

# WildTools 8.04 Release Notes



*Changes are listed in reverse order—most recent first.  
Is that cool or what?*

## **WildTools ThinkTank**

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A number of tools listed below are available for open beta testing. To turn these features on and to test the new features, please download a copy of NewTools from the WildTools ThinkTank, which is located at

<http://www.seqair.com/ThinkTank/ThinkTank.html>

New features that will be available in WildTools 9 and which you may test now are shown below hilited in yellow.

## **Log of Activity**

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4/26/2007

**WildTools 8.04**

**WildTools 3D 8.04**

**Baseline Tools 8.04**

**Nuts & Bolts 8.04**

**Special Curves 8.04**

**Doors & Windows 8.04**

**PerspectiveTools 8.04**

**SketchTools 8.04**

**WildThing 8.04**

New shipping versions including changes listed below.

### **WildTools Text Tool**

Slight change for quicker response when clicking on text objects.

### **WildTools Selection Arrow Tool**

Fixed problem with delay when double-clicking text objects.

### **TopoTools**

Changed so it recognizes and works with topo point objects created by Topography Tools.

**4/3/2007**

### **WildTools 8.04, etc.**

New shipping versions including changes listed below, superceded by change above.

### **WildTools Selection Arrow Tool**

Fixed problem with moving a text object when other objects are already selected.

**3/26/2007**

### **WildTools 8.04, etc.**

New shipping versions including changes listed below, superceded by change above.

### **WildTools Selection Arrow Tool**

Changed so you can double-click text in groups and leader objects to edit.

Changed so you can drag the text of leader text objects around.

### **Balloon Preview Information**

Changed all of the tools that show a setting before the tool use in a balloon so that the balloon is erased from the screen on tool use.

### **Shadow Needle Tool**

Changed so it handles all types of objects.

### **Scissors Tool**

Slight change in display while using the tool.

**3/14/2007**

Second attempt at new shipping versions.

### **Needle and Style Tools**

The new live display is changed to first draw the object in white so that you will be able to see the new object better. (Turn on Test Screen Effects in NewTools.)

### **WildTools Selection Arrow Tool**

Changed so you can drag dimension line text around.

### **Shadow Needle Tool**

Changed so it handles PDF and group objects.

### **Resources**

Moved resources from .r files to .rsrc files.

**2/12/2007**

First attempt at new shipping versions.

### **Nuts & Bolts Dialogs**

Changed dialog samples for all of the screw, bolt, washer, rivet, nut, etc. tool so that when you select a small size, it now shows at the actual size. Previously there was a minimum display size.

### **Smart Lines—Nuts & Bolts**

Added a 'Smart Lines' choice for Nuts & Bolts. (Turn on Test Smart Lines in NewTools.) This causes the pen sizes of the objects to be reduced proportionally below a certain size.

### **SketchTools**

Changed so the pen opacity is used for the object fill with brush strokes to keep the illusion of there being a single brush stroke in the drawing. That's the way the pen color and pen pattern have always been, and this fixes an oversight created when transparencies were introduced in PowerCADD.

### **Needle and Style Tools**

Now have a new live display. (Turn on Test Screen Effects in NewTools.)

### **Shear Points Tool**

Now draws a horizontal or vertical guideline as you are shearing the points to show the axis that you are shearing about.

### **Center Mark Tools, 2D and 3D**

Now has a new live display to show the centerlines that will be placed. (Turn on Test Screen Effects in NewTools.)

### **WildTools Selection Arrow Tool**

Changed so you can double-click text objects to edit them, as with the PowerCADD Selection Arrow tool.

### **Rotate, Radial Duplicate... Tools, 2D, 3D and Perspective**

Changed so they behave properly when used in click-click drawing mode and with Fallout on Quick Click turned off.

### **Bisector Line Tools, 2D, 3D and Perspective**

Now have a new live display. (Turn on Test Screen Effects in NewTools.)

### **Scale Tool—WildTools**

Now has a new live display and also finger technology. (Turn on Test Screen Effects in NewTools.)

