WildTools 10 Development Notes

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

<u>Log of Activity</u>

IMPORTANT — All users are urged to move to Sierra, High Sierra or Mojave for the best performance and reliability, and for technical support it is always best when we are all on the same page.

3/21/2023
WildTools — Rotate Points Tool
Now working.

WildTools 3D and PerspectiveTools
Fixed crashes when drawing over bitmaps.

Bozo Technology
Eliminated in preparation for PC10.

Expiration Dates
Expiration dates for new features pushed out into the future, however, they are no longer used along with Bozo Technology.

WildTools -- Fence Cut Tool
Deleted this tool.

8/1/2022
Expiration Dates
Expiration dates for new features pushed out into the future.

WildTools 3D -- 3D Extension Dimension Tool
This tool is buggy, and I can't figure out how to fix it. It works fine, places a good dimension, and then you often get a crash. Best approach is to use the tool, save and then switch to another tool.

Code Signing
Code signing is turned off now, so you will get a warning from the system.

WildTools -- Fence Cut Tool
PowerCADD has a Fence Cut tool, and I thought I would try to create a better one. The dialog works but the tool is buggy. More work to do.

1/11/2022
WildTools 10.6
New shipping versions of all WildTools components including changes listed below.

Christmas Cards
Added 2021 Christmas card.

Spur Gear Tool—Nuts & Bolts
Increased max number of teeth for Matt Arnold

Window Pane/Muntin Tool—Doors & Windows
Added tool for drawing window pane and muntins in elevation.

Picture Frame Tool
Added photo of Phil Loheed.

Text Tool—WildTools
Eliminated 'classic' Text tool, which placed obsolete text objects in the drawing.

Nuts & Bolts
Fixed Canadian square tube error.
Fixed depictions of flat and oval head 3D screws.
Changed drawing of 3D threads from polygon to Beziers.

Thicken Tool—WildTools
3D Thicken Tool—WildTools 3D
Perspective Thicken Tool—PerspectiveTools
Now produces Beziers from circles, arcs, rotated ellipses, etc.

Plan Title Tool—Doors & Windows
Fixed crash.

Expiration Dates
Expiration dates for new features pushed out into the future.

Nuts & Bolts
Changed drawing of 3D details from polygon to Beziers.

Join Tool
Fixed problem with this tool that was causing crashes when you joined a polygon, bezier or other similar objects.

Christmas Cards
Added 2020 Christmas card.

Picture Frame Tool
Added new photos of my family and also of Bill and Susan Stanley, Mike Cleveland and David Waizenegger.

Trees & Shrubs
Added Shrub and Tree Elevation tools.

Clip Tool
Added multi-click mode.

Style Tools Icons
Changed to have a dramatic skull and cross bones, embarrassed purple border and yellow background to alert you that the tool has bad attributes as described on page 35 of the WildTools manual. This is to deal with PowerCADD's ridiculous white dots that have been added to sabotage and defeat the warning alert.

WildTools Preferences
Added Bozo Technology option to turn on the annoying behavior of Bozo Technology. Certainly, you will quickly turn it off!

Bozo Technology
Added harmless but annoying behavior to encourage the purchase of an upgrade or download a new copy of WildTools.

This allows us to provide new features and tools in WildTools for you to use prior to the official release.

Bozo Technology will be turned on after the expiration date, which you can see in the WildTools Preferences pane.

Affected tools will have yellow tool icons to warn you that Bozo Technology is turned on. These include Offset Line, Parallel Offset, Line, Rectangle, Rotated Rectangle, and others.

In addition to the normal operation of the tools, each tool calls a CloneAndF__kUp routine that makes a copy of the object with a 4X pen size, squiggles it, and puts it in the drawing on top or under the object. You have only to delete this object.

Expirations

Expirations removed from the following, thus they no longer disappear at an expiration date.

WildTools
Emoji Tool
Union Tool
Combine Tool
Jiggle, Color Noise

Special Curves
Dogbone Fillet Tool

SketchTools
PixelTools palette with the following tools
    Crop Tool
    QRCode Tool
    Erase Inside Tool
    Erase Outside Tool
    Eraser Tool
    Bitmap Knife Tool
    Core Image Filter Tool

TopoTools
Import
    Shapefiles
    GPX/KML
    ASCII Survey Coordinates
    DXF

New Tool Palettes

New tool palettes are under development. This is a work in progress, and there will be many changes. No flame mail accepted.

