FROG3D®, FROGBase™

Release Notes

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:	**2.1.1**	**Release Date:**	**2025/01/14**
Save File	Added double-click function to project file icon		
Bug	Fixed curvature error on Channel DXF exports		

Version:	**2.1.0**	**Release Date:**	**2024/05/03**
Post Processor	Improved Manual Input Post Processor to accommodate controller versatility.		
Interface	Added 'Themes' option in View settings		
Milling Strategy	Fixed - no perimeter toolpath on middle slices		
Calculation	Fixed bug - 4" base not calculating		
Simulation	Fixed bug – Simulation not calculating		
Simulation	Changed default resolution for quicker calculations		

Version:	**2.0.7**	**Release Date:**	**2024/03/19**
Licensing	Now uses online license. USB key license deactivated. V2.0 +		
User Interface	Appearance changed to resemble other proprietary frog software (FROGLathe™ FROG4D™ FROGShape™)		
Features	No longer uses CSV files to store information		
Features	Added ability to 'Save Prebench As' to save all settings		
Features	Added ability to export certain DXF		

Features	Added ability to cut individual channels
Features	Added 3D simulation of concrete results
Features	Added Custom Height to channel depth settings
Features	Now uses Mesh geometry, drastically reducing calculation times
Features	Improved geometry manipulation
Milling Strategy	Spiral type toolpath
Milling Strategy	'Remove Scallops' feature added for trouble areas
Milling Strategy	Perimeter cutting accommodates non-cylinder blocks
Milling Strategy	Added dynamic feedrates
Milling Strategy	Added "Material Left" setting for roughing/finishing or to remove a thickness to account for coating.