



3DSYSTEMS®

SLA® Systems Software Customer Release Notes

3DManage™ Software

Version 1.5.2825, Part Number 23782-C01-17

Release Date: November 24th 2015

For all ViperPro™ SLA® Systems

For all iPro™ SLA® Centers

For all ProJet® 6000-series Production 3D Printers

For all ProJet® 7000-series Production 3D Printers

For all ProX™ 950-series Production 3D Printers

For all ProX™ 800-series Production 3D Printers

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2.0 Software Release Overview

2.1 About 3DManage™ 1.5.2825

- Bug Fixes:
 - Small Spot Beam Compensation is now saved properly and does not revert to default value after PLA file is prepared and saved.
 - All PLA files must be saved under the user directory. (C:\Users\XXX\Documents\)
 - This is due to WR permissions associated with Win7 and Win8. PLA files cannot be saved in the Program Files directory. This will cause errors.
 - Modifying Recoat Parameters will no longer cause preparation failures.
 - Composite RDM has been properly added to the RDM types available for ProX 800.
 - This will require current users of BlueStone or CeraMax ProX 800 platforms to recreate their machine platform in 3D Manage.
 - Various Z height fixes implemented for selecting RDM types.

2.2 3DManage™ Minimum Computer Requirements

- Processor: Pentium 4, 2.4 GHz

Note: The faster the processor, the faster 3DManage™ can prepare (i.e. – slice) a platform of geometries. Personal computers available today generally have multicore processors. The most important part of picking out a system, in terms of slice, is that the faster each individual core speed, the better (i.e. – 3.0GHz is better than 2.4GHz). Also, more cores does not necessarily increase slice productivity. If you have a choice between a Dual Core 3.0 GHz processor and a Quad Core 2.4 GHz processor, go with the Dual Core processor.

- Installed Memory: 2GB

Note: The amount of installed memory (i.e. – RAM) directly correlates to how many triangles can be loaded into a platform. Each geometry loaded is created with a certain number of interlocking triangles; the more triangles in the geometry, the larger the individual geometry size. ** The “/3GB Switch” (referenced in section 3.6) only helps if you have a 32bit system with 4GB of RAM installed. The reasoning behind utilizing this tool is that Windows will allocate a certain amount of the installed memory to control / run the Operating System. The “/3GB Switch” limits the amount of installed memory that can be used for the Operating System there by increasing the amount of memory available to all other open programs. to set this switch follow the instructions found in the “Setting the /3GB Switch” section.

- Video Card: Open GL 1.4, 128 MB of graphics memory, Native PCI Express x16 bus interface (Recommended: 1280 X 1024 resolution or higher)
- Windows 7 or higher.
 - Windows XP is not supported in this release.

3.0 Installation Instructions

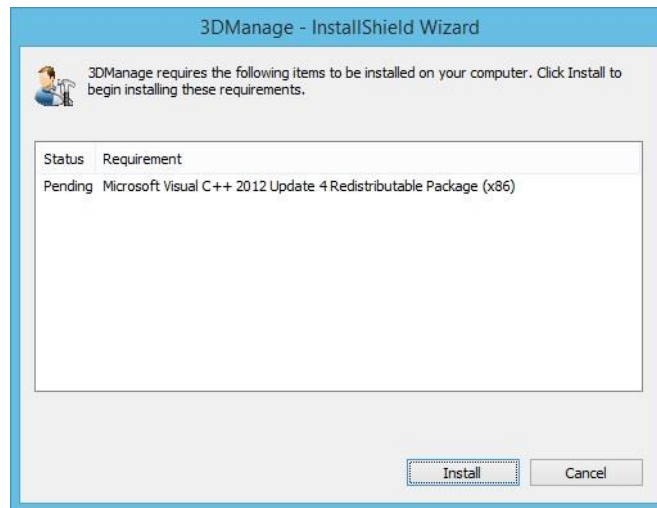
3.1 Step 1: Acquiring the 3DManage™ Software License

1. Record your ProJet® series, iPro™ series, ProX™ series, and/or Viper® Pro Machine's serial number. This can be found on the machine ID plate which is centered at the bottom of the machine's rear facing side.
2. On your local application computer (i.e. – not your SL Machine!), retrieve and record your local machine's HostID (i.e. – Physical Address). The following steps instruct you on how to acquire this value:
 - a) On the taskbar, click START and then select RUN.
 - b) Type cmd and then click OK.
 - c) In the command (dos) window, type ipconfig /all <enter>
 - d) Record the "physical address" value under the Local Area Connection.
 - o The value is a 12 digit hexadecimal number.
3. Open an internet browser and go to the 3DSystems Software Service page (<http://softwarelicensing.3dsystems.com/content/software/licensing/index.aspx>)
4. Fill in the boxes under the Technical Contact Information section with your contact information
5. Select 3DManage™ under the Request a 3DManage™ License section
6. Click the submit button.
7. On the next screen, enter your HostID address (i.e. – Physical Address) and the SLA serial number found on your SLA.
8. Click the submit button.
9. Your license file will be e-mailed to you shortly.
 - a) **Note:** If you are having licensing issues, contact our US hotline at 800-793-3669 or your local regional office.
10. Once the software license has been acquired the software installer can be downloaded from 3DSCentral at <https://3dscentral.3dsystems.com/>

