

August 2023

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This release notes document changes related to EdgeWise™ v5.8.0.

**Changes In v5.8.0 From Previous Version**

**New Functionality & Improvements:**

- **Added an AVEVA E3D equipment macro export for piping elements.**
  - Pipe chains are exported to AVEVA E3D as primitive equipment.
  - Piping components like valves, flanges, tees, and reducers are exported as sub-equipment elements in their respective pipe chain equipment.
  - PML2 logic is added to the macro file to assist with equipment naming.
  - Layer names in pipe chains directly export in the corresponding equipment name.
- **Added an AVEVA E3D intelligent macro export for structural steel and concrete elements**
  - Added full support for **all existing steel standards** that are available in AVEVA E3D.
  - Added a new AVEVA E3D name and Gtype column to steel standards that are used when importing into E3D.
  - Added logic to exported macro files for easier import in AVEVA E3D.
- Added an **AVEVA E3D Spec column to the structural Smartsheet** to show if elements are AVEVA E3D valid.
- Added an **AVEVA E3D justification column to the structural Smartsheet** to show the Justification line position for AVEVA E3D imports.
- Added an **AVEVA E3D spec import tool** that converts native AVEVA E3D structural catalog csvs to native EdgeWise structural standards. (Beta feature)
- Added **better support for Exporting and Importing** steel, concrete, ducting, and cable tray standards.
- Added the **South African Steel (SANS) catalog**.

**Bug Fixes:**

- Fixed a bug where the Pick Level button in the building module did not stay highlighted even though the tool was in use.
- Fixed an error in the AISC steel standard where unequal angle iron leg lengths were flipped.



### **Known Issues:**

- **Angle iron exported to AVEVA E3D can sometimes be imported with an incorrect rotation.**
- Reducing elbows are not supported and there is no warning that they will not be exported.
- The AVEVA Spec importer does not have error checking when importing incorrectly formatted catalogs or catalogs with unsupported types of steel.

### **Changes In v5.7.2 From Previous Version**

#### **New Functionality & Improvements:**

- Added support for **Autodesk Revit 2024**.
- Added support for **Autodesk Plant 3D 2024**.
- Structural elements are now always orientated up to better support downstream structural analytics.
- Removed the requirement to export QA points when exporting an EdgeWise building model to Revit to improve export performance.
- Separated **historical AISC steel elements** into their own standard.
- Improved error handling for custom structural standards.
- Improved logging to assist with support.

#### **Bug Fixes:**

- Fixed a bug where cable trays and ducts are miscolored after editing.
- Fixed a bug that caused Smartsheet IDs to be duplicated for copy/pasted structure elements.
- Fixed a bug that prevented the license installer tool from opening correctly.
- Fixed a bug that caused certain .c3db files to crash.
- **Improved underlying architecture in the Plant 3D** to better prevent crashes when loading large c3p3d files.
- Fixed a bug in Process Scans that prevented pipes from being extracted when processing unstructured data into the structured workflow.
- Fixed a bug in Process Scans that created unnecessary c3pipe files when processing structured data into the unstructured workflow.

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#### **Applications/C++ Code:**

- amsEdit written by Alvaro Mendez
- KCBusyProgressCtr and CButtonCol written by Peter Mares



- CMDIClient written by Bogdan Ledwig
- CodeJock Extreme Toolkit Pro
- General Polygon Clipper (GPC)
- Inno Setup by Jordan Russell
- VTK (Visualization Toolkit) by Ken Martin, Will Schroeder, and Bill Lorensen
- FARO Laser Scanning Open Type Library containing the following libraries: paintlib, libtiff, JPEG, KissFFT, and Open Source Computer Vision Library.
- CSliderCtrlEx written by Harold Bamford
- Coe Export by Leica
- ZFS Import by Zoller+Froehlich GmbH Germany
- Boost C++ Libraries by Boost.org
- Bullet Collision Detection and Physics Library ([www.bulletphysics.com/](http://www.bulletphysics.com/))
- Xerces-C++ XML Parser (<http://xerces.apache.org/xerces-c/>)
- Coin-OR (<http://www.coin-or.org/>)
- LibE57 by Kevin Ackley
- GNSS by Glenn D. MacGougan
- DotProduct API, by DotProduct LLC
- ZFS SDK
- TZF SDK
- Gexcel JRC 3D Reconstructor SDK
- Open CASCADE Technology by OPEN CASCADE Company
- Revit® by Autodesk, Inc.
- ReCap® SDK by Autodesk, Inc.
- IFC SDK by Open Design Alliance

### Sound Resources

- “Car Explosion.wav” Author: Mike Koenig  
Website: [www.soundsbible.com](http://www.soundsbible.com)
- “Shotgun Blast.wav”  
Author: Jim Rogers  
Website: [www.soundsbible.com](http://www.soundsbible.com)
- “Grenade Explosion.wav”  
Author: Mike Koenig  
Website: [www.soundsbible.com](http://www.soundsbible.com)

### Icon Sets

- GIS icon theme (gis-0.1)  
Author: Robert Szczepanek, Cracow, Poland, 2009  
Website: <http://robert.szczepanek.pl>  
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- Silk icon set 1.3 Author: Mark James  
Email: [mjames@gmail.com](mailto:mjames@gmail.com)  
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- Sweetie BasePack Author: Joseph North  
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