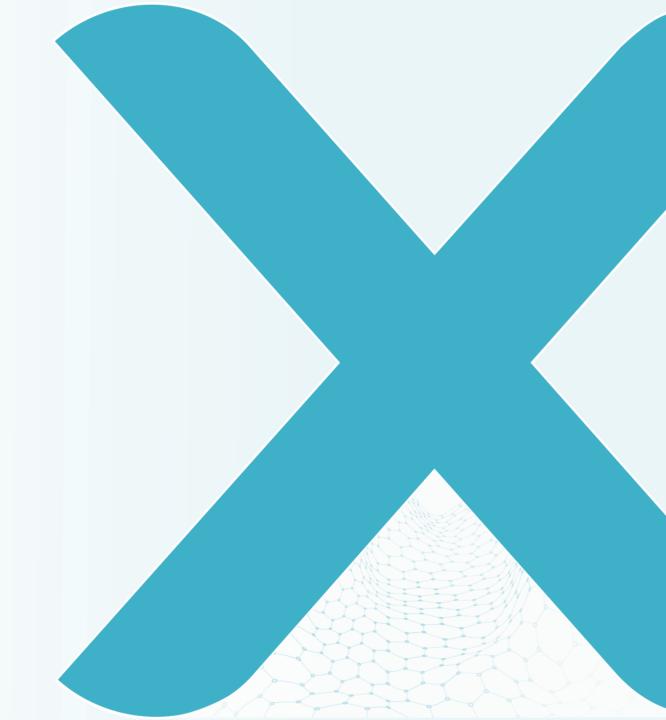
TECHNIA

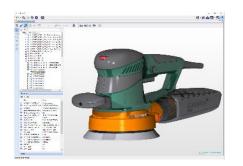
ADDNODE GROUP

Lite3D 2018.5 - What's new



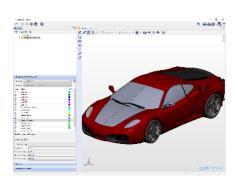


This release contains:



LiteBox3D 1.17.1

Desktop-Viewer

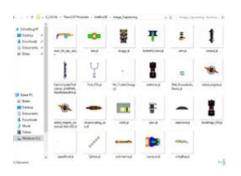


Lite Car 1.2.0 Vehicle Homologation

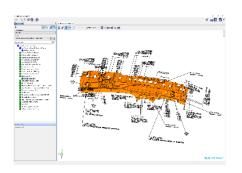


x Compare 2.2.2

Validation

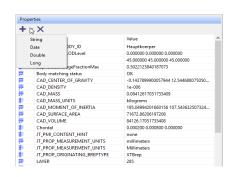


Litelmage 1.17.1 Image Capturing (Batch)

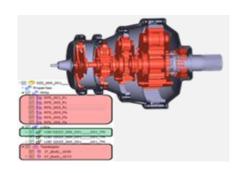


LiteComply 1.11.1

Data Quality



LiteProperties 1.1.0
Properties editing (batch)



Lite Drop 2.2.2Data Simplification & IP Protection



Lite Machine 1.0.2

Design to Manufacture

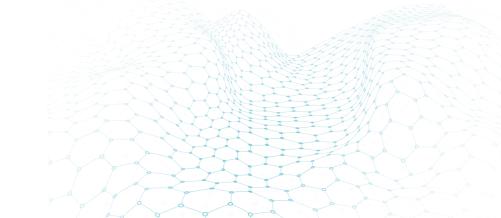


3 D H T M L 1.2.03DHTML creator (batch)



What's new in release 1.17.1

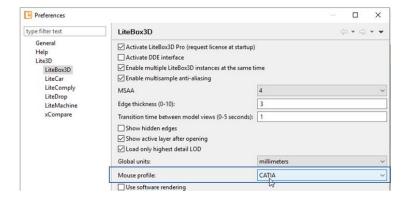






Multi-Select (Trap) of Geometry

- Geometry can be selected using a Trap
 - CATIA and NX Mouse profile:
 - Click left mouse button, hold it and move it to create the selection box
 - Release left mouse button to select elements inside this box
 - Click somewhere, clears the selection
 - Default Mouse profile:
 - Click left and right mouse button at the same time, hold it and move it to create the selection box
 - Release mouse buttons to select elements inside this box
 - Click somewhere, clears the selection

