

# Visual CADD v7 – What’s New

Please note the contents are organized as follows for the benefit of continuing v7 users to read What’s New in each successive v7 release. If you are a new v7 user or want to review previous v7 Beta, Release Candidate, and Release versions, please read the Feature Highlights and More Features sections for all v7 Beta, Release Candidate, and Release versions.

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**Feature Highlights**

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**API and ActiveX/COM**

**Fixes & Corrections - v7.0.4.114 – v7.0.5 Beta 3**

- Fixed spurious pixels sometimes drawn with elliptical arcs zoomed far out.
- Fixed rare problem with VCSTY style file using byte-order-mark.
- Fixed incorrect colors in PDF export of nested symbols.
- Improved handling of corrupt VCS files.
- Fixed problems with checkboxes and character and line spacing edit boxes on the text tab of leader edit of multiple selected leaders.

**Fixes & Corrections - v7.0.4.112 – v7.0.5 Beta 2**

- File locking now detects files locked by the same user in different VCADD versions.
- Fixed a bug when editing more than one multiline entity.
- Fixed a file save crash which may occur with incorrect Windows font registry entries.
- Fixed a potential error in the trim locations of the Fence Trim tool.
- Fixed the loading of text justification from styles.
- Leader strings are now exported and imported in XML export/import.
- Improved handling of VCDs opened by double-click from Windows Explorer when VCADD is not already running.
- Ortho on/off can now be combined with Tracking in scripts.
- Support up through AutoCAD 2017 file format for import/export.

**Fixes & Corrections - v7.0.4.110 – v7.0.5 Beta 1**

- Added an option to turn off VCADD's High DPI Awareness.
- Fixed a potential bug in dimension and leader fonts.
- Fixed a crash when pasting VCADD OLE objects into some applications, such as MS Word.

**Fixes & Corrections - v7.0.4.108 – v7.0.4 Release**

- Fixed a problem with multilines using <current> layer settings.

**Fixes & Corrections - v7.0.3.106 – v7.0.4 Beta 8**

- Fixed a problem with GCD import of very small text.
- Fixed incorrect control behavior on the OLE Properties dialog.
- Fixed layer of OLE objects in PDF export.

**Fixes & Corrections - v7.0.3.104 – v7.0.4 Beta 7**

- SelectCrossing (SX) no longer selects dimensions based only on dimension line or text position points.
- Fixed context popup menus for cases where the Selection tool is not in the MouseMnu.vcdef.
- Increased significant digits in XML export.
- Fixed the missing display of fill color on the Hatch Settings dialog when set to <current>.
- Fixed a problem with Edit (ED) starting the correct edit tool for mixed selections.
- Fixed a potential buffer overrun in text objects with a large amount of text.
- Fixed dimension and leaders sometimes not obeying Change (CG) tool and main toolbar layer changes.
- Fixed a crash which may randomly occur when using the text and leader floating dialogs.
- Fixed a problem in MultiBreak (BM) where some combinations of selected objects would break at incorrect points.
- Fixed a problem with FenceTrim (NT) when only objects which do not cross the fence are selected.
- Fixed the view type for PDF Export always being saved as Scale.

### **Fixes & Corrections - v7.0.3.102 – v7.0.4 Beta 6**

- Fixed an issue where using LE with a floating dialog to edit a leader may cause the leader's settings to reset.
- Fixed erroneous settings which may occur when editing multiple angular dimensions.
- Modified the layer manager (MGL) so that it is less likely to select layer groups in response to typed commands.
- Fixed a problem with status bar pane widths on high DPI systems.
- Fixed files being incorrectly marked read-only when opened after a locked file is opened from a web link.
- Fixed a crash which may occur when editing leaders with large amounts of text.
- Fixed a rare startup crash.
- Fixed a rare crash when exporting images.

### **Fixes & Corrections - v7.0.3.100 – v7.0.4 Beta 5**

- Fixed a problem with the bounds of the pasted objects using Ctrl+V in a drawing with OLE objects.
- Fixed a bug on DWG/DXF import when using very long font names.
- Fixed an issue where opening a locked drawing might cause subsequent drawings to be opened read-only.
- Fixed a problem where using hyperlinks in Internet Explorer to open drawings may allow duplicate drawings to open.

### **Fixes & Corrections - v7.0.3.98 – v7.0.4 Beta 4**

- Fixed a hatch layer problem when loading pre-v6 drawings.

### **Fixes & Corrections - v7.0.3.96 – v7.0.4 Beta 3**

- Fixed a bug in the speedbar display of linewidths when multiple objects with different widths are selected.

