

# RIFT TD

## VERSION 4.1

### MAY 2019

## ENHANCEMENTS

Rift TD, **Version 4.1**, is a minor version release. Features include:

- **Enhanced** - DXF Import
- **Enhanced** - Improved performance
  - Significantly faster triangulation
  - Significantly faster deposition
  - Improved responsiveness
- Bug fixes

## DXF IMPORT

**Version 4.1** significantly improves DXF Import functionality.

The DXF import dialog when opening a DXF file, allowing you to select which:

- Layers to import
- Entities to import

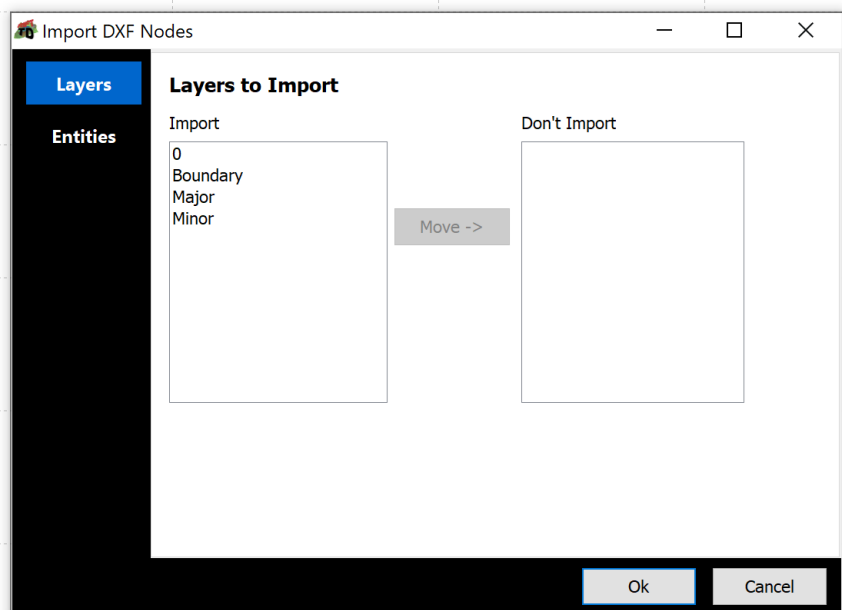
## LAYERS

Use the Layers sheet to select which layers to import. Move layers that you don't want to import to the "Don't Import" list box.

## ENTITIES

Select which entities to imports on the Entities sheet. Available options vary based on the data type being imported. You can import DXF data into the following data types:

- Nodes (Surfaces)
- Lines



## NODES (SURFACES)

When importing DXF entities into the **Nodes (Surface)** data type:

- Vertices from most DXF entities are imported as **Nodes**
- 3D Faces can be imported as **Elements** or **Nodes**

You can import the following DXF entities:

- Points/Vertices
- Lines:
  - DXF Line type
  - DXF Polyline type
  - DXF LWPolyline
- 3D Faces: Specify if you want to import 3D Faces and if they are to be imported as Nodes or Elements:
  - Nodes: Import the points defining the 3D face as nodes (the faces are not imported as elements)
  - Elements: Import the 3D Faces as elements

### Note:

To improve model definition you can interpolate additional nodes along:

- Lines
- 3D Face edges if they are imported as nodes; additional nodes are interpolated along the 3D Face edges

## LINES

You can import DXF line entities into the following **Rift TD** line types:

- Strings
- Deposition Lines
- Deposition Paths

A new line is generated for each line found in the DXF file.

Select the line types to import the line types to import:

- Line: Import the Line type.
- Polyline: Import the Polyline type.
- LW Polyline: Import the LWPolyline type.

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## ERFORMANCE

**Version 4.1** significantly improves **Rift TD's** performance in a number of key areas:

- Triangulation
- Deposition
- Responsiveness

## TRIANGULATION

Benchmark tests on large models show triangulation speeds increasing by up to 40 times for large models. This is a significant time saver if you are working with large models (of the order of one million nodes).

## DEPOSITION

Depending on the model, **Version 4.1** can improve deposition speed by up to four times. For large models this can be a significant time saver.

## RESPONSIVENESS

A number of longer duration operations, including deposition, now take place in a separate process. This improves **Rift TD's** performance and increases program responsiveness.