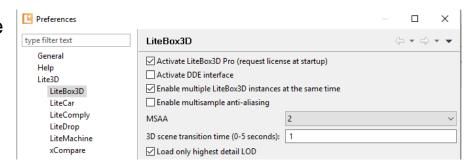


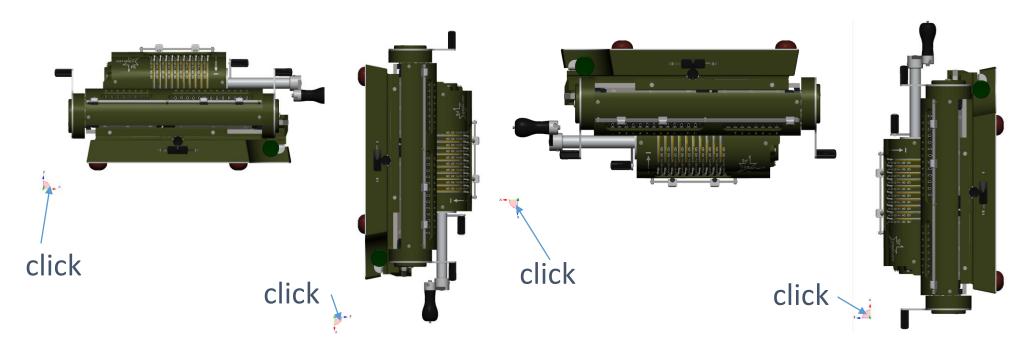




Compass

- Selecting Compass aligns the view with selected coordinate plane and by click rotates view in 90 degree steps
- Changing views with Compass is performed by animations (transition time set in preferences)







Pro functionality: Ray tracing

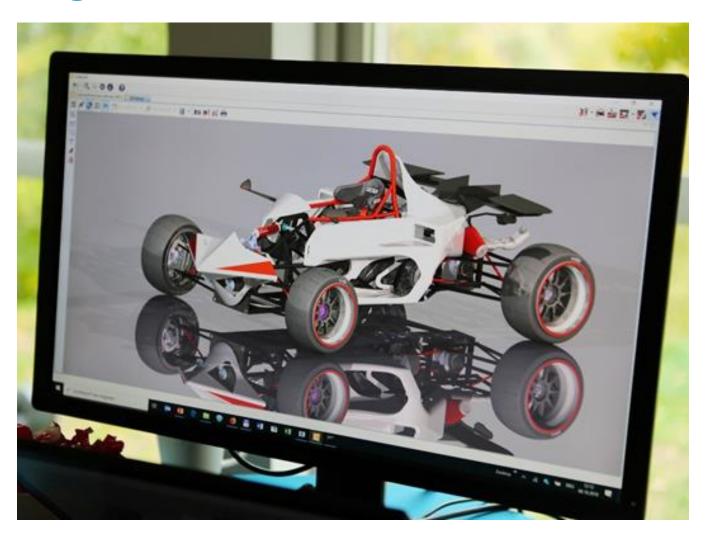
Real-time 3D rendering to get realistic product shots



Everything is happening instantly. LiteBox3D uses TECHNIAs internally developed render engine.



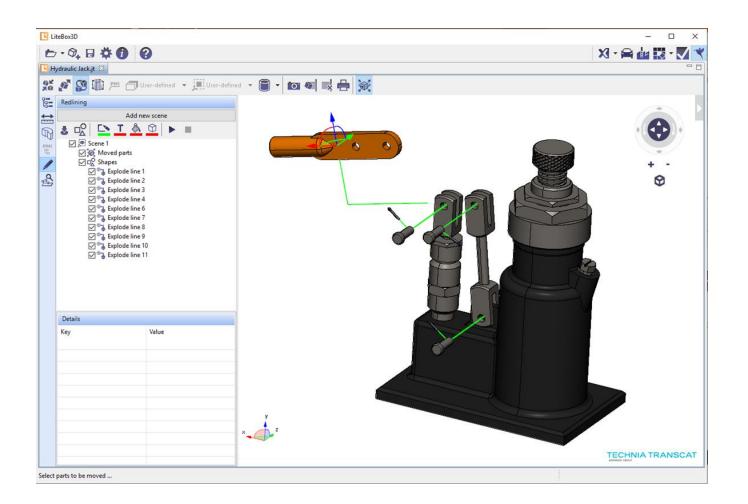
You don't have to be a rendering expert to create photorealistic view of your 3D models





Pro functionality: Moving of parts

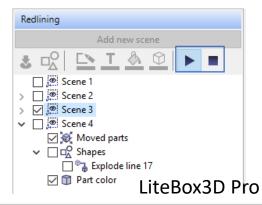
 Parts can be moved and rotated in the 3D scene. Optionally, an explode line is created. The changed location can be stored in a redlining scene. A possible application of this feature are work instructions.