## **Fixes & Corrections - v7.0.3.94 – v7.0.4 Beta 2**

- Added support for hatch pattern PAT file format to the configuration editor.
- Fixed an issue using <current> properties with hatches.
- Fixed API function VCGetHatchPatternRepeat for an error related to DBScale.
- Fixed the second transform browse button in the XML import settings dialog.
- Fixed a crash which could occur when editing custom commands with Assign Script.
- Changed the DWG version combo boxes to refer to the latest version as R2013/2015.

## **Fixes & Corrections - v7.0.3.92 – v7.0.4 Beta 1**

- Fixed reference frames to allow nested rotations of 0, 90, 180, or 270 degrees.
- Fixed filled vector text when using line width greater than 1.
- Fixed some problems with reference frames which use self-reference or have circular references.
- Fixed a crash which could occur with very long image file names.
- Fixed a crash which may occur when using OLE to embed a VCADD drawing in another application.
- Fixed a problem with drawing position when initially dragging in Print or PDF Export preview.
- Fixed the configuration editor for UTF8 translation.
- Updated the ImgSource DLL which fixes an 8-bit image export problem.
- Fixed various scale issues in the UI, native script commands, and API related to the advanced feature DBScale. This fix will not affect most users.
- Fixed a datum dimension basepoint issue related to the advanced features DBMove and DBScale. This fix will not affect most users.

## **Fixes & Corrections - v7.0.3.90 – v7.0.3 Release**

- No changes between v7.0.3 Beta 4 and v7.0.3 Release.

## **Fixes & Corrections - v7.0.2.88 – v7.0.3 Beta 4**

- Fixed an undo problem in MultiCopy/MC.
- Fixed an undo problem in LineCont/LC when using Explode Continuous Lines and Incremental Undo.
- Fixed prompt for last point placement of DimAng/DA, DimRad/DR, and DimDia/DD.
- Fixed drawing name in title bar to show all backup file extensions.
- Fixed a problem in angular dimensions where the overwrite string may be incorrectly set to the angle's conjugate.

## **Fixes & Corrections - v7.0.2.86 – v7.0.3 Beta 3**

- Fixed OrthoMode;2; restore in a script.
- Fixed a real world line width problem in PDF export in some rarely occurring cases.
- Fixed Explode/EX on multi-line vector text to keep the same text justification.
- Improved handling of corrupted drawing files when opening the drawing.
- Fixed tab stop spacing for text in symbols and ref frames.

- Fixed hatch dot color problem in PDF export.

## **Fixes & Corrections - v7.0.2.84 – v7.0.3 Beta 2**

- Fixed a problem where the layer properties dialog may not match the layer selected in the Layer Manager (MGL).
- Fixed a rare problem with by-layer settings in entities when by-layer is off or by-layer properties are undefined.
- Fixed layer locks when clicking near a locked entity with a selection tool which erroneously might select the locked entity's group.
- Fixed several tools which erroneously could modify entities on a locked layer: MovePoint/MP, Fillet/FI, Chamfer/CH, Trim/TR, Extend/XT, IntTrim/IT, Break/BR, JoinCorner/JC.
- Fixed incorrect text positioning for some GCD imports.
- Fixed fill boundaries in print and PDF export.
- Fixed a crash when opening invalid print preset files from the API.
- Fixed pixels missing from grid display under certain conditions.
- Fixed rare error with speedbar line type display for selections.
- Fixed a crash which could occur with corrupt embedded images.
- Fixed the HC and TBH dialogs not correctly updating some user changes under certain conditions.
- Fixed text, leader, and dimension edit dialogs which could apply some incorrect settings for multiple selections when the entities have certain different toggle settings.
- Fixed where hatch properties might not match the expected properties in rare instances.
- Fixed real-world line width in nested reference frames.
- Fixed a potential error in the speedbar line width for multiple selections.
- Fixed DWG/DXF import occasionally missing leaders due to missing SHP files.
- Fixed continuous line corners in PDF export.
- Fixed line spacing for full height TrueType in PDF export.
- Fixed the PDF export of TrueType text containing Single Unit Fractions.

## **Feature Highlights - v7.0.2.82 – v7.0.3 Beta 1**

- Images can now be selected by clicking anywhere inside their boundary.
- Added Ctrl++ and Ctrl+- hotkeys for ZoomIn and ZoomOut, respectively, using the main alphanumeric +/- keys and which were previously supported using the number-pad +/- keys.
- Added a floating edit dialog option for the Text (TL) and Leader (LE) tools.

## **Fixes & Corrections - v7.0.2.82 – v7.0.3 Beta 1**

- Fixed a hatch rotation error when exploding symbols or reference frames containing hatches.
- Fixed a minor and rare problem which could cause incorrect behavior of OrthoMatch/OT and running snaps on continuous lines.
- Fixed controls on Symbol Manager not correctly hiding when starting with >View>Settings off.
- Added path kind to reference frame settings XML for styles and XML import/export.
- Fixed background color not updating the drawings if changed by loading a style.

