

Ashlar-Vellum Channel Partner Newsletter

September 2012

New Service Pack Anticipated for Graphite™



Graphite v8 SP4 r0 is in testing and is expected to be released sometime in mid to late October. This new service pack is expected to include:

- An updated PDF export feature which includes bitmaps.
- An enhanced PDF export feature which optionally exports visible layers only or current sheet only.
- An updated Dimension Tool Palette which resolves issues with macros and linear dimensions.
- No temp files in the drawing folder.
- An updated Save Palettes function that includes saving the screen position of the navigator palette.
- A new software installer preventing installation by non-administrators.
- Streamlined user security giving customers a choice between online and USB key security.
- An enhancement that launches multiple .vc6 files within the same instance of Graphite when double clicking on a file icon.
- Improved flexibility within the Undo system regarding customized system configurations.
- A bug fix for Windows 7 that corrects the printing of duplicate pages.
- Code Signatures for both Apple and Microsoft operating systems for streamlined installation.

STU Renewals

Renewal notifications will be going out in October via email to all users with Student Teacher Units of Ashlar-Vellum software. STU users that still qualify under the STU agreement and with software less than three years old will be issued new 1-year codes upon request and receipt of their signed agreement. Qualifying users with software more than three years old must purchase an annual [ASAP maintenance agreement](#) in order to renew their license for another year.

Costs for single license ASAP maintenance include:

Cobalt™ v8 1-year e-only ASAP	\$75
Xenon™ v8 1-year e-only ASAP	\$65
Argon™ v8 1-year e-only ASAP	\$50
Graphite™ v8 1-year e-only ASAP	\$50

Schools with multi-user lab licenses over three years old must also purchase ASAP licenses. Refer to our current price list or contact Ashlar-Vellum for multi-pack pricing.

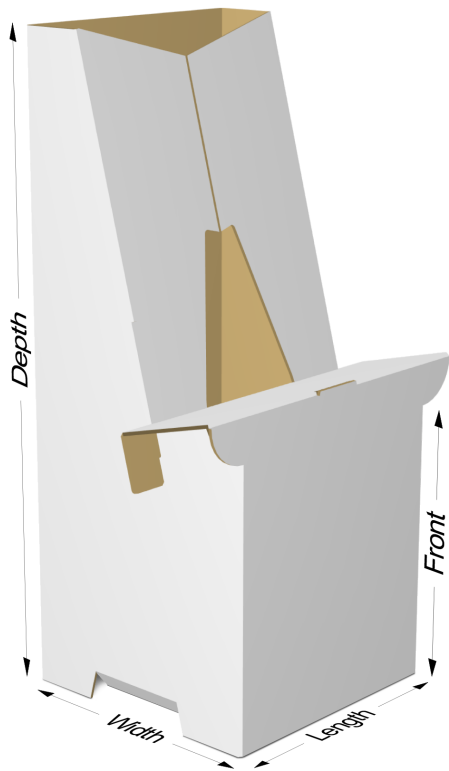
User Newsletter Released

The third quarter *Design Explorer* user newsletter is being completed and will be sent out this week via email to customers and prospects. Featured in this edition are:

- Cobalt's Organic Workflow vs. the Competition
- New Service Pack Anticipated for Graphite
- Mountain Lion Support for v8
- High Stylin' in Xenon Success Story
- Crafting the Dream Success Story
- Retired by Design Success Story
- Always Seen in the Best Light Success Story

Parametric Plug-in Technology

Ashlar-Vellum's engineering team is just now completing work on a project that uses Graphite technology to parametrically resolve precision 2D and 3D graphics in an Adobe Illustrator plug-in.



The first application will be used in conjunction with Michael Collins' box library for the packaging industry. The technology, however, can be applied to any industry needing fast, precision revisions to any design library, web experience or custom software application. Custom applications of this type usually sell in the six figures, so put on your thinking caps and be prepared to receive a finder's fee for any company you help to sell Ashlar-Vellum technology.

Organic Workflow™ vs. the Competition Web Page

The article and chart comparing Cobalt's Organic Workflow paradigm with seven other 3D modeling competitors has been posted on our website for easy access. Thanks to Graeme MacDonald for pointing out that we'd neglected to actually include Cobalt in the chart with Yes, Yes, Yes... across the board. The updated chart can be found by [clicking here](#) for easy access. It can also be found from the website's menu system by accessing **Products > Overview > Organic Workflow Competitive Comparison** or by clicking on the small banner on the right of the Cobalt, Organic Workflow and Product Overview pages.

Competitive Product	Non-linear Workflow	Parametric History on Demand	Transparent Tools	Holistic Tool Palette	Continuous Cross-team Communications
Ashlar-Vellum Cobalt	Yes	Yes	Yes	Yes	Yes
Autodesk SolidWorks	No Requires a linear workflow Different modes for everything	No History required of all times to make edits	No Excavatory model tools	Everything is in different modules	Almost However, it is very difficult to pass usable 3D data to 2D production processes
Autodesk Inventor	No Different modes for everything	No All history required to make edits	No Excavatory model tools	Everything is in different modules or programs	Yes
Autodesk Alias	No No "True" solids Impossible to verify volumes, center of gravity, etc.	No No constants / equations	Yes No	No No "True" solids	No No "True" solids No control of stereo photography exports across surfaces surface in a "solid" state leads to the inability to print the 3D design Limited direct data exchange
Alibre with Moment of Inspiration (MOI)	No No associativity Not "True" solids Many commands only work on one type of object and/or don't have equivalent commands for the various types of objects Difficult to verify dimensions Impossible to verify volumes, center of gravity, etc. Alias functions are in other programs, which breaks the workflow, and it is impossible to flow data with history back and forth across these programs	No History only one level deep Only on some objects No constants / equations	Some Very model look palette	No No rendering No animation No drafting Alias functions are in other programs, which breaks the workflow	No No "True" solids No drafting No rendering No control of stereo photography exports across surfaces surface in a "solid" state leads to the inability to print the 3D design Limited direct data exchange
SpaceClaim	No No associativity No independent surfacing	No	Yes	No No surfacing Drafting is model No rendering No animation	No No rendering
KeyCreator	No No associativity	No	Yes	No No rendering No animation	No No rendering
Altair's SolidThinking	No No associativity Not "True" solids Impossible to verify volumes, center of gravity, etc.	No No constants / equations	Yes No	No No "True" solids	No No "True" solids No control of stereo photography exports across surfaces surface in a "solid" state leads to the inability to print the 3D design Limited direct data exchange