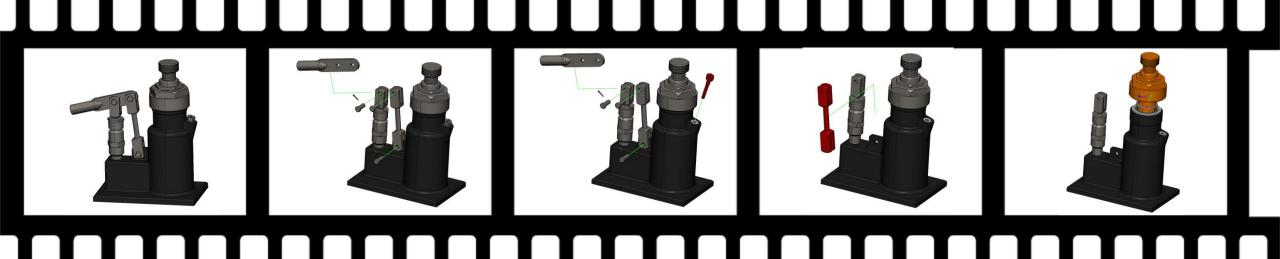
Redlining – Play scenes

Play and stop redlining scenes in LiteBox3D Pro or Free viewer



LiteBox3D Free

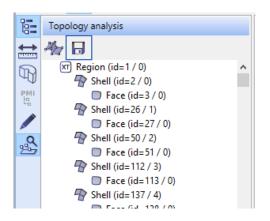






Pro functionality: Topological analysis - Result export

- Export results of Topological analysis in file
 - Set environment variable TCA_LB_TOPO_RESULTS = C:\tmp\filename.json
 - Save button will be available in Topology analysis

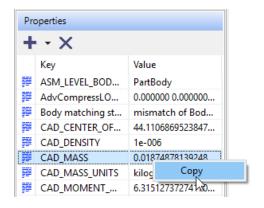


```
{ "Name of part": "PartBody",
  "Number of regions": 1,
 "Region (id=1/0)": {
    "Volume": "0.00000000000000 mm3"
    "Area": "19456.167467396564462 mm<sup>2</sup>",
    "Center of gravity": {
     "X": "0.00000000000000 mm"
     "Y": "0.000000000000000 mm"
     "Z": "0.000000000000000 mm"
    "Number of faces": 518,
    "Start of bounding box": {
     "X": "-1.00000000000000 mm",
     "Y": "0.00000000000000 mm",
     "Z": "-13.00000000000052 mm"
    "End of bounding box": {
     "X": "91.0000000000057 mm"
      "Y": "55.000000000000213 mm",
      "Z": "1.000000000000000 mm"
    "Number of shells": 518,
    "Shell (id=2/0)": {
     "TYPE": "Open",
      "Volume": "0.00000000000000 mm3"
      "Area": "138.164100824871042 mm<sup>2</sup>",
      "Center of gravity": {
       "X": "0.00000000000000 mm",
       "Y": "0.00000000000000 mm"
        "Z": "0.000000000000000 mm"
```



Fixed errors

- Model views with sections are clipped correctly
- Showing PMIs for specific JT files version 10.0
- Received command appears in DDE interface with activated Pro license
- Copy in Details works also for key

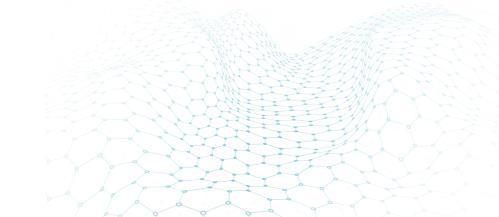






What's new in release 1.17.1

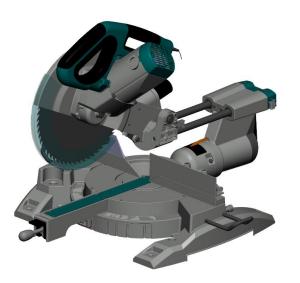




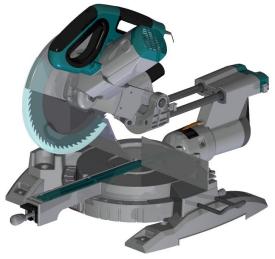


Software rendering

- Software rending option uses ray tracing functionality.
- Software rendering is done on CPU instead of GPU.