- Fixed the font name in the Selection Filter dialog not selecting correctly.
- Fixed selection filter sometimes using a non-existent font name.
- Removed the Text Line tab from the Text Settings (TT) dialog.
- Fixed the Text (TL) tool not aborting when the dialog is cancelled from the Text or Vector tabs.
- Improved positioning of text caret for Text (TL) tool.
- Corrected character locations for Unicode text exploded to characters.
- Fixed clipping of onscreen text for Text and Leader tools.
- Fixed a sporadic crash when some dialogs are closed.
- Fixed an issue where some nested scripts would not complete properly.
- API
  - Fixed the Move tool sending an incorrect command ID with the ToolStart alert.
  - Fixed various layer group API functions to prevent changes to the default All Layers group.
  - Added API and ActiveX/COM for reference frame path kind.

### **Fixes & Corrections - v7.0.2.80 – v7.0.2 Release**

- No changes between v7.0.2 Beta 3 and v7.0.2 Release.

### **Fixes & Corrections - v7.0.1.78 – v7.0.2 Beta 3**

- Improved RFEEdit/RFE dialog for changing/setting reference frame paths
- Fixed a problem with recursion on certain reference frames
- Fixed a potential crash in idle time processing
- Fixed a problem reading the version number from drawings saved with early VCADD versions
- Fixed the clipping of non-transparent RFs with elliptical boundaries
- Fixed a problem in VCEnumImageExportPresets which may cause it to fail
- Fixed a very rare crash in the Text Line tool
- Fixed the incorrect application of Arial when multiple dimensions with different fonts are edited
- Fixed the layer combobox on the layer settings dialog not accepting input
- Deleted Layer Groups no longer stay current in the Layer Group combobox
- Fixed the handling of the "current" settings in Hatch Settings (HT) dialog
- Fixed the comboboxes on Hatch Settings not accepting input
- Fixed the preview display for hatches when "current" settings are used
- Fixed PDF export of RFs with elliptical boundaries
- Fixed PDF export of RFs that have ByLayer properties

### **Fixes & Corrections - v7.0.1.76 – v7.0.2 Beta 2**

- Fixed a crash which could occur when loading TrueType fonts
- Fixed print scale text substitution (\$PRTSR, etc.) for non-inch units
- Fixed usage of view names with leading/trailing blanks in NameView/NV and ZmView/ZN
- Fixed a recursion problem on self-referencing reference frames
- Fixed a spell check problem where Add word may fail with an empty user dictionary
- Fixed a spell check problem with Ignore All

- Fixed a spell check problem where some words could incorrectly show as repeated
- Fixed text scaling when using very small scales
- Changed default resolution to 1016 DPI on Default Settings for HPGL Plotters
- Fixed plotted text using the incorrect font
- Fixed updating of Print and Plot paper sizes and previews
- API
  - Fixed speed bar flickers when using certain add-on tools; does not affect native commands
  - Fixed ActiveX/COM GeneratePointsFromCurrentEntity for error in array return
  - Added API and ActiveX/COM functions to start tools by name or ID
  - Added API and ActiveX/COM functions to handle WM\_SIZE and WM\_MOVE messages in standalone apps

### **Fixes & Corrections - v7.0.1.74 – v7.0.2 Beta 1**

- Fixed problems with the layer list in the RF layer manager when using some zooms which refresh the RF database
- Fixed a problem with RFUpdateLink/RFU when RFLayMgr/RFM is open
- Fixed the reference frame dialog to require a saved, named drawing to be host/parent to a self-referenced or relative reference frame
- Fixed the drawing name in the title bar so that it will not erroneously be changed by reference frames
- Fixed nested RF erroneously omitting drawing some entities
- Fixed file open dialogs, such as load symbol, which might cause a selection window to start when double-clicking a file name to open the file
- Fixed elliptical arcs not correctly exporting to DWG/DXF in some cases
- Fixed incorrect display of rotated TT fonts in drawing preview
- Fixed symbols sometimes not getting correct extents when recreated with YC
- Fixed vanishing cursor when menus are opened with Alt key combinations
- Fixed cursor ghost when AutoPan is started
- Removed invalid text from status bar when no drawings are open
- Fixed layer number display in Database Viewer to handle 4-digit layer numbers
- API
  - Fixed tool ribalogs which might fail to close in 3rd party standalone EXEs using the API, does not affect Visual CADD UI
  - Fixed VCSetSymbolSection which could incorrectly set the symbol section if the symbol is not found
  - Fixed VCApplSettingsToCurrentEntity which might cause incorrect entity redraws on some compound entities

### **Fixes & Corrections - v7.0.1.72 – v7.0.1 Release**

- No changes between v7.0.1 Beta 2 and v7.0.1 Release.

