**NOTICES**

**Composer Version 1.1.11: (found on our downloads page here)**

We have removed Composer 1.1.10 because it has some bugs. It tends to crash if you use automatic supports at about 64% of the way through support generation. The new version 1.1.11 also has some bugs that they are still working on but it is at least a little better than previous versions.

**NOTICE about our Build Materials and Composer 1.1.11:**

We are selling Version 2-405 of all build materials except SuperCast v3 which is version 3-405. The 405 means nanometer. We had some issues where our customers were using PlasPINK settings but they were using PlasPINK v2 material and that caused a problem in their build. Asiga may still sell Version 1 of those materials to some customers but we only sell V2 and above and we only sell the 405 nanometer wavelength materials. So our customers need to look carefully at the drop down menu on the new Composer software 1.1.11 and make sure they choose the correct resin version when doing a build. You can go into your own software and simply delete the ini files that do not apply to you to save time. Those files are in Programs/Asiga/Composer/Materials. If you are not using them, then delete the extra ini files because they just clutter up the drop down menu.

**Feel free to contact us, should you have any questions.**

1.1.10:

\* Add support for using FusionGRAY v2 with Pico and PRO

\* Add support for using FusionRED with all printers

\* Add support for controlling motor current and settling current for PRO 2

\* Correctly save transformed support structures when adding flexible supports

\* Correctly read the live LED sensor value when it is enabled or when the setting does not exist

\* Fix the addition of a spurious part in the parts list when replacing the model or support with another file

\* Clean up the cache directory of swap files on startup

\* Correct OpenGL data management, which was broken in 1.1.8 resulting in slow loading times and cluttering the cache directory

\* New 'Virtual' directory to define virtual printers using INI files

\* Allow moving models with flexible supports up and down along the Z axis

\* More robust INI file reading of Materials, Printers and Virtuals

\* Add support for anti-aliasing when generating builds

-- Fri, 22 Jan 2016

1.1.9:

\* Fix crash when removing the last Flexible support structure of a part

\* Correct the Z height of parts without support when using base plate placement underneath

\* Disable Z compensation at the base plate thickness

\* Add workaround for bug in Intel HD Graphics 4400 driver on Windows 10 which results in crash when creating new build or opening existing build

\* Add printer classes Pico UV385, PRO UV385 and PRO UV405

\* Add material definitions FusionGRAY 2, PlasCLEAR 2, PlasGRAY 2, PlasPINK 2, PlasWHITE 2, SuperCAST 3 and SuperWAX 2

-- Fri, 27 Nov 2015

1.1.8:

\* Use high-performance GPU by default on NVIDIA Optimus and AMD PowerXpress systems with up-to-date drivers

\* Fix material not being restored properly when opening a saved build

\* Fix Build Properties dialog showing the last used material instead of the current material

\* Fix crashes when loading SLC files saved in inches

\* Improve handling of errors in models when slicing

\* Read manually set brightness value on the printer when the LED sensor is disabled

\* Fix autoplacing SLC files using 'Contour' mode

\* Support generator fixes 'Model intersupport', contour edge malignment and floating supports

\* Retain parts selection when moving flexible supports

\* Handle adding support structures to mirrored STL models

\* Handle various slicing problems with mirrored STL and SLC models

\* Correctly restore the exposure time from the build wizard when creating a new project

\* Clean up the cache directories at startup

\* Correctly run as a non-elevated process when finishing installation on Windows

\* Correctly show new printer IP address if it has changed for a remembered printer

\* Add workaround for bug in Intel HD Graphics 4400 driver on Windows 7 which results in crash when creating new build or opening existing build

\* Fix print range not being adjusted when base plate thickness is changed

\* Fix printer not appearing in New Build dialog if LED intensity is 0

\* Fix lighting in orthographic mode showing differently when using GLSL shaders

-- Fri, 23 Oct 2015

1.1.7:

\* Fix platform being displayed as black instead of transparent on some systems

\* Fix build time estimation for Virtual Pico

\* Add support for Freeform Pico 2 UV385

\* Opening a Pico 2 sent build in Composer should now show the images correctly

\* Increase range for build parameter 'XY compensation' to ±2

\* Resetting build parameters with default values outside of 0 and 99.99 should work correctly

