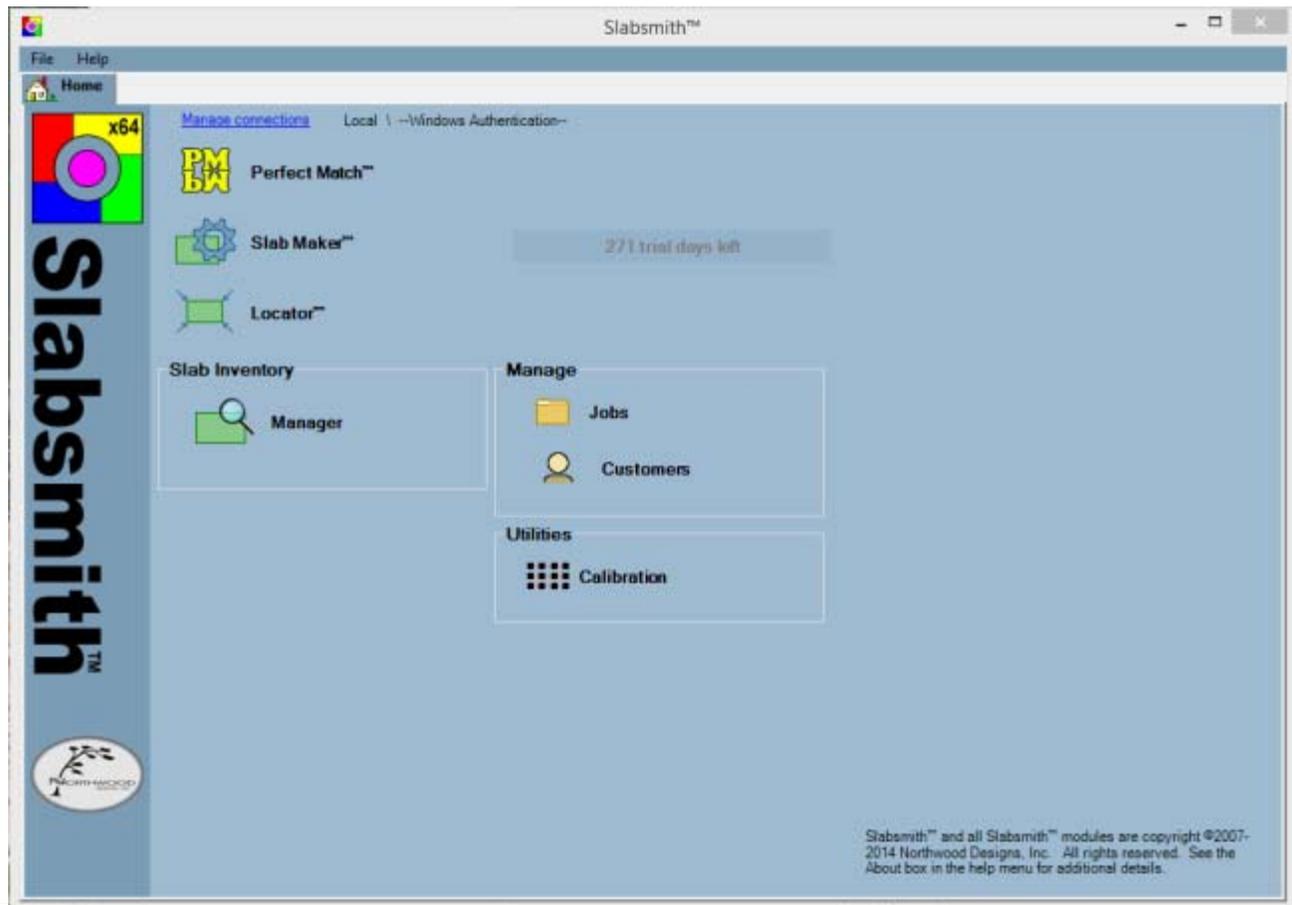


# Slabsmith 2014

What's new?



