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Moldex3D Viewer R11.0 SP2 Release Note

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Introduction

Moldex3D Viewer is a ***standalone*** and ***free*** analysis result visualization tool, and it can present various analysis results interactively generated from Moldex3D Project. It supports eDesign, Solid, and Shell projects. With its extensive three-dimensional visualization capabilities, users can view pros and cons of all simulations and share more professional performance with their collaborative teams, such as part designers, mold makers, tooling engineers, partners, or customers worldwide. Moldex3D Viewer offers a comprehensive and efficient communication platform that helps users achieve better design verification and optimization.

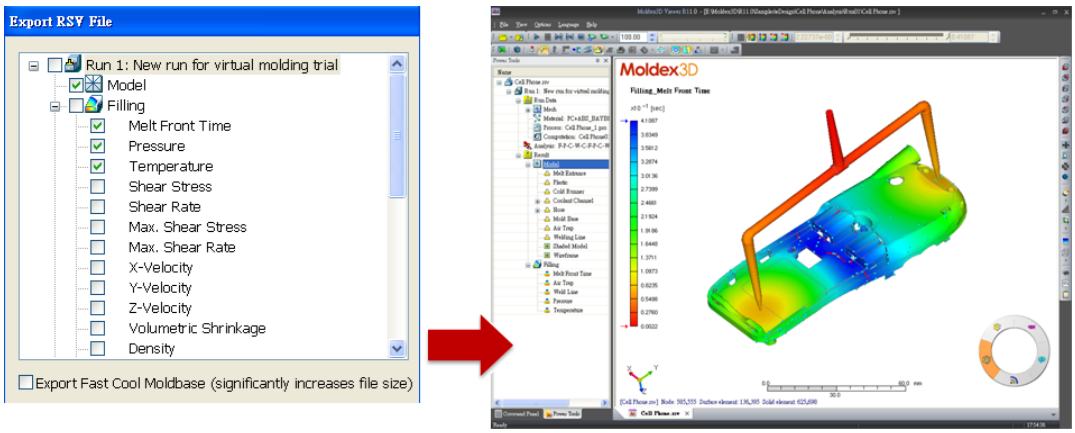
What's New?

- **Licensing Changes**

  Moldex3D Viewer no longer requires license activation in this version. Users can get a free download at the Moldex3D website. Then, you can directly install and use Viewer without any licensing activation process at the first time. It is more convenient for users to share this tool and present professional analysis results with overall collaboration.

- **New Features**
  - **User-defined display result items**

    Users can decide which analysis result item will be visualized in Moldex3D Viewer, then exporting the checked items as a compact RSV file from Moldex3D Project. It allows users to output the most significant results they are interested in, which also highly lightens file size.



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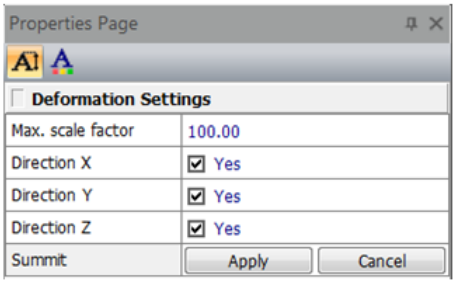
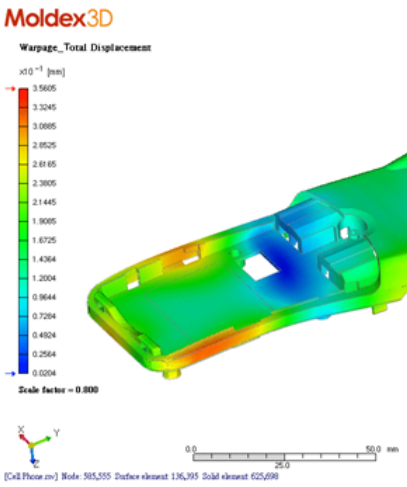
- **Scalable deformation value in warpage results**
  Moldex3D Viewer supports to define scale factors and make a deformation animation. It allows users to switch on/off the deformation result in X, Y, and Z direction. Therefore, users can clearly observe the deformation tendency for part design.





