

## TreeSoft : WarpDriver Change Log

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This documents the major changes to WarpDriver, especially those that are apparent to the users.

### **Nov 10, 2013**

- Ported code to Lazarus+Free Pascal Compiler
- Added “Warp Drive to CSV” capability
- Added “Export Profile to CSV ...” capability
- Added XScale, YScale, XShift, YShift params to ‘Scale then Shift’ model
- Fixed numerous range-check errors
- Improved interpolation & Z Check routines

### **Apr 24, 2012**

- Bug Fix : JayCop found more trouble with arcs and skewing.

### **Jan 05, 2012**

- Bug Fix : non-warped arced toolpaths are X-Y Skewed correctly (sorry!)
- Parameter entry now compatible with mm and inch units

### **Jan 02, 2012**

- X-Y Skew corrections added
- Model profile graph updates automatically on any parameter changes
- WarpDriver Models** document created to describe each model

### **Dec 20, 2011**

- When new file is loaded, default save file has ‘Warped’ in name
- Autosave is not checked by default to avoid over-writing by accident
- Temp files are now always saved to ‘c:\temp\temp.ngc’ for use by KMotion

### **Dec 12, 2011**

- Roughing toolpaths added with the Passes control
- G-Code generation optimizations – MUCH faster for most files
- G-Code compression – MUCH smaller code for flat regions
- Front panel redesigned into multiple tabs to fit 1024 x 768 screens
- Tips and Tricks** added to Installation & Use notes
- Modifications to PostProcessor** added to Installation and Use notes

### **Dec 8, 2011**

- Version 1.0 released to the web for distribution.

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