## Contents

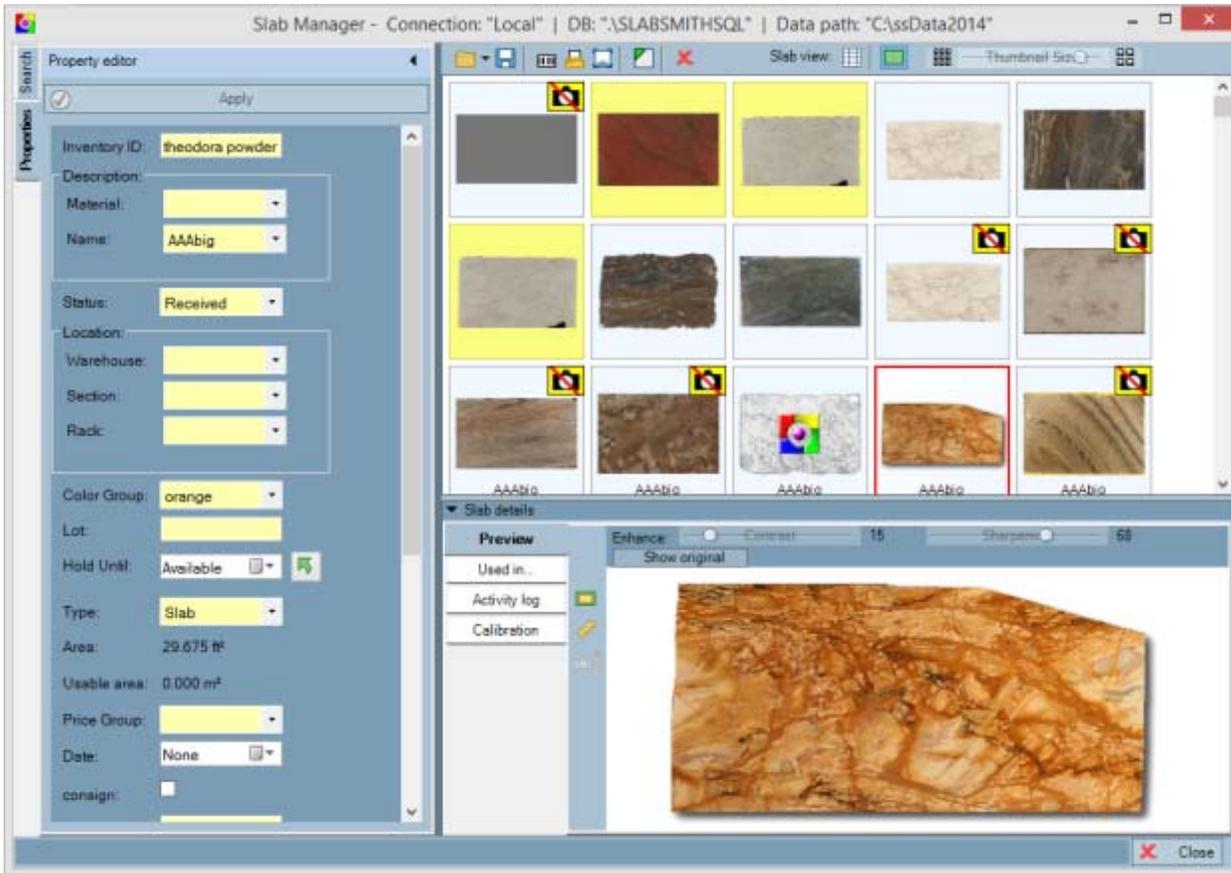
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## Introduction

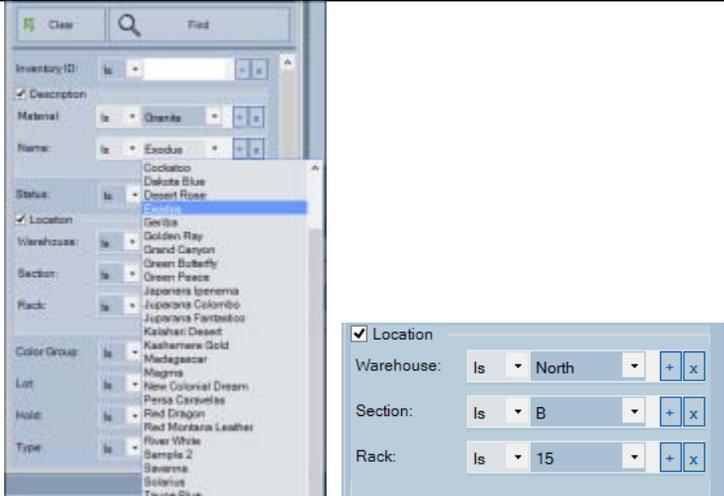
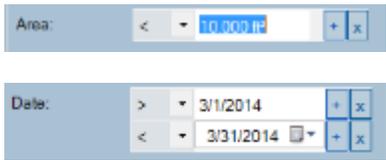
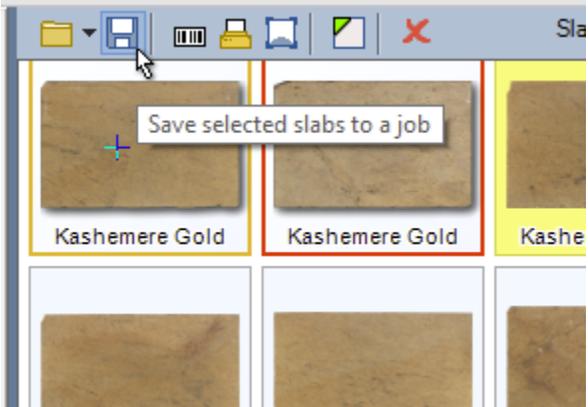
The 2014 version of Slabsmith contains thousands of tweaks and improvements. Some of them are obvious; others are buried deep in the code and simply make using Slabsmith faster or more powerful.

This document is meant to touch on a few of the highlights for each of the primary modules within Slabsmith. It is by no means a complete listing of all changes for the 2014 version, but it should provide an overview of what to expect as you begin to use Slabsmith 2014.

