

C3D Viewer Public Roadmap *

Last update: Dec. 15, 2023

CATEGORY	QUARTERS (start - end)			
	Q1 2024	Q2 2024	Q3 2024	Q4 2024
PRODUCT DEPLOYMENT AND DELIVERY	<ul style="list-style-type: none"> Linux version update Check for updates and downloads 			
SCENE VISUALIZATION TOOLS	<ul style="list-style-type: none"> Transparent scene control panel Object highlighting under the cursor Selecting objects with a frame 	<ul style="list-style-type: none"> New scene control commands 		
MODEL EXPLORATION		<ul style="list-style-type: none"> Visibility control commands (show/hide, translucent, etc.) 	<ul style="list-style-type: none"> Model component shift function 	
MEASUREMENTS				<ul style="list-style-type: none"> Object filter by measurement type
PERFORMANCE AND STABILITY	<ul style="list-style-type: none"> Settings for centre of gravity accuracy 	<ul style="list-style-type: none"> Faster item selection via API 	<ul style="list-style-type: none"> Operation with linked geometry Multiple file uploads 	<ul style="list-style-type: none"> Принудительная остановка процесса построения модели
VISUALIZATION IMPROVEMENTS	<ul style="list-style-type: none"> Improving visualisation of materials 			
EXTERNAL FORMAT SUPPORT	<ul style="list-style-type: none"> Improving stability of work with JT 	<ul style="list-style-type: none"> Reading proprietary formats 		
GENERAL IMPROVEMENTS IN USABILITY		<ul style="list-style-type: none"> Vertical command bar Optimized interface of Section commands 	<ul style="list-style-type: none"> Improved tool tips and hints 	
API	<ul style="list-style-type: none"> Extension of API functions 	<ul style="list-style-type: none"> Optional saving of invisible elements in C3D 	<ul style="list-style-type: none"> Measurements in section mode 	

* - The dates are preliminary and can be adjusted if required