GPU rendering



Software rendering

```
LiteImage.exe [-v] [-i] [-h] [--software] <config.xml>
```

Options:

```
-i, --interactive Start in interactive mode
--software Enable software rendering
-v, --version Display only the version of LiteImage utility
-h, --help, -? Display only the usage message
```

Arguments:

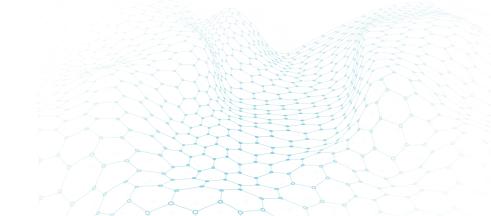
```
<config.xml> Name of the LiteImage configuration file
```

Configuration file example:



What's new in release 1.2.0

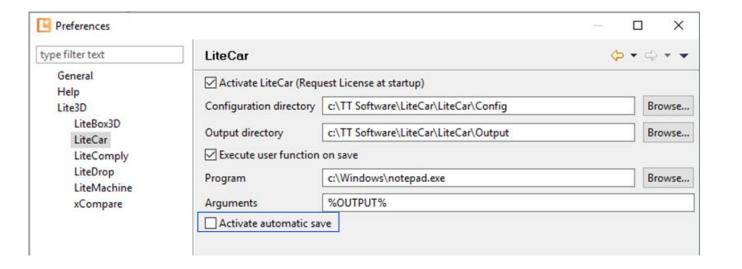






Deactivate Automatic Save

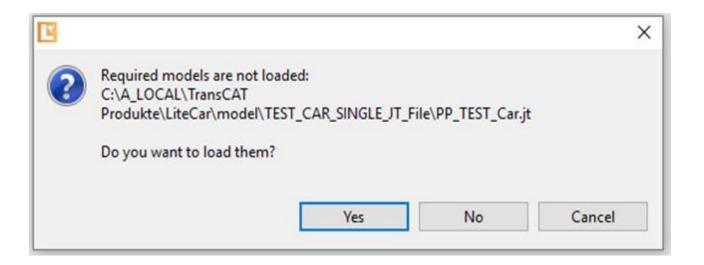
 Automatic Save can be deactivated





Automatically load the not loaded models

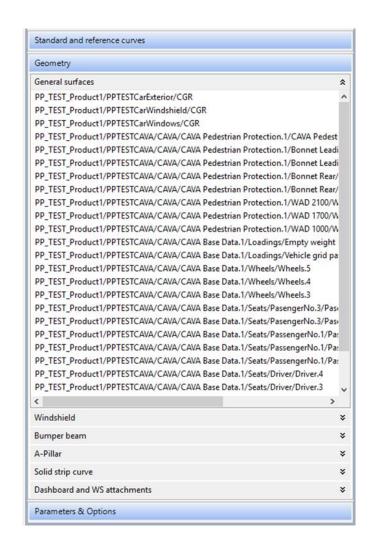
- Load LiteCar report
- If model is not loaded already, it can be loaded automatically





Geometry windows can be resized

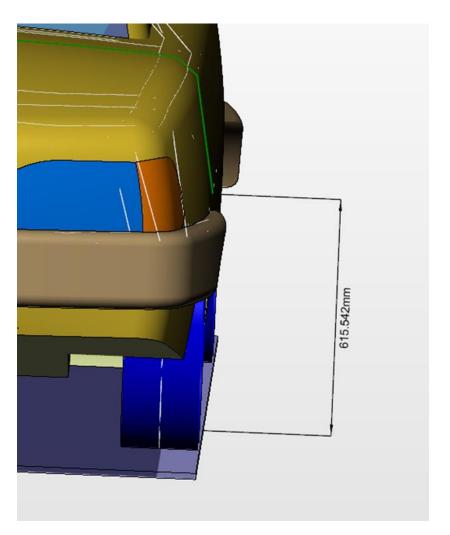
- Geometry windows can be expanded and collapsed
- Allows to see more lines