System Requirements

Platform	**Windows**	Microsoft Windows 7, Vista, XP, Server 2008
	Moldex3D	Moldex3D R11.0 SP1, R11.0 SP2
Recommended Hardware	**CPU**	Intel Core i7 Series, Intel Pentium, Intel Xeon, Intel EM64T, AMD Athlon, or AMD Opteron based processor
	RAM	2 GB or higher
Graphic Cards	Moldex3D Viewer is currently compatible with the following graphic cards. If it is applied with incompatible graphic cards or without any graphic cards, it may not function properly. ➢ ATI: Radeon HD 4870, FirePro V3700, FirePro V4800, and FirePro V5800 ➢ NVIDIA: GeForece GT 530, Quadro FX 580, Quadro 600, Quadro 2000, and Quadro 4000	
Supported Language	English	

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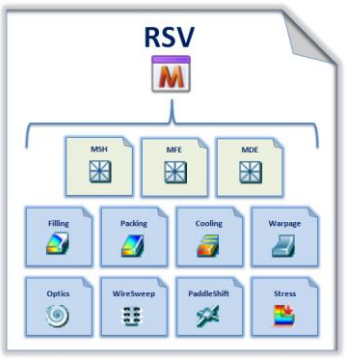
Result File Compatibility

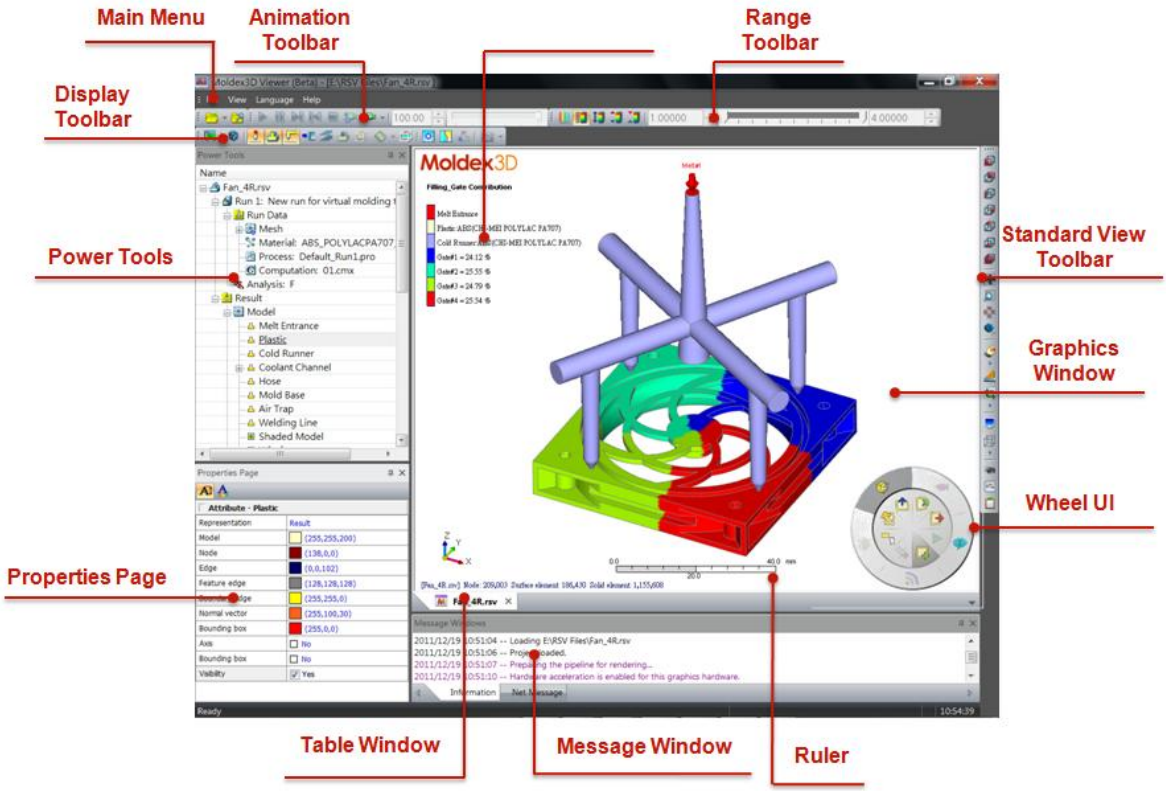
Moldex3D Viewer supports ***Moldex3D Result for Viewer files (*.rsv)*** exported from Moldex3D Project.

Moldex3D RSV is an exclusive file format which Moldex3D Viewer can read. It contains all the user-specified analysis results exported from Moldex3D with topology and geometry information of the model. Users can share the compact file easily with their companies or customers. It supports eDesign, Shell, and Solid projects. It also supports different advanced project types, including injection molding, gas-assisted injection molding, microcellular injection molding, reactive injection molding, encapsulation, co-injection molding, and injection compression molding.



