



# TheoremXR

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## PRODUCT RELEASE ANNOUNCEMENT

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Product Category	<b>TheoremXR</b>
Product Group	All Associated Products
Release Version	Version 2023.3

Document Type	<b>Product Release Announcement</b>
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## History

Revision	Update Information
1.0	Version 2023.3 Released

**Note!** Theorem versioning has changed from a syntax of “<Quarter release> <Year>” to “<Year> <Release Version>”. This is to allow for client / server compatibility checks at run time.



## PRODUCT RELEASE ANNOUNCEMENT

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### Product - Distribution Media

CD images of the latest release are available from the following download sites.

Product	URL for .msi installer and install package download
Visualization Pipeline	<a href="#">V2023.3</a> (2023.3.8753.21985)
VR Client Support	<a href="#">V2023.3.5</a> – EXE <a href="#">V2023.3.5</a> - Installer
Quest 2 Untethered Support	<a href="#">V2023.3</a>
Focus 3 Untethered Support	<a href="#">V2023.3</a>
Desktop Experience Support	<a href="#">V2023.3.5</a> – EXE <a href="#">V2023.3.5</a> - Installer
HoloLens 2 Support	<a href="#">V2023.3</a>
AR Android Client Support	<a href="#">V2023.3</a> – APK <a href="#">V2023.3</a> - Google Play Store
AR Apple Client Support	<a href="#">V2023.3</a> – App Store

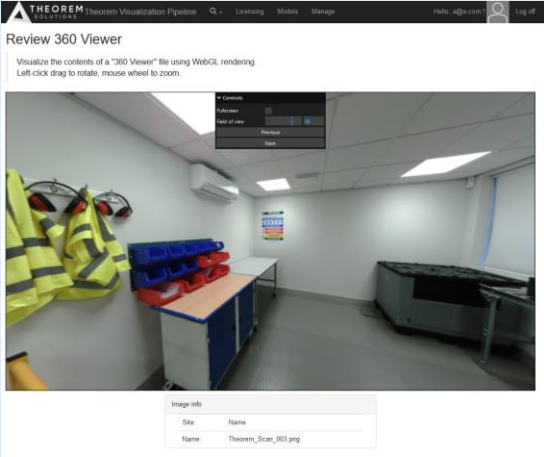
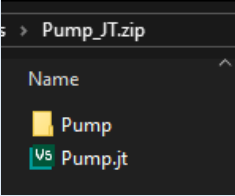
**Note!** Flex Version 11.19 is required for this release it can be found [here](#). A new license will be required once flex 11.19 has been installed.

TheoremXR Online Documentation

Click to review the [User Guide](#)

New Features / Enhancements

The following new features or enhancements have been introduced with this release.

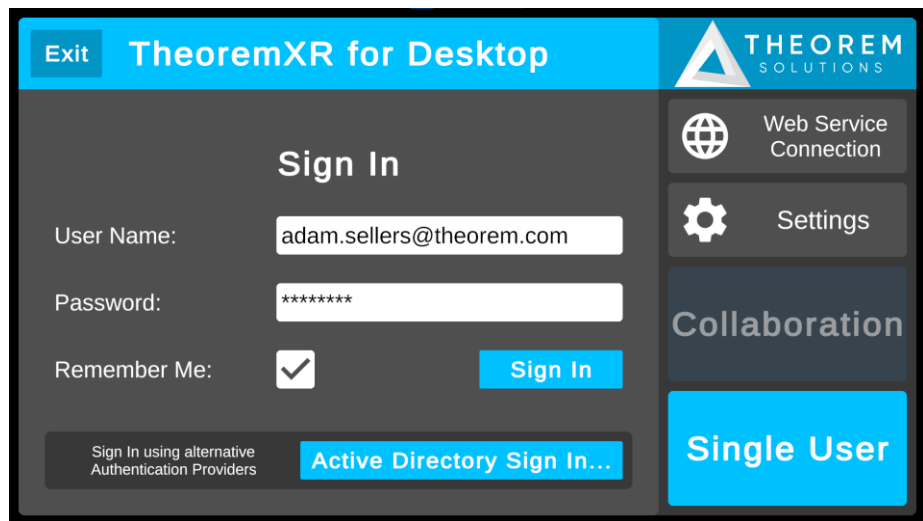
Ref ID	New Feature / Enhancement Description
<p><b>TheoremXR Visualization Pipeline (TVP)</b></p>	<ul style="list-style-type: none"> <li>• TheoremXR Showroom - QR code creation and interpretation (REQ-827)                             <ul style="list-style-type: none"> <li>○ Model links will now prompt the user to download the application via the appropriate app stores.</li> </ul> </li> <li>• View 360 Images in TVP (REQ-405)                             <ul style="list-style-type: none"> <li>○ Allows the viewing of 360 images via a web viewer.</li> </ul> </li> </ul>  <ul style="list-style-type: none"> <li>• Ignore BIN Creation – Enhancements (REQ-514)                             <ul style="list-style-type: none"> <li>○ BIN files will still be created if no additional output types are selected.</li> </ul> </li> <li>• JT Per Part Output from TVP (REQ-414)                             <ul style="list-style-type: none"> <li>○ Creates an additional output of a zipped-up JT assembly of the provided model.</li> </ul> </li> </ul> 