Measurement of LiteCar points, curves and surfaces

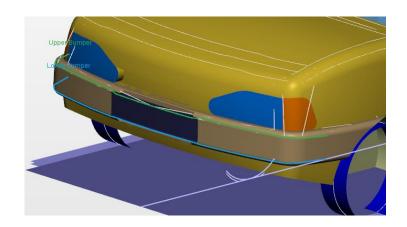
 LiteCar features can be used for measurement

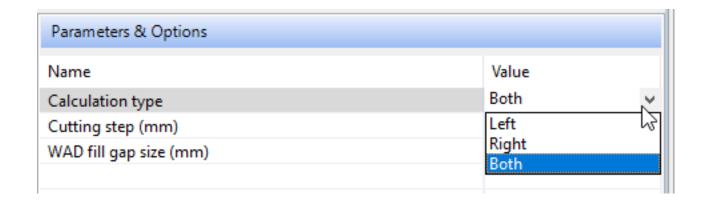


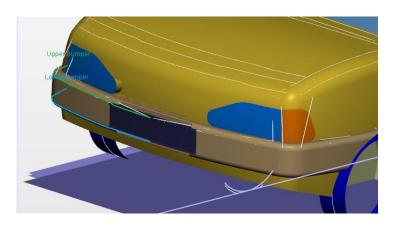


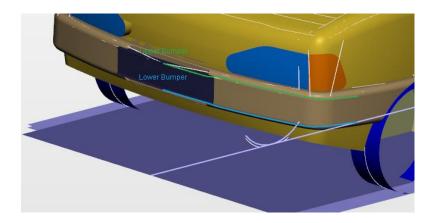
Left / Right / Both sides calculation types

New option to define calculation type





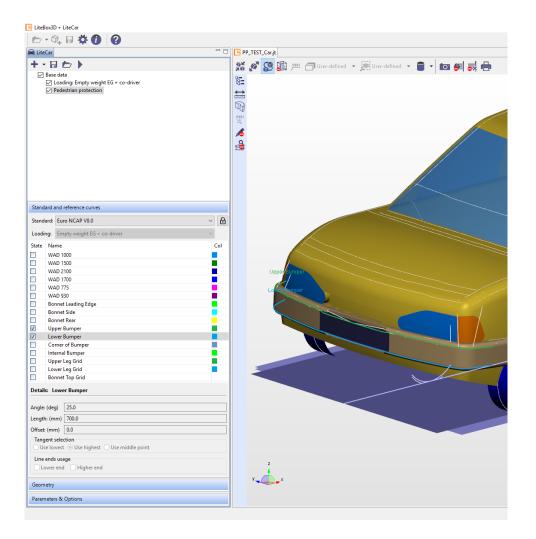






Upper & Lower Bumper Reference Line

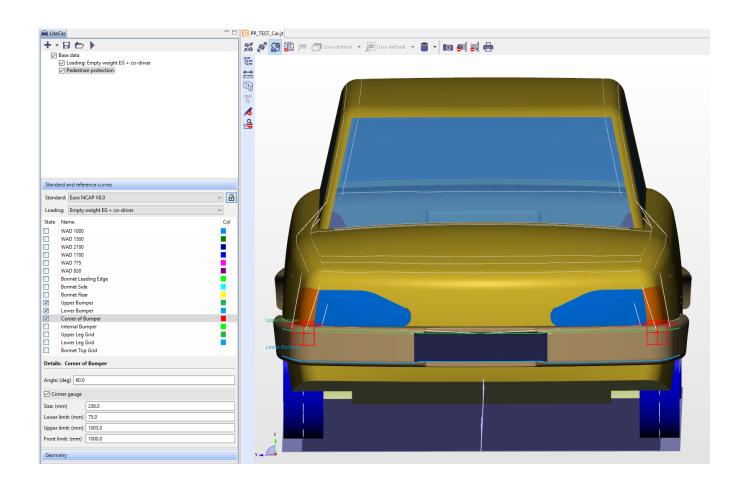
 Upper and Lower Bumper curves added





Corner of Bumper (incl. gauge)