### **Fixes & Corrections - v7.0.0.70 – v7.0.1 Beta 2**



- Fixed a problem with legacy third party add-on EXEs. Note, this fix is specific to EXEs using the API which run as add-ons to the Visual CADD UI and does not affect Visual CADD itself, add-on EXEs using ActiveX/COM, standalone EXEs, nor any add-on DLLs.

## **Features - v7.0.0.68 – v7.0.1 Beta 1**

- New native commands
  - Added native commands DispBaseAng, DispCustAng, DispClock, DimBaseAng, DimCustAng, and DimClock for corresponding settings on >Settings>Drawing>Numeric (TBN)
  - Added native commands DimDistAng and DimRevAngle for corresponding settings on >Settings>Drawing>Dimensions>Text (TBX)
  - Added native commands RFDispBndCh, RFTransCh, and RFElBndCh to change a selected reference frame as compared to the drawing settings
- Curve control points
  - Added display Control Points to >Settings>Global>System1 (TBS) corresponding to native/shortcut CurveTanPts/DV
  - Fixed control point display to apply to single Bezier same as spline curves and continuous Bezier
  - Fixed control point display to apply to selected entities same as non-selected
  - Curve control points can only be snapped when displayed
- Separated base angle settings in >Settings>Drawing>Numeric (TBN) between display and dimensions

## **Fixes & Corrections - v7.0.0.68 – v7.0.1 Beta 1**

- Reference frames
  - Changed reference frames to redraw after RFUpdateLink/RFU
  - Fixed RFSIZE/RFZ to keep the reference frame centered and scaled
  - Fixed nesting of RF with rotation
  - Fixed RFEdit when changing between relative and absolute file paths
  - Fixed RF Birds Eye when opened from popup menu
  - Fixed RF Birds Eye zooms to support undo/redo
  - Fixed RF Birds Eye to revert to Birds Eye if the RF is no longer valid, such as the RF is deleted or undone
  - Prevent RF from printing with paper rotation angle (restriction does not apply to portrait/landscape)
- Fixed a crash when aborting placement of symbols with embedded attributes
- Attributes are now always visible during placement
- Changed PDF and Image export dialogs to keep view centered on scale changes
- Disabled "Select a Scale" on PDF export and Print dialogs unless in scale mode
- Changed the button appearance for the indeterminate checkbox
- Fixed Modify button for Layer Groups so that it updates current properties if the layer group was Added with current properties
- Fixed an additional crash during some file saves
- Removed an extraneous '@' from "Match Rotation =" in the SymbolPlace popup menu
- Fixed text not obeying line width in selection filter
- SymbolBreak now operates correctly when started from SymbolManager

- Fixed a Trim Multiple MTrim/TM bug with the trim-to being an arc
- Fixed an Offset/OF bug with multiple entities selected and clicking near an arc for which-side
- Offset/OF tool now behaves more logically when the pick point is a large distance from the arc
- Fixed a crash when using the Settings button on ImportCAD/XIC with no drawing open
- Fixed attribute rotation in DWG/DXF export
- Fixed a crash when clicking the "<" button on the DWG/GCD font map dialogs and no map selected
- Changed CleanData/XC to remove text entities with all white-space, was formerly only zero-length strings
- Fixed a problem in scripts with very long strings, such as file paths
- API
  - Added several API and ActiveX/COM functions to access the display angle base settings
  - Added several previously missing ActiveX/COM functions
  - Fixed VCGetNumCopiesBP which could return an erroneous number
  - Added VCRFGet/SetEllipticalBoundary to API and ActiveX/COM

### **Fixes & Corrections - v7.0.0.66 – v7.0.0 Release**

- Fixed a rare crash during some file saves
- PDF Export compression now defaults to on

### **Fixes & Corrections - v7.0.0.64 – Release Candidate 2**

- Fixed RF Layer Manager which would prevent hiding the same RF layer as the host drawing's current layer
- Fixed a problem in RF Layer Manager layer groups where it could set the drawing's layer group when using the old style radio and check button option
- Fixed exploding of reference frames failing to include all text
- Fixed elliptical arcs not offsetting in some cases
- Fixed a potential problem with various message box text strings incorrectly displaying
- Fixed the entity count used by Seed Hatch and Seed Fill to warn of too many entities
- Fixed Select Adjoining SelAdj/SJ to correctly obey locked layers

