



**materialise**

innovators you can count on

## Materialise Magics

26.01 – Release Notes

July 2022



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This document lists the main changes and fixes compared to the Magics 26.0 release.

## 1 Getting started with Magics 26.01

Magics 26.01 is a general availability of Magics 26.0 release coming with a new version of MatConvert 10.1, additional localizations of the software (Spanish & Italian) and translated user manuals (Japanese, German and Korean). Besides that, some bugfixes and minor improvements are included as well.

### 1.1 Silent installation

This section applies to the original Magics 26.0 release as well, as there is a new silent installer mechanism compared to Magics 25.x and earlier.

To install Magics RP 26 silently you should use either of the following commands:

**when installing in the standard installation folder:**

```
<installer.exe> install --accept-licenses --default-answer --confirm-command
```

```
Administrator: Command Prompt
Microsoft Windows [Version 10.0.19042.1706]
(c) Microsoft Corporation. All rights reserved.

C:\WINDOWS\system32>cd \Temp

C:\temp>Magics_setup_26.0.exe install --accept-licenses --default-answer --confirm-command
[0] Arguments: Magics_setup_26.0.exe, install, --accept-licenses, --default-answer, --confirm-command
[45] Operations sanity check succeeded.
[47] No target directory specified, using default value: "C:\Program Files\Materialise\Magics 26.0"
[1179] Preparing meta information download...
[1304] License "DirectX EULA" accepted by user.
[1305] License "EULA Chinese" accepted by user.
[1305] License "EULA English" accepted by user.
[1305] License "EULA French" accepted by user.
[1306] License "EULA German" accepted by user.
[1306] License "EULA Italian" accepted by user.
[1306] License "EULA Japanese" accepted by user.
[1306] License "EULA Spanish" accepted by user.
[1307] License "Third-Party License English" accepted by user.
[1312] Warning: QFont::setPixelSize: Pixel size <= 0 (-1) (text\qfont.cpp:950, void __thiscall QFont::setPixelSize(int))

[1314] Selected components without dependencies:
BuildProcessorSystemComponent
CommonProduct
CommunicationService
DotNetComponent
ExternalProjects
LocalLicenseServerComponent
MagicsAdditionalFiles
MatConvertComponent
```

**when installing in a specific installation folder:**

```
<installer.exe> install --accept-licenses --default-answer --confirm-command --root
<path-to-installation-folder-wrapped-with-quotes>
```

```
Administrator: Command Prompt
Microsoft Windows [Version 10.0.19042.1706]
(c) Microsoft Corporation. All rights reserved.

C:\WINDOWS\system32>cd \temp

C:\temp>Magics_setup_26.0.exe install --accept-licenses --default-answer --confirm-command --root "C:\My Program Files\Magics 26.0"
[0] Arguments: Magics_setup_26.0.exe, install, --accept-licenses, --default-answer, --confirm-command, --root, C:\My Program Files\Magics 26.0
[47] Operations sanity check succeeded.
[1099] Preparing meta information download...
[1238] License "DirectX EULA" accepted by user.
[1239] License "EULA Chinese" accepted by user.
[1239] License "EULA English" accepted by user.
[1240] License "EULA French" accepted by user.
[1240] License "EULA German" accepted by user.
[1240] License "EULA Italian" accepted by user.
[1240] License "EULA Japanese" accepted by user.
[1240] License "EULA Spanish" accepted by user.
[1240] License "Third-Party License English" accepted by user.
[1242] Warning: QFont::setPixelSize: Pixel size <= 0 (-1) (text\qfont.cpp:950, void __thiscall QFont::setPixelSize(int))

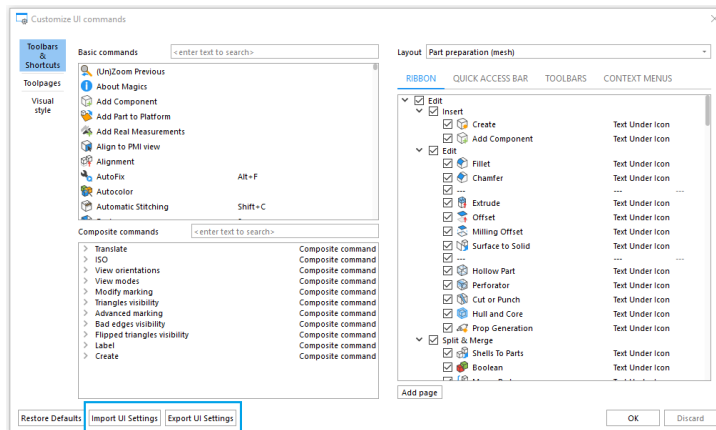
[1243] Selected components without dependencies:
BuildProcessorSystemComponent
CommonProduct
CommunicationService
DotNetComponent
ExternalProjects
LocalLicenseServerComponent
MagicsAdditionalFiles
```