\* Restore PlasPINK curing parameters from 1.0.18

\* Change minimum heater temperature to 0 °C

\* Mousewheel scrolling on the ‘Clip slider’ is now adjustable by holding the Control or Shift key

-- Fri, 21 Aug 2015

1.1.6:

\* Increase network inactivity timeout from 5 seconds to 30 seconds

\* Increase maximum exposure and wait time limits

\* Exclude parts that are outside the platform when starting the build wizard

\* Correct enabling of heater by default

-- Tue, 21 Jul 2015

1.1.5:

\* New 'Build Preview' available to open after the build is submitted

\* Rename hardcoded build parameter 'General/Temperature' to 'General/Heater Temperature'

\* New build parameter 'General/Heater Enable' used together with heater temperature

\* Correct reading Composer 1.0 Material INI when using a language with comma as decimal place

\* Change default wait time after approach from 10 seconds to 0 seconds for Freeform PRO

\* Add FusionRED material

\* Add SuperCAST v2 material

\* Add SuperWAX material

\* Use last saved/sent build name as default for Save Build As and Export Build

\* Add support for specifying print range (requires 2015-07-14 or later firmware)

-- Mon, 20 Jul 2015

1.1.4:

\* Support reading SLC files with multiple new lines in the header section

\* Scaling parts will now anchor towards the base of selection instead of the center

\* Scaling flexible supports should now scale the widths as expected

\* Calculate the base width of flexible supports by aspect ratio and maximum width

\* Allow moving the base node of flexible supports up

\* Allow moving flexible supports when other parts are currently selected

\* Apply constraint keys (X, Y, Z, C) to flexible node movements

\* Flexible supports display, control and slicing improvements

\* Add support for Freeform Pico 2

\* Increased 'Engrave build information' font sizing

1.1.3:

\* Replacing the model that is linked with a support should not remove the support

\* Removing the one and only support structure will now remove the support part

\* Transforming rectangular-selected linked parts should not apply the transform twice

\* STL slicing improvement in handling seamless (almost non-existant) holes

\* Snap parts to platform when the Shift key is held even when the option is unchecked

\* Add alpha opacity setting for all X-Ray colors except for background and all platform colors

\* Setting general platform fill color to zero should not disable the X-ray version

\* Setting 'Grid Interval' to zero will now disable grid rendering

\* Change default approach/separation velocity from 10 mm/s to 5 mm/s for PRO

\* Add FusionGRAY and PlasCLEAR v2 materials

1.1.2:

\* New 'Printers' directory to classify various printer models and their parameters using INI files

\* New 'Materials' INI format that supports printer classes

\* Removed 'Materials/<printer class>' directories, which was added in 1.0.17 to support PRO

\* Increased memory limitation when preparing 3D models for display

\* Allow offline build time estimation

\* Support importing/exporting builds containing parts that have unicode characters in their name

\* Fix encoding of unicode characters in build info

\* Add Cancel button in build wizard on Mac

\* Keep Generate Support dialog always on top on Mac

1.1.1:

\* New 'Model intersupport' checkbox to control automatic support generation

\* New 'XY compensation' and 'Z compensation' build parameters

\* Automatic support generation fixes using torsion with holes

\* Reduce memory footprint of automatic support generation

\* Correct the slice thickness generated

\* Flexible supports should now load back to where they were last saved at

\* Improve printer auto-detection reliability

\* Improve refreshing on build parameters and estimated build time

1.1.0:

\* Change default wait time after approach from 0 seconds to 10 seconds for Freeform PRO

\* Build all parts by default even when only some parts are selected

\* Split model render data into smaller chunks, some graphics drivers does not work with large datasets

\* Improve rendering performance without VBO (Vertex Buffer Object)

\* Improve slicing performance and reduce memory footprint

\* New 'Flexible' support type with adjustable platform and joint positions

\* Remove duplicate facets when adding STL models as they introduce errors

\* Show add parts, recent parts and select all for standard context menu over parts list

