

Useful Links:



# GTXRaster CAD<sup>®</sup> 2023 Series

For AutoCAD<sup>®</sup> 2023

June 2022

Thank you for purchasing the GTXRaster CAD 2023 Series for AutoCAD 2023. This document contains information that may not have been published in the User Manual and describes changes made to the GTXRaster CAD Series software or its installation since V2019 and will inform you of the current version's status.

## Platform - :

GTXRaster CAD 2023 Series for AutoCAD 2023 runs on Windows<sup>®</sup> 11 & Windows<sup>®</sup> 10 (64 Bit).

## New Features - :

- ✓ Windows<sup>®</sup> 11 & Windows<sup>®</sup> 10 64 bit compatible
- ✓ Fully AutoCAD 2023 Compatible.
- ✓ New and improved PDF tools to allow users to open and edit single page or multipage PDF files as well as saving to PDF files directly within the GTXRaster CAD Series products.
- ✓ Reengineered rasterisation engine that supports new CAD entities including blocks with attributes, angled text and geometry.
- ✓ New installation for Windows 10 PC's to alleviate any security permissions problems previously seen in earlier versions.
- ✓ Improved licensing, Package and Borrow facility now included in the Flex Lm network license option.

## System Requirements- :

Minimum requirements are the same as AutoCAD, but more RAM and virtual memory are definitely recommended.

CPU	<b>64-bit:</b> AMD Athlon 64 with SSE2 technology AMD Opteron™ with SSE2 technology Intel® Xeon® with Intel EM64T support with SSE2 technology Intel Pentium 4 with Intel EM64T support with SSE2 technology
Operating System	Windows® 11 & Windows® 10 Pro, Enterprise, Ultimate, Editions
Drive space	150 MB free hard disk space
Memory	2 GB (8 GB recommended)
Display	1024 X 768 or better
AutoCAD® version	Full AutoCAD® 2023 (Not LT)



## Software Licensing - :

Beginning with Raster CAD Series V9.1, GTX Corporation introduced the **Flexera™ software licensing** option as an alternative to the Aladdin HASP hardware lock license. Software licensing in GTX Raster CAD 2023 Series is available as a single user standalone license (locked to one PC) or as a Multi User networked floating license version. The networked floating software license is distributed from a dedicated License Server System. Access to a floating GTX software license is then available to any personal computer that shares a common network with the License Server System.

The GTX Flex LM licensing options available are:

- **Single user** (locked to one PC)
- **Network license** (Locked to a dedicated server)
  - **Package** :- Have multiple versions running at the same time from a single license file.
  - **Borrowing** :- Borrow a license from the network from 3 days to 6 months

## Known Problems - :

1. This version does not preserve user-definable data stored in the raster file header. To be compliant with the AutoCAD Image Support Module, GTX uses the AutoCAD 2009 technique for loading raster files, which does not support user-definable data in the headers.
2. Zig-Zag line and text within complex line types may not convert from vector to raster correctly.
3. When using gAUTOSNAP with only Endpoint configured in the OSNAP command, clicking many points very rapidly may cause GTXRaster CAD to crash. To prevent this, use more than one OSNAP method at a time (i.e., Nearest and Intersection) and select points at a gradual or normal rate.
4. The AutoCAD UNDO command will only undo 10 raster operations. Due to the way GTX operates with the AutoCAD Image support module this relates to approximately 4 or 5 GTX raster undo operations.
5. With AutoCAD 2009 AutoDesk rationalised and reduced the range of supported raster formats. This means that some older and more obscure raster formats will no longer load or save within AutoCAD. If you have files with formats that are no longer supported, you can use the **GTX Rastrans** program to convert unsupported file formats into a suitable supported format.

## Raster Editing Recommendations - :

GTX highly recommends processing large raster blobs before the raster to vector (R2V) conversion process. Converting a raster blob to vector will dramatically increase the amount of memory and time required to convert the selected raster, and there is no vector equivalent to a raster blob. GTX recommends a couple of methods for handling raster blobs depending on what the raster blob should represent in the vector drawing. If it is not relevant to the drawing, then use GERASE to remove the raster blob. If the raster blob should represent a graphic like a logo, then use GEDGE or GECONVRT. Or remove the raster blob or blobs from R2V raster selection using one of the GTX's Intelligent Object Picks (IOP) before the conversion.

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