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1 INTRODUCTION

We are pleased to announce the availability of the new version 2.7 of 3D Sprint. 3D Sprint™ is 3D Systems' exclusive software for preparing and optimizing CAD & polygon data, and managing the additive manufacturing process on its plastic 3D printers. Shipping with each supported 3D Systems printer, 3D Sprint delivers tools that allow you to 3D print better parts without needing high-priced software to achieve it.

For more information, please visit support.3dsystems.com.

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SYSTEM REQUIREMENTS

For the latest system requirements information and to learn about specific qualified system configurations, go to the [System Requirements](#) page to get the download latest requirements. Some users have had success running system configurations that deviate from the supported listed on our website. In such cases, these configurations are not officially supported by 3D Systems, Inc.

Additionally, we test a variety of hardware platforms in combination with the graphics subsystems. While we make every attempt to be as thorough as possible, hardware manufacturers change their products frequently and may be shipping newer products or have discontinued active support for others. Check the support section of the website for the latest system requirement information and specific qualified systems.

DOWNLOAD AND INSTALL SOFTWARE

You can download and install the software from gettingstarted.geomagic.com, select the 3D Sprint product, then click **Download 3D Sprint** to download 3D Sprint.

In addition, automatic software updates are available if you set the **Check for updates on launch** option to **True** in Preferences and a valid maintenance code is activated, and your computer is connected to the Internet. The application will check if a newer version is available and will download it automatically for installation.

ACTIVATE LICENSE

3D Sprint requires license activation to run the application on your PC. You can choose to use an evaluation license for a 30-day period or activate a permanent license by using an activation code.

After you start your application, the License Utility window opens. The License Utility allows you to activate and use the 3D Sprint software.

NOTE: When you launch the License Utility, you can click the Help button to read the Licensing Guide.

To register for permanent activation codes please use the 3D Sprint registration landing page here:

<http://www2.3dsystems.com/l/1004/2017-03-16/7mk48v> *

**This request will go into a system, and we will produce activation codes within 48 hours (excluding weekends).*

If you are an existing user and have already activated the license on your PC with the previous version of the application, you can run the newer version of the application without re-activating the license.

For more information, go to gettingstarted.geomagic.com, select the 3D Sprint product, then click Licensing.

SLA IMPROVEMENTS AND CHANGES

This section lists the improvements, changes and bug fixes in 3D Sprint 2.7 for SLA Printing:

- Importing custom style files which have a non-compatible layer thickness is supported.
- Fixed redundant laser scanning from one support instance when multiple copied parts exist.
- Fixed a possible crash issue when running the Check Cartridge command for a printer with an incorrect material setup.
- Fixed the issue where Smart Support failed to generate for all parts when an SLI file was included.
- Fixed the issue where Smart Support tips disappeared when checking the “Cross Tip” option.
- Fixed the issues that caused orphaned slice curves in builds with the Quick Cast build style.
- Other minor bug fixes and improvements to SLA printing work-flows.

MJP IMPROVEMENTS AND CHANGES

This section lists the improvements, changes and bug fixes in 3D Sprint 2.7 for MJP Printing:

- New materials have been added for the ProJet MJP 2500 and ProJet MJP 2500 Plus.
- New set of commands added for the ProJet MJP 2500(all), 5500X-E and 5600 printers. The new Infill command can be used to create offset shells and apply infill lattices for reducing weight and cost of parts. This includes a new vent and drain creation for the draining of excess material.
- Enhanced SLC support. All MJP printers now support SLC files. Allowing per-object material assignment for ProJet MJP 5500X-E and 5600 printers and the mixture of SLC and mesh objects on a single platform for all printers.
- Update to the Entrapment command. Engraving tools (text and images) can now produce multiple shells for entrapped wax and multi-material part creation.
- Updates to Estimation. Updates include estimations for new materials, modes and styles. Estimations for SLC support along with estimations for parts containing infills.
- Fixed an issue that prevented the import of MJPDDD files.
- Other minor bug fixes and improvements to MJP printing work-flows.

CJP AND USLA IMPROVEMENTS AND CHANGES

This section lists the improvements, changes and bug fixes in 3D Sprint 2.7 for CJP and uSLA Printing:

- Minor bug fixes and improvements to both the CJP and uSLA printing work-flows.

OTHER IMPROVEMENTS, CHANGES AND FIXES

- Optimized memory usage when 3D Sprint is used with certain custom setting.
- Fixed an issue where non-ASCII characters in part or print job names were causing jobs to fail when being sent to the printer. Part or job names that contain non-ASCII characters will now either prompt the user to change it on submission or automatically change it when creating build files.

KNOWN ISSUES IN 3D SPRINT 2.7

This section lists the known issues and bug in 3D Sprint 2.7:

For SLA printers, model data imported from .BFF files will not have access to command other than **View Slice** for visual inspection.

Changing printer setup after importing a slice file (.BFF, .SLI, .SLC) will result in the affected model data being discarded without a warning message. This action can still be undone by using the **Undo** command (Ctrl + Z).





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