### **Fixes & Corrections - v7.0.0.62 – Release Candidate 1**

- Fixed when the Match tool may not work with the Selection Filter dialog (introduced in Beta 7)
- Fixed when invalid image objects may cause an error in exported PDF
- Fixed when invalid linetypes may cause an error in exported PDF
- Updated foreign language translations
- Fixed a bug in VCLoadResourceDll() to also update the language setting in TB2

### **Fixes & Corrections - v7.0.0.60 - Beta 8**

- Fixed a crash in the File Open dialog with no drawing open

- Changed scale edit box on Print dialog to scale relative to the center of the preview in order to behave more like a zoom. This is a UI change only - the meaning of scale and how it prints is unchanged.
- Minor change to Print dialog for tab order and control sizes
- Fixed an issue where VCADD may not run if .NET is not installed
- Added an <External> Custom.vchat file reference to the default Hatches.vchat
- Added a custom statusbar popup menu to the default MouseMnu.vcdef
- Added API functions to access mouse wheel settings

### **Fixes & Corrections - v7.0.0.58 - Beta 7**

- Changed MatchChange shortcut MG to CM due to collision with MGY and MGL
- Fixed ComplImages native command
- Fixed DimInLineTxt native command and removed D9 shortcut
- Fixed several miscellaneous native command toggles
- Fixed the restore feature on the native command toggles for running snaps and bold on text, leaders, and dimensions
- Fixed a problem with the 3-state checkboxes in text edit of multiple selections
- Fixed a problem with relative paths to reference frames in the RFEEdit dialog
- Fixed a rubberband display issue with the Stretch tools (SS and WS)
- Fixed a rubberband issue that appears when tracking is used with some tools
- Fixed file dialogs where double-click to select a file might trigger a selection window after returning to the drawing
- Fixed to show correct document folder names in Vista and later
- Fixed a resource leak that could occur with a large number of images
- Fixed Visual CADD executable so that a second instance opens the first instance without error
- Fixed an issue where Automation events would not work in VBScript

### **Feature Highlights - v7.0.0.56 - Beta 6**

- Added MatchChange/MG command to change selected entities to match a picked entity
- Added shortcut PE to Persist and added Persist/PE support to toggle off persistence of TR, FI, CH, BR, XT, IT, JC
- Added layer group support to the layer manager for Reference Frames
- Changed RFC legacy behavior to now use rotation, scale, and offset on placement
- Added Print Origin support to PDF and Image export

### **Fixes & Corrections - v7.0.0.56 - Beta 6**

- Added a TBW shortcut for the Tools settings page
- Made the "Save PDF" button the default control on the PDF export dialog
- Fixed Change/CG with Like(=) to handle real world widths
- Fixed a crash that could occur when aborting Snap Parallel
- Display filename in Image Edit
- Fixed minor bug in Paste Special format types

- Forced clipboard paste special of images to be embedded
- Changed the second icon in the vcadd7.exe for use as a drawing icon
- Fixed incorrect parsing of mixed feet and inches input
- Moved "Explode with Undo" to TBS
- Added native commands and API functions to get and set compression for embedded images
- Added API functions to parse the drawing database in draw order
- Added API function to enumerate the character sets available for a TrueType font
- Added API functions to get and set text strings converted to/from Unicode with a specified character set

## **Feature Highlights - v7.0.0.54 - Beta 5**

- Added a PostLoadVCD event to ScriptAssign/AS to run the script after loading a VCD. For example, CursorSize;0.25; or SnRun;0;, to set cursor size or turn off running snaps, respectively.
- Added script element @@@ to wait for a dialog to close before executing the rest of the script. For example, FilletRad;@@@;Fillet; to set the fillet radius, wait for the ribalog to close, then start the fillet tool.

## **Fixes & Corrections - v7.0.0.54 - Beta 5**

- Fixed a bug where large, complex fills might not draw
- Changed Edit/ED to correctly handle multiple and mixed selections when delegating to special entity type editors
- Fixed Leader/LE to edit when only leaders are selected, not mixed
- Fixed Text/TL to edit when only text is selected, not mixed
- Fixed plus/minus number-pad keys to set checkboxes
- Fixed missing controls when some dialogs are first displayed, e.g., DWG Import/Export Settings
- Fixed VCConfigEditor.exe which could crash on the TBN Customize Units button or when started with any other command line file name
- Fixed a crash which can occur in RFEEdit/RFE in certain cases
- Fixed a problem in RFEEdit/RFE on file name changes with relative paths
- Fixed RFEEdit/RFE error in scale when used with non-zero rotation
- Change all Ref Frame modify tools to require exactly one selected Ref Frame to avoid ambiguity in the target
- Fixed the Link File and Bind Data buttons on the Ref Frame dialog
- Fixed an error message that appears when leaving the Tolerance tab in the dimension ribalog
- Changed v7 compressed embedded images so that v6 will not attempt to load them