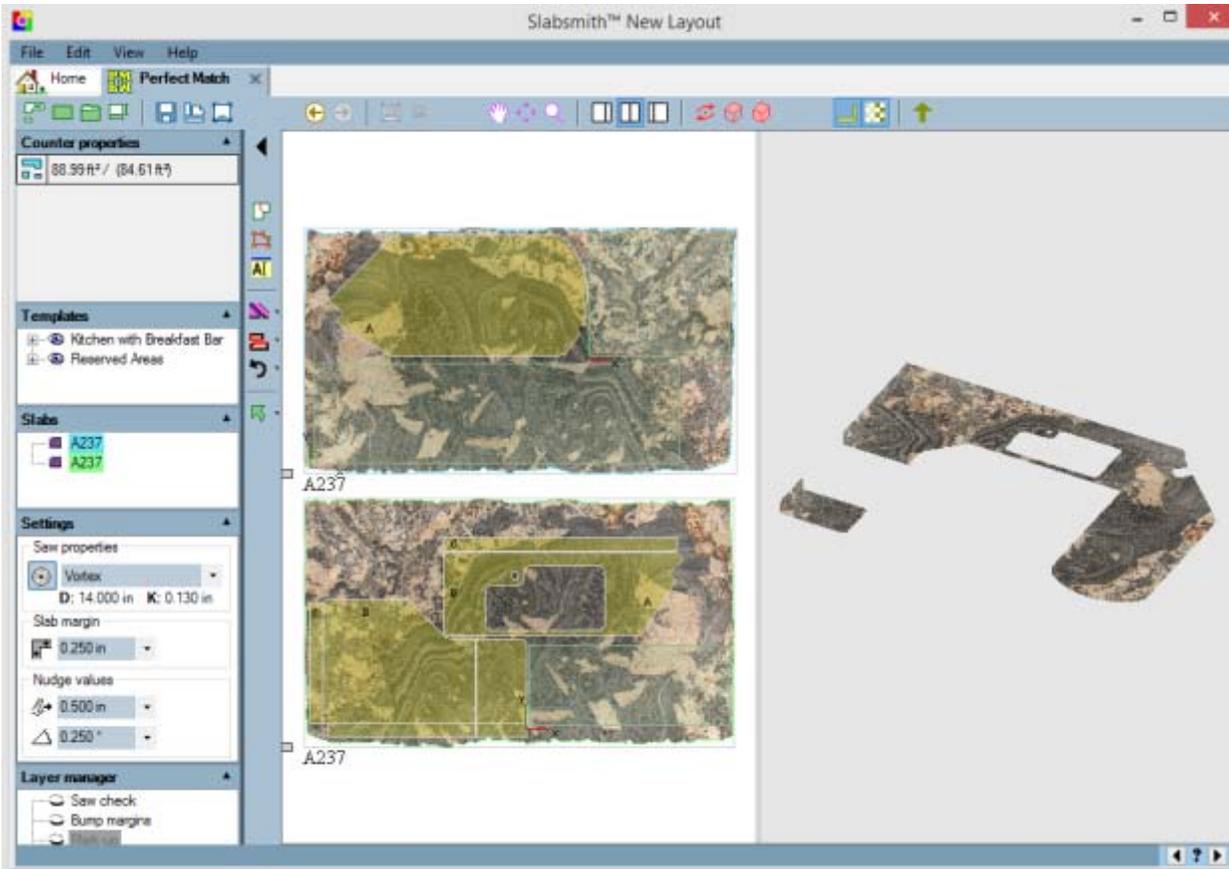
# Slab Manager



<p>1 <b>Interface refresh</b></p> <p>Added "Status line help". Hover over any control to see quick help in the status line at the bottom of the window.</p>																										
<p>2 <b>Added an "Activity log".</b></p> <p>The activity log tracks all changes made to a slab, as well as the user that made the changes and when.</p>	<table border="1"> <thead> <tr> <th>Activity</th> <th>Before</th> <th>After</th> <th>User</th> <th>Timestamp</th> </tr> </thead> <tbody> <tr> <td>Used in...</td> <td>Section A</td> <td>B</td> <td>dbo</td> <td>4/2/2014 2:28 PM</td> </tr> <tr> <td>Activity log</td> <td>Rack 1</td> <td>8</td> <td>dbo</td> <td>2/21/2014 10:54 ...</td> </tr> <tr> <td>Calibration</td> <td>Rack 1</td> <td>1</td> <td>dbo</td> <td>2/21/2014 10:42 ...</td> </tr> <tr> <td></td> <td>Color Group</td> <td>white</td> <td>dbo</td> <td>11/12/2012 10:21 ...</td> </tr> </tbody> </table>	Activity	Before	After	User	Timestamp	Used in...	Section A	B	dbo	4/2/2014 2:28 PM	Activity log	Rack 1	8	dbo	2/21/2014 10:54 ...	Calibration	Rack 1	1	dbo	2/21/2014 10:42 ...		Color Group	white	dbo	11/12/2012 10:21 ...
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	Color Group	white	dbo	11/12/2012 10:21 ...																						

