

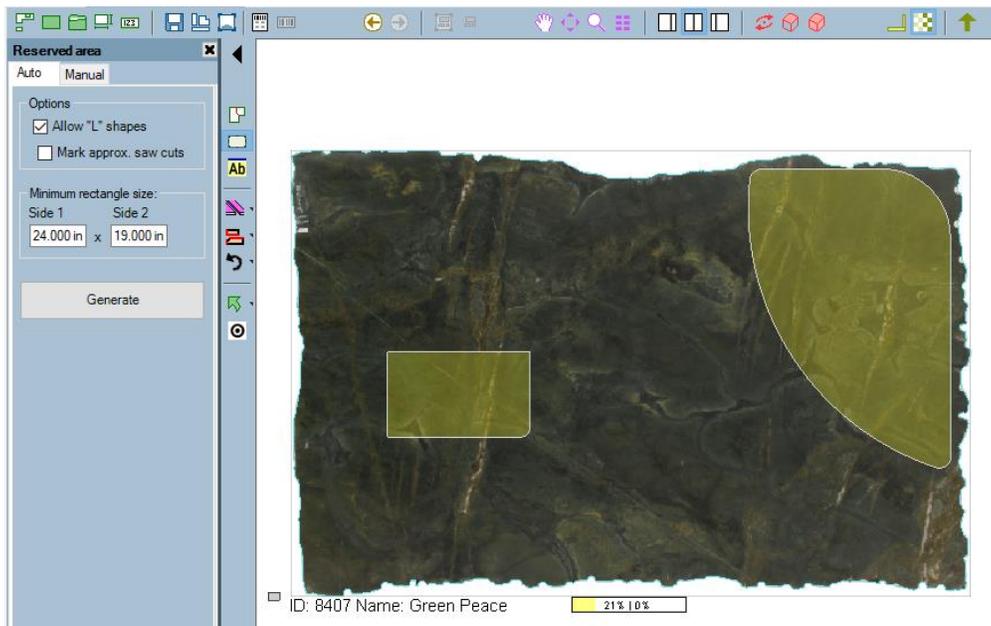
# Slabsmith 2018.7

## Release Notes

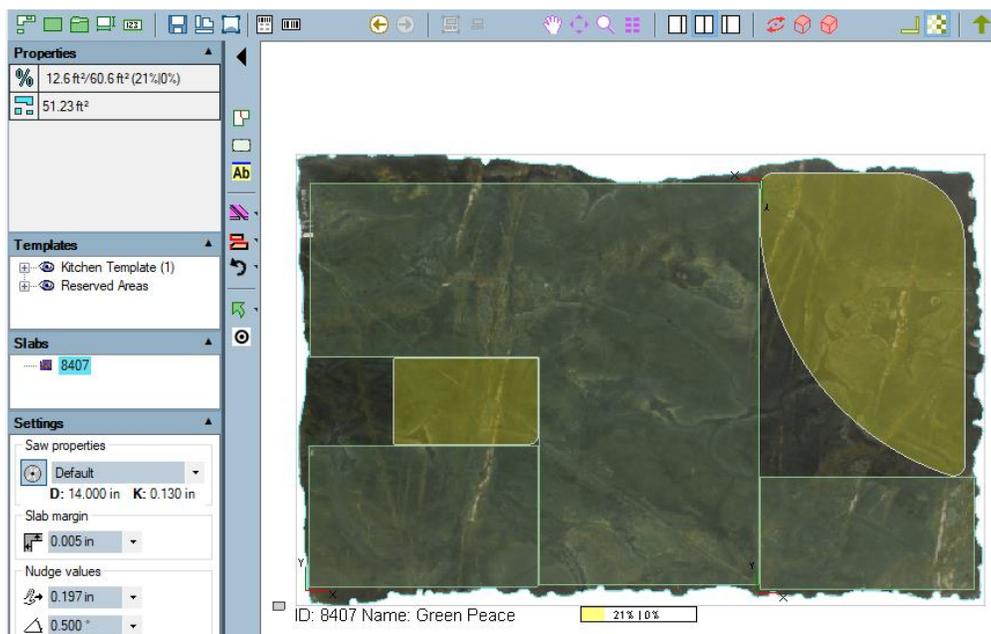
The following is a description of new features for the 2018.7 release of Slabsmith.

### Perfect Match

- 1) Added auto-generation of reserved areas, both rectangles and “L” shapes. The user sets the minimum size, determines if they will allow “L” shaped reserved areas, then selects “Generate”. The reserved areas are still adjustable by the user when auto-generated. See the screenshot below for a sample result.

