

## Orange V221004 Release Notes.

Note Orange 222004 is a test release of Orange. While it has been tested fully you should always keep the last full customer released version available in case you find a catastrophic issue that will not be repaired.

### Bug Fixes / None

1. We fixed a bug on the macos version where panning around an enlarged model did not work correctly. CTRL + Mouse will now correctly pan around the view.
2. We fixed a bug where an object could not be made larger once a build had been created. The build process was fixing the volume incorrectly.

### New Features.

1. Orange now initialises the paper thickness setting to 0.965 which yields more accurate Z dimensions on completed builds. There is a support article to cover this topic in more detail in the support pack.
2. We have opened the ability to create builds with an almost 30% increase to the build volume.
  - a. Previous legal volume was 184x168x125 (y,x,z)
  - b. Orange 220410 legal build volume is 194x178x145 (y,x,z)
3. We've added a strong support option to the build preferences.
  - a. This mode creates a staircase cut on all sides of the build support frames. While this can make waste removal more difficult it will enable certain types of builds that might previously have caused build instability and destroyed builds.
  - b. The standard mode (unticked) only puts the staircase pattern on the front and back of the build.
4. We've added "Lock Waste Cuts" to the edit pulldown.
  - a. This feature displays the planned waste cuts and disables a feature that centres the model before build creation.
  - b. It must be used carefully but can facilitate placement of a model on the build bed to take advantage of the waste cuts rather than having to add additional cut planes to enable weeding of certain models with internal weeding areas.