User Interface Framework

- Support tree items and properties pages in the display toolbar to group information data
- Support dock toolbar and dock window to approach user experience
- Support easy-to-use wheel menu to control each display mode



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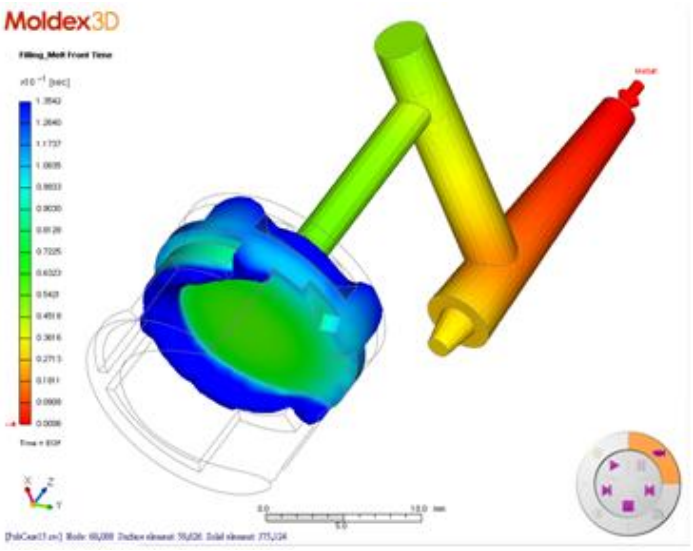
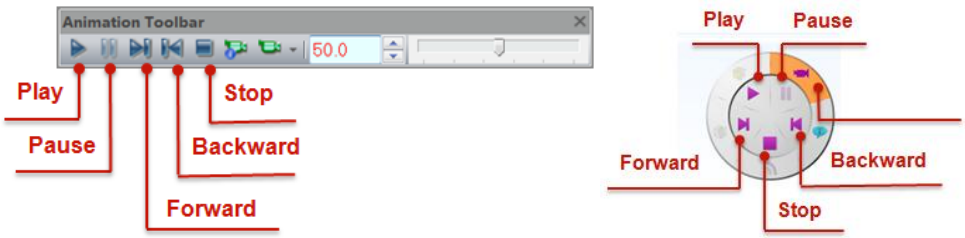
Key Features and Capabilities

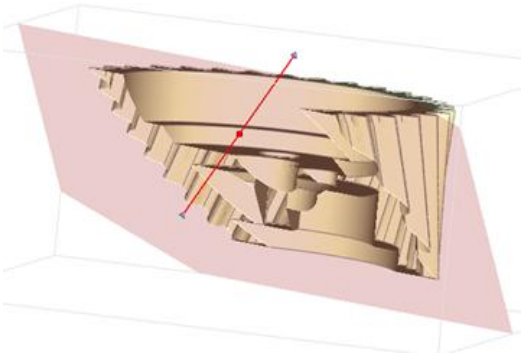
- **Making melt front animation**
  - Provide options to define duration time and frame rate
  - Support to output AVI and GIF animation files



  - Support to control by animation toolbar or wheel menu



- **Clipping and slicing function**
  - Support user-defined control planes
  - Control planes can move along with X, Y, or Z axis