In WildTools, there are four new tool palettes. These are do-nothing palettes.

You can drag them around.

There is a little triangle in the title bar that you can Option-click to switch from horizontal to vertical presentation.

You can close the tool palettes, and they will disappear. They will reappear when you restart the machine.

The icons show the two dots as black squares on normal machines, but as round dots on retina displays.

The tool palettes are variable in size between the familiar small and large size we've always had.

There are two ways to change the size:
    Click and drag the resize box in the lower right of the tool palette.

–or–
Use the scroll wheel or two-finger gesture scrolling with the mouse over the window.

A tool palette can be 'eccentric' and have its own size unrelated to the other palettes.

To make a tool palette, eccentric:
Use the scroll wheel or two-finger gesture scrolling with the mouse in the title bar of the palette. You will hear a distinctive sound when the palette is changed to eccentric.

When a palette is eccentric, the title bar is purple, as is the resize box in the resize box in the lower right of the tool palette. This is temporary only for beta testing and to make it easy to understand what is going on.

To make an eccentric palette normal again:
Press the Shift key as you drag the resize box in the lower right of the tool palette. You will hear a distinctive sound when the palette is changed to back to normal.

As a debugging/diagnostic device, if the tool icon routines are null, the icons draw with a purple rectangle.

Freehand Knife Tool—WildTools
Now cuts bitmap objects with Quartz and Core Image routines.

Clip Tool—WildTools
Added multi-click mode.

Pattern Tool—WildTools
Completed implementation of the tool so you can click on a closed shape in the drawing.

Shrub Elevation Tool—Trees & Shrubs
Added new tool but it is a work in progress. More to come.

Door Tool—Doors & Windows
Added existing option for renovations.

Tree Elevation Tool—Trees & Shrubs
Added new tool but it is a work in progress. More to come..

Section Profile Tool—TopoTools
Changed scale on left of chart to two decimals of accuracy and for more accurate vertical placement.

Lag Screw Tool—Nuts & Bolts
Added HeadLOK and TimberLOK screws. These are a fixed-size screw with self-drilling sheet metal screw threads that are commonly used instead of 3/8" lag screws which require a drilled hole. They are now used in framing.

Eraser Tool—PixelTools
Fixed size problem with the round eraser shape and when zoomed in.

Dash Adjuster Tool
Changed to handle arrows as well as dashes.

If you click on an object that has both arrows and dashes, it will edit the dashes as the default action, however, you may press the Option key before clicking on the object, or to toggle between the two modes while using the tool.

When adjusting dashes, you may press the Shift key to suppress round or square end caps.

When adjusting arrows, you may press the Shift key to adjust only the width of the arrow.

Hooked up to Edit Window and now has info balloons to show the scale and sizes.

Stack Guideline Tool
Fixed crash.

Diameter Dimension Tool
Fixed problem with differing size arrows on each end of the line.

Documentation
WildTools documentation is updated to include Emoji, Dogbone Fillet and finger technology to fillet and chamfer tools.

Emoji Tool
New tool added to WildTools palette in the text tool row.

Fillet, 3D Fillet, Chamfer and 3D Chamfer Tools
These tools now have 'finger technology' with click-pause-drag to draw a line that crosses two lines instead of clicking on the lines. This makes is much easier to use as you do not have to precisely pick the lines.

This is available only for crossing line objects.

This is available with the Fillet tools only when in the fixed (non-interactive) mode of operation.

> **Finger Technology for Fillet and Chamfer Tools!**
> We are all indebted to Brock Brandenberg for suggesting the Dogbone Fillet tool and also that finger technology could be used for the Fillet and Chamfer tools. What an embarrassing oversight, obvious now as a great addition to the software but the thought never crossed my mind.
>
> Stupid in Richmond,
>
> *Alfred Scott*

Dogbone Fillet Tool—Special Curves
Added tool to Special Curves palette. It will trim line-line, line-rectangle and one rectangle fillets and rectangles are converted to lines.

Two rectangles, one polygon and line-polygon are too complicated for the intellect of the tool, so the objects are converted to line, which you can then easily handle with a second use of the tool.