## **Fixes & Corrections - v7.0.0.52 - Beta 4**

- Corrected a file compression error which would crash upon opening the saved drawing
- Fixed an issue with multiple units in direct user entry of distances
- Changed TrueType text height to be fully version compatible, both pre-v7 to v7 and *vice versa*
- Changed Ref Frame zooms, boundary display, elliptical boundary, and transparent to re-select the Ref Frame after the tool

- Fixed keyboard focus of controls on startup of certain ribalogs, for example, TL and TT
- AutoBackup now defaults to on, every 5 minutes, and depth 3 in new installations of v7
- Fixed a typo in the tree of the settings tree dialogs

## **Fixes & Corrections - v7.0.0.50 - Beta 3**

- Fixed an additional crash in TBA (discovered in Beta 2)
- Changed the loading of pre-v7 drawings into v7 to preserve appearance of TrueType text height
- Fixed Mirror, Scale, and other tools applied to hatches to ensure positive hatch scale and positive real world line width
- Fixed a problem where closing a message box with the Esc key might have unexpected results
- Fixed non-English >Help>About Visual CADD not displaying

## **Feature Highlights - v7.0.0.48 - Beta 2**

### Reference Frames

- Added support for Ref Frame rotation, scale, and offset during placement, editing, and zooming
- Added support for by-layer properties in Ref Frames
- Added support for printable and non-printable layers in Ref Frames
- Corrected RFPlace and RFEdit to load layer data from the source drawing (now same as RFCreate)
- Made RFEdit to be undoable
- Added RFZoomAnchor/RFK native command, API, and ActiveX/COM
- Added 3L shortcuts for Ref Fame commands
  - RFEdit/RFE
  - RFUpdateLink/RFU
  - RFZoomArea/RFW
  - RFZoomAll/RFA
  - RFZoomIn/RFI
  - RFZoomOut/RFO
  - RFZoomPan/RFN
  - RFZoomAnchor/RFK
  - RFZoomPrev/RFL
  - RFZoomView/RFV
  - RFBirdsEye/RFB
  - RFLayMgr/RFM
  - RFSIZE/RFZ
- RFZoomAll now zooms to make entire drawing visible when an elliptical boundary is used
- Ref Fames now redraw when the boundary type is changed
- Corrected PDFExport previews to obey printable and non-printable layers in the main drawing and Ref Fames
- Corrected Print previews to obey printable and non-printable layers in Ref Frames
- Fixed a crash that occurred when placing self-referencing ref frames with RFP
- Fixed Ref Frames where a bound drawing might be incorrectly changed to linked
- Corrected errors in Ref Frame view scale and position, should not affect native VCD drawings, possibly affects imported DWG or Ref Frames placed with the API

#### Reference Frame Layer Manager

- Changed RF Layer Manager to display layer names of referenced drawing
- Added support for layer printable within the Ref Frames
- Corrected layer sort order
- Disabled properties column and lock column in the layer list
- RF Layer Manager and Layer Manager now recognize changes in selections in the drawing which cause a mode change between RF Layer Manager and Layer Manager while the dialog is open

### **More Features - v7.0.0.48 - Beta 2**

- Select Adjoining, Seed Hatch/Fill, and Trim Multiple now obey the All Layer Edit (AL) setting
- Added SnapAngle to menus and ToolPal
- Added a Shift key option to open the Print dialog with default settings
- Added a Shift key option to the Join tool to override the smoothing at curve end points
- Made MGL toolbar buttons match list view buttons

### **Fixes & Corrections - v7.0.0.48 - Beta 2**

- Fixed crash on closing TBA dialog
- Fixed crash in the Spell Options dialog
- Corrected a potential crash with text keyword substitution on empty text strings in text or leader entities
- Fixed crash that could occur when aborting SnapAngle
- Fixed crash in File Save when running under the Wine emulator
- Fixed VCADD exit error that could occur in Vista
- Older drawings get missing settings from user saved defaults (default.vcd) instead of internal defaults, note this change corrects the cursor size when loading older drawings
- Fixed the selection of text when opening TextEdit from a context menu
- Fixed positioning of print watermark
- Reverted to v5 behavior of retaining printer specific settings
- Fixed saving of Plot paper sizes
- Corrected version info in DLLs
- Removed an extraneous comma from the Select tool context menu
- Fixed a window shadow that appeared with the MGY dialog
- Fixed the placing of symbols with embedded images from MGY
- Fixed a direct input unit forcing issue
- Increased the width of the tree on the Settings dialog

### **API and ActiveX/COM - v7.0.0.48 - Beta 2**

- New
  - Support for XML Import/Export
  - Translate legacy configuration files
  - Get the current interface language