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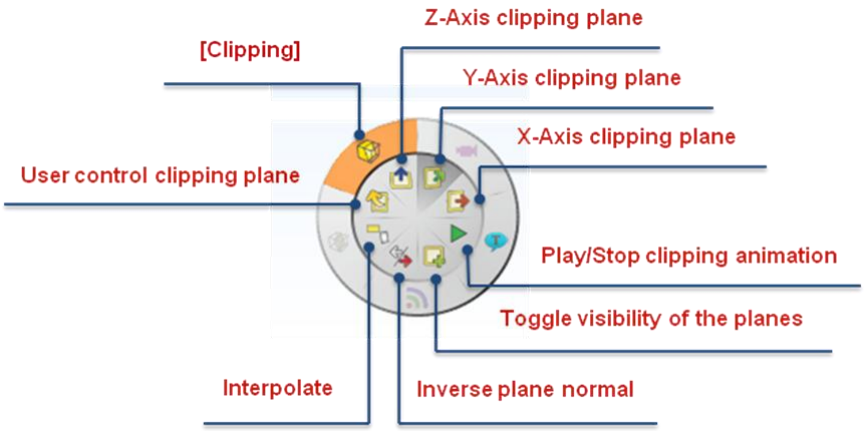
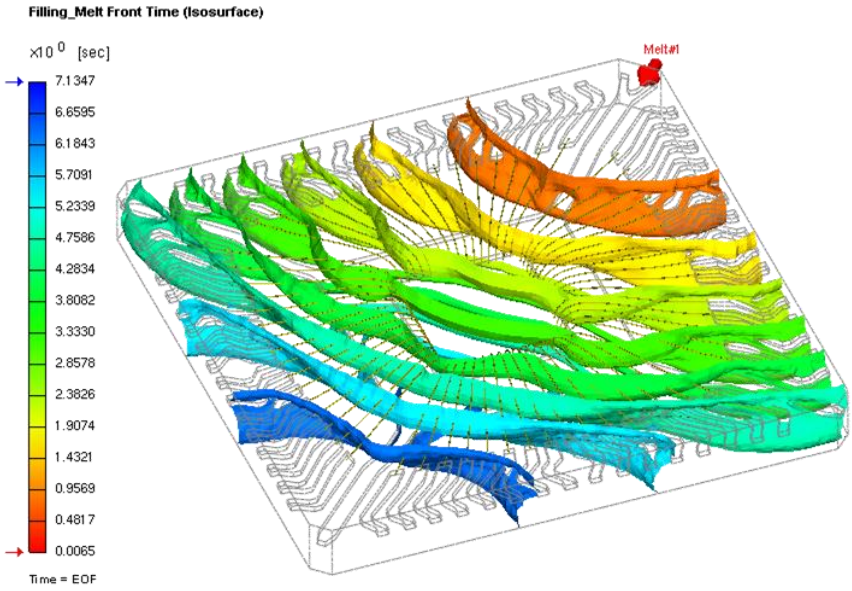
- Support to make clipping or slicing plane moving animations
- Support to control the clipping and slicing function by wheel menu



■ **Iso-surface function**

- Support to define multiple iso-surfaces
- Support dynamic iso-surface displays
- Support to make iso-surface animations
- This function is only available for eDesign and Solid analysis results



■ **Screen Capture**

- Allow to define capture area by mouse drag, view portion, or full screen
- Provide options to save image files or copy to clipboard

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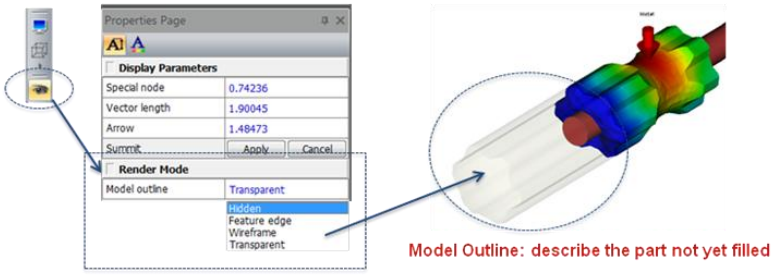
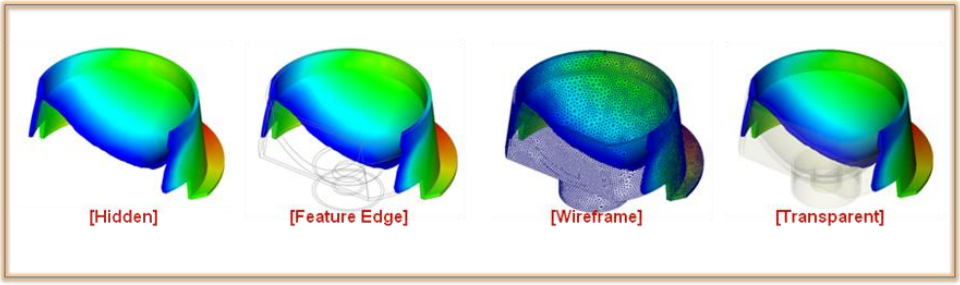
- **Model outline representation**
  - Provide four approaches: hidden, feature edge, wire frame, or transparent





- **Options to control tip representation**
  - Tip font size: small, medium, or large
  - Tip offset direction: X, Y, Z direction or bounding sphere

Support Contact

If you have any question or feedback, please email with your contact information to mail@moldex3d.com or talk with your local reseller or sales representative. We will be happy to assist you as soon as possible.