The tool also has 'finger technology' with click-pause-drag to draw a line that crosses two sides of a rectangle or two lines. This makes it very easy to fillet a corner of a rectangle.

Of course, you may press the Option key to toggle between the two types of fillets.

Stretch and Scale Tools
Now handle arcs properly for users on High Sierra.

Crop Tool—PixelTools
Changed to draw a bitmap being cropped same as with the Bitmap Eraser tool, so that it shows the bitmap clearly even if the fill alpha of the bitmap has been reduced, which is always a good idea when drawing on top of a bitmap.

Offset Point and Fixed Line Tools
Now have angle reset buttons.

Balloon Text Tool
Fixed problem with crashes on some machines and High Sierra with a bad font, in which case the system font will be used.

Blend Tool
Fixed blending an ellipse to an arc.

Extract from Group Tool—NewTools
Changed so Extract from Group tool is installed first as it is the most frequently used of the two tools.

Changed so the group object is unselected after you extract an object from the group.

Picture Frame Tool
New family photos added to slide show.

Expiration Dates
Expiration dates for new features pushed out into the future.

Documentation
New documentation for WildTools.

Line Tool—WildTools
Added a directional pointer line as an option. It uses the guideline color, varies in pen size from Hairline to Normal Line Style, then the Arrow is twice the Normal Line Style thickness.

Pattern Tool—WildTools
Tool dialog interface and design largely done. Tool doesn't yet do anything.

WildTools Preferences

Added Low, Medium and High volume buttons to set the sound volume.

Magic Wand Tool—WildTools
Added choice on the button dock of normal or yellow highlighting. Yellow highlighting can bog down with some polygons such as those placed by the Tree tool.

Door Tool—Doors & Windows
Window Tool—Doors & Windows
Added info balloon at the mouse to show the size of the door or window.

Added red tick marks when mouse is over a line to show the extents of the door or window.

Changed dialog to show door width and thickness choices as favorite-style buttons in the sample window.

Eliminated setups.

Advanced Text Tool—WildTools
Added tool to WildTools palette.

Rotate, Radial Duplicate, Radial Repeat, Radial Distribute—WildTools
Eliminated shift-toggling for locked apex mode since it's not needed with the button dock.

Show Location Bar
Fixed problem of the show location bar not updating when using tools and also when zoomed in.

Join Tool—WildTools
Blend Tool—WildTools
Added button docks.

Freehand Tool—WildTools
Added button dock and smooth options, making this similar to the PowerCADD Freehand Bézier tool. And as always, you can press the Option key to back up and change the shape you are currently drawing.

Mark Rhodes uses these for leaders in his patent drawings, and he's been getting crashes with the PowerCADD tool. We're just feeling sorry for Mark here…

TopoTools
Added Import DXF command to the Import command in the File menu. This has the same design as Import Shapefiles… GPX/KML… and ASCII Survey Coordinates…

While this may be used for any DXF file and will generally work well, it's not complete enough to be used in place of importing DWG.

There are two principal uses for this:

• Importing DXF files of LIDAR data that can have a huge number of line segments (250000 to 350000 or more) in which case it combines these into a single vector hatch object

- Importing DXF files saved by the iPad Concepts Pro sketching app that may be used with an Apple Pencil to create architectural sketches.

To use, drag and drop the DXF files into the dialog window. Click OK to place the objects in the drawing.

There is a Proof checkbox option, and here you can see what sort of job it does in simplifying the sketch files. You will see a blizzard of blue guidelines and dots on objects that are not converted successfully, but when the objects are converted you will see a bold object with a two point pen size and a distinctive color: red for lines, green for circles, brown for rectangles, blue for arcs… These same colors are used when you place an object in the drawing, and you can see the original polygon with all the points.

This is a work in progress. Ellipses and elliptical arcs are not done yet, and it does not handle arcs of less than 180 degrees well. Objects with a Z height will be placed in the drawing only if the import units are meters or feet and in those units.

The dialog needs a progress indicator when reading large files.

Nuts & Bolts
Added Cotter Pin tool.

Nuts & Bolts
Nuts & Bolts 3D eliminated as a separate tool palette and merged into the Nuts & Bolts palette where you will find a 3D choice for many of the tools.