\* Skip platform ground drawing if alpha opacity is 0

1.0.18:

\* Add SuperCAST v3 material

-- Mon, 27 Oct 2014

1.0.17:

\* Pass command line arguments to existing Composer instance if it's already running

\* Correct wrong colors for tab thumbnails and build preview

\* Add support for Freeform PRO

\* Use new method of calculating exposure time

\* New 'Tallest support' parameter for automatic support generation

\* Correct wrong bounding box auto-place in some cases

-- Mon, 7 Apr 2014

1.0.16:

\* Load project files (.combld) passed by command line arguments

\* Load model files (.stl, .slc, .stm) passed by command line arguments

\* Rename "Raster Projection" to "Virtual Pico" in New Build dialog

\* Add material preset for PlasGRAY

\* Reset exposure times when slice thickness changed

\* Closing the program while rectangular selection is active should close gracefully

\* Changed rectangular selection behavior to include partialy selected models by default, middle button zooms to box

\* Image format correction for offscreen rendering, applies to rectangular select, thumbnails

\* Support structure's 'Maximum width' value is now ignored if it is less than 'Contact width' or 'Diameter'

-- Thu, 12 Dec 2013

1.0.15:

\* Correct Import Build not finding supports

\* Correct locating/replacing supports of cloned models

\* Allow going through build wizard without sending when not connected to printer

\* Add ability to remember printers

\* Automatically remember manually added printers

\* Use current platform size and resolution as default when changing to Custom printer in Build Properties

-- Thu, 3 Oct 2013

1.0.14:

\* Add Alt modifier to suppress resetting scale factors in transform panel

\* Add Shift modifier to use inverse of scale factors in transform panel

\* Implement support structure feet for non-square shapes

\* Increase decimal places from 1 to 2 for platform size in New Build dialog

\* Correct uploading build failing sometimes

\* Add material preset for SuperCAST

-- Thu, 5 Sep 2013

1.0.13:

\* Correct hang in bounding box auto-place if part does not fit on platform

\* Correct Fill Platform for Create Array if the selection or platform has changed while the dialog is open

\* Improve bounding box auto-place

-- Fri, 11 Jul 2013

1.0.12:

\* Add material temperature control

\* Reduce minimum value for maximum support width from 1.5 mm to 0.5 mm

\* Remember last material in New Build dialog

\* Inform user of error in slices and replace error slices with closest non-error slices

\* Add Create Array command

\* Add Clone and Create Array to actions toolbar

\* Replace OK and Cancel in buttons in Translate to Origin dialog with Close

\* Improve bounding box auto-place

\* If project file was renamed without renaming the project supports directory, also check for supports at the old relative path

-- Wed, 10 Jul 2013

1.0.11:

\* Improve diagnostics when uploading build fails

\* Add ability to retry upload without having to regenerate build

\* Add support structure "Side faces" if non-square supports are required

\* Improve SLC rendering performance in VBO (Vertex Buffer Object) mode

\* Change Burn-In Range to Burn-In Layers

\* Reduce default material wait times to zero to reduce build time

\* Limit max separation and approach velocity to 30 mm/s

\* Increase default burn-in exposure time multiplier from 2 to 2.4

\* Add material presets for PlasCAST and PlasPINK

\* Add close button for Changelog dialog on Mac

\* Display missing news button on Mac

-- Mon, 29 Apr 2013

1.0.10:

\* Filter unsupported diacritics and characters for default build name in build wizard for a saved build

\* Improve clipping rendering quality when using shaders

-- Tue, 9 Apr 2013

1.0.9:

\* Add erosion exposure tweak to adjust for light diffusion within build material fluid

\* Reduce default maximum support width from 3.0 mm to 2.2 mm

\* Reduce default mouse transform delay from 500 ms to 100 ms

\* Correct loading of parts when files are moved

\* Add option to disable auto-rotate for bounding box auto-place

\* Increase default aspect ratio from 5.0 mm to 10.0 mm.

