Canvas X Suite Help Center

Canvas X Pro Release Notes

Canvas X Pro Release Notes

Build 20.0.544

- Canvas X^3 rebranded to Canvas X Pro.

Build 20.0.519

Improvements

- The **Fit to Window** button is added to the Properties bar of the Magnifying Glass tool.
- **Text** | **Insert** | **File Name** is added so that a file name can be displayed in header and footer.
- **Text** | **Insert** | **User Name** is added so that a user name can be displayed in header and footer.
- Canvas X Draw's inks, pens, dashes, and arrows can be loaded to the Presets palette.
- **Load Symbol Set** is added to the context menu from 'Canvas X Symbols' of 'My Symbols' category in the Symbol Library palette.
- **Help** | **Restore Canvas Settings** is added so that you can easily restore the factory default settings.
- **Annotation Lens** tool icon is updated in the Toolbox.
- The **Apply to all pages** checkbox in the Properties bar is not selected by default to avoid unwanted results.
- The Selection tool can detect objects with hyperlinks; now, Ctrl+click on such objects to show the target links in the default Web browser.
- When an object is selected, the Align commands are now available in the Properties bar so that you can align it based on the document bounds.
- **A+** and **A-** icons are added to increase or decrease the font size in the Properties bar so that the font size can be changed by clicking them repeatedly.
- When multiple objects are selected, you can drag a corner of the selected objects to resize them proportionally at once.

- The **Entire Page** checkbox is added to the Properties bar of the Camera tool so that the area of rendering will automatically set to the current document bounds.

Fixes

- Fixed bug in which all layers (except the current layer) could not be toggled between "Not Visible and "Visible" at once by deselecting and selecting "Visible" of Sheet/Page/Frame/Slide in the Document Layout palette.
- Fixed bug in which non-breaking spaces in CVD files were imported as a different character.
- Fixed bug in which hovering Effect | Mirror showed incorrect description in the Hintline field of the Status bar.
- Fixed bug in which Insert Row or Column did not respect the font of the focused cell in Table object.
- Fixed bug in which the 4 icons in the Open dialog box were not High-DPI compatible.
- Fixed bug in which the Smart Snaps setting in the Properties bar did not synchronize with the state of Layout | Smart Snaps | Smart Snaps On.
- Fixed bug in which pressing Arrow keyboard keys made the current document out of sight.
- Fixed bug in which a Table object would be created with arrows when the current default setting was with an arrowhead or arrowheads.
- Fixed bug in which changing a zoom level from the Zoom control did not respect the center of page when there was no selection.
- Fixed bug in which importing SVG files unnecessarily created two anchor points at the start and end of polygons.
- Fixed bug in which a sequence of selecting image objects only did not work properly.
- Fixed bug in which some EMF objects of images could not be converted to Canvas X objects properly.
- Fixed bug in which Snap to Guides was always turned on for new documents.
- Fixed bug in which Change All in the Text tab of the Find palette did not work properly.
- Fixed bug in which the use of Grab Attributes in the Find palette caused subsequent Find operations not to work properly.
- Fixed bug in which DICOM files could not be opened.
- Fixed bug in which the document size was erroneously changed by importing PSD files (Image |Import).
- Fixed bug in which the application became unstable after undoing pasted images from Snip & Sketch.
- Fixed bug in which while using the Sprite tool, clicking or dragging outside of the image prematurely exited the edit session.
- Fixed bug in which the Font Match in the CGM Import Options dialog box did not work properly.
- Fixed bug in which recorded "Rotate" sequences were played in the opposite direction from the actual direction.
- Fixed bug in which hidden paths of bound texts were not included when they got grouped with other objects.
- Fixed bug in which Copy & Paste or Duplicate of texts "Inside Shape" remained selecting both the texts and shape.
- Fixed bug in which typing would create another Text object when the shape of texts "Inside Shape" was selected.
- Fixed bug in which very fast typing might have caused a missing character or characters.
- Fixed bug in which Invert Selection did not work on anchor points of vector objects.
- Fixed bug in which hovering mouse over a recently created table from a selected 3D object caused

malfunction if Smart Mouse was on.
- Fixed bug in which saving the document after changing the font sizes of the texts in all cells of a table created with 3D Model data caused malfunction.

Known Issues

- **Image** | **Proxy** and the associated features are removed.
- **Edit** | **Copy Special** is removed.
- **3D View** tool is removed from the Toolbox.
- CMX (Corel Presentation Exchange Legacy) is no longer supported for import.
- CVXCAD files that were saved with the builds prior to the build #455 will not be opened with this build or later.

Canvas X³ Release Notes

Build 20.0.460

Known Issues

- The CVXCAD format is updated for future compatibility. More information

Build 20.0.455

Improvements

- Rendering speed is improved for viewing operations.
- Performance of the Assembly Tree and selections is optimized and improved.
- Import progress bar indicator is improved.
- **Tessellation Quality** options are available in the Open dialog box.

- The **Performance Settings** is added to the Ribbon of 3D Model edit mode.

Fixes

- Fixed bug in which the user interface of the Math Equation Creator dialog box was in Japanese.
- Fixed bug in which some objects could not be selected with Find.
- Fixed bug related to changing background colors of some selected texts.

Known Issues

- CVXCAD files that are saved or resaved with 3D Model objects using this build cannot be opened in the older Canvas X³.
- The **Antialiasing** option of the Visualization in the Properties pane is moved to the Performance Settings dialog box.
- **Tessellation Quality** cannot be changed after 3D Models are loaded to documents.
- Keyboard's Arrow keys cannot be used to select or move in the Assembly Tree pane.

