

ProNest[®] 2021

What's New

Version 14.1

Released May 2021



New Features and Enhancements

The following enhancements are available in the ProNest LT 14.1 release:

Ease of Use

Undo and Redo for nesting-related actions

Many actions performed on a nest can be undone or redone using Ctrl+Z for undo or Ctrl+Y for redo. As you complete actions on the nest that can be undone or redone, you can also use the undo and redo dropdown menus, located in the quick access toolbar in the top left corner of the ProNest window, to skip back or ahead to a particular step. Using undo and redo can be useful if you moved a part on the nest and want to move it back to its exact previous position, for example.

Actions that can be undone or redone include:

- Manual and automatic nesting
- Dragging, rotating, and arraying parts
- Removing parts from the nest
- Bridging, chaining, and common line cutting parts
- Modifying the cut sequence

If you wish to limit the number of undo and redo actions that ProNest keeps track of, you can do so by setting a limit in Preferences > Miscellaneous > Maximum number of undo steps.



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Advanced Edit

Drag Leads

In Advanced Edit, you can click and drag a lead-in or lead-out to quickly change the size or angle of the lead. This efficient and visual method of adjusting your leads is designed particularly for artwork pieces that may not need leads in precise locations.



Lead conflict view

When enabled in preferences, leads that cause a profile to be in conflict will be outlined in the Conflict color in Advanced Edit, and a "Leads in conflict" warning icon will appear for the part in the Part List. Pierce size can also be considered when determining conflict.



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Machine

Height Sensing for Skeleton Cut-Up

In Settings, you can enter a value for **Height sensing distance**, which can direct your cutting head to sense the correct height at a specified distance from the plate edge for skeleton line cuts. Contact Technical Support if you'd like to use this feature.

Integrated cut sequence with parts for all vertical skeleton lines

When the setting to **Integrate skeleton lines with parts** (Settings > Skeleton Cut-Up > Cut Sequence) is selected, an additional option to **Include all vertical skeleton lines** may now be selected. When enabled, all vertical skeleton lines will be included in the integrated cut sequence, even when the skeleton lines don't intersect nested parts.

Enable corner rounding Cutting Techniques for individual parts

When a Cutting Techniques spreadsheet is in use, **Allow Corner Rounding** is an available part property that allows you turn on or off corner rounding on individual parts in the Part List. This property can be set during or after part import in Part Properties. When the property is selected, the part will use the corner rounding values specified in the column headers Corner Radius and Corner Radius Threshold Angle in your Cutting Techniques spreadsheet.

Jobs

Expanded options for reapplying leads when changing material

When the preference **Always reapply leads when changing materials** (File > Preferences > General) is selected and material is changed at the job level, leads will be reapplied for all parts—now including nested parts.

When this preference is cleared and material is changed at the job level, you can choose whether to reapply leads for only nested parts, only non-nested parts, all parts, or no parts.

File import

OMAX files

Support for OMAX .omx and .ord files is available, with an OMAX files filter option in the Part Sources area of the Edit Part List. OMAX files are imported as CNC files and must use inch file units. Support for non-OMAX .ord files is not available.

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