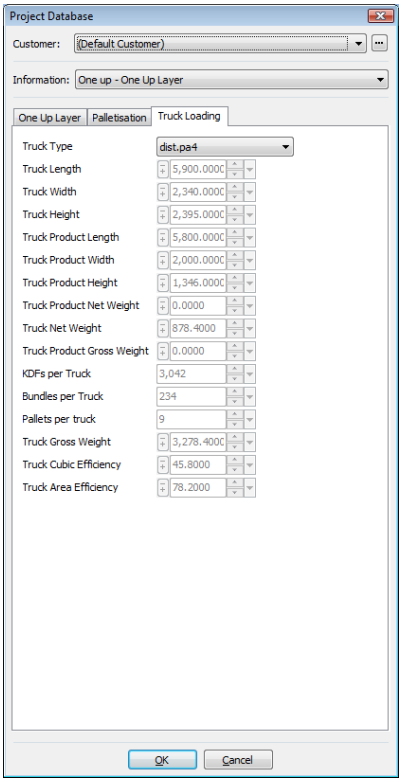
6.Valid until 31/12/2011



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