- Model Slicing - Scalable 2D Slices (REQ-846)
  - SVG Files can now be cut from 3d CAD Data

**TheoremXR  
for VR and  
Desktop**

- Active Directory Support (REQ-742, 743)
  - Users can now log into accounts that have an actively linked Active Directory account. When signed into an Active directory account on the TVP it may be linked to an existing or new TVP account. Keys are then stored against the linked account.

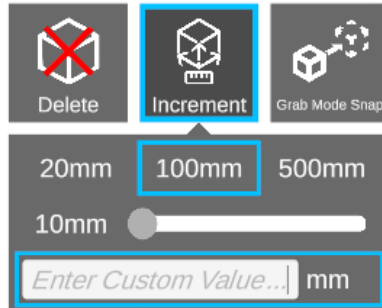


- Product Structure Viewer – Default Highlight Colour (REQ-908)
  - When the 'Client Application Preference' 'DefaultHighlightColor' is provided along with a hex code Product structure now highlights parts
- Toggle Display Avatars (REQ-908)
  - Avatars can now be disabled while inside a collaboration session.



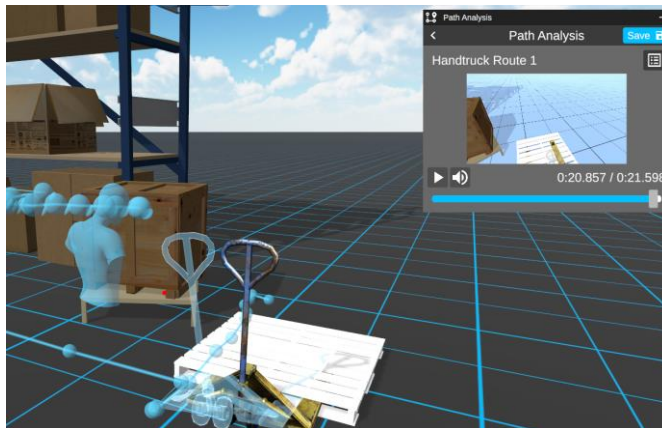
- Precise Increment Slider (REQ-915)

- A custom value can now be given to the manipulation increment slider.



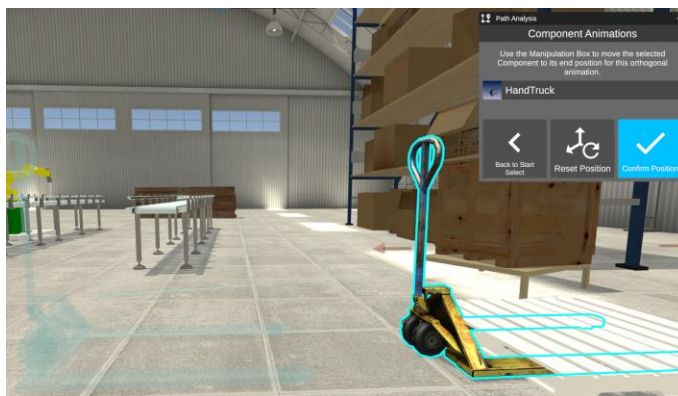
- Time & Motion – Video Capture Enhancements (REQ-793)

- Videos can now be recording from both static and user viewpoints. These videos may be downloaded from the non-processed files page.



