

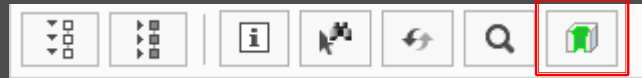
# What's New

*In SmartColor 4.3.3.0*

software  
**B&W**

## Define by checkbox whether the surfaces selected in model overview shall be highlighted or added to the selection buffer

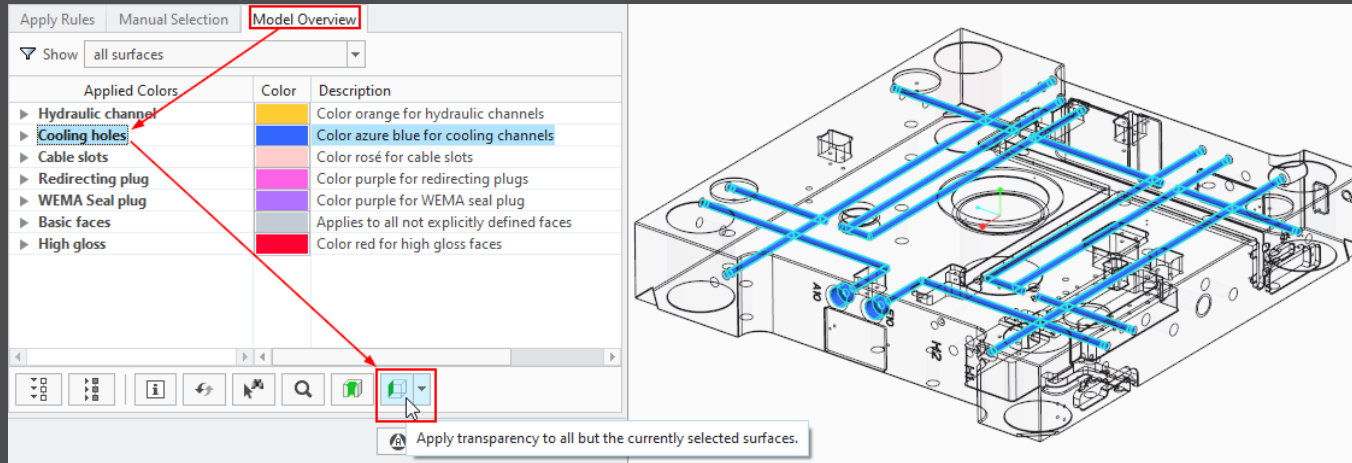
- Type: Improvement
- The pushbutton used to create a selection based on the surfaces chosen within the model overview was converted into a checkbox.



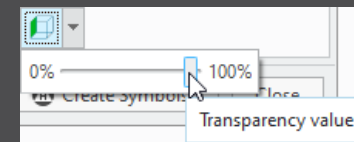
- This allows to auto-add the chosen surfaces to the Creo selection buffer without the need to press the pushbutton everytime again after new elements are chosen in the surfaces list of the model overview.
- The setting is preserved until the dialog gets closed.
- By default, the geometry gets just highlighted.

# New button added fading out all surfaces which are not selected in model overview

- Type: Enhancement
- Use the new button to activate a faces transparency mode.



- The transparency of the surfaces corresponding to the selected list items is set to 0
- The transparency of all other surfaces is set to a chosen value (default is 90%).
- Choose the desired transparency value using this slider:
- The transparency mode is reset for certain events like exiting dialog, changing active context and others.



## Expose all surfaces which were not colored in the active context

- Type: Enhancement
- A new filter within the model overview allows to expose all surfaces for the active context, that haven't been colored using SMARTColor.
- These surfaces match the initially saved base appearance of the model.

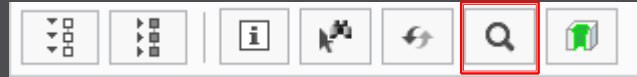
The screenshot shows the 'Model Overview' tab in the software interface. A dropdown menu is open, showing the filter 'all surfaces' selected. Below the dropdown, a table lists various categories with their respective colors and descriptions. The 'Undefined in context' category is highlighted with a red box. A red arrow points from the 'all surfaces' dropdown to a larger, expanded view of the same dropdown menu, which shows the 'only surfaces undefined in this context' option selected.


Applied Colors	Color	Description
▶ Hydraulic channel		Color orange for hydraulic channels
▶ Cooling holes		Color azure blue for cooling channels
▶ Cable slots		Color rosé for cable slots
▶ Redirecting plug		Color purple for redirecting plugs
▶ Basic faces		Applies to all not explicitly defined faces
▶ Undefined in context		Surfaces which haven't been colored within this context.

- The entries of the “Undefined in context” node can be used to create a selection of the corresponding geometry items.
- Use the selection to apply the desired RGB code via the functions within the tab “Manual Selection”.

## New button added which zooms in on the surfaces selected in model overview

- Type: Enhancement
- A new button is added to the menu below the surfaces list of the model overview.



- If elements are selected within the list, by pressing this button the corresponding surfaces are added to the selection buffer and the view zooms in on them for a better visualization.
- This functionality matches the Creo command ,Zoom to Selected'. 

# Highlight corresponding color symbol when color info is shown for selected surface

- Type: Enhancement
- Using the color info command the corresponding information for a color code is presented within a dialog box.
- When a surface is now selected using this mechanism, the legend symbol referencing the surface is additionally highlighted:

The screenshot displays a legend on the left and a 'Color Information' dialog box on the right. The legend lists five items with colored squares: Hydraulic channel (± 0.01) in yellow, Cooling channel (± 0.02) in blue, Cable slot (-0.01 | +0.05) in green (highlighted with a red border), Redirecting plug (+0.015 | +0.02) in pink, and WEMA-Seal plug (-0.01 | +0.015) in purple. The dialog box shows the selected color is red, with RGB values 255, 204, and 204. It also includes a table for offset tolerances and fields for position and surface finish tolerances.

