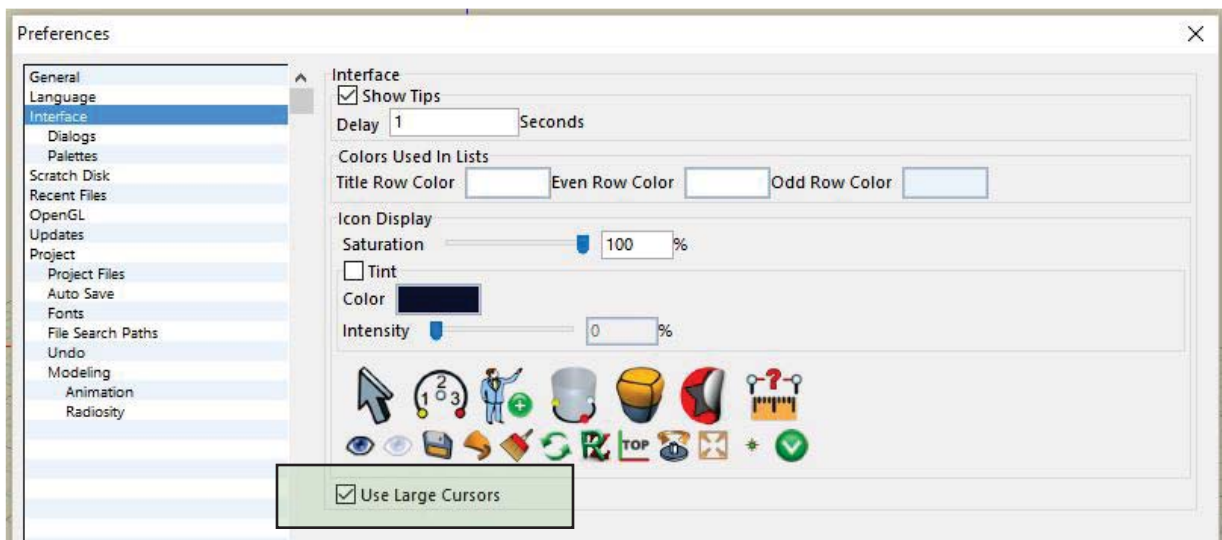


- FBX Import/Export format added.
- New option has been added Interface section of the **Preferences** Dialog on the Windows version. **“Use Large Icons”** enables higher resolution cursor graphics to make cursors visible on 4K or larger resolution monitors.



- **Enable Multi Threading** option available on Mac.



Corrections of note:

- Frame Picking Components that are in Unlocked Groups now works as expected
- Editing certain Component no longer causes the Materials to Multiply, creating copies of the materials with duplicate names.
- Using Multi View Options no longer leads to certain crashes.
- Undo Replace Component no longer shows the Replaced Component.
- Invisible Components no longer render in RenderZone

- Opening certain files with corrupted components no longer crashes.
- Replacing Components is much faster.
- Copy and Paste Group of Components no works properly
- Ghosted Groups of Components no longer become Visible after save, close, and reopen
- Thicken and convert to NURBs now works on certain sub-d objects that previously failed.
- Move / Copying components is now faster.
- Animated texture (.mov file as texture) now renders properly in shaded mode when the current time is changed or when generating an animation with RenderZone .
- Using multiple windows in a project no longer prevents components from updating.
- Replacing a Component from a Component Library that is not in the Embedded Library loses no longer loses link to the Component Library
- Duplicate Component now has the proper preview image.
- Export Image to DWG/DXF no longer produces multiple line segments from Hidden line with clipping planes enabled
- Changing a material on a face of a component with more than one material already on the object no longer causes the component to appear as wireframe in shaded work mode.
- Difference of certain SubDivision objects no longer leaves extra NURBS surfaces
- formZ Layout now has its own folder in the Documents folder for auto save files
- Slice with line now works properly on certain objects.
- Using replace component tool no longer breaks the link to the component
- Voronoi tool now works correctly with smooth untrimmed closed shapes.
- Parametric map (PMAP) now works on certain NURBs surfaces