<p>3 <b>Added a “Hierarchy” property.</b></p> <p>This creates a group of properties that interact with each other in a hierarchical fashion.</p> <p><b>Example 1:</b> A “Description” hierarchy that contains a “Material” and “Name” property. In this example the names are grouped by material type. If “Granite” was selected from the “Material” property, only names of granite would display in the name property.</p> <p><b>Example 2:</b> A Location hierarchy with multiple levels to define the location of a slab.</p>	
<p>4 <b>Added a “Group” property.</b></p> <p>The group property allows properties that share a common ‘type’ to be grouped visually in the Slab Manager interface.</p>	
<p>5 <b>Added “&gt;” and “&lt;” to search.</b></p> <p>This allows searches of greater than or less than a specified value.</p> <p>By combining them you can also search within a range.</p>	
<p>6 <b>Added a “Usable Area” property.</b></p> <p>This property is auto-generated by Slabsmith and represents the area of the maximum rectangle that will fit inside the slab boundaries.</p>	
<p>7 <b>Reserve slabs for a customer</b></p> <p>You can save slabs to a job layout from the Slab manager. This has the effect of reserving the slabs that are included in the layout.</p> <p>If you see a yellow background on a slab thumbnail and wish to know what layout it belongs to, select the slab, then select the “Used in...” tab from the preview area.</p>	

# Perfect Match



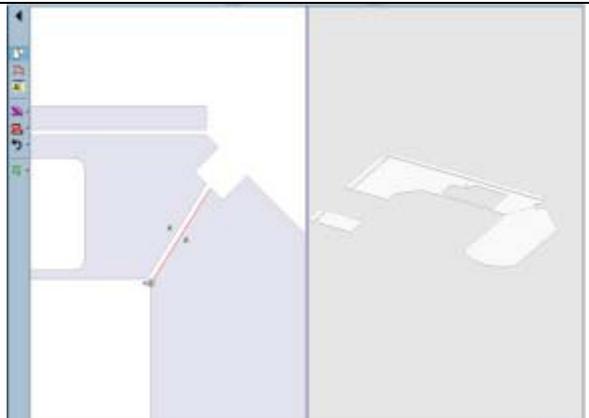
## 1 Interface refresh

The interface has had a mini-makeover. You shouldn't be lost, but there are a few changes for the better.

## 2 Upgrades to Dynamic Seam

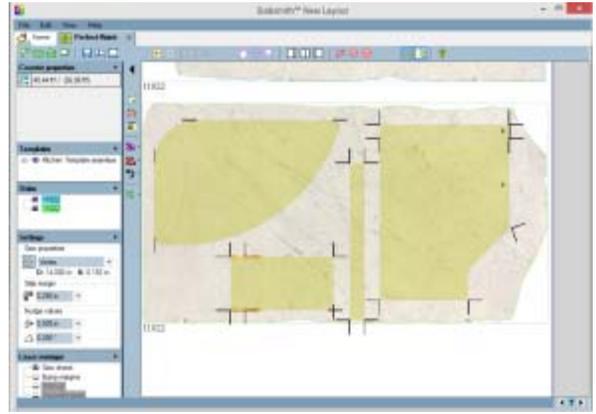
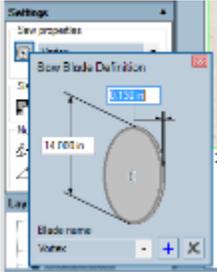
Dynamic seams now allow you to {Ctrl} + drag either end of a dynamic seam to a user defined location.

In the example at right, the end of the seam was positioned by the user to the middle of the cut-out in the countertop.



3 **Saw blade definition and over-cut display**

Perfect Match has a saw check layer that displays the saw over-cut that is based on the diameter and kerf of the saw.



4 **Greatly improved "Reserved Area" definition and automation.**

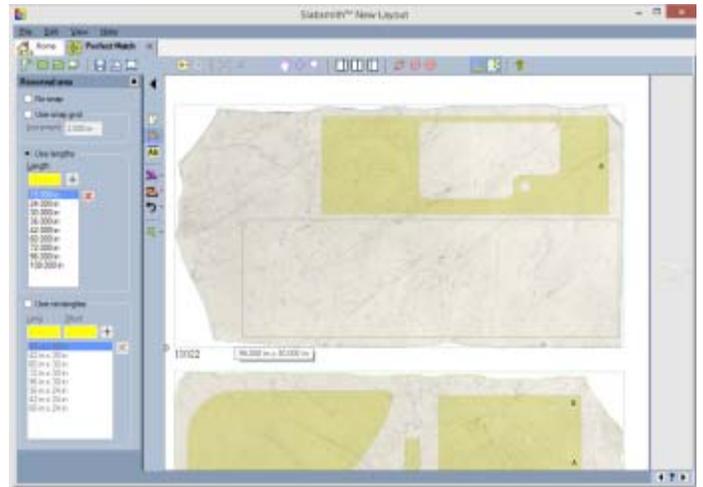
Reserved areas are areas of the slab that are reserved for later use (remnants).

Reserved areas are first class citizens of the layout process and may be manipulated with all the same layout tools as any countertop, including rotating, common line, etc.

