

# WHATS NEW IN CADMATE 2021

**POLYSOLID:** POLYSOLID command to create 3D solid in a shape of a wall directly or by selecting existing polylines. A polysolid is drawn the same way as a polyline, which is created with continuous straight and curved segments

**PLANESURF:** PLANESURF command to create a planar surface by selecting closed objects or specifying the opposite corners of a rectangular surface.

**CONVTOMESH:** 3D objects like solids, closed polylines, regions, 3D face, 3D surfaces, polygon meshes all can be converted to mesh objects. And the objects will be smoothed at the same time of conversion.

**SURFOFFSET:** SURFOFFSET command to create a parallel surface at a specified distance from the original surface.

**CONVTOSOLID:** CONVTOSOLID command to convert eligible objects like 3D meshes, surfaces, closed polylines and circles into 3D solids

**CONVTOSURFACE:** CONVTOSURFACE command to convert eligible objects into 3D surfaces

**CONVTONURBS:** CONVTONURBS command to convert solids and procedural surfaces to NURBS surfaces. And you can convert meshes to NURBS after converting them to solid or surface by CONVTOSOLID or CONVTOSURFACE command. Furthermore, this version also adds a series of functionalities to show/hide, add, remove NURBS.

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**POINT CLOUD:** CADMATE 2021 supports two point cloud file extensions (.rcp and .rcs) as attachment in a drawing. Users can apply object color and RGB scan colors to display point cloud data.

**QUICK MEASURE:** CADMATE 2021 supports a new quick measure feature with RAPIDDIST command, which measures distance and angle between 2D objects along X, Y axis rapidly by moving your mouse.

**TOOL PALETTE:** Now Tool Palette allows to add a tool based on an existing hatch pattern. You can drag and drop a hatch objects with specified scales into Tool Palettes.