To do this, the Rod and Hex rod tools now have 2D drawing modes.

Favorite Offsets and Repeats—WildTools
Favorite Offsets and Repeats now show the units of the offset, so a metric offset will show as metric, even if used in an English-measure drawing, and an English-measure offset will show as English measure even if used in a metric drawing.

On-paper (not to scale) offsets show with italics and with a yellow-filled button in the dialog, button dock and in the info balloon that follows the mouse.

Linear Repeat Tool—WildTools
Added favorite repeats.

The dialog is supposed to be resizable by stretching it from the lower right corner. That doesn't work as it should but you can click on the green button to make it bigger and you can drag from an edge to resize. Works in English version but probably not French, Swedish or Spanish.

NewTools
Added Insert in Group and Extract from Group tools to NewTools.

With Insert in Group, you may click on any two objects to create a group, click on an object and drag to a group, or click on a group and drag to an object.

With the Extract from Group tool, the object to be removed is highlighted in bold red.

Doors & Windows
Many changes to the electrical tools thanks to input from Matt Arnold to bring tools up to current standards for electrical symbols.

There are now three sizes for the electrical symbols. You make the choice in the Receptacle tool dialog, then all of the electrical tools use this setting.

WildTools 3D
Put in a NULL check to fix crashes reported by a user in Italy.

Line Tool
Added choice of placing a guideline.

NULL Window Check in TickleProcs
We have had some crashes that we cannot replicate but appear to be caused by a null window being passed to a tool that has a tickle proc. All tickle proc in WildTools now have a null window check, and if a null window is passed to the routine, it will make a slight sound and will write an error statement to the Console window of the form `NULL Window: <routine name>` where the routine name will be supplied.

Code Signing
All components of WildTools are now code signed.

Button Docks
Add button docks to the following tools:
    Move Points
    Line
    Knife
    Scissors
    Trim
    Rectangle
    Ellipse
    3D Move Points
    Perspective Move Points
    3D Rectangle
    Perspective Rectangle
    3D Ellipse
    Perspective Ellipse
    Slot
    3D Slot
    Perspective Slot
    Fillet
    3D Fillet
    Perspective Fillet
    Extension Arc
    3D Extension Arc
    Joggle

3D Joggle
Combine
Elliptical Arc
Measure
3D Measure
Area
Nibble
Hatchet
Wall Centerline
Wall Centerline 3D
Point
3D Linear Repeat
3D Move
3D Duplicate
3D Distribute
3D Offset Point
3D Line
Perspective Points Along
Perspective Move
Perspective Duplicate
Perspective Distribute
Linear Move
Linear Repeat
Linear Duplicate
Linear Distribute
Rotate
Radial Duplicate
Radial Repeat
3D Radial Repeat
3D Axial Repeat
Radial Distribute
3D Radial Duplicate
3D Axial Duplicate
3D Radial Distribute
3D Axial Distribute

Points Along
Magic Wand
Swirl
Stretch
Blend Line
Parallel Line
3D Parallel Line
Parallel Polygon
3D Parallel Polygon
Pivot Line
3D Pivot Line
Bisector Line
3D Bisector Line

Perspective Bisector Line
Needle
Pitch Dimension
Polygon
3D Polygon
Squiggle Tool
Delete Tool
Tornado Tool
Scale Tool
Divide Tool
Super Arrow
Surface Texture
Date Stamp
Count Tool
Tolerance Needle
Wavy Line
3D Wavy Line
Bracket
3D Bracket
Section Line
Cloud
3D Cloud
Intersection Point
Offset Point
Fixed Line
Chamfer
3D Chamfer
Linear Patterning
3D Linear Patterning
Leader Text
Leader Line
Wall Trim
Regular Polygon
3D Regular Polygon
Perspective Regular Polygon
3D Offset Line
3D Line Extrude
3D Fixed Circle
3D Circle
3D Rod
3D Parallel Offset
Perspective Parallel Offset
Thicken
3D Thicken
Perspective Thicken
3D Helix
3D Hex Rod
Tubing
3D Tubing