- Set check marks on menus for add-on commands
- Fixes
  - Fixed a compile error with VCGetTextStringW()

## **Feature Highlights - v7.0.0.46 - Beta 1**

User Interface support for Spanish, French, German, and Portuguese and the original English

User-defined drawing units, for example, microns, yards, or nautical miles

Import of GPX and latitude/longitude in XML

Commands

- PasteSpecial command that creates text or image entities directly from the clipboard
- SnapAngle command
- Persist command to make the next used tool persistent

ACAD import/export

- Improved mapping of vector and TrueType fonts
- ACAD 2013 support

Text and Fonts

- Support for Unicode in TrueType fonts
- Keyword substitution in text, for example, file name or date
- OpenType fonts which have PostScript glyph outlines are now recognized
- Improved sizing of TrueType/OpenType fonts
- LoadASCII tool and the Load Text File button on TE now support UTF-8 and UTF-16 files that have byte order marks
- All vector fonts are converted to TrueType for optional use of all TrueType in drawings
- New spell check features

Primary and secondary units in dimensions

- Settings for angle decimals and various settings for secondary dimensions
- Angular dimensions support secondary units
- Option to stack the primary and secondary units in linear dimensions

Hatches

- Hatch definition creation tool
- Option to hatch double lines
- Absolute X-Y offsets added to hatch definitions
- Option to draw a hatch as a fill
- New hatch patterns added to the hatch definitions
- Option to reference external hatch files from Hatches.vchat

Images

- Images are compressed in VCDs

- GeoTIFF or 'World files' Images for auto-positioning
- Embedded images can be used in symbols

#### Reference Frames

- Added native commands for zooms, etc.
- Zooms are undoable
- Reference frame edit (RFEEdit) added to the Edit/ED command on a selected reference frame

### **More Features - v7.0.0.46 - Beta 1**

- Option to allow drawings to set their print origin
- Native commands DBScale and DBMove for internal database scale-offset
- XML Dump feature in the database viewer dialog
- Verbs in the popup menu for OLE objects that have been selected
- Enhanced abnormal shutdown reporting
- Save Selected option on ESRI Map (SHP) export
- Support for 3D entities in XML export/import
- XML import of user data
- Option to give exploded lines drawn with Continuous Line individual undo levels
- Run ActiveX/COM add-on functions from a script
- Scale and origin boxes on print dialog are disabled when Scale view is not selected
- Improved rounding of print dialog scale and origin boxes
- Print dialog now displays a warning when printing with Selection Only on and no selection in the drawing
- Define your own popup menu for the status bar
- Toolbar buttons can be assigned custom bitmaps
- Grid Origin on TBC dialog
- UI for XML Import settings
- Option to refresh the display while auto-panning
- Command shortcuts, such as snaps, entered immediately after a copy tool (CO, RC, AC) is started, are now accepted
- New Tools page on the settings dialog
- DimEdit now remembers the page used for the last edit and returns to it
- Width of the combobox controls on the main toolbar can now be customized
- Optional "Named View" combobox on the Main toolbar
- Tooltip description of the native commands on the AS pages
- Layer manager sort order is now remembered for each drawing
- Count of the displayed fonts on the font manager (TBF)
- Version number in WIP
- SF combobox refers to Cont Line and Elliptic Arc, was PolyLine and Ell arc
- Native command to set the display units by number
- Add-on commands can now be modified with ScriptAssign/AS
- Script native commands that take point parameters now always use Absolute coordinates
- MEMode script native command to set and get the Manual Entry Mode (Absolute, Relative, Basepoint)
- New script native command, DIIRunNET, which can be used to call functions from .NET DLLs



- All Files (\*.\*) file type option on FO and XIC
- Auto-backup file count defaults to 3 instead of 1
- Symbols replaced using Symbol Replace now remain in the same draw order position
- Toolkit tools changed to built-in
  - BreakTo
  - FenceTrim
  - JoinCorner
  - OrthoMatch
  - Various tools now directly supported by a new native Persist command
- Enhanced the running snap cursors to include an 'x' at the mouse's true location
- Apply to All Views support for the layer print/non-print ribalogs, corresponding script natives, and MGL
- Enabled Esc key to cancel dialogs of Print, Export Image, and Export PDF

