Rize Desktop v1.4.0 Release Notes

20 December 2018.

Slicing

- Added 125-micron layer resolution.
- Improved accuracy of small hole circumference.
- Improved small features through more consistent calculation of number of contours.
- Improved slicer reliability through better enclosure analysis.
- Reduced gaps and holes between inner contours and infill.

Markup

- Addressed an issue in which some surface images were inadvertently left out of print job.
- Addressed an issue in which some markup would be applied with visible outline around edges of image.

UI

- Printer displays estimated time-to-finish on the LCD while a job is in progress, for jobs generated using v1.4.0 of the desktop software. **Note!** The printer must be running firmware version 2.039 or greater, otherwise the LCD will show percent complete.
- Improved selection of cross-arrow for moving parts around in build area.
- Addressed an issue where part dimensions were not always displayed correctly after changing STL units.
- Addressed an issue where network printers would not be displayed if the Printer Job List dialog was closed prematurely.

OS

- Added support for Windows 7.

Rize Desktop v1.3.6 Release Notes

30 October 2018.

Tool path

- Adjusted tool path at the completion of a layer to reduce material deposits that can appear on the surface of a part.

Slicing

- Addressed a rare issue in which some holes were built with a smaller diameter than intended.
- Addressed an issue which occasionally caused a *slicing failed* error for builds which contained layers with very simple cross-sections.
- Addressed an issue where a tool path was not always generated for complex geometries comprised of nested contours.

Rize Desktop v1.3.5 Release Notes

31 May 2018

Slicing

- Utilize all processor cores when generating a job file. This will reduce the time to slice a job on most systems. The extent of the speed improvement will depend on the number of cores.
- Controls for support structure generation have been exposed in a new Advanced Print Options dialog accessible from the Print Options dialog. There are options to turn off support generation, to adjust the angle at which supports should be generated, and to adjust the minimum width of holes that will require support.

Printing

- The size and tool-path for printing the raft has been optimized for lower material usage and about a 25% print speed improvement.
- The tool-path for printing a part with honeycomb infill has been optimized to reduce print time. The degree of improvement varies with geometry; non-trivial parts may print up to 45% faster.

User Interface

- A new *Cancel* button allows the user to interrupt the job file generation process. The *Cancel* button will appear on the status bar when slicing is in progress.
- Scaling a part can be done by entering an x, y, or z dimension, or by entering a scale percentage.
- An item in the *Options* menu permits changing the zoom direction when the mouse wheel is rotated.
- The *Print* and *Print Preview* commands have been renamed to *Prepare Job* and *Slice View* and reorganized for clarity.
- A ruler and grid have been added to build plate for quick part size and spacing analysis.
- A new *About* dialog displays software version and Rize contact information.

File Import

- Added support for 3MF and PLY formats.

Rize Desktop v1.3.4 Release Notes

23 March 2018

Slicing

- Reduced the time to generate job files, particularly for large parts.

Printing

- Modified tool-path generation for better surface finish near perimeter start/stop points.
- The default placement of multiple part instances ensures that parts do not share a raft.

User Interface

- Print job estimates can now be displayed for existing jobs. A new *Show Estimates* button in the *Printer Jobs* dialog displays the build time/material estimate for jobs already on the printer.
- Simplified the duplication of parts. The *Total Instances* field in the *Model Properties* is now editable. The number of instances of a part can be increased or decreased by editing this value. This feature replaces the *Duplicate* button.
- Added a *Reset Rotation* button to revert a part to the orientation in which it was imported.
- Rotation arrows may be dragged for continuous rotation and clicked for 90-degree rotation. Right-clicking an arrow displays a field in which the rotation angle can be input directly.
- Tool-tips are optionally displayed when the cursor hovers over the rotation arrows to advertise the possible interactions.

File Import

- Addressed an issue in which ASCII-format STL files that used a tab character as a delimiter would not import.