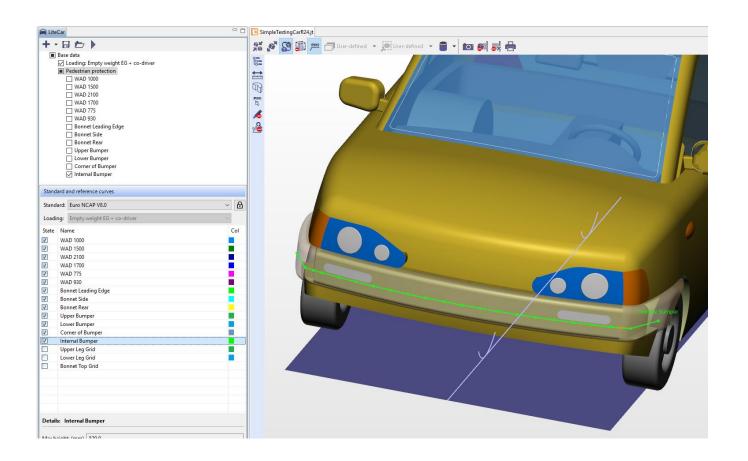
Corner of Bumper added





Internal Bumper Reference Line

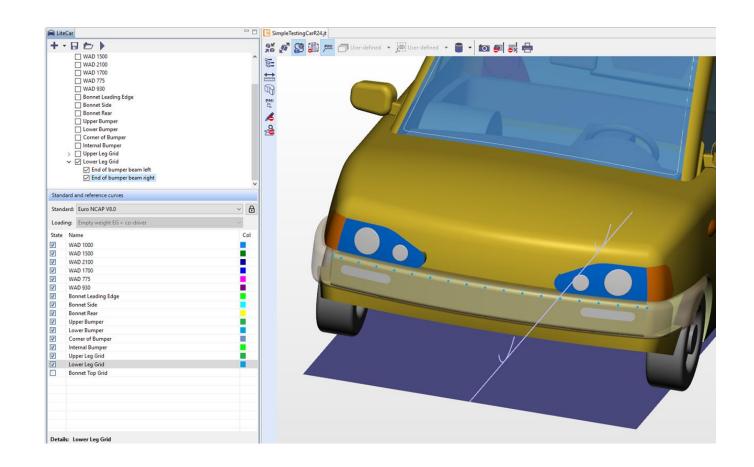
Internal Bumper added





Lower Leg Grid

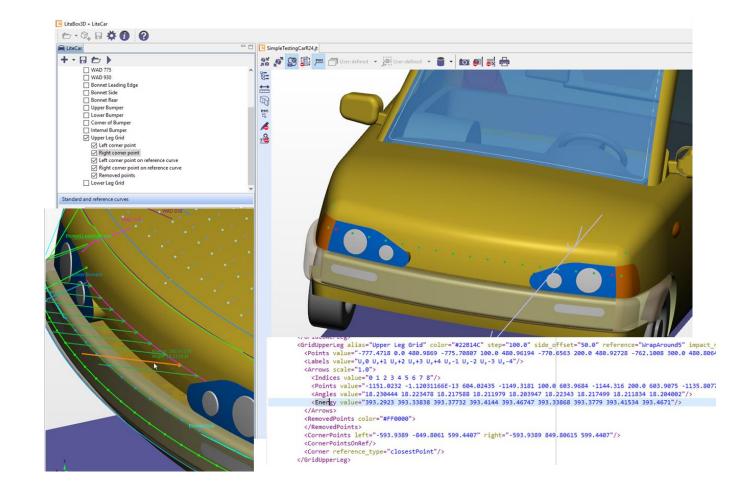
Lower Leg Grid added





Upper Leg Grid

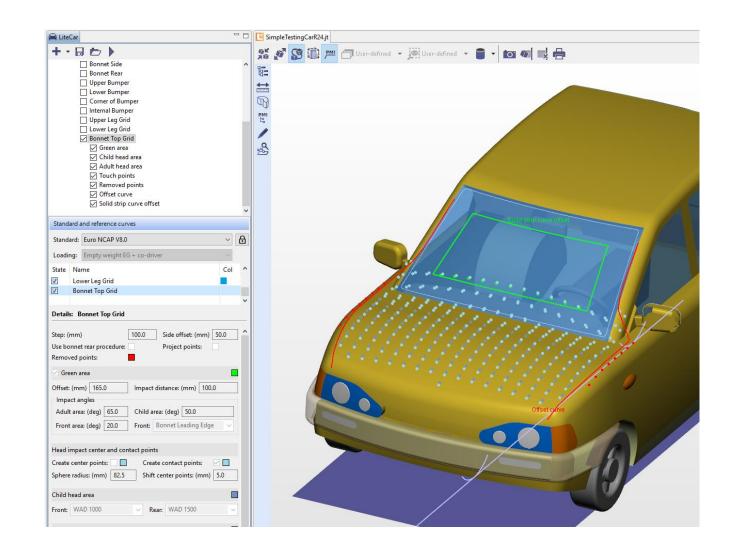
- Upper Leg Grid added
- Display of Energy and Angle
- Values are exported





Bonnet Top Grid

- Bonnet Top Grid added
- Show Offset curve





Export

Export of curves into report file

```
<GridLowerLeg alias="Lower Leg Grid" color="#00A2E8" step="100.0" side_offset="50.0" reference="UpperBumper">
   <Points value="-835.72504 0.0 327.8833 -834.02563 100.0 327.8833 -829.0584 200.0 327.8833 -820.8065 300.0 327.8833 -809.24146 400.</p>
   <Labels value="L,0 L,+1 L,+2 L,+3 L,+4 L,+5 L,+6 L,+7 L,+8 L,+9 L,-1 L,-2 L,-3 L,-4 L,-5 L,-6 L,-7 L,-8 L,-9"/>
   <EndPoints left="-715.4743 -847.5291 327.8944" right="-715.4743 847.5291 327.8944"/>
 </GridLowerLeg>
<GridUpperLeg alias="Upper Leg Grid" color="#22B14C" step="100.0" side offset="50.0" reference="WrapAround5" impact reference="WrapAround6">
  <Points value="-777.4718 0.0 480.9869 -775.70807 100.0 480.96194 -770.6563 200.0 480.92728 -762.1008 300.0 480.80643 -750.19806 400.0 480.6</pre>
  <Labels value="U,0 U,+1 U,+2 U,+3 U,+4 U,-1 U,-2 U,-3 U,-4"/>
<Curve id="InternalBumper" alias="Internal Bumper" color="#00FF00" height_limit="520.0" shift="10.0" step="100.0">