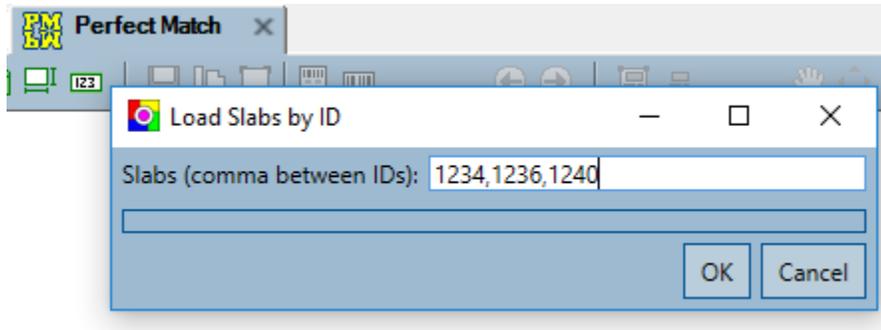


**Before Auto-Generation of Reserved Areas**



**After Auto-Generation**

- 2) Added the ability to turn on bump margins and to bump one edge of a reserved area while dragging it to a counter.
- 3) Added “L” shapes to the auto-calculated usable areas that are generated for reserved areas (remnants/off-cuts).
- 4) Added the ability to load slabs by inventory ID. (The Slab Manager does not need to be opened if you already know the slab ID’s needed for the job.) Multiple slabs can be added to the job at once with a comma between them. i.e.- Type: “1234,1236,1240” {Enter} to open the three listed slabs in Perfect Match.



- 5) Added a default slab properties tooltip when hovering over the slab ID’s in the property window. Which properties are listed in the tooltip can be changed by editing the “JobSlabsView” in the Admin program View tab.

## **Slab Maker**

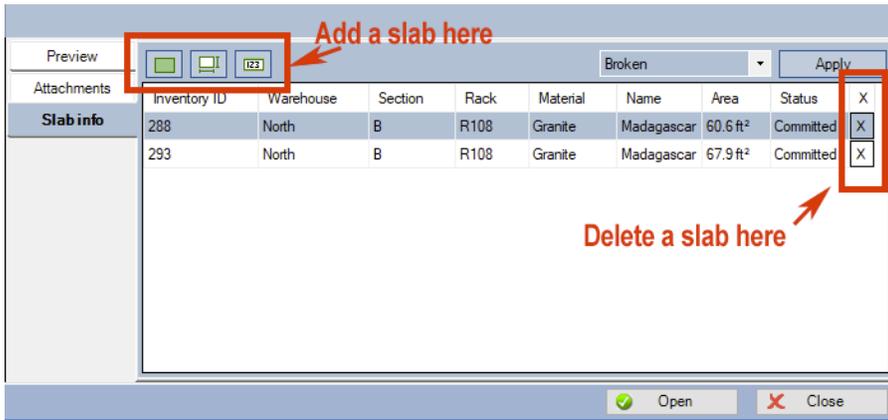
- 1) A newly created digital slab can be saved directly into a job from within Slab Maker. (The last button down on the left side of the screen).
- 2) Usable areas now auto-generate “L” shapes as well as rectangles.
- 3) Blank slabs are now generated at a high resolution, this improves the size accuracy for remnants generated from a blank slab.

