3D Sprint 2.6

From File to Print

What's New

Software: **3D Sprint**

Version 2.6

Release Date: August 2017
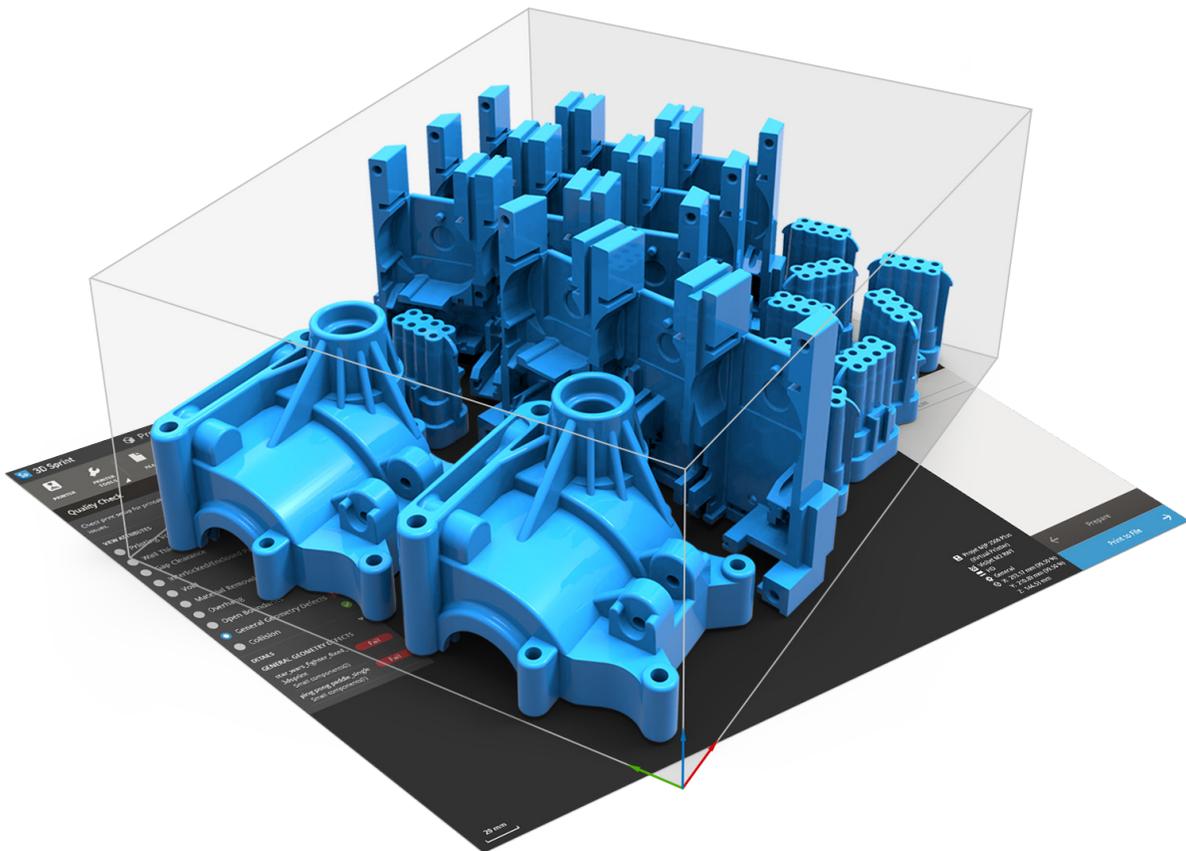
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1 INTRODUCTION

We are pleased to announce the availability of the new version 2.6 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.

3D SPRINT FREE CLIENT

Customers using 3D Sprint 2.6 without a valid license will now have the option of using the 3D Sprint Free Client version. This will replace the 3D Sprint Viewer Mode as the free version of 3D Sprint, and will give you the basic functionality to print using 3D Systems printers.

The 3D Sprint Free Client has the following limitation and commands available:

•   The Free Client only connect with Network/USB printers. The use of virtual printers is not supported.

•   Importing STEP and IGES files are not supported.

•   **Auto place**, **Copy**, and **Support** Generation are available with some limitations.

•   Selected **Printer Tool** commands will be available for all printers.

•   **Scale by Unit**, **Transform**, **Quality Check**, **Materials** and **View Slice** commands are available.

•   All commands in the **Queue** tab are available.

•   **Export** and **Print to File** are not available.

•   All other commands are not available in the 3D Sprint Free Client.

SLA IMPROVEMENTS AND CHANGES

This section lists the improvements, changes and bug fixes in 3D Sprint 2.6 for SLA Printing:

•   The parameter **Small Linewidth Compensation** has been added in the Printer Settings.

•   Fixed a bug in the estimation cache that was not recalculating the recoat style changes.

•   Fixed the volume calculation in the estimation algorithm.

•   Updated support command to avoid support point creation on up-facing areas.

•   Changed the printer configuration so that it won't reset the loaded BFF if the printer type is the same

•   Fixed a bug where Empire supports were generated outside of the printing platform when the part is placed close to the platform boundary

•   Fixed an issue where recoat style is not properly applied when multiple ranges are used

MJP IMPROVEMENTS AND CHANGES

This section lists the improvements, changes and bug fixes in 3D Sprint 2.6 for MJP Printing:

•   ProJet MJP 5500X updated to ProJet MJP 5500X-E in application.

•   Minor bug fixes and Improvements to MJP printing workflows

OTHER IMPROVEMENTS AND CHANGES

This section lists the common improvements, changes and bug fixes in 3D Sprint 2.6

•   Copy command > Linear Pattern was improved to use the distance between the parts center position and recalculated the selection change to show the preview of neighboring parts

•   Mandatory quality checking function added ("Run Minimum Quality Check When Creating The Build File" option in the Preference) for making sure the job is OK to print before submit.

•   Quality Check options are now checkboxes so that user can choose only their desired tests.

KNOWN ISSUES IN 3D SPRINT 2.6

This section lists the known issues and bug in 3D Sprint 2.6:

For SLA printers, model data imported from .BFF files will not have access to the **Recoat Style** command as it can cause the incorrect internal hatching of the fill structure.

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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