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This release notes document changes related to EdgeWise™ v5.8.3.

Changes In v5.8.3 From Previous Version

New Functionality & Improvements:

- Added the ability to **export based on selection** for all model types.
- Added an AVEVA E3D Design piping export that integrates with the **EdgeWise Pemose E3D Design plugin to create spec-based PIPE and BRAN elements**.
- Moved the AVEVA E3D Design export button directly to the file tab.
- Removed support for FLS files and the requirement to install the Faro LS SDK.
- Added a warning when exporting to E3D to confirm that all piping has been standardized.

Bug Fixes:

- Fixed a bug that caused unexpected un-do because the ctl key was ‘stuck’.
- Fixed a bug that caused the file name not to be filled out when exporting.
- Fixed a bug that prevented data in the notes column of the Pipe Chain Info Smartsheet from being deleted.
- Added units to the AVEVA E3D macro export so that it supports imperial projects.
- Fixed a bug that made it possible to have two pipe chains selected after cleaning when there is only one visibly selected in the Smartsheet.
- Removed dlls that were primarily for internal testing.

Changes In v5.8.2 From Previous Version

New Functionality & Improvements:

- Added support for **Autodesk Plant 3D 2025**.
- Added an AVEVA E3D macro export beta export for creating **intelligent PIPE elements**.
- Added the ability to **export only selected elements** to STEP and AVEVA E3D exports.
- Added the ability to select multiple pipe chains in 3D using the **CTL key** in addition to the shift key.
- Restructured the Pattern Extract button layout
 - Added an automated pattern extract workflow behind tech preview.

- Code-signed executable files in the installation for improved security.

Bug Fixes:

- Fixed a bug that added layer names to pipe chains that were not explicitly selected.
- Removed an unused DXFTransformer executable to improve security.
- Fixed the WRT owner for valve equipment and Sub Equipment elements in the AVEVA Marco export.

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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
- 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/)
- 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
- “Shotgun Blast.wav”
Author: Jim Rogers

Website: www.soundsbible.com

- “Grenade Explosion.wav”
Author: Mike Koenig
Website: www.soundsbible.com

Icon Sets

- GIS icon theme (gis-0.1)
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Website: <http://robert.szczepanek.pl>
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