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Materialise Magics

25.01 – Release Notes
April 2021

Contents

This document lists the main changes and fixes compared to the Magics 25.0 Web Release. You can find a full overview of all new functionality that came with Magics 25 in the release notes of the Magics 25.0 release.

It is advised to replace the Materalise Magics 25.0 release with this Magics 25.01 release to have the most optimal usage experience of Magics 25.

NOTE: As this release comes with a newer version of MatConvert (see further), a new keyfile or automatic reactivation is probably needed to ensure all import formats are available

1   What's new

1.1. File I/O

This release comes with the latest version of MatConvert 9.6, which brings the following updates

- A new import file format – OpenCTM.
- Support for newer versions of FBX (SDK 2020.0.1) and NX (1899 Series until 1934)

2   Fixed issues

The following issues were detected in Magics 25.0 and have been resolved with Magics 25.01.

2.1. General

- Mouse scrolling changes combo-box and edit-box values accidently.

- Some incorrect localization.

- The toolpages are not restored automatically after the license was caught-up.

- Toolpage doesn't open correctly after moving out and in from toolbar.

2.2. Data Preparation

- When a project contains parts with many holes and shells, the performance might be impacted (ex. Marking operations and toolpages checkboxes).

- Wrong warning message is shown when Hollow fails due to unfixed part.

- Crash when running Autofix.

- When press and hold Up/Down buttons in Shell list several shells became selected.

- Cannot use up/down button on the Hole/Shell list when triangles are marked.

- Memory estimation for Shrinkwrap is corrected.

- Eye icon hides only a single shell from the shell list.

2.3. Build Preparation

- Parts rotate during batch duplicate.

- Smooth shading isn't responsive.

- During Automatic Placement, the progress is not shown in the progress bar when the 'part interval' is low.

- Additional copies appear on modeler scene after applying "automatic placement" selected parts.

- After the interlocking check is finished and something is discovered, all parts are shown on the platform and the platform cannot be panned.

- No link between Magics part nr. and StlIndex parameter in reports.

- C-tools doesn't open the associated sliced files.

- Wrong Z-coordinates for virtual/physical parts in Streamics.

- Output created from Concept Laser Slicer is wrong in Magics 25.0.

2.4. Sinter Module – Sinterbox

- Rectangular and freeform sinterbox intersects with part in some cases.

2.5. Support Generation (SG, SG+ and e-Stage)

- No support should be generated after switching to None support type.

- Manual Point support parameters are not updated on Regenerate 3D button pressing.

- It is not possible to change profile in toolpages for created manual Tree.

- Profile parameters not applied for manual Point support.

- When trying to import support profiles from one machine to another via machine settings, an error is displayed.

- Global solid height for segments that touch the platform is ignored.

- Upper z offset does not work for support without teeth and perforations.

- SG mode takes long to start while loading part with supports.

- Profile parameters are not applied for manual Gusset and Line support.

- Magics 24.1 supports are broken after translation in Magics 25.

- Perforations on border partially disappear after 2D editing block support.

- Angled and rescale pages are visible without SG+ license.

- Impossible to load two support type profiles with same name.

- Seldom crash on license info update inside interactive rescale manager.

- There is no way to apply some LINE-specific parameters to freeform manual line supports.

- Supports are broken after part translation.

- Duplication and Rotation Support while Transferring.

- e-Stage support does not respect no-support zones.

2.6. Simulation Module

There is a new release of the simulation module (Simulation Module 3.02 – needs to be installed separately), that solves the following issues:

- Crash on loading of 'undo' results.

- Crash when reopening job manager several times and clicking among jobs.

- Thermal simulation results are wrong for multiple parts.

- Simulation doesn't start for platforms with custom no-build zones on the buildplate.

3 Known Issues

3.1. General

- Background color of Part List tree view is not always correct.

- Background color of messages is not correctly updated accordingly to the skin chosen.

- When importing old profile, Magics crashes on entering SG mode.

- When a secondary screen is present, the drop-down menu and tooltips might appear on the wrong one.

- 3-points multi-section should work only on part points.

- Grid is not visible from top view on platform scene.

- It is impossible to select toolpage if title of searched toolpage is not fully visible.

3.2. Data Preparation

- Extra noise shells and inverted normals are created with Cut with Pins operation.

- Trim intersecting triangles has very low performance: CPU, memory and power usage.

- Rescale factors is impossible to add and edit from the first try.

- Honeycomb geometry is corrupted with infill depth.

3.3. Build Preparation

- Teaching platform added from toolsheet are not displayed in the list when Build Time Estimation page is opened from Machine properties.

- Change machine doesn't affect Build Time Estimation current machine.

- Out of bounds check on HP platform is not correct.

- While exporting platform, the STEP format doesn't have the warning message for rewrite a filename.

- Excel report does not work.

- Upon generation of the report, the formula is not automatically be copied down.

- For Automatic placement, 'Range by part Z-height' doesn't work with the slice stacks when the 'Translate to default part Z position' is TRUE.

