

Release Notes for InstantPlanner 7.90

December 12, 2022

News and Changes

Miscellaneous

- The Catalogue Server is updated.
- The Render Server is updated to the latest version (13.5).
- The graphics engine is also updated (to version 5.3).

Walkthrough Updates

- When you start a Walkthrough, your settings for **Lighting & Shadows** and **Background** color are transferred from the Render & camera settings to the Walkthrough.

Please note that although the **Environment** settings cannot be edited from the Walkthrough, they will still affect your scene.

▼ Lighting & shadows

Light intensity

Total 80

Ambient 70

Camera 55

Sunlight 25

Shadows from the sun

Sun direction and angle

Direction

Angle

▼ Environment

Automatic ceiling

Height

Extents

Double sided

Material

Automatic floor

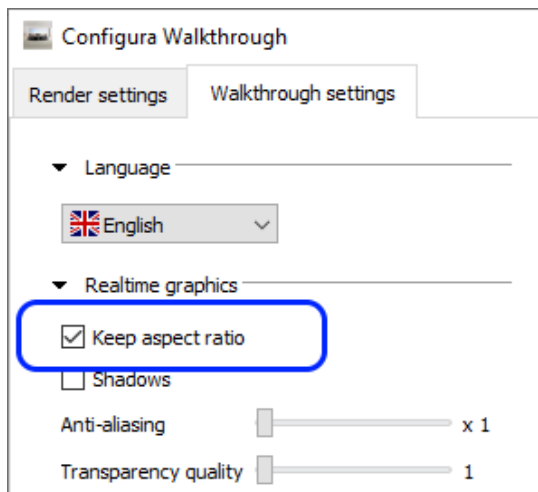
Extents

Material

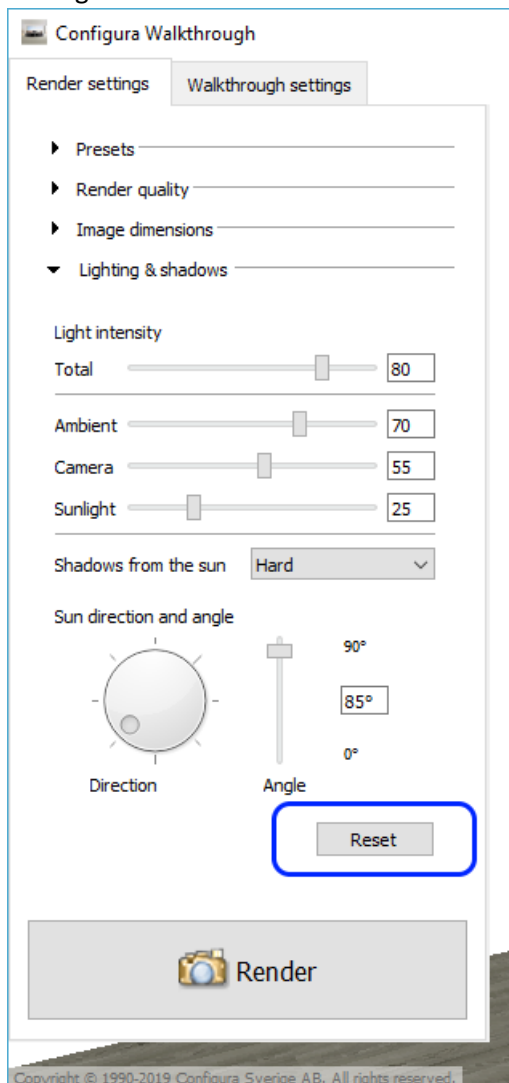
Background

Color

- A **Keep aspect ratio** option has been added to the Walkthrough settings:

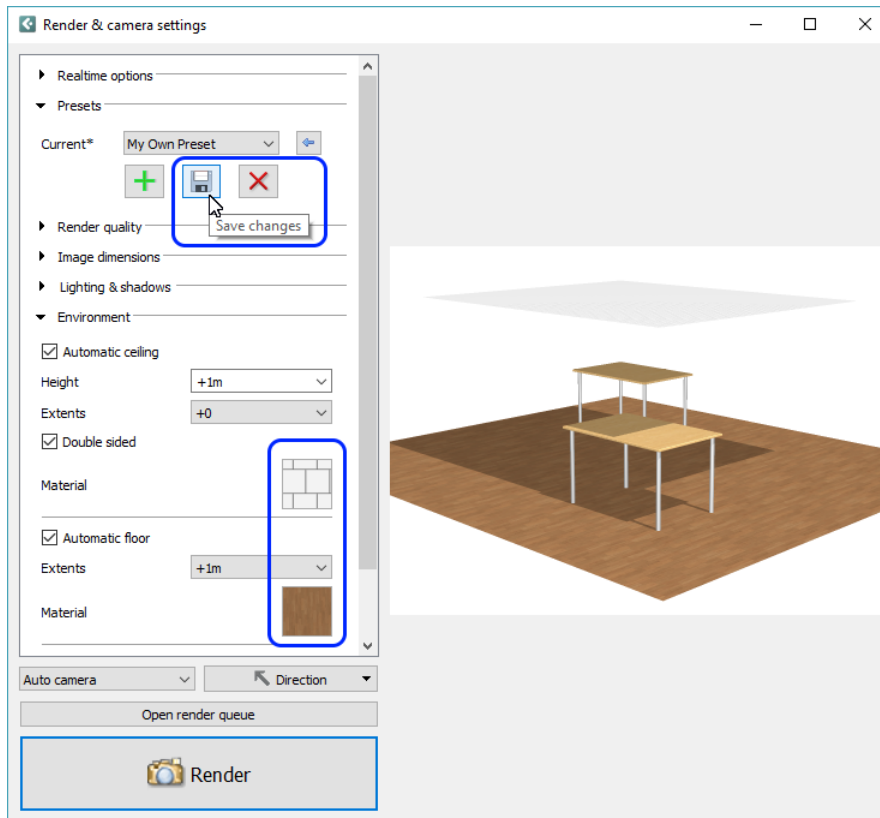


- A **Reset** button has been added to the Lighting & shadows section of the Render settings found in Walkthrough window. Clicking it will reset the entire section back to default settings.

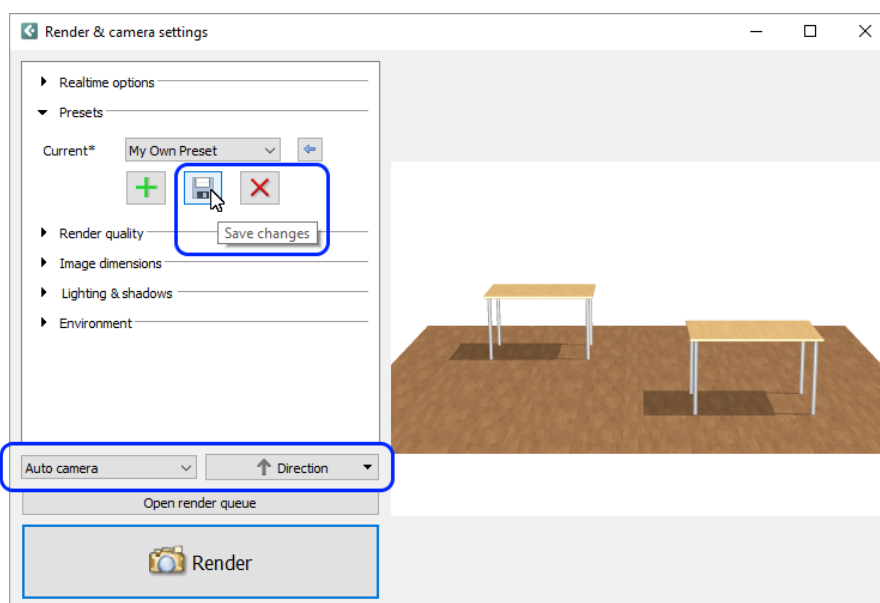


Render & camera settings dialog updates

- Materials for the automatic ceiling and floor found in the Environment section of the Render & camera settings are now saved with the preset. Just pick the materials you want to use and click the Save changes button to save the current settings:

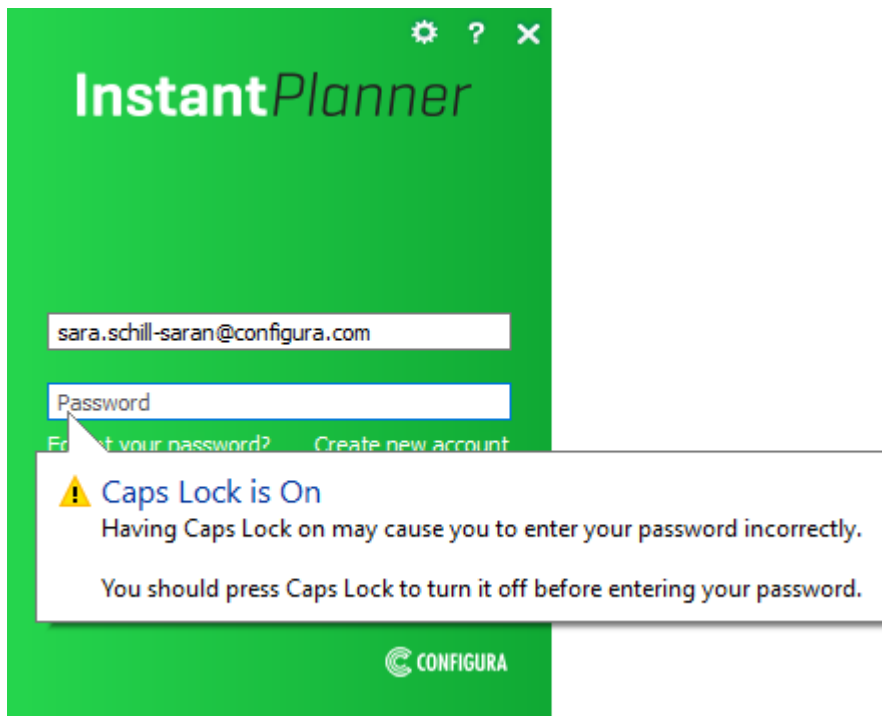


- Also saved with the preset when you click the Save changes button is the direction of the Auto camera:



New Warning in the Login Window

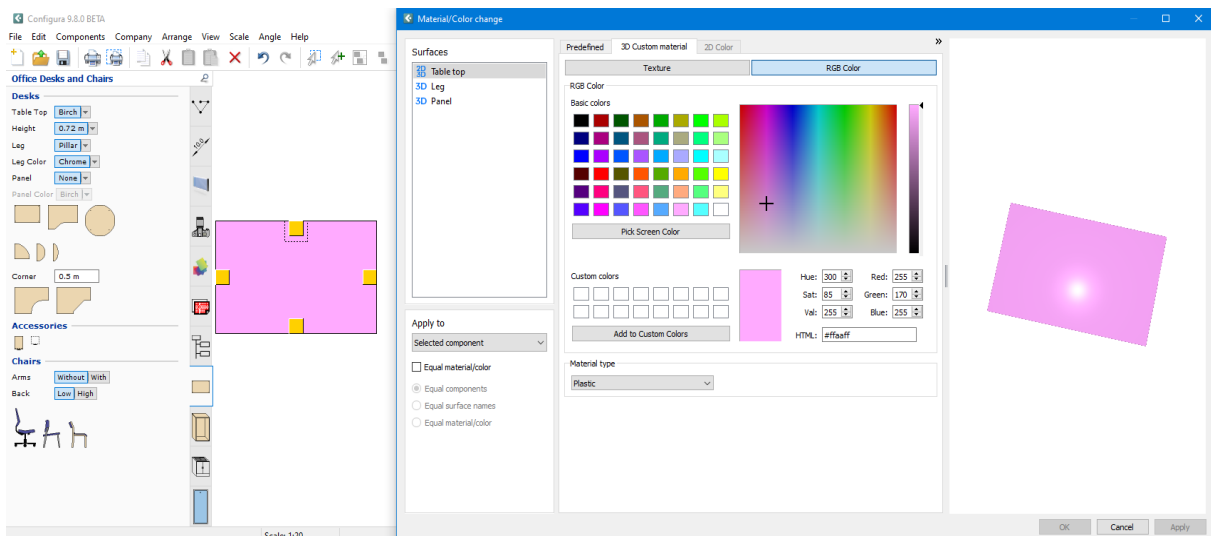
- The InstantPlanner login window now tells you if you have Caps Lock on when entering your password:



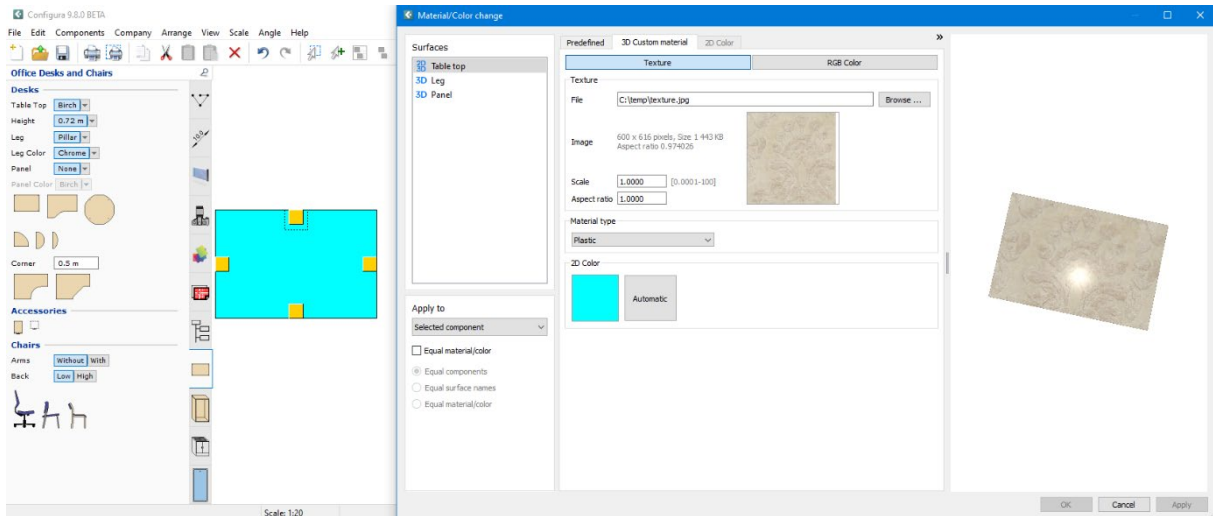
Material / Color Change Dialog Updates

In the **Material/Color change** dialog, the previous Texture tab has been replaced with a **3D Custom Material** tab which comes with some new functionality:

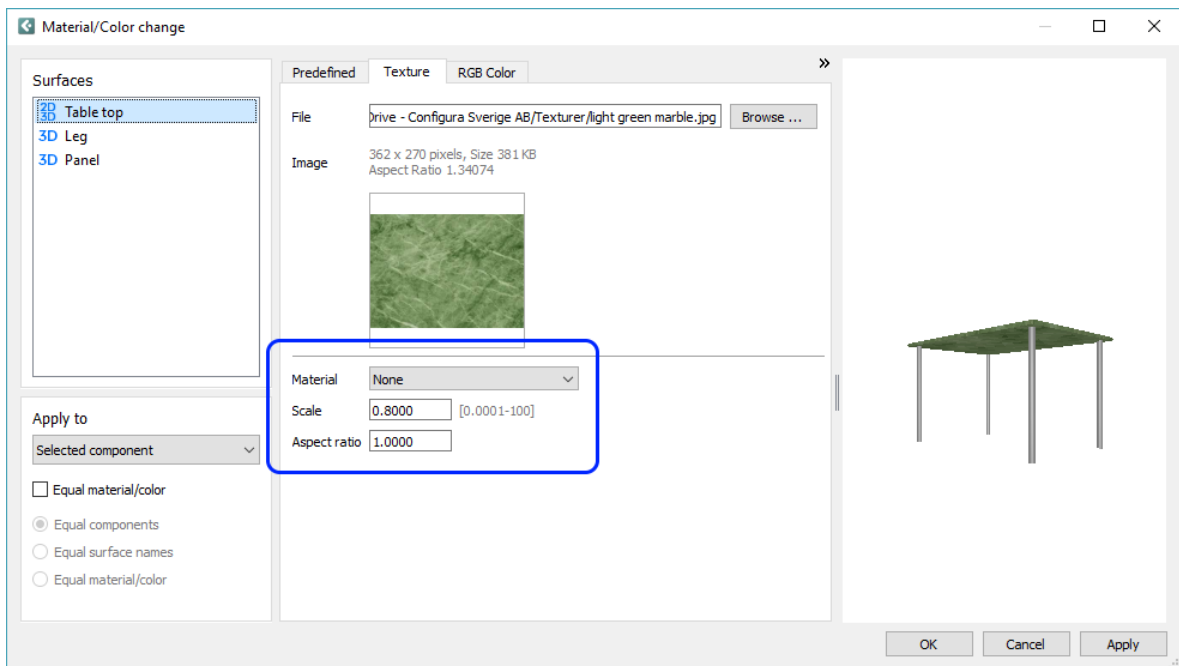
- You can now pick a custom RGB color for the 3D:



- For surfaces that are visible in both 2D and 3D, you can now apply a texture for the 3D but pick a custom RGB color for the 2D:

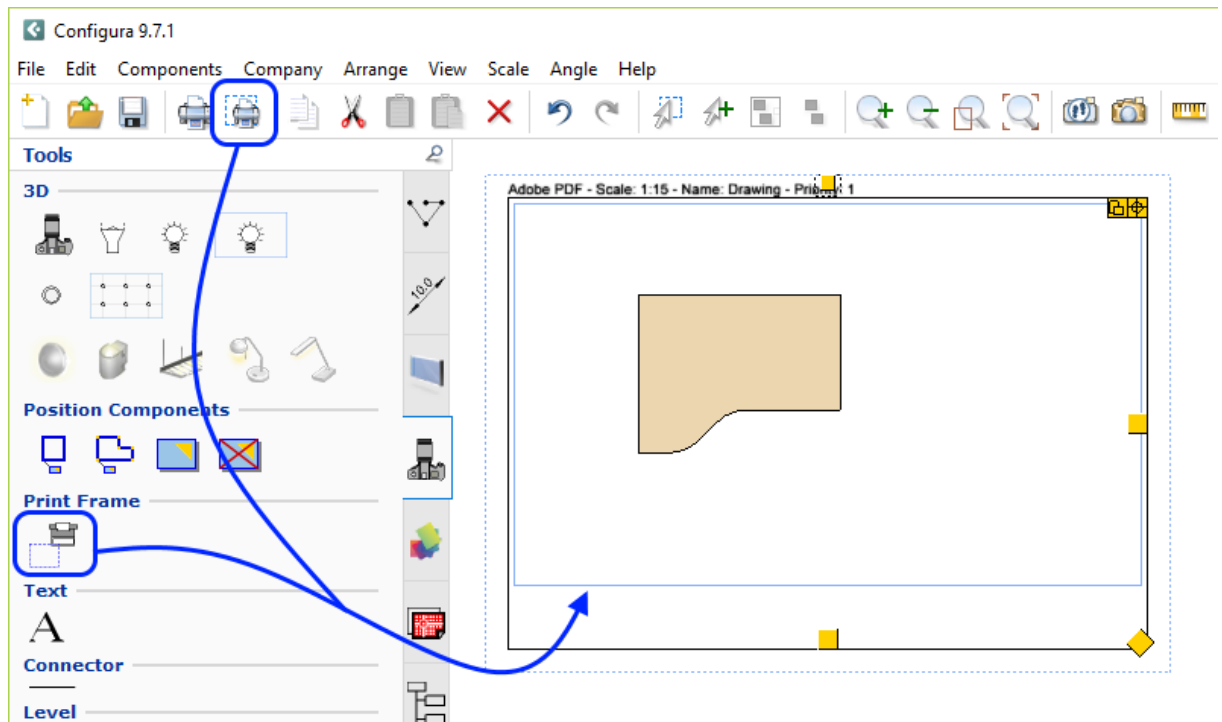


- Added more precision to the texture scale and aspect ratio in the Material/Color change dialog:



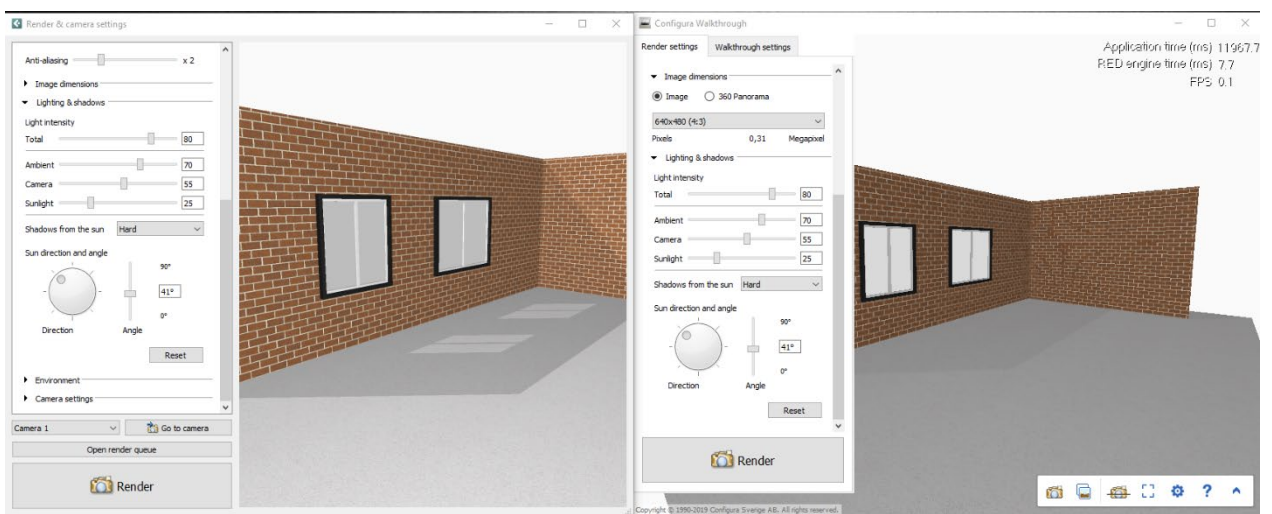
Miscellaneous

- The Catalogue server has been updated and is now based on CET 10.5.
- We have added German to the Render Queue and the Walkthrough.
- The light blue frame defining the print area in a print frame is back again after we fixed a bug that made the frame invisible.



Bug Fixes

- Fixed problem with the Render Queue, Render Accelerator, and Walkthrough dialogs that would cause them to show on screens that did not exist.
- Fix for issue with the Solid and Solid/Mesh dwg export options that could cause the 3D of certain objects to not look as expected.
- Fix for texture scale and aspect ratio in the Material/Color change dialog not working as described in the InstantPlanner Help.
- Fixed problem with light not passing through transparent object, such as windows, in Walkthrough.



- Fixed problem with ceiling still showing after the House Settings option in the View menu was deselected.
- Fixed problem where ungrouping a group with a text component inside would cause the text to disappear.
- Other minor bug fixes.