### **Blend Line Tool—WildTools**

### **Perspective Blend Line Tool—PerspectiveTools**

Now have a new live display to show blending. (Turn on Test Screen Effects in NewTools.)

### **Minimum Distance Line Tool**

Now has a new live display to show the minimum distance line. (Turn on Test Screen

Effects in NewTools.)

### **Blend Tool**

Now has a new live display to show blending. (Turn on Test Screen Effects in NewTools.)

### **Divide Tool**

Now has a new live display to show dividing. (Turn on Test Screen Effects in NewTools.)

### **Hole Trim & Ellipse Hatchet Tools—WildTools 3D**

Now have a new live display to show trimming. (Turn on Test Screen Effects in NewTools.)

### **Line Break Tool**

Now has a new live display to show trimming and extending. (Turn on Test Screen Effects in NewTools.)

### **Offset Line 2D & 3D, Parallel Offset 2D & 3D, Thicken 2D & 3D, and Linear Patterning 2D & 3D Tools**

Changed so that they behave like the 'Test Tool Dialog Display Accuracy' discussed below in the display of fixed offsets and lengths in the on-screen ruler, Show Location bar and Edit Window. Turn on 'Test Tool Dialog Display Accuracy' to test.

### **Wall Trim Tool**

Now has a new live display to show trimming and extending. (Turn on Test Screen Effects in NewTools.)

### **Measure Tool**

Changed so you can press the Option key to get high-precision measurements when drawing with a two-click (line-drawing) method. (Turn on Test Screen Effects in NewTools.)

### **Snapping Problem**

Fixed three problems in three places in WildTools that were turning grid and object snapping off: the Marker Tool dialog, the Pen tool dialog, and with the Receptacle tool.

### **Dialog Dimension Display**

Added ability to turn on 'Test Tool Dialog Display Accuracy' in NewTools. When you turn this on, the dimensions shown in all WildTools dialogs show the number in the highest display accuracy with trailing zeros removed. Thus, it will show a number typed to four decimal places as four decimal places and not rounded to the current display accuracy. This also applies to the dimension preview balloons that show the settings for the tool.

### **Squiggle**

Fixed problem where it would not operate on a two- or three-sided polygon.

### **Rotate Tool**

Fixed problem with option-clicking an arc to rotate to match.

### **Trim, Multi-Trim and Intersection Points Tools**

Now have a new live display to show trimming, extending and extension lines. This is also

true when using finger technology with the tool. (Turn on Test Screen Effects in NewTools.)

### **Hatchet Tool**

Now has a new live display to show trimming, extending and extension lines. This is also true when using finger technology with the tool. (Turn on Test Screen Effects in NewTools.)

### **Extension Arc Tool**

Now shows a tangent snap indication when you ask for a tangent snap. (Turn on Test Screen Effects in NewTools.)

### **Break Line Tool**

Now shows a perpendicular snap indication. (Turn on Test Screen Effects in NewTools.)

### **Polygon Tool**

Now has the perpendicular snap indication. (Turn on Test Screen Effects in NewTools.)

### **Move Points, Nibble, Trim, Hatchet, Knife, Freehand Knife & Scissors Tools**

Now preserve dimension text style as well as font and font size.

### **Screen Display**

Fixed problem with red explosions and other on-screen drawing not drawing in a deep zoom.

### **Wild Zoom In**

### **Wild Normal Size**

Added two XTNL Misc commands. These are the two methods of zooming formerly in Zoomer, and they work in a slightly different way than the PowerCADD commands. If you want to use them, assign them command keys. If you do this, the zoom-on-demand capability in the drawing tools of WildTools will obey these to zoom in and for normal size. (Turn on Test Wild Zoom In & Wild Normal Size in NewTools to test this.)

### **Line Break Tool**

Changed so it will put a white spot on a dimension object placed by Paolo's PowerDimensions external.

### **Join Tool**

Hooked up select choices for normal operation of the tool.