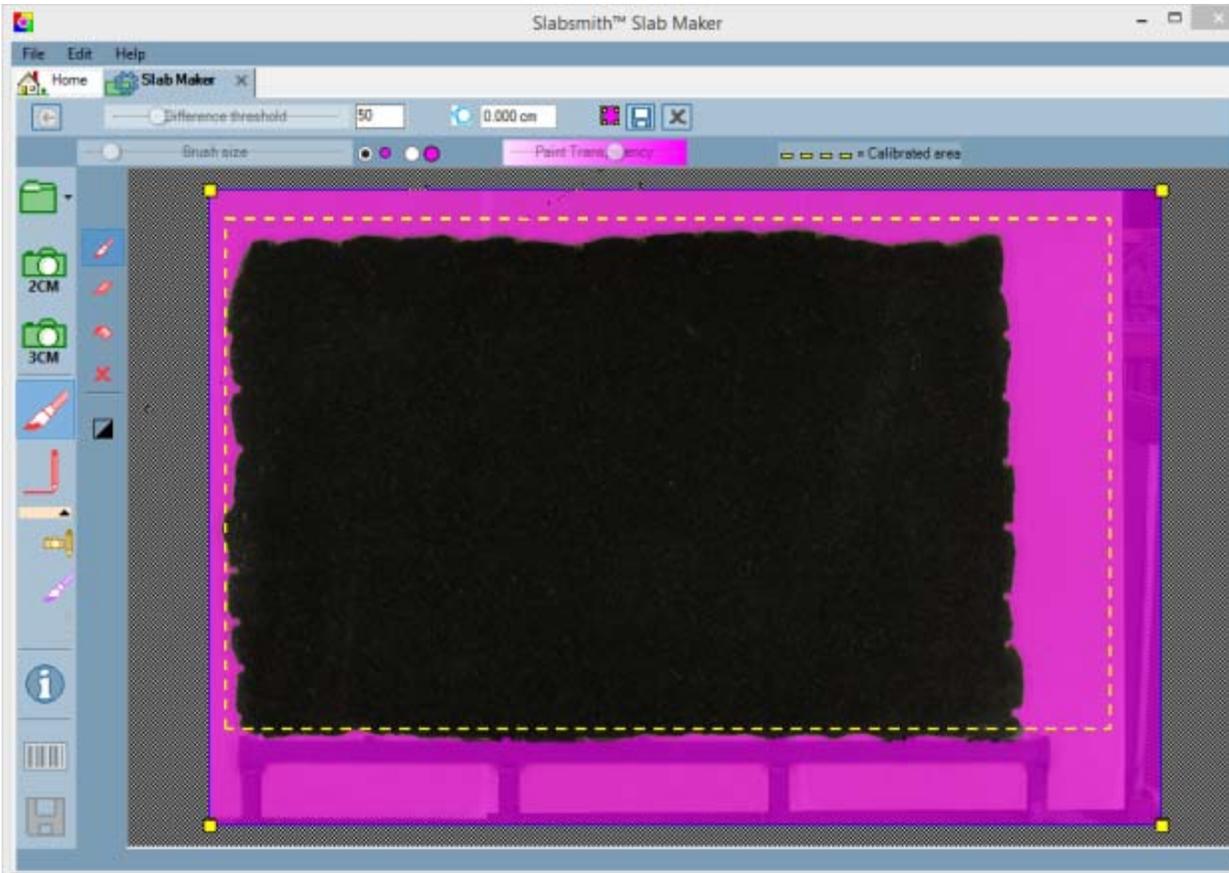
Snap options allow you to quickly define reserved areas of specific sizes or at specific intervals of size. Any corner can be designated as "zero" on the reserved area.

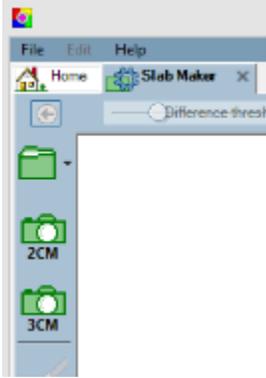
Reserved areas are automatically created and put into inventory when a slab's status is set to consumed.

(Note: when a layout's status is set to "Completed", slabs are automatically set to consumed... which automatically creates the reserved areas!)



# Slab Maker

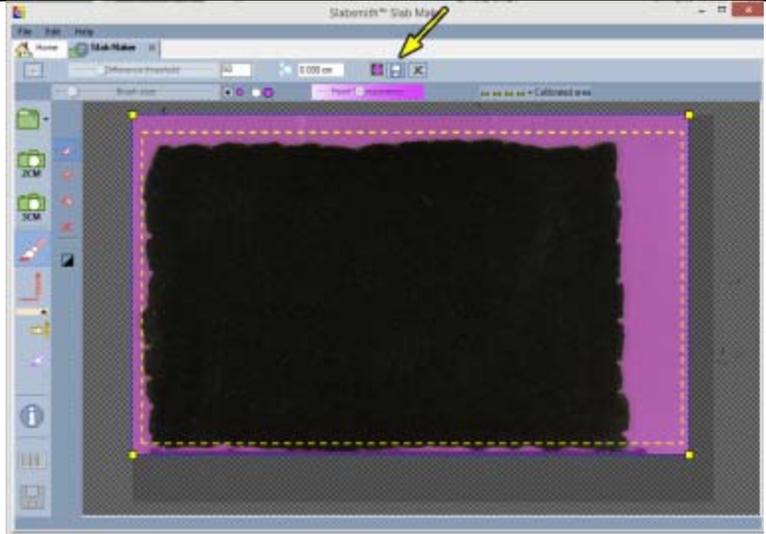


<p>1 <b>Streamlined interface</b></p>	
<p>2 <b>Multiple camera support</b></p> <p>The ability to address multiple cameras can be used in a number of ways. See the following examples.</p> <p><b>Example 1:</b> A camera over each tank on a twin table Saw Jet controlled by a single Slab Maker.</p> <p><b>Example 2:</b> A single camera with two different calibrations that is displayed as two different buttons in the Slab Maker interface. Each button is associated with a different calibration in this example. (see image at right)</p>	