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## Job Manager

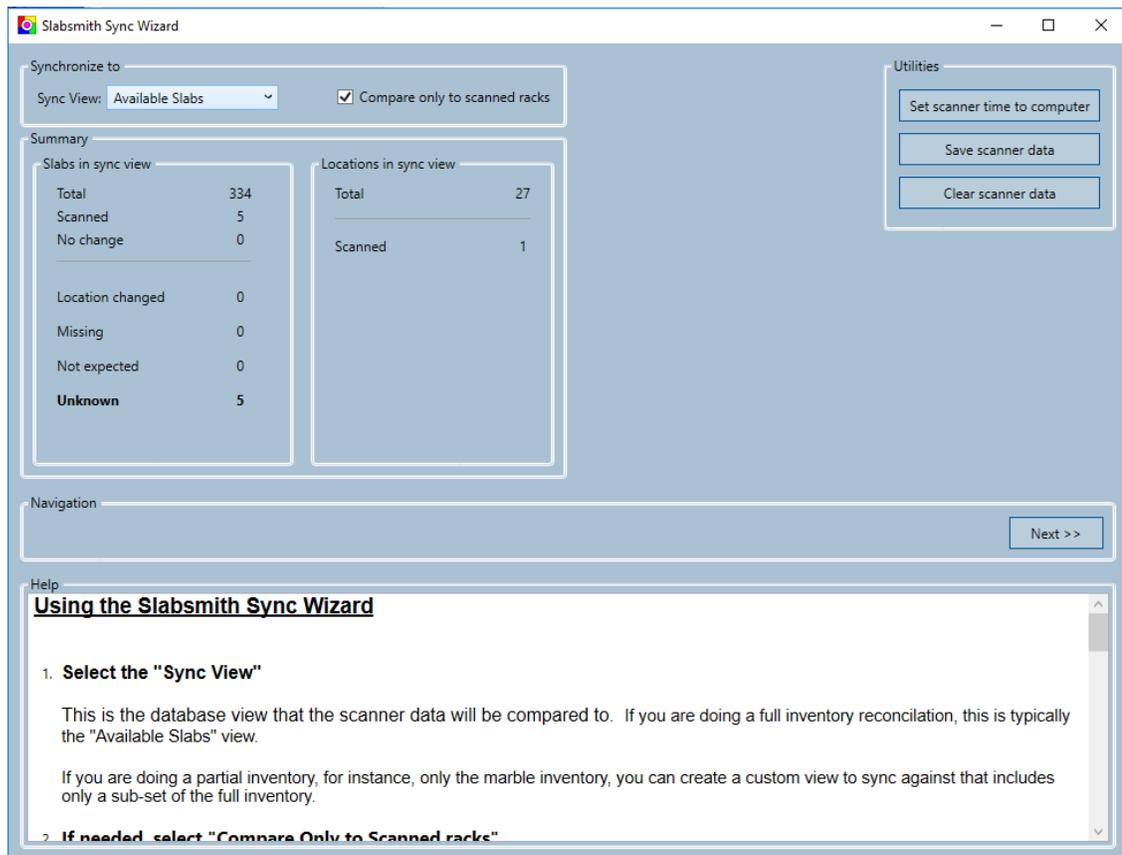
- 1) Add and/or remove slabs from a job.

Slabs can be added or removed from a job within the Job Manager in the "Slab info" tab.



## Scan

- 1) **Interface update for clarity and ease of use.**
  - a. Converted the interface to a multi-page wizard style interface that includes page specific help.
  - b. Added a summary of the synchronization differences on the first page of the wizard.
  - c. Allowed multiple slab statuses to be changed at once instead of one slab at a time.



## 2) **Slab Browser – set the job status based on the current user**

When slabs are saved to a job from the tablet based Slab Browser, the status of the job can be tied to the user. This is set up in the configuration of the Slab Browser.

## 3) **Added the Position of the slab in the rack/bin -**

The slab's position in the rack is saved as a position number in the "Position" property.

This allows the user to determine which slab in a rack is at the front, and consequently easiest to pull from the rack.

The slab in the front of the rack will be slab position #1, followed by 2, 3, 4 up to the number of slabs in the rack.

**Use** - As slabs are scanned they should be scanned from back to front. If a slab is added to a rack, only the slab that is added needs to be scanned, it will become position #1 and the slab positions behind it will be updated accordingly.

**Note** – To view the position number of a slab, the position property may need to be made visible for the selected view in Slab Manager. (Slabsmith DB Admin program)

## **Locator and Layout**

- 1) Improved target detection during calibration on high angle camera placements, and during use.

## **Database**

- 1) Allowed easier insertions of slabs into layouts using external SQL operations.

## **New module added! "Slab Consumer"**

- 1) Added the ability to consume slabs using a scanner and the Job Sheet printed from Perfect Match. You may also use Slab Consumer without a scanner. This module is designed to be used at the Saw.

The Sawyer is able to view each slab, the countertops on each slab and the remnants on each slab including the 0,0 corner of the remnant.

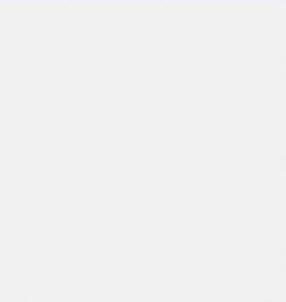
He is then able to consume the slab by selecting the consumed checkbox, or scanning the consumed barcode on the Saw/Pick ticket. When all slabs in the job are consumed, the job status is automatically set to "Completed".



\* Scan the Saw/Pick ticket at any time



Consume	Slab ID	Name
<input type="checkbox"/>	7185	Savanna
<input type="checkbox"/>	7187	Savanna



Job Incomplete

