

Portrait 2 Release Notes

Version 3.34

Changes and new functions

Visualization of the License Manager version

Fixed bugs

Corrected the support of the PSD multichannel Lab files and of the PSD CMYK files

Known problems

Undo does not allow to restore the deleted bounds

The stepped pattern application is only allowed without rotation

Version 3.31

Fixed bugs

This version fix a problem with the license management using the software without a network card or disabling all the network cards in the system.

Version 3.30

Changes and new functions

New mapping mode, "light", where you can set the lightness of the pattern.

Visualization of the license in the status bar.

Version 3.20

Changes and new functions

It's possible to select the cover color also from the background image.

Version 3.10

Changes and new functions

XPF Colorways support: now it's possible to load the colorways of a XPF file directly from Portrait.

Mouse wheel support to scroll the view.

Version 3.00

Changes and new functions

The software supports the XPF files generated with the version 8 of Ramsete.

New pattern limit dimension is 7000 pixel per side.

The software has been protected with hardware keys.

Fixed bugs

Crash during the texture application with pattern rotation.

Error creating and saving a project with some vector points out of the image bound.

Version 2.13

Fixed bugs

The software didn't save a big number of masked area.

Version 2.12

Changes and new functions

Support of Photoshop image files (PSD).

Version 2.11

Fixed bugs

The outline of the objects has not been mapped correctly.

Version 2.10

Changes and new functions

Visualization of the meter for every object.

The visualization of all objects with all vectors has been removed.

During the creation of the vectors, the properties window disappears.

The software searches the image associated with the AIO file before in the path name of the file, then in the standard path, which is possible to modify in the option menu.

It's possible to load a pattern with a maximum of 150 MB; in general the performance of the software depends in any case on the performance on the computer and thus on the memory available.

Check of the name of the objects: it is not possible to assign the same name to more objects.

The mapping speed has been increased by 15%.

New and easier management of the Masked Area: the Masked Area is no longer associated with the objects; it can now be created like a single bound. During the creation of the Masked Area the objects disappear.

The function of the following keys has been changed:

F1 - Enable/disable the visualization of the bounds (all).

F2 - Enable/disable the visualization of the vectors of the selected object.

F3 - Enable/disable the visualization of the Masked Area.

F4 - Enable/disable the visualization of the grid of the selected object.

When the visualization of the Masked Area is active, icon in the status bar appears.

It's possible to enable the Masked Area also from the toolbar.

The software supports the following image file formats: JPG, TIF, XPF (Ramsete file), SCN.

Fixed bugs

Crash during the texture application in FLAT mode with the meter active.

The application could not be closed/shut down with the respective command in the Exit menu.

Version 2.02

Changes and new functions

It is possible to set the meter for each group

Mapping with step pattern (only without rotation)

The dimension limit of the patterns has been increased to 6000 pixels

Selection of the "reference color" from the background image

Fixed bugs

Open file filters. It is possible to open these file formats: XPF, TIFF, JPG

The icon "group visualization" was limited to 32 bit for color depth

Version 2.01

Changes and new functions

It is possible to modify the document: orientation, size, bounding box and color balance

Mapping of groups of bounds with the same patterns or color, setting of the reference color, scale factor or meter

Improvement of the mapping speed

Setting of transparency (only for flat pattern)

Masked areas

Better memory management, which allows to create more objects

Duplication of vectors

Fixed bugs

After the reloading of the image and the modification of the vectors, sometimes the background image did not appear correctly

The printing preview did not display the images with the correct size

It was not possible to save the image files with the same name (overwrite)