To uninstall Magics, use the following command:

C:\Program Files\Materialise\Magics 26.x>Uninstall.exe --default-answer --confirm-command purge

## 1.2 UI/UX Improvements

1.2.1 Magics 26.01 allows users to import GUI settings between the same or compatible versions of Magics. For this reason, two buttons were added to the Customize UI dialog named **Import** and **Export UI Settings**.



1.2.2 The arrow button in the Customize UI dialog was removed to avoid confusion. In order to assign commands to a ribbon, toolbar or a menu drag and drop should be used instead.

## 1.3 Bugfixes

- 1.3.1 Command shortcuts are shown again in the quick search bar
- 1.3.2 Naming of the part scene tabs was improved by removing redundant indexes
- 1.3.3 Autofix option is working now when adding stl components to the part scene in Magics.
- 1.3.4 Wrong default placement related to part centre was corrected for BREP primitives (prism and sphere)
- 1.3.5 Cutting a part on a platform scene with cut visible section tool is also applied now to the part on the part scene in case this part has only a single virtual copy.
- 1.3.6 Behavior when BREP parts from the magics files opened via 'Add component' command could be placed on the separate part scene instead of active one was fixed.
- 1.3.7 Catia 4 demo file was removed from the Magics folder as it's no longer supported.
- 1.3.8 The issue related to Japanese OS detection was solved. Now Japanese installation of Magics launches successfully on such PCs.
- 1.3.9 In specific cases, when using Perforator tool, Magics could show the former Modeler scene. This behavior was fixed in Magics 26.01.
- 1.3.10 Behavior related to hiding some of the ribbons when restoring defaults was fixed for customize UI tool.
- 1.3.11 Platform parameters section is active again in the New Machine dialog for Image BP

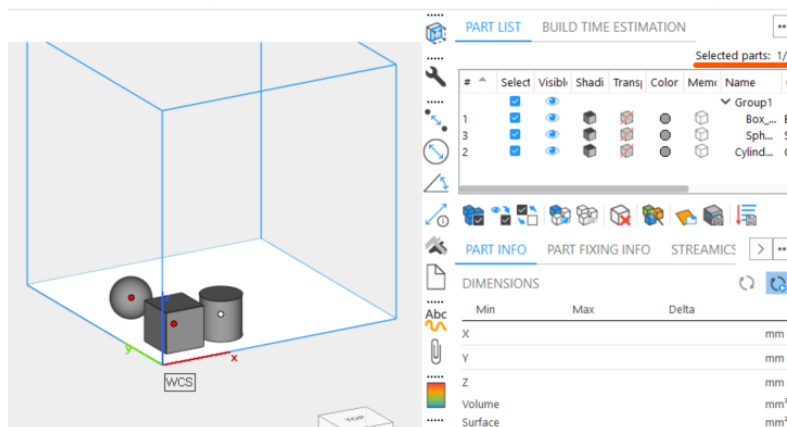
- 1.3.12 The slowdown of panning and rotating parts with e-Stage supports in SG mode as compared to outside of SG mode has been fixed.
- 1.3.13 A fix has been made for the behavior where a warning on the adjust hatching parameter was incorrectly shown.
- 1.3.14 Missing parameters in the 2D edit draw window have been fixed.
- 1.3.15 Simulation commands that were missing in the Quick search and the Customize UI dialog have been restored.
- 1.3.16 The incorrect conversion of Max distance between cones for Cones\* to Min distance between points for Tree\* has been corrected.
- 1.3.17 BLT BP and Magic 26 compatible issue has been fixed.

