

How to report a bug to Streamline Automation:

Collect all possible information including...

- 1- *Project File (if possible, recreate file, save-as right before issue)*
- 2- *3D Model and/or DXF*
- 3- *Detailed description of the bug and what actions lead to it.*
- 4- *Include **SOFTWARE NAME** and **VERSION NUMBER***

Send to:
TechServices@FROG3D.com

Version:	3.5.0	Release Date:	2025/03/17
Milling Strategies	Added Box Finishing strategy.		
Milling Strategies	Allow adjustable angles in Roughing Contours strategy.		
Milling Strategies	Added Layer Cutting to Box Roughing and Box Finishing strategy.		
Milling Strategies	Improved Adjustable Boundary feature in Box strategies: - Larger handles - Adjustable milling area using numeric values - Box can 'Lock' to avoid accidental adjustment		
Milling Strategies	'Hide Planes' and 'View Along' buttons added.		
Milling Strategies	Depth limitation removed from all milling strategies.		
Milling Strategies	Trimming strategy improved to miss fewer small holes.		
Supports	Head/Tail stock now have a min. diameter of 1" and can be disabled.		
Supports	Block-ends added for improved visual.		
Supports	Block-ends include degree markers.		
Post Processor	Default code updated for FMIV.		
Post Processor	Improved rawstock dimensions note.		
Options	'Reverse Rotary' option added for left-handed machines.		
Features	Fixed orientation change when Auto Align is off.		
User Guide	Updated User Guide accessible through Help menu.		

Release Notes

Version:	3.2.3	Release Date:	2024/11/01
Bug	Fixed miscalculation caused by depth limitation by stop plane.		
Project File	Added Spindle Position warning when .F4D file uses different spindle position than user's default.		

Version:	3.2.2	Release Date:	2024/05/31
Bug	Fixed toolpath ignoring parts of model.		

Version:	3.2.1	Release Date:	2024/05/07
Bug	Fixed not saving Post Processor information.		

Version:	3.2.0	Release Date:	2024/04/26
Post Processor	Improved Manual Input Post Processor to accommodate controller versatility.		

Version:	3.1.3	Release Date:	2024/03/01
Bug	Fixed introducing negative Z coordinates in post processor output		

Version:	3.1.2	Release Date:	2024/01/26
Bug	Fixed bug causing Step-cut to disappear		
Bug	Fixed Transformation Matrix causing toolpathing errors		

Version:	3.1.0	Release Date:	2023/11/16
Licensing	Improved method of identifying pc		

Release Notes

Version:	3.0.8	Release Date:	2023/11/13
Improved Function	Determining contours during calculation		

Version:	3.0.6	Release Date:	2023/10/26
Bug	Fixed cutting through supports when 'add to X' = zero		

Version:	3.0.5	Release Date:	2023/10/13
Bug	Fixed Disappearing Mesh memory pointer error in function library.		

Version:	3.0.3	Release Date:	2023/10/08
Messages	Updated Licensing Prompt		

Version:	3.0.2	Release Date:	2023/09/26
Bug	Fixed software calls for the wrong license		

Version:	3.0.1	Release Date:	2023/09/25
Bug	Fixed limit planes function		

Version:	3.0.0	Release Date:	2023/08/16
Licensing	Now uses online license. USB key license deactivated. V3.0 +		