

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:	2.8.8	Release Date:	2026/04/29
Feature	Increased possible channel depth by 25%.		

Version:	2.8.7	Release Date:	2026/03/19
Bug	Fixed rogue Toolpath linking on multi-layer cuts.		

Version:	2.8.6	Release Date:	2026/03/04
Bug	Fixed Post Processing with no file extension.		

Version:	2.8.5	Release Date:	2025/11/10
Feature	Added auto update search on application launch.		
Feature	Added “Look for Updates” option in Help menu.		
Feature	Added “Reconnect to FSS” option in Help menu, for brief internet outages that disconnect the application from the license server.		

Version:	2.8.2	Release Date:	2025/10/14
Installer File	Now overwrites installation folder.		

Release Notes

Version:	2.8.1	Release Date:	2025/07/31
Bug	Increased minimum simulation resolution to 0.15" to prevent triangulation errors.		

Version:	2.8.0	Release Date:	2025/07/31
Licensing	Improved License & Server Security.		
Bug	Fixed simulation bug causing loops.		

Version:	2.1.5	Release Date:	2025/06/20
Bug	Fixed calculation failure related to missing start point.		

Version:	2.1.4	Release Date:	2025/06/02
Feature	Added custom size scallop removal.		

Version:	2.1.3	Release Date:	2025/02/15
Bug	Fixed link bug in toolpath.		

Version:	2.1.2	Release Date:	2025/02/11
Post Processor	Z-Up command added to custom post processor.		

Version:	2.1.1	Release Date:	2025/01/14
Save File	Added double-click function to project file icon.		
Bug	Fixed curvature error on Channel DXF exports.		

Release Notes

Version:	2.1.0	Release Date:	2024/05/03
Post Processor	Improved Manual Input Post Processor to accommodate controller versatility.		
Interface	Added 'Themes' option in View settings.		
Milling Strategy	Fixed - no perimeter toolpath on middle slices.		
Calculation	Fixed bug - 4" base not calculating.		
Simulation	Fixed bug – Simulation not calculating.		
Simulation	Changed default resolution for quicker calculations.		

Version:	2.0.7	Release Date:	2024/03/19
Licensing	Now uses online license. USB key license deactivated. V2.0 +		
User Interface	Appearance changed to resemble other proprietary frog software (FROGLathe [™] FROG4D [™] FROGShape [™]).		
Features	No longer uses CSV files to store information.		
Features	Added ability to 'Save Prebench As' to save all settings.		
Features	Added ability to export certain DXF.		
Features	Added ability to cut individual channels.		
Features	Added 3D simulation of concrete results.		
Features	Added Custom Height to channel depth settings.		
Features	Now uses Mesh geometry, drastically reducing calculation times.		
Features	Improved geometry manipulation.		
Milling Strategy	Spiral type toolpath.		
Milling Strategy	'Remove Scallops' feature added for trouble areas.		
Milling Strategy	Perimeter cutting accommodates non-cylinder blocks.		
Milling Strategy	Added dynamic feed rates.		

Release Notes

Milling Strategy	Added “Material Left” setting for roughing/finishing or to remove a thickness to account for coating.
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