



上海福斐科技发展有限公司
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MagicsRP Base VS Magics Lite

MagicsRP Base 基础模块	MagicsLite
Windows 98/ME/NT/2000/XP/VISTA	
Visualisation 可视化	
硬件加速:支持 OpenGL and Direct3D	
使用 RMB 进行旋转、缩放、平移部件	
Define the angle from which the wireframe will be drawn	
File Input/Output 文档输入输出格式	
STL, VRML (1&2), PLY, ZCP and DXF-input	
STL, VRML, PLY-, ZCP-, DXF-output.	No
Automatic customizable mm-inch warning when loading STL-files 自动提醒	
Optional removal of identical triangles while loading an STL-file	
Save all files in one directory	
MGX import and export. Compressions up to 20 times and encryption of your files.	No
Optional input of IGES, VDA, unigraphics, Parasolid and Catia.	
Output of 2D IGES sections	No
Output of IGES wireframes	No
Improved compatibility for 3D-lightyear	No
File association: associate mgx/stl to Magics	
Export to jpg	No
View-modes	
wireframe, shading (opaque), triangle (the STL-file), shaded with wireframe and bounding box mode.	
Part dimensions: shows the bounding box around the part with its measurements	
Transparency: Make your parts and/or supports transparent.	
Depth shading: to improve rendering.	
Different parts can be shown in different colors	
Colored STL-files are shown in multiple colors	
STL-viewer	
real time rotation	
Zoom Previous	
X-Y or Z sections on a 3D image	
Hide front allows to see inside the part	
True scale printing	
Measuring	
feature recognition	
2D or 3D dimensions	
distance (line to point, point to point, arc to point, arc to line, arc to arc)	
radius (3-point definition, arc-recognition)	
angle (point definition, line definition)	
Retrieve the coordinates of the used points	
Retrieve all properties of points or triangles	
Advanced editing	

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UNDO	
X,Y or/and Z rescaling parts (rescale factor or deviation)	
Unit conversion between millimeters and inches. Automatic detection when loading the part.	
Z compensation (anticipates the laser overshoot on down facing surfaces)	No
translate, rotate, mirroring of parts	
Duplicating STL-parts	
Label: Put letters on your part in any Windows True Type font	No
Creating STL-parts (cube, cylinder, cone, sphere, slide, cutbox, slider...)	No
Extrude surfaces (automatic detect: add triangles or move points)	No
Cut and punch by a user defined cutting edge, the corners of this edge can be rounded with a given radius.	
Blind Cut	No
Cut with clearance	
Complex Profile Cut	No
Triangle Smoother to improve scanned data	No
Triangle Reduction	No
Paint part: Assign colors to triangles so you can make multicolor parts.	
Autocolor assigns a different color to each surface.	
Adjust color: to compensate color changes done by the RP machine.	
Split: Split the STL-file in different parts using the colors as separation method	No
the "bottom plane"-function allows an easy orientation of the part on the vessel	No
extended part list	No
Create copy when rotating/translating	No
Tools	
Improved Boolean operations: unite, intersection, subtraction of STL-files	No
Converting shells to parts for better STL control	
UCS: Create user co-ordinate systems and apply these coordinate systems on your parts	
Auto recovery	
Hollow Part Creation and Offsetting for less material consumption, faster building and to avoid geometrical distortion due to shrinkage.	
Offset Part to compensate for machining, painting, sand blasting.	
Local offset to perform an offset on a specified area. (automatic detect: add triangles or move points)	No
Offset Part to make volumes from shells.	No
Align of parts for easy orientation. Align multiple features on multiple ways.	No
Collision detection of parts	No
"Pick and place" of loaded files: the user can drag the parts and rotate the parts free-handed	
Fixing	magicsLite can only fix parts automatic
STL Analyze	
Visualization of bad files by showing flipped triangles, bad edges, gaps...	
automatic inversion of wrong normals	
automatic gap filling (Stitching and Hole filling)	
Advanced fill hole	
manual editing of triangles (create, delete, invert normal)	
marking triangles, shells, planes, surfaces, or with a window	
visible or invisible display of marked triangles	
Detect double surfaces	
divide a part in shells and merge shells	
Cut triangles by trimming surfaces	
Point fixing: create, delete STL points	
Multi-contour hole filling	
Freeform hole filling	
Mark New Triangles: choose if new triangles need to be marked or not	
Highlight bad edges	
Additional marking tools: border marked/ connect marked	

RP Version

The user can create rapid prototyping machines in order to organize the building platform	No
platform saving and loading, a combination of the selected machine and all the loaded parts	No
Z-compensation (anticipates the laser overshoot on down facing surfaces)	No
Estimation of build times. Using the SLA-parameters or self-learning via given platforms with their actual build times.	
Cost estimator: Let magics calculate the cost of your part following your rules	No
automatic nesting: the program will position the parts in order to fit on the platform	No
3D Automatic Nesting for SLS	No
Document generation will allow automatic and customized generation of documents	No
Geometry based 2D nesting for more efficient nesting of parts.	No

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