- Time & Motion – Orthogonal Animation (REQ-839)

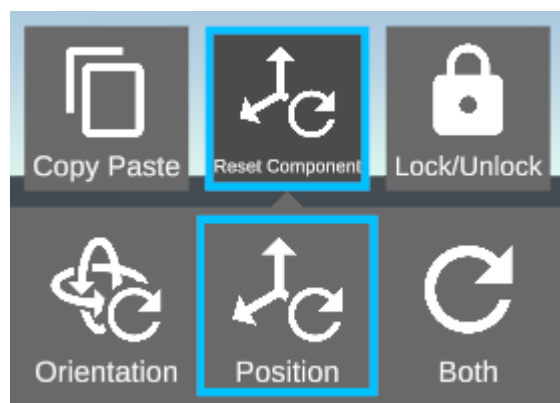
- Orthogonal Animations can be recorded and played during Time and Motion recordings allowing for further simulations for factory layouts.



- Model Listing Paginated Load (REQ-755)
  - Pipelines with many models is quicker using a stagnated model loading mechanism which loads models via a page-by-page basis.
- Unity version upgrades (REQ-853)
  - Allows for more up to date plugin support as well as introducing newer Unity functionality.
- OpenXR Support (REQ-695)
  - The VR/MR application is now OpenXR compliant broadening support for future devices that are OpenXR compliant.
- Grab Mode Snap (REQ-908)
  - Models moved within a layout or design review can be snapped back to their saved position.



- Reset Component Position (REQ-821)
  - Components can now be reset inside layouts and design reviews to their original position via a menu option.





<p><b>TheoremXR for AR</b></p>	<ul style="list-style-type: none"> <li>• Deeplinking Enhancements (REQ-826)             <ul style="list-style-type: none"> <li>○ Model links will now prompt the user to download the application via the appropriate app stores.</li> </ul> </li> <li>• Model Listing Paginated Load (REQ-755)             <ul style="list-style-type: none"> <li>○ Pipelines with many models is quicker using a stagnated model loading mechanism which loads models via a page-by-page basis.</li> </ul> </li> <li>• Time &amp; Motion - Model Positioning (REQ-844)             <ul style="list-style-type: none"> <li>○ Models when loaded using QR deeplinks now give the option to load the model locked to the position of the scanned QR Code.</li> <li>○ Offset can be provided on the TVP to load the model at a set distance away from the centre of the QR Code.</li> </ul> </li> </ul>
<p><b>TheoremXR for MR</b></p>	<ul style="list-style-type: none"> <li>• Toggle Display Avatars (REQ-908)             <ul style="list-style-type: none"> <li>○ Avatars can now be disabled while inside a collaboration session.</li> </ul> </li> <li>• MagicLeap 2 Support (REQ-707)             <ul style="list-style-type: none"> <li>○ Beta release based around the Visualization Experience.</li> </ul> </li> <li>• Precise Increment Slider (REQ-915)             <ul style="list-style-type: none"> <li>○ A custom value can now be given to the manipulation increment slider.</li> </ul> </li> <li>• Product Structure Viewer Highlight Colour Picker (REQ-908)             <ul style="list-style-type: none"> <li>○ The highlight colour picker from Desktop/VR has been merged across</li> <li>○ Outline colours can now be picked from the Product Structure Viewer panel.</li> </ul> </li> <li>• Position Menu: Zoom options. (REQ-773)             <ul style="list-style-type: none"> <li>○ Models can now be zoomed in and out using the position menu controls.</li> </ul> </li> </ul>



## Bug Fixes

<b>Ref ID</b>	<b>Limitations and Restrictions</b>
<b>QA-421</b>	Tooltips are now present in the Focus 3.
<b>QA-461</b>	QR Code reader for deeplinking has been refined so that the period between checking for QR codes has been increased.
<b>QA-484</b>	A rare issue with deeplinking and the application soft locking has been fixed.
<b>QA-426</b>	Some tooltip descriptions have been changed to be more accurate to usage.



## Known Limitations and Restrictions

The following limitations and restrictions have been identified during final testing prior to release and will be resolved for a future lock-down:

Ref ID	Limitations and Restrictions
QA-275	Colour Picker not accurate in HL2 tools.
QA-460	After a long session in IOS AR viewer the app can be unstable due to multi-threaded rendering.
QA-466	Image tracked models have their height reset when scaling the model.
QA-467	Removed Hand models and controller animations
QA-468	Models currently can't be grabbed while in a T&M Animation.
QA-469	Loss of definition of controller models