Thread
3D Thread
Screw Thread
3D Screw Thread
Washer
3D Washer
3D Lock Washer
Nut
3D Nut
Deck Screw
3D Deck Screw
Screw
3D Screw
Cap Screw
3D Cap Screw
Sheet Metal Screw
3D Sheet Metal Screw
Wood Screw
3D Wood Screw
Bolt
3D Bolt
Lag Screw
3D Lag Screw
Rivet
Threaded Rod
3D Threaded Rod
Drilled Hole
3D Drilled Hole
Tapped Hole
Hole Pattern
Rectangular Tubing
I Shape
Channel
Angle
Tee
Involute Spline
Spur Gear
Anchor bolt
Welding Symbol
Gusset Plate
Shear Tab
Clip Angle
Cope
Centroid
Drawing Benchmark
Topo Magic Wand
Slope Offset
Topo Point
Grading

Section Profile
Slope Analysis
Contour Text
Z Needle
Z Nibble
Slope Measure
Baseline Angle
Baseline Offset Point
Baseline Fixed Line
Baseline Regular Polygon
Text Adjuster
Propeller
Cone Geometry
Trim with Object
Extrusion Join
Blockout
Faired Curve
Spiral
Exponential Curve
Bitmap Knife
QR Code
Eraser
Core Image Filter
Rotate Points
Scale Points
Shear Points
Mirror Points
Distort Points
Round Rectangle
3D Round Rectangle
Offset Repeat
3D Offset Repeat
Perspective Offset
Perspective Line Extrude
Perspective Blend Line
Perspective Pivot Line
Perspective Grid
Perspective Spiral
Perspective Line
Perspective Mirror
Perspective Rotate
Perspective Radial Duplicate
Perspective Axial Duplicate
Perspective Radial Repeat
Perspective Axial Repeat
Perspective Radial Distribute
Perspective Axial Distribute
3D Swirl
New Work Keynote

Demolition Keynote
Millwork Keynote
Edge Detail Keynote
Partition Mark
Finish Bubble
Toilet Accessory Keynote
Room Name Keynote
Detail Title
Plan Title
Detail Bubble
Elevation
Highway Symbol
Slope
Curved Dashed Line
Projection Line
Stair
Fence Post
Auto Turn
Shingle
Panel
Lumber
Insulation Fill
Armor Cable
People
Receptacle
Switch
Light Fixture
Junction Box
Door
Window
Line Break

Composite Wall Tools
SketchTools
ShadowTools

In many cases the choices in the tool dialogs are updated to match the appearance.

Polygon Tool
Fixed crash while reshaping a polygon and deleting selected handles.

Favorites Buttons
All favorites buttons changed for a more modern appearance.

Nuts & Bolts favorites now have a slightly larger size.

Added Sheet Metal Screw and Threaded Rod favorites.

Dimension Tools, Favorites and Icons
Added favorites to the WildTools Dimensioning tools.

The favorites buttons and tool icons display
    If the dimension shows the unit of measurement
    If the dimension has a tolerance
    The tolerance dimensions

Limit tolerances are shown in bold text to make them easier to spot.

Be aware that the favorites save the tolerances.

Picture Frame Tool
Added recent photo of Sara, Elizabeth and Margaret to the slide show.

Offset Line Tool — WildTools
Added buttons in favorites dock to quickly switch between placing lines and guidelines.

Offset Line and Offset Repeat Tool Dialogs
Changed to segmented control for Use Guidelines choice for the tools in WildTools, WildTools 3D and PerspectiveTools.

Tool Icons
Offset Line and Offset Repeat tools in WildTools, WildTools 3D and PerspectiveTools now show if you have selected to place guidelines.

All of the dynamic tool icons now update appropriately after a change in a setting.

These include
    Changes to the Wine and Greenbacks colors in the WildTools preferences pane
    Dimension tool settings
    Changes between placing lines and guidelines in Offset Line and Offset Repeat tools
    Adopting attributes for a Favorite Lines tool
    Changes to StyleTools

Stretch Tool
Changed tool dialog display.

On-Screen Rulers for Offset Line, Parallel Offset, Thicken, Move Points, etc.
Eliminated dual dimensioning ruler from showing in these tools and many others if Measure tool is set to dual dimensioning.

Style Tools
Tool icons changed to show style name when the tool is selected (in addition to the current attributes). The text is in the same color as the sample picture, to serve as a visual reminder of the style you have selected. Also, the tool palette now has one tool on each row to make for a better display of the choices.