3 **Option to save crop boundaries**

If your area of photography includes parts of the background that will never have a slab over them, you can block these areas from being considered when Slab Maker separates the slab from the background. This may improve both speed and results.

Just place the crop boundaries where you need them, and select the save crop boundaries button in the toolbar.



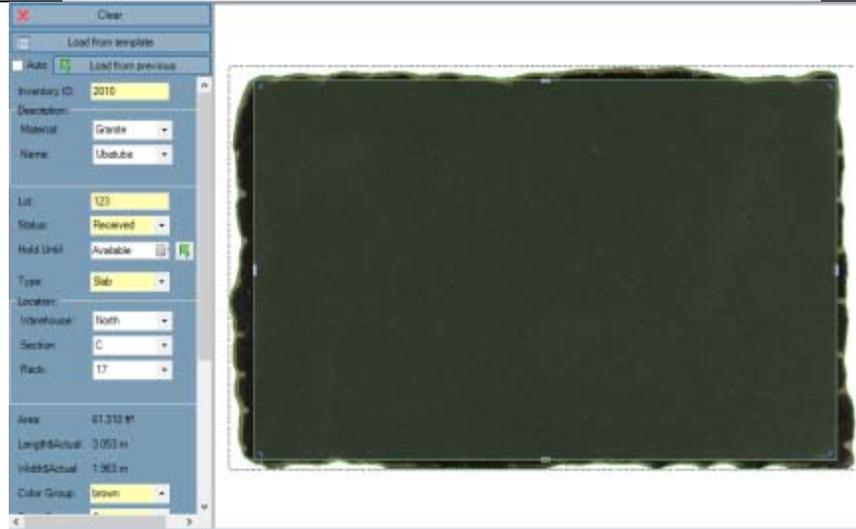
4 **Auto-generate a Usable Area**

The usable area is the largest rectangle that will fit completely inside the slab.

The usable area can also be manually turned into an "L" shape as required.

Usable areas can be searched by size when looking for a slab that will fit a particular size counter.

When reserved areas are auto-generated, the usable area is also auto-generated on them.



5 **Templates**

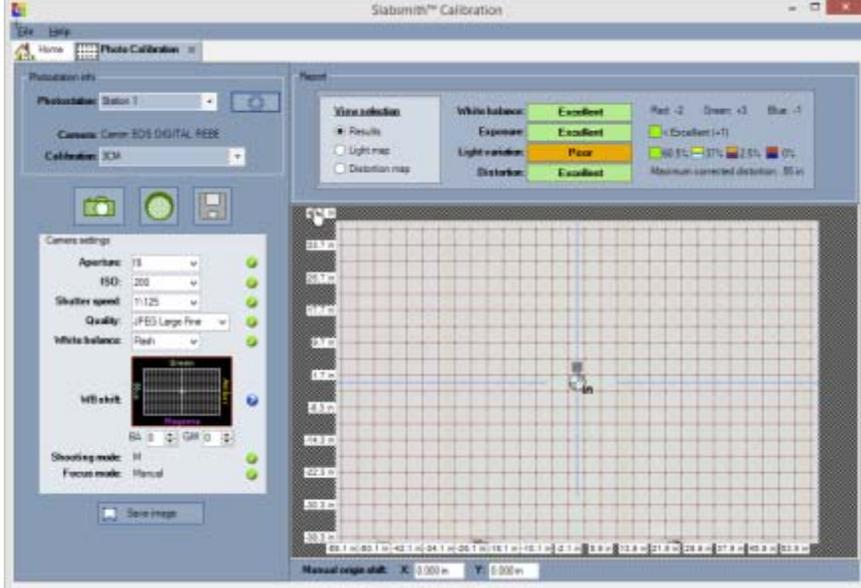
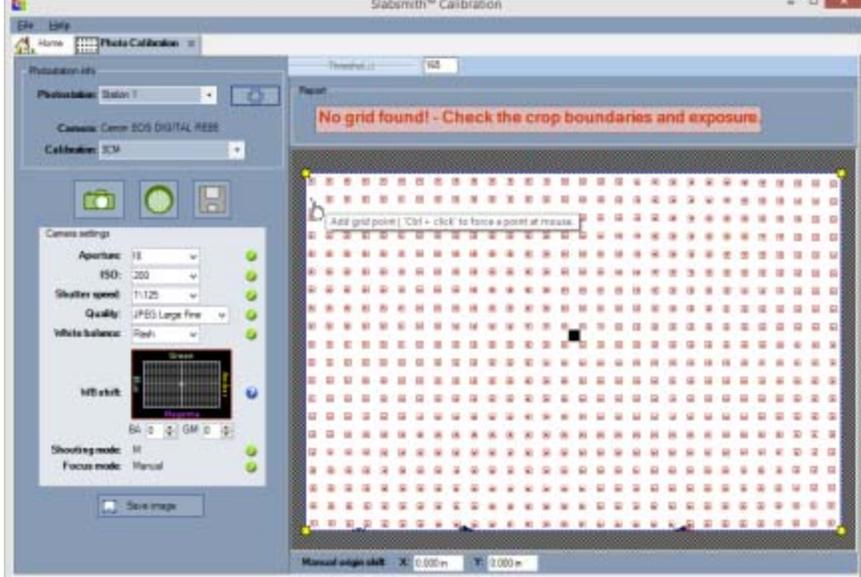
Templates are predefined slabs with properties. They can include a picture and a typical size. They are defined in the Administration program.