- Some tabs from Label and Streamics Label dialogs don't resize automatically.

- In Sinterbox dialog, "Cancel" doesn't interrupt label generation.

- In the 3D Nester, when choosing to select manually the parts that will be tested for interlocking (Interlocking analysis -> Select parts manually -> click on icon), the parts are not selected and they are not colored.

3.4. Support Generation

- Some manual supports are transferred with wrong position.
- Manual Point, Line, Gusset supports are transferred incorrect.
- Performance issue on undo-redo of a part with complicated volume supports with requires trimming
- Support edge is not visualized in Stabilization wall.
- Surface info has wrong value (contour, surface, thinness) in stabilization wall.
- Support edge is not visualized for Stabilization wall, non-solid support and e-stage.
- Block support intersects with part after support thickness is added.
- Sometimes Volume support not trimmed correctly.
- Reinforcement height is only functional for point supports, not for point* supports.
- Line support which has part-to-part support goes through part and connects to platform.
- Fragmentation "start from Z height" ignored for volume supports that rest on the model.
- Surface filter related parameters don't work consistent.
- The 'On part' / 'On platform' functionality does not work for any of the solid support types.
- There are some inconsistencies between preview & full mode for cone supports.
- Inverted triangles are generated if cone support is exported as stl.
- Perforation parameter rules are not consistent over the different support types.
- "Rescale platform projection area" functionality is incorrect for supports that rest on the input model.
- Block support with thickness creates open contour.
- When using automatically generated Cone-Support on a surface, the center of projection area is referring to the WCS of the platform.
- Info tooltip image for rescale support is not updated.
- Rescale support works incorrectly.
- Changing parameters after "Add Line support" might cause damage to the newly generated support.
- The block support is not connected to the platform when there is no support type assigned in Machine properties.
- Regenerate 3D doesn`t work sometimes.
- For Support reinforcement, turning on the switche doesn't activate the controls.
- Volume support and platform are intersected when Z offset != 0 & Outside.
- It is impossible to select Gusset type.
- Magics is frozen when change type from Web to Block.

- in e-Stage, contact margin of the top connection of the reinforcement points is too long.

- In e-Stage, contact width for internal and border point not applied.

3.5. Simulation Module

- In calibration, when profile has name with "*, ?", no new .xml profile is created.

- Transparent part is not visible at all under transparent simulation results.

- Wireframe is not updated when deformation is applied to smooth simulation results with Shade&Wire shading.

- Backwards tabulation in Simulation dialog works incorrectly.

- Part of support colormask is grey if change step for smooth thermal result.

- Sometimes time improvement of saving simulation results in .magics file is lost.

- Colormap is displayed differently on same layer after layer slider is moved.

- Error message related to not existing SimulationPlugin folder in ProgramData is shown during installation.

- SIMULATION ribbon with buttons is still present after Simulation plugin is uninstalled.

- Probes cannot be added if simulation results are loaded in Magics after specific rendering scenarios.

4 Compatibility with other Materialise product releases

Product		Versions
Streamics		8.3
Robot		8.3
e-Stage		7.2.0.168
Simulation module		3.0.2.110
Build Processor System		3.1
Build processors	SLM BP	3.2.7
	Trumpf Sisma BP	6.0
	HP	2.1
	Renishaw	1.3.1
	Union tech	1.2
	Arburg	2.6
	Concept Laser	1.2.2
	DLP	2.0
	SLx	4.0.163
	EOS	3.0.42.0
	Arcam	2.3.7

Bundled components

Magics 25.0.1.430 * MatConvert 9.6.0.17 * License Server 7.3.1.9

5 System Requirements

Hardware	Software

CPU

- o Intel Core i7
- o AMD Phenom II X4/ X6 at 3.0 GHz or higher with SSE2 technology

Memory

- o 16 GB RAM or higher

Free Disk Space

- o Win 64-bit system
- o 2GB of free disk space

Display

- o 1920 x 1080 resolution or higher
- o 32-bit color depth (True color)

Video Card

- o NVIDIA GeForce GTX 1060' or AMD Radeon RX 480 or better
- o DirectX 11 compatible video card
- o At least 1 GB of memory
- o At least a memory interface width of 192-bit (256-bit is recommended)

Materialise Magics 25 **is only supported on** Windows 64-bit:

- o Windows 10 version 1803 or later *
- o Windows 8/ 8.1

Materialise Magics 25 **is recommended on**:

- o Windows Pro edition
- o Windows Enterprise edition

Materialise Magics 25 **is not supported on**:

- o Windows 98
- o Windows 2000
- o Windows XP
- o Windows Vista
- o Windows Server Editions
- o Virtualization systems such as VMWare
- o Windows 7

Materialise Magics **does not run** natively on **Mac OS X**, **Linux**, or **any other operating system** not listed above.

.NET 4.6 or later or a working internet connection during the installation is required.

* Materialise Software will discontinue supporting an operating system, or a specific version of an operating system, when the OS vendor discontinues support.

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6 Contact Information

For more information, check out our website: materialise.com/software/magics/

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