### **Slope Offset Tool—TopoTools**

Fixed problem with slope not being calculated right when the drawing scale was anything other than 1:1. The Grading tool worked right with slopes.

### **Move Points, Rotate Points, etc.**

All tools of this type now have a red explosion by the cursor. (Turn on Test Screen Effects in NewTools.)

### **Perspective Circles and Arcs—PerspectiveTools**

Changed for more accurate depiction of circles and arcs in perspective.

### **Protractors**

Slight change to all protractors shown with the various protractor tools or with rotation tools so that the protractor itself is inset slightly from the mouse point so that it does not obscure the area immediately around the cursor.

### **Periods to Feet in Tool Dialogs**

You can now use the PowerCADD shortcut of “.” for the feet mark (apostrophe) in all WildTools dialogs.

### **Section Line Tool—WildThing**

Fixed crash with Null arrow data.

### **Offset Point Tool—WildTools 3D**

Now has an in-plane drawing mode, which has supposed to be there for many years but was a total oversight.

### **Vanishing Point Tools—PerspectiveTools**

Slight change in behavior so that when you are moving the mouse over the drawing and are over a line, then the line highlights and the minimum vanishing point guide shows. (Turn on Test Screen Effects in NewTools.)

### **WildTools 3D, PerspectiveTools and SketchTools**

Now have a mode indicator by the cursor to show the current 3D or perspective plane and the settings of the tool. The 3D indicator can show draw three-way, in-plane and out-of-plane (about horizontal or vertical). The perspective indicator shows three-way or in-plane only. (Turn on Test Screen Effects in NewTools.)

PerspectiveTools also have a minimum vanishing point guide, that shows the location of the vanishing points and the lens circle. This is to show you where you are relative to the vanishing points, while in the process of drawing with any tool and still not interfere with your view of the drawing. (Turn on Test Screen Effects in NewTools.)

Both of these features probably should have a global setting to let you turn them on or off, but this is not done at this time.

Name: Phil suggests calling them the 3D and Perspective cursors and that the Perspective Cursor includes the Lens circle and rubber band lines to the vanishing points, and that they get out of the way once the drawing operation has begun.

### **3D Extension Dimension Tool**

New tool added to WildTools 3D. This is a draw three-way tool and you may press the Option key to toggle the direction of the dimension. (Turn on Test 3D Dimension Tool is NewTools.)

### **Stretch Tool**

Added a transformation tool in the same row as the Linear Repeat, Move, Duplicate... tools. (Turn on Test Stretch Tool is NewTools.)

### **Measure Tool 3D**

Fixed problem with length display.

### **Linear Patterning Tools, 2D & 3D**

#### **Move Points Tools, 2D & 3D**

Now have a measure ruler as you draw. (Turn on Test Screen Effects in NewTools.)

### **I-Shape, Channel, Tubing and Rectangular Tubing Tools—Nuts & Bolts**

These tools now have option-toggling to place or draw from top or center. (Turn on Test Screen Effects in NewTools.)

### **Baseline Dimension Tool**

Fixed problem where negative y dimensions dropped the feet in feet and inches and put a minus sign in the dimension.

### **Flood Tool**

Now draws the flooding line in black with yellow hiliting behind. (Turn on Test Screen Effects in NewTools.)

### **Line Tools**

Now draws a snap indication at the end of each line for tangent and perpendicular snaps. (Turn on Test Screen Effects in NewTools.)

This includes many tools that are variants of the basic line tool, including Dimension Line, 3D Lines, Parallel Lines, Points Along, and many of the tools in the Nuts & Bolts palette where you use a line-drawing method.

### **Rotate, Radial Duplicate... Tools, 2D, 3D & Perspective**

#### **Axial Rotate, Axial Duplicate... Tools, 2D, 3D & Perspective**

Now shows a protractor and the angle as you use the tools. (Turn on Test Screen Effects in NewTools.)

### **Wacom Tablets**

Fixed problem with slow response for Wacom mice, however this will also speed up things for any user of Wacom tablets in the initial press of the stylus on the tablet.