Tool Icons

All vector icons now use the user's choice of colors for guidelines, highlight and snap.

Added ability to desaturate the tool icon colors. This is the same as in Form Z, and you can choose if you want bright, dull or no colors in the icons. This is provided with a slider that is in a very inconvenient and temporary location. To get to the slider, go to the dialog for the CoreImage filter tool and click on the options button in the bottom center. The sample window shows guideline, highlight and snap colors.

DerekTools
Included in this version is a copy of DerekTools, which is a tool palette of vector icons that I've developed as replacements for the icons in PowerCADD, Wall Tools, Mechanical Tools and Notation Tools. These tools are icons only and they do **nothing**. Please feel free to comment on them and offer suggestions. This is a very temporary thing.

Measure and 3D Measure Tools—WildTools & WildTools 3D
Added Show Angle option.

Shift Toggling
Fixed problem of a shift-toggling tool toggling when you select it.

WildTools Documentation
Documentation reworked to include vector icons and vector drawing.

Style Tools Dialog and Icons
The tool icons of Style Tools and the Style Tools Dialog now alert you to errors in the attributes of many of the tools. There are standard dash patterns for centerline, phantom, section lines, etc. and it's standard to have arrows on both ends of a dimension line but only on the start of a leader line.

Now, if the attributes are wrong, the two dots in the tool icons are highlighted to encourage you to visit the Style Tools dialog, where you have individual reset buttons and which are highlighted to encourage you to fix the problem. And of course, the view will be bordered in purple because WildTools is 'embarrassed' at your poor judgement in the choice of tool attributes.

You may press the Option key when clicking on a reset button to get an alternative default, same as clicking on the left or right reset buttons at the bottom of the Style Tools dialog.

WildTools Preferences
Eliminated primary and optional tool choices because the basic system routines for the buttons have become unreliable.

Tool Icons
Redesign of tool icons in WildTools.

Of note: the Picture Frame icon now included a photo of granddaughter Elizabeth Adamson, the Hatchet tool icon is based on a Swedish Gransfors Bruks hatchet given to me by my late son-in-law Stephen Adamson as a groomsman present at their wedding, and the picture frame slide show now includes a recent photo of Elizabeth, Sara and Margaret Adamson.

Dash Adjuster Tool

Changed the minimum dash or gap length to 0.5 to accommodate recent changes to PowerCADD in handling dashes.

Text Editing in WildTools Dialogs
Fixed problem where automatic text replacement by the system would cause crashes in Parallel Offset tool and many others.

Jiggle
Changed to add color noise for the brightness of grayscale colors.

Shift Toggling
Snapping in PowerCADD and shift-toggling have become problematic on some machines due to Apple's carbon routines becoming unreliable in the latest versions of the OS. However, thanks to a complete overhaul of these things in PowerCADD, shift-toggling now works reliably all the time..

Stretch Tool—WildTools
Changed to handle reference file objects.

Brush and Shadow Brush Tools—SketchTools
Fixed problem where a plain line style had a pen pattern of none, instead of for the intended fill pattern.

Clip Tool—WildTools
Changed so attributes of the clipped object does not change.

Trim with Object Tool—NewTools
This tool that was previously in WildTools and then deleted is now installed in the last row of NewTools.

This tool will only cut lines.

The capability to cut bitmaps that was previously in this tool is now available in the Erase Inside and Erase Outside tools of PixelTools.

Points Along Tool—WildTools
Now has a radial option and a scale option for a geometric progression of the space between points.

You may press the Option key while drawing to toggle which end it scales from.

Objects placed are normal group objects.

This method of drawing does not apply to conversions of lines or to place points along lines in the drawing.

2/22/2016
WildTools 10.1.3 v5
New shipping versions of all WildTools components including changes listed below.

Naming Convention

All WildTools components changed to a version name of 10.1.3 v5, 10.1.3 v6, etc so that each version of WildTools will have the same style name as PowerCADD.

Cursors
Changed all cursor images from PNG-8 to TIFF, and changed most of the cursors used in drawing to include high resolution cursors that are used on retina displays. The images are crisper, but not as dramatically better as you might expect.