## 1.4 Known Issues

All the known issues mentioned in Release notes for Magics 26.0 remain valid for Magics 26.01 besides the ones explicitly mentioned above.

Additional known issues:

- 1.4.1 When parts are grouped in Magics, then the number of parts in the part list is affected in a way that the grouped parts are not counted, even though they are still displayed on the list.



- 1.4.2 Streamics compatibility. If only a Home screen of Magics 26 is open, when you open a part from Streamics and select "Active scene" as the target scene in the dialog, then an old modeler scene type will be opened. The scene type will change to Part scene after you try placing parts from the modeler scene onto a platform scene.

## 2 Compatibility with other Materialise product releases

Product		Versions
Streamics		9.0 (future release)
Robot		8.3
3-matic		17.0
Simulation module		3.0
e-Stage		7.3.0.176
Build Processor System		3.2
Build processors	SLM BP	3.2.7
	HP	2.2.1
	Renishaw	1.3.1
	DLP	2.0
	SLx	5.1.40.0
	EOS	3.1
	Arcam	2.4.5.0
	Trumpf	7.0
Concept Laser		1.2.2

## 3 Bundled components and their licensing components

Product	Licensing component	Versions
Magics 26.0.1.50	MatLicense	7.3.6.0
	Local License Server	7.3.1.9
RegWizard 1.1.0.21	MatLicense	7.3.1.9
MatConvert 10.1.0.28	MatLicense	7.0.6.0
	Local License Server	7.3.2.2

## 4 System Requirements

Hardware*	Software
<p><b>CPU</b></p> <ul style="list-style-type: none"> <li>Intel Core i7</li> <li>AMD Phenom II X4/ X6 at 3.0 GHz or higher with SSE2 technology</li> </ul>	<p><b>Materialise Magics 26 is only supported on Windows 64-bit**:</b></p> <ul style="list-style-type: none"> <li>Windows 11</li> <li>Windows 10 version 21H1 or later</li> </ul>
<p><b>Memory</b></p> <ul style="list-style-type: none"> <li>16 GB RAM or higher</li> </ul>	<p><b>Materialise Magics 26 is recommended on:</b></p> <ul style="list-style-type: none"> <li>Windows Pro edition</li> <li>Windows Enterprise edition</li> </ul>
<p><b>Free Disk Space</b></p> <ul style="list-style-type: none"> <li>Win 64-bit system</li> <li>2GB of free disk space</li> </ul>	<p><b>Materialise Magics 26 is not supported on:</b></p> <ul style="list-style-type: none"> <li>Windows 8.1 or earlier</li> <li>Windows Server Editions</li> <li>Virtualization systems such as VMWare</li> </ul>
<p><b>Display</b></p> <ul style="list-style-type: none"> <li>1920 x 1080 resolution or higher</li> <li>32-bit color depth (True color)</li> <li>4K monitors are not actively supported</li> </ul>	<p><b>Materialise Magics does not run natively on Mac OS X, Linux, or any other operating system</b> not listed above.</p>
<p><b>Video Card</b></p> <ul style="list-style-type: none"> <li>NVIDIA GeForce GTX 1060' or AMD Radeon RX 480 or better</li> <li>DirectX 11 compatible video card</li> <li>At least 4 GB of memory</li> <li>At least a memory interface width of 192-bit (256-bit is recommended)</li> </ul>	<p>.NET 4.6 or later or a working internet connection during the installation is required.</p>

\*These hardware requirements are considered minimal for professional usage, but depending on the expected use cases (mainly influenced by project size, amount of triangles and number of parts) it is recommended to invest in appropriate hardware (more memory, larger disk size, ... ). More info can also be found on: <https://help.materialise.com/93151-tips-and-tricks/magics:-performance>

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

## 5 Contact Information

For more information, check out our website: [materialise.com/software/magics/](https://materialise.com/software/magics/)

For technical support, please check <http://help.materialise.com/> or contact one of our Customer Support teams:

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