

MagicTracer 2.0 Release Notes

What's new in MagicTracer 2.0?

1. Encapsulated PostScript (EPS) output is added for Save Vector File command.
2. Scalable Vector Graphics (SVG) output is added for Save Vector File command.
3. Enhanced Metafile (EMF) output is added for Save Vector File command.
4. Enhanced Metafile (EMF) vector data is added for Clipboard Copy command. The vector data can be copied to the clipboard and pasted to other programs that accept EMF clipboard data.
5. DXF output options - Save curves as 'Bezier curves' is added for converting Spline curves to Bezier curves for DXF file output.
6. DXF Options is removed. The DXF settings are in the Save DXF Vector File dialog.
7. Cubic Bezier curve output to all types of vector files except WMF is added for Save Vector File command.
8. Output vector drawing size dialog box is added for the Save Vector File command for all formats.
9. Save Image command now allows the users to save the image from vector drawing data. The size and resolution of the output image can be specified by the user when save image from the vector drawing data.
10. Line Smoothing command is added to the Vector Commands for reducing the points on the lines and making them smoother. User can control the smoothing results by adjusting the Range and Angle factors.
11. Color property is added to the vector entities.
12. Vector entities saved to DXF, EPS, SVG, EMF, WMF, and DC2 files are in color now.
13. Auto Smooth Hatch Boundary option is added to DXF, EPS, and SVG output. With this option turned on, MagicTracer will automatically output hatch entities with smoother boundaries whenever possible. The Hatch entities will be smoother and easier to edit when the vector files are imported to other programs, such as Adobe Illustrator, AutoCAD, etc. Notes: This option should not be used when outputting DXF file for DesignCAD.
14. Save Image from Vector Data now supports pen width and black & white output.
15. Drop-down menu (shown as a small triangle) to the right of the color picker command icon is added to apply current color to the selected vector entities.
16. Vector entities created by the vector drawing commands are now created with the current selected color.
17. Vector entities created by the Vector Trace command are now created with the default colors (Black for lines, Blue for curves, Red for arcs, and Orange for circles).
18. Connect command is added to the Vector menu for connecting lines together with or without combining the connected lines.
19. Hatch Smooth Level is added to Save Vector File commands. Applies to DXF, EPS, and SVG formats. Smaller level makes the hatch smoother but less accurate.
20. Curve Fitting Level is added to Save Vector File commands. Applies to DXF, EPS, SVG, and EMF formats for converting Lines and Spline curves to Bezier curves. Smaller level reduces points on the curves but makes the curves less accurate.

21. Running Snap is added to the Vector Mode. Gravity, Linesnap, and Midpoint Snap are supported in the Running Snap Mode. When the Running Snap is enabled, a box following the mouse cursor will be shown to indicate the snap point location. The Linesnap and Midpoint snaps are mutual exclusive. To access the Running Snap, click the tiny triangle to the right of the vector select tool.
22. Linesnap and Midpoint snap (NOT running snap) are added to the right-click popup menu in the Vector Mode.
23. Vector Entity Color Settings is added to the Vector Convert dialog box. The colors of different types of vector entities can be customized while converting the raster image to vector entities.
24. New Project command now accepts canvas size in inches. Image resolution (DPI) is also added to the New Project dialog box.
25. Open Image File command now supports Photoshop PSD files. Bottom layer transparency and layer editing are not supported when reading PSD files.
26. Set Undo Levels command is added to the Edit Menu for changing the undo levels for raster and vector edit commands. (Previous versions of MagicTracer uses 10 undo levels for both raster and vector data editing.)
27. File Open and File Save dialog boxes now keep the file list type setting.
28. Background color of the view windows changed from transparent color to white.
29. Open commands default to open in the view size matches to image size if it is possible. Otherwise, the size of the image will be resized to fit the view frame.
30. Coordinates display has been moved after the command prompt.
31. Select Rotate command is added to the Vector menu. The Vector Rotate command uses 3 points to complete the command. Point 1 is used as the rotation center. Point 2 defines the reference point for the rotation. Point 3 is used as the new location of point 2. (Keyboard shortcut: R)
32. Select Scale command is added to the Vector menu. The Vector Scale command uses 3 points to complete the command. Point 1 used as the scale center. Point 2 defines the reference point for the size and angle. Point 3 is used as the new location of point 2. (Keyboard shortcut: Ctrl+L)
33. Added F7 hot key to switch between Point Select and Rotate/Scale Select modes. In Rotate/Scale mode, the Rotate and Scale commands are triggered by clicking the left mouse button in the vicinity of the control points. (Scale command is triggered by clicking within 7 pixels from a control point. Rotate command is triggered by clicking within 14 pixels from a control point.)
34. Added Select Move command to Rotate/Scale Select mode. The Select Move command is triggered by clicking anywhere inside the selection box.
35. Point Select Mode and Scale/Rotate Select Mode are added to the Selection Menu.
36. Added Display Mode dialog box to the commands that open the MagicTracer project files. The Display Mode dialog box can be switch off when the "Don't ask me again" option is checked.
37. The Display Mode dialog box can be toggled on and off from "Display Mode Dialog" command in the "View" menu.
38. AutoSave command is added to Edit menu. User can choose to disable or enable the AutoSave at the specified time interval.
39. DesignCAD DCD file type is added to the Save Vector File command.

Updates:

MagicTracer 2.0.011

DesignCAD DCD file type is added to the Save Vector File command.

MagicTracer 2.0.010

1. Fixes some stability issues related to raster-to-vector processing procedures.
2. MagicTracer no longer opens new instances when double-clicking the .MTP files to open it.
3. Improve the pixel precision of the raster pen tool for the large zoom factor.
4. Improve the pixel precision of the raster eraser tool for the large zoom factor.

MagicTracer 2.0.009

Fixes contrast control in the “Brightness/Contrast” command.

MagicTracer 2.0.008

Fixes contextual help problems under Window 98 platform. There was a problem that F1 key did not work in MagicTracer under Window 98 systems.

MagicTracer 2.0.007

1. Fixes “Save Image” command for saving 8-bit grayscale image to TIF file that sometimes turned the original image to black and white.
2. Implements left mouse button double click to remove the existing selection for Box and Circle selection commands in Image Mode.

MagicTracer 2.0.006

Fixes program crash when saving tracing results to vector files. The program crash happened on converting Spline curves to Bezier curves that have more than 1000 points.

MagicTracer 2.0.005

1. Fixes program crash on project file with too many points
2. Contextual help system improvements

MagicTracer 2.0.004

1. Help button is added to the Vector Convert dialog box.
2. Press F1 while a MagicTracer command is activated will bring up the help topic of that command.
3. Press F1 while browsing the commands in the command menu or toolbars will bring up the help topic of the corresponding command.

MagicTracer 2.0.003

1. When moving dialog box in Image Mode, the image did not refresh correctly.
2. Program crashed while executing the Print related commands.

MagicTracer 2.0.001

1. Mirrored arcs are now saved correctly to the DXF and DC2 files.
2. Nested filled hatch entities are now saved correctly to the DXF files.
3. Images saved to GIF, ICO, CUR, and WBMP are now saved correctly.
4. The crash on the Repair command is fixed.
5. WMF vector files now save the circle/arc entities as circle/arc. (The previous version saves the circle/arc entities as polylines in the WMF files.)