## **Fixes & Corrections - v7.0.0.46 - Beta 1**

- Corrected selection tools to avoid selecting hidden points, fills, and hatches
- Fixed de-selection of hidden points, fills, and hatches per TI, TF, TH, and TBS display toggles
- Fixed a bug which can cause entities to fail to draw after a zoom/pan change
- Fixed a bug to ensure cursor position is correctly updated after a zoom/pan change
- Fixed a bug which can cause SelWin/SW and SelCross/SX to incorrectly select entities outside the selection rectangle at small drawing scales
- The Drawing Properties dialog no longer unnecessarily marks the drawing as dirty
- Fixed a linetype bug to ensure that defined linetypes include a minimum of the SOLID linetype
- Improved cursor behavior for OLE objects that have been selected
- Fixed a memory leak associated with embedded images
- Fixed a Multiline bug that would cause undo corruption when "Classic" mode was on
- Fixed an undo bug in ImageEdit
- Fixed bug in MGL move/copy-to-layer toolbar buttons which would erroneously move/copy to the first layer in Windows 8
- Corrected the default macro Path
- Fixed a problem where the main CmdExt.vcdef file could get overwritten
- Fixed a crash that could occur if Windows Compatibility Mode was turned on for VCADD
- Fixed angles using custom base angle entry
- Fixed a problem where surveyor input was incorrect when clockwise was set and surveyor was not the current angle display
- Fixed a problem where the current layer may not be visible in multiple views of a drawing
- Fixed Help buttons on WID, WIP, WIR, WIT
- Fixed help issues in Running Snaps and Reference Name dialogs
- Eliminated a spurious line that was added by RFP
- Fixed a SelectAdjoining problem in large drawings
- Fixed possible error in Offset/OF related to continuous lines with only one segment
- Fixed vector font text related to missing character definitions and resulting selection errors
- Fixed a crash that could occur if images are drawn at a very small zoom
- Corrected export of zero-length entities in hatch/fill boundaries

- Fixed a string overrun and crash in writing the DWG import error log
- Improved performance when loading DWGs with a large number of anonymous blocks (symbols)
- Fixed XIC remembering the last opened extension
- Changed XPC to keep 'is dirty' status of a drawing
- Fixed a bug in tolerances on secondary dimension units which would show incorrect lower tolerance
- Empty font names now have Arial substituted for them
- Fixed a memory leak in the TextLine (TL) tool
- Fixed a potential crash when loading corrupt VCF files
- Fixed repeating characters in leader string input
- Fixed single unit fractions related to prefix, suffix, overwrite, and tolerances
- Corrected leader popup menu for datum toggles
- Fixed a rare, spurious "database error" message that could occur in TextEdit
- Fixed missing Flip option on Arrow tab when placing an angular dimension
- Fixed a problem with TextEdit where it may not work correctly with more than 100 objects selected
- Corrected Arrow Keys World/Screen radio button bug
- Fixed the click on the "light bulb" column of MGL to obey the "Apply to All Layers" setting same as the "Eye" button or "Visible" popup menu
- Corrected a bug in Apply to All Views in YH/YD ribalogs
- Fixed a bug in the running snaps dialog checkboxes
- Restored the ability to move to layers in MGL by typing the initial letters in the name
- Fixed an issue where dialog controls may vanish when the ALT key is pressed
- The restart message now appears when the System path is changed with the browse button
- Fixed a problem with quotation marks in some paths for the AutoMacro command
- Fixed FitScale drag image motion when a large number of objects are selected
- Fixed a problem where the merge tool may not abort properly
- Corrected fills to draw their interior and boundary according to their respective hide/display settings and draw their handle points only when either the interior or boundary are displayed
- Fixed a spurious "scale too small" message that could occur in HatchChange
- Fixed a problem where some continuous lines would not break properly
- Fixed the SelectLast behavior of Trim Multiple
- Fixed a crash that could occur if the Join tool was used with too many objects
- Fixed a problem where SnapObject (SO) combined with SnapParallel (LL) would not place the point correctly

## **API and ActiveX/COM - v7.0.0.46 - Beta 1**

- New
  - User defined popup menus
  - "Apply to All Views" setting on the MGL popup menu
  - Foreign language support
  - Export to PDF using Scripting Dictionary defined settings
  - Convert lat/lon to/from easting/northing
  - Internal database scale and offset
  - New primary and secondary units in dimensions
  - Snap angle and parallel offset values

- New natives SnapAngle and PasteSpecial
- Autopan screen refresh
- New non-ANSI text support
- Add entity from clipboard
- Export images
- Print origins
- Fixes
  - VCGeneratePointsFromCurrentEntity now returns the required array size from when passed a NULL array pointer
  - Fixed a bug in VCSetCurrentEntityUserDataPublic that would sometimes prevent it from working
  - Fixed erroneous iError values in VCIsCurrentSelected
  - Fixed erroneous iError values in VCGetCurrentEntityHandle
  - Fixed VCSetLayerPrintable for a bug related to the printable toggles stored in MDI views, applies to both v7 and pre-beta
  - Improved performance of VCIsSymbolLoaded when a large number of symbols are loaded