 <Points value="-467.4827 -1000.0 237.0 -693.7667 -900.0 237.0 -731.3513 -800.0 237.0 -756.7289 -700.0 237.0 -778.5312</pre>
 <Polyline value="0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 "/>
 <Polyline value="21 "/>
 <Polyline value="22 "/>
 <Polyline value="23 "/>
 <Polyline value="24 "/>
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 <Polyline value="41 "/>
 <Polyline value="42 "/>
 <Polyline value="43 "/>
 <Curve id="UpperBumper" alias="Upper Bumper" color="#22B14C" angle="20.0" length="700.0" offset="0.0" tangent selection="highest" use higher
   <Points value="-466.6724 1000.0 318.14493 -638.88544 950.0 321.3687 |-692.07965 900.0 324.63052 -714.77985 850.0 327.895 -728.83307 800.0 3</pre>
   <Polyline value="0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 "/>
</Curve>
 <Curve id="LowerBumper" alias="Lower Bumper" color="#00A2E8" angle="25.0" length="700.0" offset="0.0" tangent_selection="highest">
   <Points value="-466.64044 1000.0 181.8551 -638.88544 950.0 178.63127 -690.7106 900.0 172.11668 -714.78534 850.0 172.11668 -728.83307 800.0</pre>
   <Polyline value="0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 "/>
 </Curve>
 <Curve id="CornerOfBumper" alias="Corner of Bumper" color="#7092BE" angle="60.0">
   <Points value="-701.1725 -888.2823 185.0 -700.01483 890.2635 185.0 "/>
   <Polyline value="0 "/>
   <Polyline value="1 "/>
   <PolylineSets value="0 1 "/>
```



TECHNIA

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TECHNIA

ADDNODE GROUP

+49 721 97043-0

support@technia.de