### **Fixed Circle Tools, 2D & 3D**

#### **Fillet Tools, 2D & 3D**

#### **Chamfer Tools, 2D & 3D**

#### **Slot Tools, 2D & 3D**

#### **Rounded Rectangle Tools, 2D & 3D**

#### **Linear Repeat Tools, 2D & 3D**

#### **Linear Duplicate Tools, 2D, 3D & Perspective**

#### **Linear Distribute Tools, 2D, 3D & Perspective**

#### **Points Along Tools, 2D, 3D & Perspective**

#### **Blend Tool**

#### **Blend Line Tools, 2D & Perspective**

#### **Bisector Line Tools, 2D, 3D & Perspective**

**Offset Repeat Tools, 2D & 3D**  
**Extension Arc Tools, 2D & 3D**  
**Parallel Line Tools, 2D & 3D**  
**Parallel Polygon Tools, 2D & 3D**  
**Radial Distribute Tools, 2D, 3D & Perspective**  
**Axial Distribute Tools, 3D & Perspective**  
**Fixed Line & Offset Point Tools**

Now shows the size, length, offset or number as you move the mouse. (Turn on Test Screen Effects in NewTools.)

**Offset Line Tools, 2D & 3D**  
**Parallel Offset Tools, 2D & 3D**  
**Thicken Tools, 2D & 3D**

The following features may be turned on for testing from NewTools as Test Screen Effects:

Now shows tool's offset as you move the mouse, before clicking in the drawing.

Now has a measure ruler as you draw. This obeys the same settings as the Measure tool for Show Ruler and Dual Dimensioning, but does not show text.

### **Explosion Points**

Changed the drawing of the red explosion points for much faster response, particularly with the Move Points tool and its relatives.

### **Shadow Offset Tool**

Added Place information option for the Sun Shadow casting.

### **Join Tool**

Complete rework of the tool for a new method of operation, which can be turned on for testing from NewTools.

### **Arc by Chord Tool**

Changed so it will handle very large radius arcs.

**8/1/2006**

**WildTools 8.03**

**WildTools 3D 8.03**

**Baseline Tools 8.03**

**Nuts & Bolts 8.03**

**Special Curves 8.03**

**Doors & Windows 8.03**

**PerspectiveTools 8.03**

**SketchTools 8.03**

**WildThing 8.03**

New shipping versions including changes listed below.

### **TickleProcs**

Another change to make tickleprocs more efficient for tools, such as the Trim or Fillet tools, that hilite objects when the mouse is over the object. This may have created a

problem of overall sluggishness in the response of the tools with the tickleprocs. The previous change actually did not fix the problem with these tools, so if these tickleprocs have been the source of the sluggishness, then this is a very big thing.

### **Projection Line Tool—Doors & Windows**

Changed screen display during tool use.

### **Tool Icons**

Reworked large tool icons for better appearance.

### **Measure Tool**

Changed multi-click mode so it will snap to a perpendicular point on the first click point.

### **7/24/2006 WildTools 8.03, etc.**

New shipping versions including changes listed below.

Please note that Zooming on Demand is now available at essentially all times while doing anything in the process of drawing with any of the tools in WildTools. There are almost no exceptions, so at any time while drawing, you may

- Press the command key for
  - Zoom In Now, typically 1
  - Zoom Out Now, typically 2.
  - Previous View Now, typically 3.
  - Zoom In
  - Zoom Out
  - Normal Size
  - Reduce to Fit
  - Previous View
  - Redraw

Use the scroll wheel for accelerated scroll wheel zooming, described below.

As always, Zoomer is available when the mouse is up, except for cases when it conflicts with the use of the Option key.

### **Measure Tool**

Fixed problem with no ruler tick marks showing on large scale drawings.

Fixed problem of double hyphen in feet and inches text in ruler display.

### **Move Points Tool**

Edit Window now works properly when you ask for a perpendicular snap.

