

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:	3.2.3	Release Date:	2024/11/01
Bug	Fixed miscalculation cause by depth limitation by stop plane.		
Project File	Added Spindle Position warning when .F4D file uses different spindle position than users default.		

Version:	3.2.2	Release Date:	2024/05/31
Bug	Fixed toolpath ignoring parts of model.		

Version:	3.2.1	Release Date:	2024/05/07
Bug	Fixed not saving Post Processor information.		

Version:	3.2.0	Release Date:	2024/04/26
Post Processor	Improved Manual Input Post Processor to accommodate controller versatility.		

Version:	3.1.3	Release Date:	2024/03/01
Bug	Fixed introducing negative Z coordinates in post processor output		

Version:	3.1.2	Release Date:	2024/01/26
Bug	Fixed bug causing Step-cut to disappear		

Release Notes

Bug	Fixed Transformation Matrix causing toolpathing errors
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Version:	3.1.0	Release Date:	2023/11/16
Licensing	Improved method of identifying pc		

Version:	3.0.8	Release Date:	2023/11/13
Improved Function	Determining contours during calculation		

Version:	3.0.6	Release Date:	2023/10/26
Bug	Fixed cutting through supports when 'add to X' = zero		

Version:	3.0.5	Release Date:	2023/10/13
Bug	Fixed Disappearing Mesh memory pointer error in function library.		

Version:	3.0.3	Release Date:	2023/10/08
Messages	Updated Licensing Prompt		

Version:	3.0.2	Release Date:	2023/09/26
Bug	Fixed software calls for the wrong license		

Version:	3.0.1	Release Date:	2023/09/25
Bug	Fixed limit planes function		

Version:	3.0.0	Release Date:	2023/08/16
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Licensing	Now uses online license. USB key license deactivated. V3.0 +
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