Build 20.0.440

Improvements

- **File** | **New from Template** is added.
- **Copy as Text** button is added to the Properties bar of Table object so that you can copy the data to a spreadsheet in columns and rows.
- **Edit** | **Paste in Place** (**Ctrl**+**Shift**+**V**) is added so that you can place the contents in the clipboard at the original position on another page.
- **Ctrl**-scroll the mouse now zooms in or out at the mouse pointer on a particular object.
- **Layout** | **Smart Mouse & Guides** now shows **Smart Mouse On** or **Off** and **Virtual Guides On** or **Off**.
- Drag and move the selected object in the Document Layout palette is improved.
- When opening raster image files, the document unit will be set to pixels.

Fixes

- Fixed bug in which 3D Model objects in Group object were not detected so that the default Save As file format was set to CVX.
- Fixed bug in which Effect | Extrude could never get enabled.
- Fixed bug in which **Ctrl+Alt+E** did not open the Extrude palette.
- Fixed bug in which Select All and Select All Visible had the same icon in the Ribbon of the 3D Model edit window.
- Fixed bug in which more than one Table object could not be copied and pasted in the document.
- Fixed bug in which EXIF date in JPG or TIF was not exported.
- Fixed bug in which images in indexed colors showed some artifacts when zooming out.
- Fixed bug in which objects copied in Canvas X were not pasted to Microsoft PowerPoint properly.
- Fixed bug in which closed Polygons had an extra symbol at the end point when applied with Symbol Pen strokes
- Fixed bug in which type style names that were created with the Type palette in CVD files were not correctly recognized when the CVD files were opened in Canvas X.
- Fixed bug in which the last state of the Smart Snaps in the Properties bar, either on or off, was not remembered after the application was restarted.
- Fixed bug in which the search feature in the Document Layout palette only found the first matched item on the current page.
- Fixed bug in which the Marquee tool remained selected after using **Image**) | **Selection to Path**) on the image.
- Fixed bug in which Calligraphic strokes were not exported properly to PDF or SVG.
- Fixed bug in which the Page Navigator did not show the opened CVTPL file when another document was displayed there.
- Fixed bug in which Smooth Polygon objects were displayed as "Polygon" in the Status bar.
- Fixed bug in which hovering the column header icons in the Document Layout palette did not show the proper tooltips.
- Fixed bug in which Undo did not revert resizing an object with Basic Dimensioning objects at once.
- Fixed bug in which Align functions did not work with Linear Dimensioning objects.
- Fixed bug related to selecting texts in cells of the Table object while the Smart Mouse was on.
- Fixed bug related to selecting data or time stamp in the header or footer and replacing it with another.
- Fixed bug related to creating lines on the Guide layer while Anchor, Center and Intersection were enabled in the Smart Mouse palette.
- Fixed bug related to using the Smart Vector Fill tool on Lens objects.
- Fixed bug related to changing the Font Attributes in the Find palette.
- Fixed bug related to changing the font of bound texts which were partially hidden

Known Issues

- **Ctrl+Shift+V** is reassigned from **Edit** | **Paste Into** to **Edit** | **Paste in Place**.

Build 20.0.416

Canvas X³ CADComposer is the preferred application for technical illustrators in many industries because it offers the most flexible, scalable and integrated design environment. Canvas X³ CADComposer has a full range of precise vector object illustration tools and advanced raster image editing tools that you need — all in one single, workflow-accelerating application. In addition, Canvas X³ CADComposer can support importing various 3D format files to place them in your Canvas document. Files created with Canvas X³ CADComposer will be stored in the new file format (*.CVXCAD), so you can share the document with your colleagues and edit 3D objects whenever needed.

Canvas X³ CADComposer provides a complete solution for small business, school, and corporate users:

- An array of tools for illustration, layout, editing, proofing, and final output, so you can take projects from start to finish in Canvas X³ CADComposer.
- A dynamic and flexible interface, including a Toolbar you can configure with commands, tools, and styles as well as customizable keyboard shortcuts, a Docking pane and Docking bar to store palettes, and a Properties bar for tool settings and object manipulation.
- Help when you need it, in the form of a Dynamic Help window and the Canvas Assistant help for the tool you're currently using, built right into the interface, as well as a fully searchable Help system available from the Help menu.
- Support of popular 3D format files, ability to change the colors, opacity, visibility at the part-level and to change overall appearance of the 3D Model applying another raster mode.
- Ability to move individual parts freely, to translate parts along an axis, to rotate parts, and explode parts in the 3D Model edit mode.
- Convenient tools to annotate on the 3D Model with sequential numbers, alphabets, part names, or custom texts, and creating a table based on the annotations or part name and quantity.

Known Issues

- When Windows operating system (Windows 7) has not been kept up-to-date, launching Canvas X³ CADComposer may incur an error message about missing .dll files or redistributables. In the event that you encounter such error message, please update your Windows operating system to the latest. Then try re-installing Canvas X³ CADComposer to resolve the issue.
- It is recommended to restart the operating system after the installation so that necessary redistributable packages are completely installed on the system.
- In order to enable the pressure-sensitivity of Canvas X³ CADComposer on Surface Pro, please download the latest WinTab drivers, install them, and restart the OS before launching the application.

Not Supported

- A multi-page document with different orientations will not print as such. Please print pages of different orientations or dimensions separately.

More Information

For information about Canvas X³ CADComposer, and to access additional resources, please visit the Product Support and Resources page online. Additional information and resources include:

Additional information and resources include:

- Software updates
- Supported file formats
- Supported camera RAW formats
- Tutorials
- User Guide
- Knowledge Base
- Support

https://support.canvasgfx.com/portal/en/kb/articles/canvas-x-pro-release-notes