### **Rotate, Radial Duplicate, Radial Repeat and Radial Distribute Tools**

Now show lines from starting angle to ending angle. Because of the enhanced ability to zoom in and out, this is to make it clear that you are in the process of rotating when zoomed way in.

### **Move, Linear Duplicate, Linear Repeat, Linear Distribute Tools**

Edit Window now works properly when you ask for a perpendicular snap.

### **Zooming On Demand**

Now zooms in on mouse point for Zoom In and Normal Size, without waiting for a mouse click.

Now respond to command keys for Zoom In Now, Zoom Out Now and Previous View Now.

Fixed problems with screen display after invoking a zooming command while using a tool.

### **Tool Event Handling**

Fixed problem with clicks outside window.

### **Setups**

For all tools that have setups, you can now reset a setup to match the current settings in the tool's dialog. To do this, select the setup you wish to reset from the setup menu, then press and hold the Option key as you release the mouse. This setup will then be changed to match the current setting of the dialog.

### **TickleProcs**

Changed to make tickleprocs more efficient. This fixes the problem reported by some on the Polygon tool where you may have had difficulty getting the first point to snap. For all other tools, the result is that the tool does less work while you are moving the mouse around over the drawing. This may have created a problem of overall sluggishness in the response of the tools with the tickleprocs.

### **Move Points 2D, 3D and Perspective, Distort Points, Mirror Points, Scale Points, and Shear Points Tools**

Fixed problem with slow drawing of a selection rectangle.

### **SketchTools**

Internal event handling mechanism merged with standard ToolLoop class used in the rest of WildTools so these tools now have the same zoom on demand capabilities.

### **Move Points 2D, 3D and Perspective, Distort Points, Mirror Points, Scale Points, and Shear Points Tools**

Changed so zoom on demand works when the ants are marching.

### **Autoscrolling**

Fixed problem with autoscrolling.

### **TickleBuffer and TickleProcs**

TickleBuffer class renamed to TickleBuffer803.

### **Zooming On Demand and Accelerated Scroll Wheel Zooming**

Changed all tools so they have zoom on demand like PowerCADD tools. That is, in click-drag drawing, you can zoom using command keys for Zoom In, Zoom Out, Reduce to Fit, Normal Size as well as forcing a screen redraw and Previous View.

The tools also have scroll wheel zooming integrated into them, and this uses the accelerated zooming method developed in Wild Zoom In Now and Wild Zoom Out Now. This method differs from the PowerCADD scroll wheel zooming in three ways:

1. It uses accelerated zooming, which means that a slow movement of the scroll wheel results in a small level of zoom change, while a faster movement of the scroll wheel results in a larger level of zoom change. This method is similar to the way the mouse movement is handled on the Mac since its beginnings, that is, a small movement of the mouse resulted in a small movement of the cursor, while a large movement of the mouse resulted in a greater movement of the mouse. It has a smoother and more intuitive feel.
2. The zooming 'hits a stop' at the 'reduce to fit' level of zoom so that you will not overshoot on a zoom out operation, and it slows down as you zoom in past normal size.
3. The zooming is 'gridded' so that it zooms to sensible levels of zoom (2.0, 1.5, 1.0, 0.5, etc.) and not to unusual levels of zoom like 1.06 or 0.98.

This accelerated zooming is available while drawing with any of the tools in WildTools, but between tool drawing operations, the movement of the scroll wheel invokes the PowerCADD scroll wheel zooming. (If you would like to see accelerated scroll wheel zooming in PowerCADD, send ES an email supporting the idea.)

A very rapid zoom-out movement of the scroll wheel can result in over-shooting the reduce to fit view, however this is done by the PowerCADD scroll wheel zooming.

(The concept of accelerated zooming comes from the concept of accelerated scrolling developed and available in USB Overdrive. If you have a mouse with a scroll wheel, be sure to download USB Overdrive and try accelerated scrolling. As they say, it takes one minute to get used to and two minutes to become addicted.)

