



FlexScan 3.3.4.41 - Release Notes

Document Revision A

This is a maintenance release. For a complete list of changes between 3.2 and 3.3, refer to the 3.3 release notes and subsequent patch release notes.

New Features

Unicode support in file paths and file names

FlexScan3D will now handle any Unicode characters in file names and paths. This allows users to take full advantage of localized versions of FlexScan3D and Operating Systems.

Support for new Moons stepper motor

Support for the new stepper motor that is used in the upcoming rotary table is built into FlexScan3D.

Japanese translation

Added Japanese to the supported FlexScan3D languages. The FlexScan3D GUI allows Japanese users to take advantage of translated menu items and dialogs.

Minor Features

Focus pattern can be retrieved with script function

User can now query the current focus pattern via the script function `GetPattern(scannerName)`. This is useful to as the scanner may change the focus pattern to save light life time.
Example: `patternName = GetPattern(scannerName)`

Marker exposure can be retrieved with script function

A new script function `GetMarkerExposure(ScannerName)` has been introduced. Users can now retrieve the exposure time for the markers.
Example: `markerExposureTime = GetMarkerExposure(scannerName)`

Script function to compute deviation between 2 models

User can compute deviation values between 2 models. The return values are result, max, min, maxAvg, minAvg, absAvg and standard deviation between the 2 models.
Example: `result, max, min, maxAvg, minAvg, absAvg = Deviation('1234', '1235', 'C:/Deviations/1234Dev.txt', false, true)`

Clip to FOV setting

Data outside of the field of view can now be clipped to the scanner specifications instead of using the full calibrated range thus reducing the number of points that may be unreliable.

Markers line tolerance and size threshold

The line tolerance and the size of markers can now be adjusted through the advanced settings. This gives the user more flexibility in regards to marker size and detection.



Fixes

<i>Scan drops under high CPU loads</i>	Fixed the issue that scans were dropped when the CPU on the host PC is under very high load (100%).
<i>Crash when importing certain .OBJ files</i>	Fixed the issue importing .OBJ files where the number of faces does not match the number of face UVs that has been fixed.
<i>Re-projection crash due to decimation</i>	Fixed the issue when the re-projection of meshes failed due to missing texture coordinates after decimation.
<i>Delete markers from mesh did not work</i>	Fixed the issue where deleting all the markers from a mesh did not work.
<i>Additional points added in decimation</i>	Fixed problems in decimation where when the user decimated the model lead to adding additional points.
<i>Projection pattern changes after locking Windows screen</i>	Addressed issue when projection pattern changes on HDI Advance when re-authenticating in Windows after locking screen.
<i>Panning in 3D synced to mouse movements</i>	Panning in 3D view is now synced to mouse movements.
<i>Problem switching from panning to rotation mode</i>	Fixed issue when switching from panning mode (left and right mouse button pressed) to rotation mode (left mouse button pressed) directly did not work.
<i>UI slider problem</i>	Fixed UI slider problem where the slider would bounce back to initial when user changed the slider too quickly.
<i>Fine alignment issue with 2 scans</i>	Fixed "Fine Alignment" issue that lead to misalignment of 2 scans after running mesh geometry alignment.

Known Issues

<i>Unicode in scripting</i>	Unicode support is only provided for file names and file paths. Variable and function names in the scripting language and SDK cannot use Unicode characters.
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SDK Changes

Added the scripting functions:

- String patternName GetPattern(scannerName)
- float exposure GetMarkerExposure(scannerName)
- bool result, float max, float min, float maxAvg, float minAvg, float absAvg, float standard Deviation(string referenceGroup, string targetGroup, string exportFile, bool pointIDs, bool targetPoints)