\* Correct tab title of inactive last tab when restoring session

\* Show list of parts under the Show Details button so message box doesn't exceed the screen size

\* Correct isometric view angle

\* Change F1 to launch User Guide instead of About dialog

-- Mon, 11 Mar 2013

1.0.8:

\* Include unlinked selected supports when rendering texts, regressed from 1.0.5

\* Adjust minimum value of transform panel scale to zero and prompt for correction instead

\* Accept decimal point as the first character when typing in a decimal number

\* Improve heuristics for initial directory when locating items

\* Correct language change handling for information panel

-- Sun, 7 Oct 2012

1.0.7:

\* Rename "Live mouse transform" option to "Show parts during transform"

\* Stopping to load a build would now cancel it correctly for a single model

\* Prevent premature memory deletion when loading build is canceled almost at the end

\* Remove turntable rotation mode

\* Do not toggle perspective mode during build wizard

\* Do not toggle perspective mode when switching to build view

\* Add 3 x 3 mm cube in Samples folder

\* Enable Linux version to load projects saved in Windows by relative path

\* Add ability to import/export build as ZIP file

\* Correct contour auto-place

\* Correct build wizard preview image rendering

\* Correct handling of ampersands in filename

\* Prevent flickering of tab title when editing supports

-- Fri, 21 Sep 2012

1.0.6:

\* Escape current mouse transform (pan/rotate/scale) gracefully

\* Support multiple network interfaces properly when auto-detecting printers

\* Prevent transforming parts that are occluded on the cursor

\* Add support for Pico Plus 27 and 33 as a separate group in the new build dialog

\* Add retry button when the build wizard failed to detect the chosen printer

\* Add various viewing modes under the Tools menu

\* Move build estimate button to be between build properties and run build

\* Correctly detect if part is on platform when part is placed on the edge

\* Add action to open printer web interface to toolbar and Tools menu

\* Correct corrupt tab thumbnails and build wizard preview image

\* Correct restoration of empty platforms if the program was not closed properly

\* Change build wizard to be modal and only allow a single instance

\* Correct interpolation of cloned SLC models during build

-- Mon, 3 Sep 2012

1.0.5:

\* Patch OpenGL text/font cache memory corruption issue

\* Handle restore session when builds loaded quicker than CPU threading

\* Correct part reference used to show the context menu in the OpenGL view

\* Change Build Wizard 'All parts within platform' to be 'All parts'

\* Change transform panel input boxes behavior to accept empty text

\* Change part text color to become yellow when the part is detached from the platform

\* Add color picker for parts that are offside in Preferences

\* Reduce computation and data transfers in the OpenGL engine, improves performance

-- Thu, 16 Aug 2012

1.0.4:

\* Speed increase during the build process if shadow/silhouette base-plate is selected

\* Add numbering accelerator for recent menu items

\* Option to engrave build information (build name and voxel size in microns) onto the base plate

\* Enable Asiga news checking, which can be opened by clicking on the 'powered by Asiga' tool button

-- Fri, 10 Aug 2012

1.0.3:

\* Give keyboard shortcuts priority to input boxes over application shortcuts

\* Correct potential infinite loop during support generation writing

\* Update View menu with zoom and viewing angles

\* Add ability to hide status bar

\* Add New Build Dialog refresh shortcut (F5)

\* Enable reading translation file from Qt's install path

-- Fri, 3 Aug 2012

1.0.2:

\* Use the current build's slicing thickness value in Build Properties and Build Wizard

\* Delay saving session while restoring the session until all tabs are loaded

\* Changed layout in preferences dialog OpenGL tab

\* Add option to select part clones by double-clicking

\* Add Options > Configure Shortcuts, to view or customize keyboard shortcuts

\* Recursively seek parent directories when replacing a part if the initial directory doesn't exist

\* New icons: Save As, Build Properties (on toolbar)

-- Fri, 27 Jul 2012

1.0.1:

\* Disable recent parts menu when no tab is active

\* Clicking save when closing a build should now work as expected

\* Correct display of Y axis constraint when moving models with a mouse

\* Enable GLSL pipeline by default if the hardware supports it

-- Wed, 18 Jul 2012

1.0.0:

\* Initial release

-- Fri, 13 Jul 2012