### **Wild Zoom In Now / Wild Zoom Out Now**

Deleted from NewTools so they can be integrated into WildTools.

### **Key Press Problems**

Fixed problem where tools would not zoom in or out in the process of zooming when using the command keys for Zoom In, Zoom Out, Reduce to Fit, and Normal Size. These now work in all tools. For the Pen tool, or when reshaping using the Polygon, Spline or B-spline tools, command keys for Delete, Select All and Undo, and nudging for these tools now works and also handles autokey nudging.

### **Move Points Tool**

Now handles autokey nudging, so you can hold the nudge keys down.

### **Snapping**

Fixed problem where, in the process of drawing with a tool, ie not the first point, you would hold down a snap key, the snap indication would show on the screen but the current drawing point did not change.

### **Composite Wall Tools**

Added setups for all of these tools.

These can be turned on for testing from NewTools.

### **SketchTools**

Added setups for all of these tools.

These can be turned on for testing from NewTools.

### **Doors & Windows**

Added setups for Door, Window, Plan Title and Detail Title tools.

These can be turned on for testing from NewTools.

### **WildTools**

Added setups for Cloud, Offset Line, Grid Line, Section Line, Wavy Line, Marker, Linear Patterning, Area Patterning and Needle tools. The Needle tool setup includes the attributes: color, pen size, hatching, etc.

These can be turned on for testing from NewTools.

### **Nuts & Bolts**

Added setups for Screw, Threaded Rod and Anchor Bolt tools.

These can be turned on for testing from NewTools.

### **Resources**

Changed setup resources for Balloon Text tool

Changed setup resources for Squiggle, check in WildTools and SketchTools

Changed setup resources for Panel tool

Changed setup resources for Welding Symbol tool

### **External Objects**

Added ability to change the pen and fill transparency settings for Balloon Text, Dimension Point, Keynotes, Panel, Parallel Objects, Section Line and Welding Symbol objects.

Added ability to change the pen transparency settings for Insulation Fill and Points Along objects.

### **Defaults**

All tools converted to saving defaults by streaming.

### **Z Delete Tool**

New tool added to TopoTools that can be turned on from NewTools.

### **Chain Dimension Tool**

Fixed problem with unwanted angle constraint after the second click point.

### **Surface Texture Tool—WildTools**

New tool added to Dimension Tools palette for testing that can be turned on from NewTools.

**5/8/2006**

**WildTools 8.02**

**WildTools 3D 8.02**

**Baseline Tools 8.02**

**Nuts & Bolts 8.02**

**Special Curves 8.02**

**Doors & Windows 8.02**

**PerspectiveTools 8.02**

**SketchTools 8.02**

**WildThing 8.02**

New shipping versions including changes listed below. Version number form changed to 8.0.2 to 8.02 to conform to same version number style used in PowerCADD.

### **Match and Match Now**

Changed so that when you click on a line, for example, it sets the fill pattern of the tool to a fill pattern of none, and it does other sensible things with other attributes. The idea is that the tool will adopt attributes that you can see, and will not adopt attributes that you can't see at all and which are essentially meaningless.

### **Resources**

All help screens converted from PICTs to text in dialogs for English resources.

### **TickleBuffer and TickleProcs**

Slight change in routine to handle more error conditions. This may or may not fix the remaining crashes. TickleBuffer class renamed to TickleBuffer802.

### **Nuts & Bolts**

Add tools that draw threads now draw the diagonal lines as hatch objects. This will produce smaller file sizes and about twice as fast to redraw.

### **Wild Zoom In Now / Wild Zoom Out Now**

Added to NewTools for testing.

### **Measure Tool**

Changed so the length bubble will not draw outside the window.

### **Nuts & Bolts**

Fixed preview in all dialogs so it draws at full size, even if the drawing is at a different scale.

### **Door Tool**

Fixed problem where you could not continue to move the door after using the Edit Window.

### **Window Tool**

Fixed problem where you could not continue to move the window after using the Edit Window.

