ANZ Toolbox

Release Notes

Version 23.1.2233.0 *(23/11/2023)*

Updates:

- 12da Import/Export
  - Improved IFC objects export. Some 3d objects from CAD files did not export properly in the 12da files.
  - Change how combined spirals on alignments are handled at export. They now chord based on the chord tolerance setting found in the export pane instead of converting into a straight line.
- Annotate Objects
  - When using a Gap value, the direction it is applied is now the same as the rotation used. Added an option to use a leader line when applying a gap to the text.
  - Add a Layer group option and group placeholder.
- Measure Chainage/Offset
  - In "Points" mode you can now select any node or coordinate as well as points to form the temporary line which the offsets are calculated from.
- Inspect Line Nodes
  - If only line reporting options and line name are turned on, then the line nodes do not report blank lines, making it easier to report multiple lines for length and grade in a concise report.
- Footing Adjust
  - Add option to delete the existing lines that were used.
  - Add option to join all the new lines on each footing into one continuous line.

New:

Merge Lines

  - The Merge Lines command enables the user to select an "original" linestring and a "new" linestring and then remove the section of the original line where the new line is located and use different methods to merge.

Create Best Fit Circle

  - The Create Best Fit Circle command enables the user to select at least 3 points and fit a circle using least squares method.

Version 23.1.2205.0 *(31/10/2023)*

Updates:

- Insert Legend Table
  - Add user defined column widths option for tables.
  - Update command to use more line types and to use the name of the line for the line style description if available first and if not then use the line style name.
- Convert to Polygon
  - Added an option to automatically close lines if they are not already so that a polygon can be created.
- 3D Objects From Polygons
  - Added 2 new modes:
    - Elevation mode – This allows the user to project the polygon to a single elevation, up or down.
    - Surface mode - This allows the user to project the polygon to intersect a surface.
- Utilities Auto Draft
  - Large enhancement - Added the ability to create 3d manholes and pits as part of the mapping process. This then allows a complete network to be created from as-built and design data. These pits can be edited after creation using the new "Edit 3D Utility Chambers" command.
- Explode 3d Objects
  - Add the option to explode a 3d object into a single layer.
  - Enable multiple object selection. When more than one object is selected then the face/vertices list is disabled.
- Map Objects
  - Point attributes can be read even if the point has not been processed. Example - a point that controls a feature line or is unprocessed.
  - Add the ability to use a wildcard * in the "Set feature code" field which will copy anything that was used as the wildcard from the "Name mask" search. Also, any attributes that are common between the code searched and the code being changed to will be maintained with the new code.
- Create XLines
  - Add the option to use linestrings for the extension of the XLine instead of just fixed distances from the control line.
  - Add the option to create points with codes from the XLines at various distances along the XLines and connect them into a linestring.

New:

 Create 3D Utility Chambers

  - The Create 3D Utility Chambers command enables you to create one or many 3D utility chambers. These can be circular or Rectangular and apply a wall thickness, floor thickness and depth to the objects.

Edit 3D Utility Chambers

- o The Edit 3D Utility Chambers command enables you to edit existing 3D utility chambers. This allows you to change the dimensions and apply new wall thickness, floor thickness and depth to the objects.