Redesigned many of the cursors to make them visible when over a solid color, and completely changed the target cursor to be larger. Many users have said they can't see the target cursor and this should solve that problem.

There has been some discussion about whether the target cursor might have something at the center. As an experiment, the TargetTwoWays cursor has a red dot at the center. To see this cursor, with the Offset Line or Parallel Offset tools, press the Option key.

NewTools
Added Propeller tool to keep Brien Seeley happy and out of my hair. This is a tool that was used in the development of the Benchmark program and to work out the display of the noise footprint, and also a way to calculate the propeller blade activity factor.

2/3/2016
WildTools 10.1.3
WildTools 3D 10.1.3
Baseline Tools 10.1.3
Nuts & Bolts 10.1.3
Special Curves 10.1.3
Doors & Windows 10.1.3
PerspectiveTools 10.1.3
SketchTools 10.1.3
TopoTools 10.1.3
CompositeWallTools 10.1.3
WildThing 10.1.3
NewTools 10.1.3
New build of all of WildTools.

Centroid Tool—Nuts &Bolts
Changed so text report object is placed separately.

WildTools Serial Number
Fixed problem with warning that WildTools is already running on the network.

Shapefiles—TopoTools
Import shape files now imports PolyLineZ and PolygonZ shapefile types. Polygons with a Z height are shown in a wine or greenbacks color in the importer window.

This is BIG deal for PowerCADD users. Now you can download LiDAR topographical data and import topo contours. To see this in action, go to http://sonomavegmap.org/contours/ where you can generate the files in a few minutes.

Section Profile Tool—TopoTools
Simplified chart presentation.

Tool Icons
Changing the tool icons from a bitmap to direct drawing with Quartz drawing (same high-resolution drawing that happens in PowerCADD. This will result in dramatically smaller file sizes and antialiased graphics on all machines, eventually it will have high resolution image on retina displays but that's not the case now. At this time, the process is just begun.

WildTools
Fixed memory leak with sounds.

Added pen size display to the Style Tools dialog.

Added reset button to the Favorite Lines dialog. When you click on this, it imports the equivalent tool attributes from Style Tools.

WildTools Documentation
Complete update of the WildTools documentation. You can get to this by choosing WildTools Documentation in the Help menu, and also downloading from the Documentation section of the WildTools web page (http://www.seqair.com/WildTools/Documentation/Docs.html). You are encouraged to download this and put it on your iPad.

12/9/2015
WildTools 10.1.3
WildTools 3D 10.1.3
Baseline Tools 10.1.3
Nuts & Bolts 10.1.3
Special Curves 10.1.3
Doors & Windows 10.1.3
PerspectiveTools 10.1.3
SketchTools 10.1.3
TopoTools 10.1.3
CompositeWallTools 10.1.3
WildThing 10.1.3
NewTools 10.1.3
This is a pre-release version to go with the initial pre-release versions of PowerCADD 9.1.4.

We expect to release a golden master version in a few weeks which will have new, updated documentation but that is not yet done at this time.

Many of the new features such as PixelTools, Exporting Shapefiles, Color noise in Jiggle, new Combine, Clip and Union tools will be officially released for sale with PowerCADD 10 at some point in the future. The features will quietly expire at some point, however it is our intention to keep them available until they are officially released. We expect to have a number of interim development versions (WildTools is in a constant state of development and always has been) and you can keep abreast of developments by visiting WildTools Updates… in the PowerCADD menu.

Trim with Object Tool
Freehand Knife Tool
Eliminated these tools from the WildTools palette.

The Trim with Object had an odd-ball interface that required you to Option-click on a cutting object. The Erase Inside and Erase Outside tools in PixelTools are the same thing with bitmaps, and they make more sense.

The Freehand Knife tool's capability to cut a bitmap is now available as a freehand mode for the Bitmap Knife tool in PixelTools.

3D Thread Tool
Eliminated this from the WildTools 3D palette. It makes no sense now that we have Nuts & Bolts 3D.

Spline Tool
Dialog buttons converted from radio buttons to segmented controls.

Compatibility and Modernization
PowerCADD and WildTools are now compiled with the latest Apple compilers and SDKs. This is a HUGE step forward, and now frees us to modernize things in more ways and to deliver the best performance and reliability.

This version of WildTools requires PowerCADD 9.1.4.