Within Slab Maker, they are used to quickly create inventory records before receipt of the actual slab.

They can also be used to quickly fill in the common properties for a particular type of slab.



# Calibration

<p><b>1 Major interface update</b></p> <p>The interface in the 2014 Calibration module has been completely revamped to promote ease of use and reduced calibration times, particularly with less than optimal lighting setups.</p> <p>Everything is always visible at all stages of the calibration. No pop-up windows!</p> <p>Added "Status line help". Hover over any control to see quick help in the status line at the bottom of the window.</p>	 <p>The screenshot shows the 'Slabsmith Calibration' window. On the left, there are camera settings for a Canon EOS DIGITAL REB3, including Aperture (F8), ISO (200), Shutter speed (1/125), Quality (JPEG Large Fine), White balance (Auto), and MF shift. On the right, there's a 'Photo Calibration' section with 'PhotoStation: Station 1' and 'Calibration: SCM'. A 'Status' bar at the top right shows 'White balance: Excellent', 'Exposure: Excellent', 'Light variation: Poor', and 'Distortion: Excellent'. The main area is a grid with a central point and axes labeled X and Y.</p>
<p><b>2 Define photostations</b></p> <p>Photostations are a combination of a camera and a calibration, or multiple calibrations if needed for differing material thicknesses.</p> <p>Photostations may also be connected to more than one camera.</p> <p>The photostation/calibration pairs created in calibration are used by Slab Maker when assigning the buttons that will be displayed to take pictures.</p>	 <p>The screenshot shows the 'PhotoStation Config' dialog box. It has a 'PhotoStation' dropdown set to 'Photo1' and a 'Camera list' dropdown set to 'Canon EOS DIGITAL'. Below that, there's a list of 'Associated calibrations' with 'SCM' and 'SCM' listed. There are buttons for adding (+), removing (-), and saving (Save) configurations.</p>
<p><b>3 Manually add or remove grid points</b></p> <p>If Calibration finds an extra point, or it misses one, you can now quickly add or remove points with the click of a mouse.</p> <p>When Calibration sees an equal number of points in the rows and columns you can complete the calibration.</p>	 <p>The screenshot shows the 'Slabsmith Calibration' window with a red warning message: 'No grid found! - Check the crop boundaries and exposure.' Below the message, there's a grid of points. A tooltip says 'Add grid point   Ctrl + click to force a point at mouse.' The camera settings and other interface elements are visible on the left side.</p>

# Job Manager

The screenshot displays the Job Manager application interface. It features a search filter section on the left with options for live filtering, a search button, and fields for Job ID, Description, Reseller, and Date. Below these are status selection checkboxes. The main area is divided into a 'Jobs' table, an 'Activity log' table, and a 'Layouts' section. The 'Jobs' table lists job details, and the 'Activity log' shows changes to job states. The 'Layouts' section includes a table of layout items and a preview window showing a 3D model of a bathroom layout.

Job ID	Description	Date
544554	Mr Smith	4/7/2014
123456	Mr Fred	10/11/2012
job 1	ooc test	10/24/2011
000	none	3/20/2012
1234aa	another test	6/13/2012