### **Shadow Offset Tool—SketchTools**

This tool in ShadowsTools palette now has a sun shadow capability that can be turned on from NewTools.

### **North Arrow Tool—SketchTools**

Tool added to ShadowTools palette. Sets the north direction used in PowerCADD for azimuths and also used by the sun shadow capability of the Shadow Offset tool in ShadowsTools palette.

### **Magician Tool—WildTools**

Layer Window now updates after using this tool.

### **Section Contour Tool—TopoTools**

Fixed problem with bad stair-stepping.

### **Door Tool**

Fixed problem with a white fill on a 'wrapped' door frame.

### **Arc by Three Points Tools (2D, 3D and Perspective)—WildThing**

Fixed problem with the order of points while drawing.

### **Z Needle Tool—TopoTools**

Changed so you can assign a negative height to the tool.

### **Shadow Line, Shadow Brush, Shadow Pen and Shadow Polygon Tool—ShadowTools**

Blur value (shadow) now capped at low end to value of 5 to prevent meaningless values that will slow down the computer.

Added yellow caution button and caution dialog.

### **Tickle Buffer**

Change internal name of TickleBuffer to TickleBuffer801 so we can confirm which version people are running when they run into the tickle buffer crash.

### **Packaging**

Fixed packaging on all WildTools components so you can now do a Get Info to find the version number. This does not apply to WildThing.

### **Trim Tool**

Fixed crash with trim of two-point polygon to a line.

**1/23/2006**

**WildTools 8.0.1**

**WildTools 3D 8.0.1**

**Baseline Tools 8.0.1**

**Nuts & Bolts 8.0.1**

**Special Curves 8.0.1**  
**Doors & Windows 8.0.1**  
**PerspectiveTools 8.0.1**  
**SketchTools 8.0.1**  
**WildThing 8.0.1**

New shipping versions including changes listed below.

### **Lumber Tool**

Changed snapping behavior that was defeating the tool.

### **Joggle and 3D Joggle Tools**

Added ability to do tangent snaps to circles, polygons, Beziars, etc.

### **Parallel Offset Tools**

Now remember toggled offsets.

### **Centroid Tool—Nuts & Bolts**

Fixed problem where the axis line did not have an arrow on the end.

### **Partition Keynote Tool**

Fixed problem when you assign an arrow at start or end to the tool.

### **Lumber Tool**

Fixed tips window location.

### **Zoomer**

Better event handling so single clicks do the right thing.

Can now use Command-Option-P for Drawing Setup, but you have to hold the key down for a short period. Not perfect, but better.

### **Pen Tool**

Fixed crash with CheckBezHndle and emptyObj's.

### **Menu Commands**

Fixed problem with menu item enabling.

### **TickleProc Problems**

Fixed crashes with tickleprocs, ticklebuffers and when changing windows and tool fall out. Part of the fix is in WildTools, the other part is in PowerCADD.

### **Doors and Windows**

Text attributes can now be set for the keynote tools in the first two rows, plus the Light Fixture tool.

### **Spin Tool**

Fixed crash when using the tool with the shift key down.

### **Knife Tool**

Fixed crash when cutting polygon and with closed-ends option.

### **Line Break Tool**

Changed so the jumper arc is on the side of the line toward the mouse point on the trim-to object. You may press the Option key to reverse this.

### **Join Tool**

Now joins B-splines to arcs, Splines to lines, arcs, polygons, B-splines, Beziers and Splines.

### **Perspective Axial Duplicate and Distribute Tools—PerspectiveTools**

Spiral duplications now working. Minor accuracy problem still remains. Bitmaps don't work very well at all.

### **Polygon Tool—WildThing**

Fixed problem of converting Spline to polygon.

**12/13/2005**

**WildTools 8.0**

**WildTools 3D 8.0**

**Baseline Tools 8.0**

**Nuts & Bolts 8.0**

**Special Curves 8.0**

**Doors & Windows 8.0**

**PerspectiveTools 8.0**

**SketchTools 8.0**

**WildThing 8.0**

New shipping versions.