



Update Guide Release 2018.4

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INTRODUCTION

This document serves as a guide for the new features and changes in TracePro 2018.4. The enhancements in TracePro 2018.4 are: enhancements to Fluorescence ray files, enhancements to 3D Interactive Optimizer, enhancements to Texture Optimizer II, and new scheme commands.

WHAT'S NEW IN TRACEPRO 2018.4?

Changes in TracePro 2018.4 compared to 2018.3 are summarized as follows:

- When doing a simulation of fluorescence emission (TracePro Expert only) the ray files are generated by object instead of by wavelength.
- 3D Interactive Optimizer: Allow an empty list in after-scheme, and new operand - spot size.
- Texture Optimizer II: Add capability of loading DXF file with the current dot setting and replace the radius by the loaded value.
- New scheme commands: (view:set-high-resolution-silhouettes), (view:define-named-view), and (view:set-named-view).

FLUORESCENCE EMISSION RAY FILES

Formerly, when doing a simulation of fluorescence emission (Expert only), TracePro would save a new ray file for each wavelength for each fluorescing object. If you selected a large number of emitting wavelengths for your fluorescing object(s), the source tree would become cluttered with many separate sources, and there would be many files saved, cluttering your hard drive as well. Now each ray file contains all the wavelengths for a given fluorescing object, resulting in a more concise Source Tree and fewer files on your hard drive. You can still control individual wavelengths to be emitted from the file sources using the *Source/Wavelength Selector*, accessed from the *Raytrace* menu.

3D INTERACTIVE OPTIMIZER

The 3D Interactive Optimizer now allows you to define an empty or null list in after-scheme. An empty list is written as a pair of parentheses with nothing inside: ().

A new operand is now available for optimization: spot size. The spot size is the rms (root-mean-square) radius of the spot.

TEXT OPTIMIZER II ENHANCEMENT

The Texture Optimizer II can now load a DXF file with the current dot setting and replace the radius by the loaded value.

NEW SCHEME COMMANDS

Two new scheme commands are now available:

- (view:set-high-resolution-silhouettes)
- (view:define-named-view)
- (view:set-named-view)

The command (view:set-high-resolution-silhouettes) is equivalent to selecting **View|High Resolution Silhouettes**.

The (view:define-named-view) creates a new named view if one doesn't exist or updates the definition of an existing view, as would be done by selecting **View|Named Views**, typing in a view name, and clicking *Save View*. The command (view:set-named-view) updates the active model view to the definition in the named view.