

EnRoute 4 Users will be brought up to date on the latest import filters and Windows compatibility. There are many new features and improvements across the board. And with EnRoute 5, the new nesting options help save time and material better than ever before!

NOTE: Not all of the items below are in every version. The items listed below will only be relevant to the product level of EnRoute that you have. In addition to the items listed here, there have been many bug fixes and improvements for various issues.



EnRoute Interface and Preferences

We are always looking for ways to make things work better and more efficiently. To help with this, a few things have been added to the preferences and some other general changes have been made.

- Solutions Menu
- More than one sheet size per file
- New Security System (Supports Windows 8.1)
- ROU file Preview
- Import ROU to current File

All new DXF/DWG and AI/EPS import filters...

Design Tools

EnRoute 5 has a whole new design interface for 2D drawing. There is a contour preview to show you how things will look before you apply them and all of the settings for a particular drawing tool appear at the bottom of the page in a dialog box and not in the work space. Here is a complete list of drawing tools improvements:

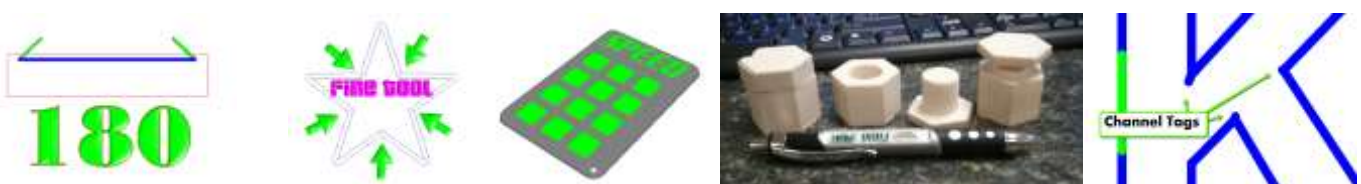
- Current DXF/DWG and AI/EPS Imports
- Support for RIP Software Print and Cut
- New and Improved Snap Functions
- New Contour Distortion Tools
- Extend Arc as Arc or Line
- Merge Selection to Right Click menu
- New Parametric Shapewizard shapes (foldup boxes and basic shapes)
- Import Gcode to Vector
- Thread Milling Wizard for CNC made nuts and bolts
- 3 Single Stroke Fonts
- Text to Braille Conversion



EnRoute Toolpathing

EnRoute 5 has some new toolpathing capabilities to help with manufacturing efficiency and have some capabilities that allow for creative applications. The toolpathing improvements include:

- Fine Tool for Routing Offset
- Standard Tool Compensation
- Daisy Chain Cutting (no lift)
- Toolpath Distortion - X/Y and Z axis
- Bridge on Open Contour
- Feedrate Calculator Solution
- Better Open GL Toolpath Simulation
- Negative Entry Exit overlap to keep part attached to sheet
- 180 Deg Entry Exit on Open Contour
- Improved Aggregate/Horizontal Cutting Support
- Support for Horizontal Drilling with Drill Bank
- Sharp Corners on External Engrave and Routing offset



EnRoute Nesting

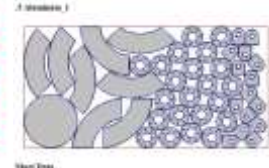
EnRoute's new nesting capabilities will allow you to produce better nesting efficiency, allow you to avoid areas on sheets that you don't want to cut in, create remnants of leftover plates and easily create multiples of different parts. Nesting is one of the areas with the best improvements. Nesting options include:

- New All in One Nesting Interface
- 3 Nesting Algorithms
- Copy Nesting
- Nesting by Priority
- Block Nesting
- Common Line Cutting
- Nesting Report
- Nesting around Obstructions
- Create Remnant
- Turn Remnant to Plate
- Nest to Center of Plate
- Dynamic Nesting (Manual Nesting Tool)
- Engrave – Follow Contour
- Negative Margins Allowed for Max Yield

**NESTING
NESTING
NESTING**



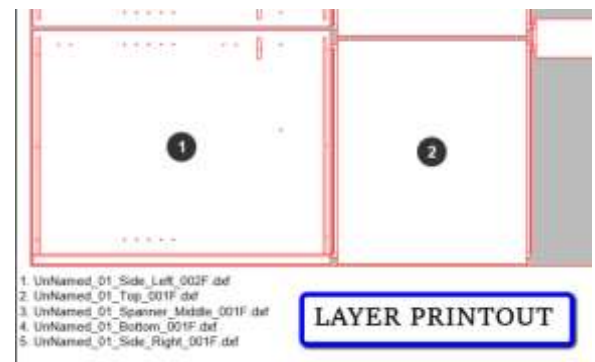
The Remnant is converted to a plate.



AutoToolpath (ATP)

A number of improvement have been made to EnRoute's ATP Option. Highlights include Block Nesting and more control over True Shape Nesting. Label Option works better as well.

- Cut List Creator Solution
- Single Part Processing for Point to Point
- Current DXF Support
- Improved Label Printing
- More Supported Applications
- New Printed Layer Printout Format
- Nesting Resolution Added
- ATP Supports 3 True Shape Nesting Engines.
- ATP Supports Block Nesting





**Design
Only!**



3D Relief & Surfacing

EnRoute's 3D Surfacing has received a lot of attention over the last few years and there have been some very nice improvements made. Some of the 3D surface editing tools will help to produce amazing results. Here are the new 3D Relief/Surface tools:

- New Parametric Textures
- Relief Blending Tool Improvements
- Relief Offset
- Position Bottom of Relief to Z Zero
- Improved Relief Rendering
- Works better with 3D Mesh Objects
- EnRoute Pro Designer Station Available



Rapid Texture

This is a new capability that is so impressive it gets its own section. Rapid Texture will create 3D textures for signs, 3D projects and decorative panels with an array of impressive capabilities. Rapid Texture can create an endless amount of different textures that cut is less time that traditional textures. Here are the Rapid Texture capabilities:

(Note: To learn more about Rapid Texture and how it works, visit our [Webinar Page and click Rapid Texture.](#))

- New Interface to enter parameters
- Rapid Picture Improvements
- Texture Fade In and Out
- Include 3D Relief as part of texture
- EnRouteTV.com movies and Webinar Tutorials available

www.enroutesoftware.com