From	To	Tolerance
0	150	+0.015   +0.020
150	500	+0.025   +0.040
500	∞	+0.030   +0.050

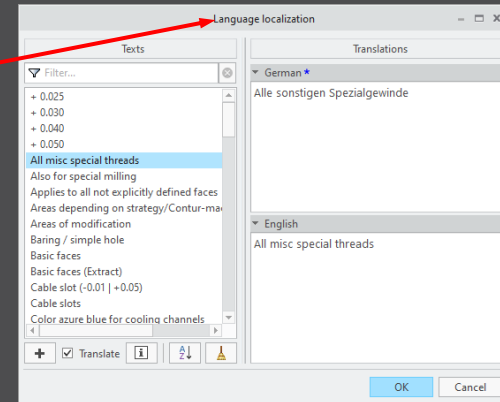
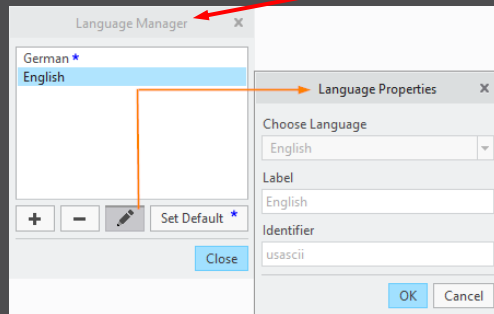
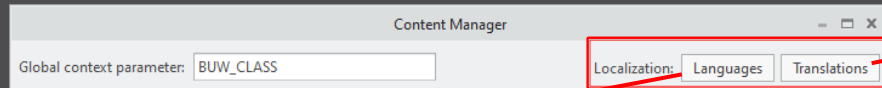
# New option to deactivate the check to preserve the original model appearances

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- Type: Enhancement
- New configuration option „preserve\_initial\_model\_colors“.
- Prompt the user to choose the recognized color codes of the original model appearances, which shall be preserved and stored to the corresponding context.
- Default is „Yes“ and matches the software behaviour of the previous versions.
- Therefore, this option allows to turn off the check or rather avoid that the user gets prompted in case, that pre-existing model colors are intended to be overwritten by the saved model base appearance.

# New functionality to provide and maintain translations for all language dependent contents

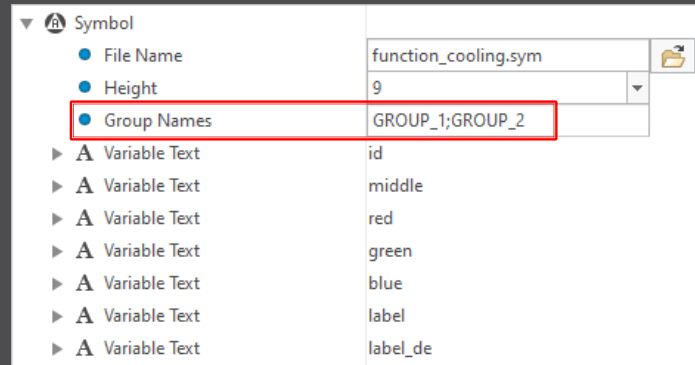
- Type: Enhancement
- Define multiple languages and the corresponding translations for the textual contents to be shown within the user interface.
- Labels and descriptions of all object types like colors or rules, can be prepared for all users in their native language.
- Texts to be inserted into color symbols can also be prepared in this multilingual manner.
- Find more information within the administrator documentation (chapter „Managing supported languages and translated texts”).





## Define multiple groups to be activated for the created color symbols

- Type: Improvement
- Define a semicolon separated list of group names defined within the Creo symbol.
- All groups of this list will be set to be active when the symbol instance is created from the template.
- This allows to reduce the number of symbols, which have to be maintained as their appearance in the model can be pre-defined for every color definition.

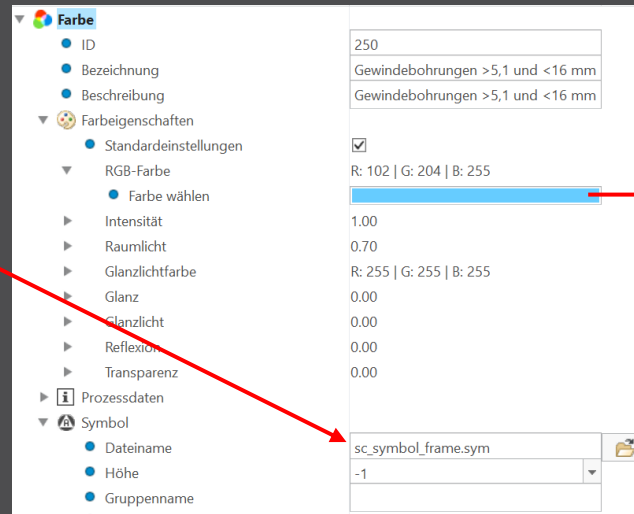


# Set RGB color within legend symbols at runtime for a smaller number of symbol files and easier maintenance.

- Type: Improvement
- Define a single template symbol usable for all color definitions.
- The RGB color set for a color definition is automatically applied to filled areas inside the symbol.
- Check out the software documentation for more information (chapter „Appendix“ → „How to create Legend symbols“).

ID	Upper	R\red
id	Middle	G\green
	Lower	B\blue

Symbol template  
„sc\_symbol\_frame.sym“



ID	± 0.006	R102
250		G204
		B255

Created symbol instance  
„250.sym“ based on the  
template symbol and the  
color definition.

# Contact

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