

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

Send to: TechServices@FROG3D.com

- 3- Detailed description of the bug and what actions lead to it.
- 4- Include SOFTWARE NAME and VERSION NUMBER

Version:	2.2.4	Release Date:	2024/08/19
Bug	Fixed toolpath ending early on some calculations.		

Version:	2.2.3	Release Date:	2024/08/15
Bug	Fixed 'Cut from one side' in virtual milling feature.		

Version:	2.2.2	Release Date:	2024/06/27
Update	Updated Help File added to installation.		

Version:	2.2.1	Release Date:	2024/05/27
Feature	Added 'Mirror' feature to accommodate machines with reversed rotary.		
Function	Fixed unintentionally mirrored parts, changed default rotary direction.		

Version:	2.2.0	Release Date:	2024/04/26
Post Processor	Improved Manual Input Post Processor to accommodate controller		
	versatility.		

Version:	2.1.0	Release Date:	2023/11/16
Licensing	Improved method of identifying pc		

FROG3D[®], FROGShape[™] (3D)



Release Notes

Version:	2.0.3	Release Date:	2023/10/26
Bug	Fixed Disappearing Mesh memory pointer error in function library.		

Version:	2.0.2	Release Date:	2023/10/08
Messages	Updated Licensing Prompt		

Version:	2.0.1	Release Date:	2023/09/26
Bug	Fixed software calls for the wrong license		

Version:	2.0.0	Release Date:	2023/09/25
Overall Function	FROGShape [™] has been split into 2 applications. One to process vectors (2D) and the other to process 3D models (3D). The two applications together create FROGShape [™] v2		
Licensing	Now uses online license. USB license key deactivated for version 2.0+		
User Interface	Appearance changed to resemble other proprietary frog software (FROGLathe™ FROG4D™)		
Features	Improved 3D preview of toolpaths		
Features	Improved raw-stock management		
Features	Added adjustable lower-support		
Features	Added toolpath-offset for roughing		
Features	Added time estimate		
User Guide	New User Guide added to Help menu		