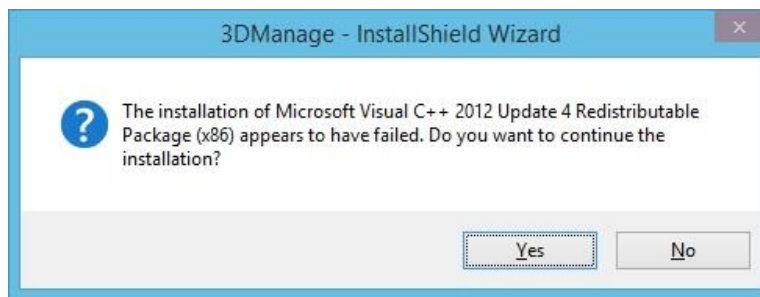
3.2 Step 2: Installing 3DManage™

Note: The instructions below can be used when installing for either Microsoft Windows 7.0 or Windows 8.0; Failure to follow these instructions may result in numerous

1. Go to C:\Program Files\3D Systems
 - a) In the Inf folder, save Machines.inf to a backup directory outside of the 3D Manage folder.
 - b) In the Builds folder, save any BFF files that you wish to keep into a directory outside of the 3D Manage folder.
 - c) In the license folder please save your license.ini file to a directory outside of the 3D Manage folder.
 - d) In the Stls folder, save any stl files that have been added or modified to a directory outside of the 3D Manage folder.
 - e) Go to Control Panel -> Add or Remove Programs -> Select 3D Manage
 - f) Uninstall 3D Manage
 - g) Delete the entire 3D Manage directory
2. Run the Setup.exe associated with the latest version of 3D Manage
3. Follow the installation wizard prompts.



- a) Note—The Microsoft redistributable installation may fail if you already have it installed. To continue, select yes when prompted.



4. After installation is complete, move the backup files back into their respective directories.

3.4 Step 4: Setting Up Windows 7.0, and 8.0 Permissions

Note: You must have administrative permissions to perform the following steps successfully!

1. Open the C:\Program Files folder
2. Right Click on the 3D Systems folder
3. Select Properties
4. In the 3D Systems Properties window, select the “Security” tab.
5. In the “Group or user names:” window, select “Creator Owner”, then click “Edit”.
6. In the “Permissions for 3D Systems” window, make sure that all of your “Group or user names” have the same permissions.
 - a) You will want to select a Group or User Name and check “Allow” for all of the permissions.
 - b) After you finish with one Group or User Name, click the “Apply” button.
 - c) Then proceed to the next user until ALL of the Users have the same permissions.
 - d) After all Users have been given full permissions, click “OK” to return to the 3D Systems Properties window.
7. In the 3D Systems Properties window, click “OK” to close the window.

Note: After clicking Apply for the Creator Owner user, the Allow checkboxes will deselect. For all other owners the selected checkboxes will remain after clicking apply.

3.5 Step 5: Modifying System Memory Handling (optional)

- Setting 3GB Switch (x32 bit Operating System)
 - **Note:** This section is only a recommendation for users wishing to maximize the capabilities of a 32-Bit operating system with 4GB of memory (RAM) installed.
 - **Note:** The “/3GB Switch” is required because windows will allocate a certain amount of the installed memory to control the Operating System. The “/3GB Switch” limits the amount of installed memory that can be used for the Operating System there by increasing the amount of memory available to all other open programs. To set this switch follow the instructions found in the “Setting the /3GB Switch” section.
 - a) Install 4GB of memory (RAM) into the system that 3DManage™ will be installed on.
 - Note: It is recommended that users use two – 2GB memory chips
 - b) Right Click on My Computer.
 - c) Click properties
 - d) Click on the Advanced tab
 - e) In the Startup and Recovery section, click on the Settings button
 - f) This will open the Boot.ini file.
 - g) Prior to making any changes, create a backup of the Boot.ini file by clicking File...Save As. Save the file as Boot-orig.ini In the boot.ini file, add /3GB to the end of the operating systems string.
 - h) Save the boot.ini file
 - **Note:** Make sure you are saving your changes to the Boot.ini not the backup file that you created earlier.
 - i) System will require a reboot for these changes to take effect.
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- Modifying Paging File Handling
 - Note:** For added memory handling, a tweak to the how the system handles the Paging File may be necessary.
 - a) Right Click on My Computer
 - b) Select Properties
 - c) Click on the Advanced Tab
 - d) In the Performance section, click the “Settings” button
 - e) In the Performance Options window, click on the Advanced Tab
 - f) In the Virtual Memory section, click on the “Change” button
 - g) In the Paging file size for selected drive section of the Virtual Memory window, select the “System managed size” option.
 - h) Click the “Set” button
 - i) Click OK to exit Virtual Memory window
 - j) Click Apply in the Performance Options window
 - k) Click OK to exit Performance Options window
 - l) Click OK to exit System Properties window
 - m) System will require a reboot for these changes to take effect.