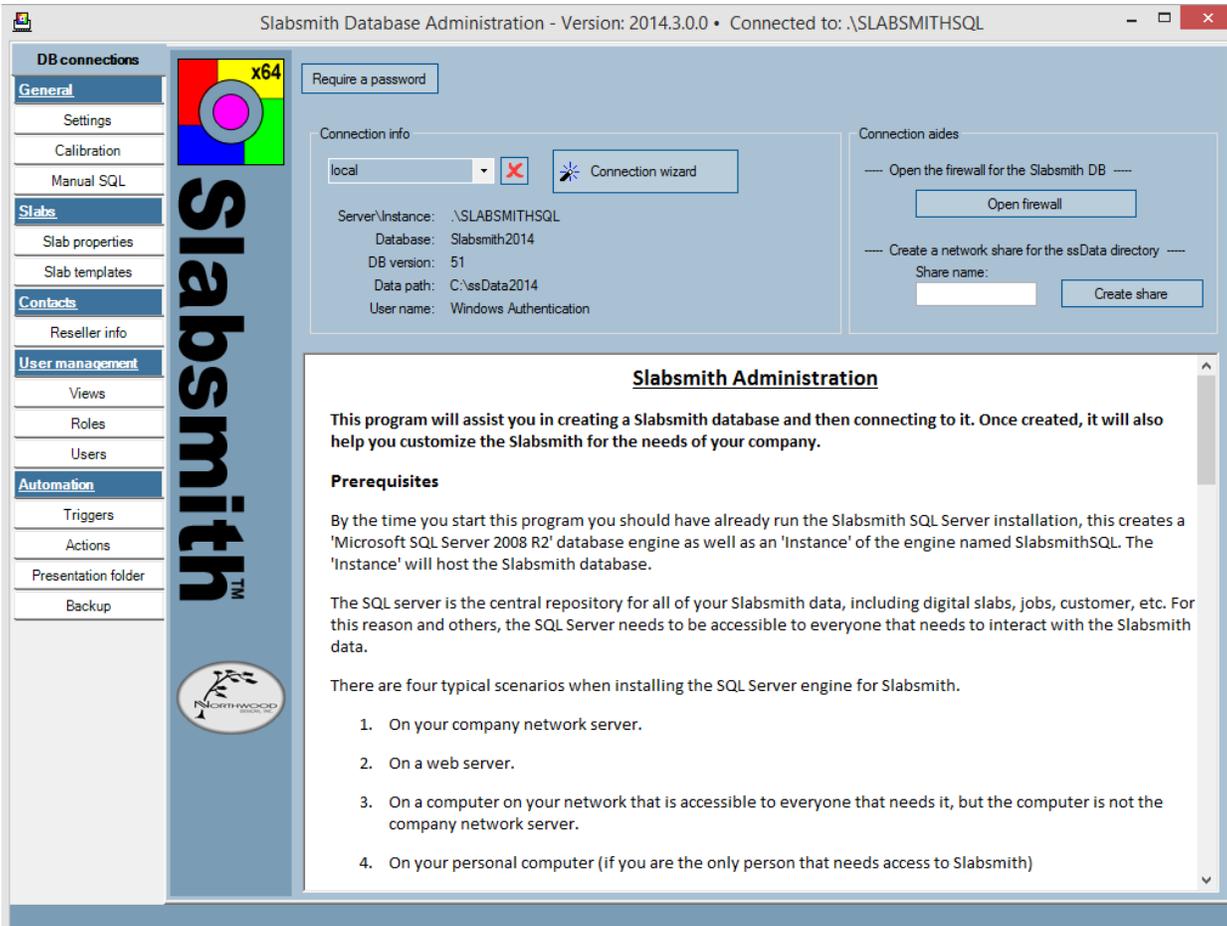
Activity	Before	After	Layout	User	Timestamp
State	Provisional	Quoted	Bathroom	dbo	4/4/2014 12:5...
Descripti...	Enter Description	Bathroom	Bathroom	dbo	10/11/2012 2:...

#	Status	Description
1	Quoted	Bathroom

Added an activity log - Find out who changed what and when...

# Administration program



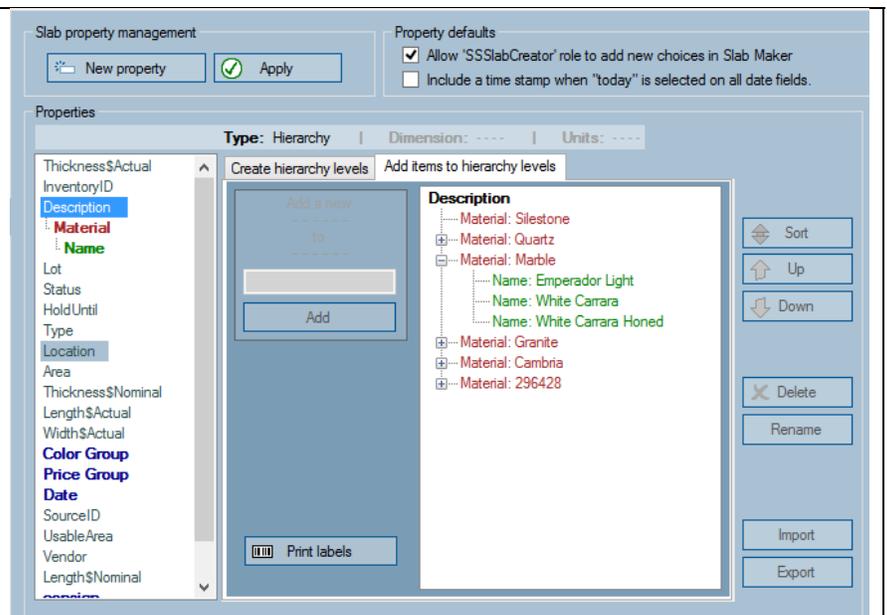
## 1 New Slab Property types

Two new types of Slab Properties were added for 2014.

- 1- A Hierarchy property
- 2- A Group property

A **Hierarchy property** provides a method to group properties within properties. In the example at right, the names of the material are grouped under the type of material. When searching this allows you to quickly show only the names of materials of a particular type, such as "Marble".

A **Group property** provides a method of grouping properties together that share a relationship with each other. For instance, you could have a nominal thickness and an actual thickness, within the "Thickness" group box.

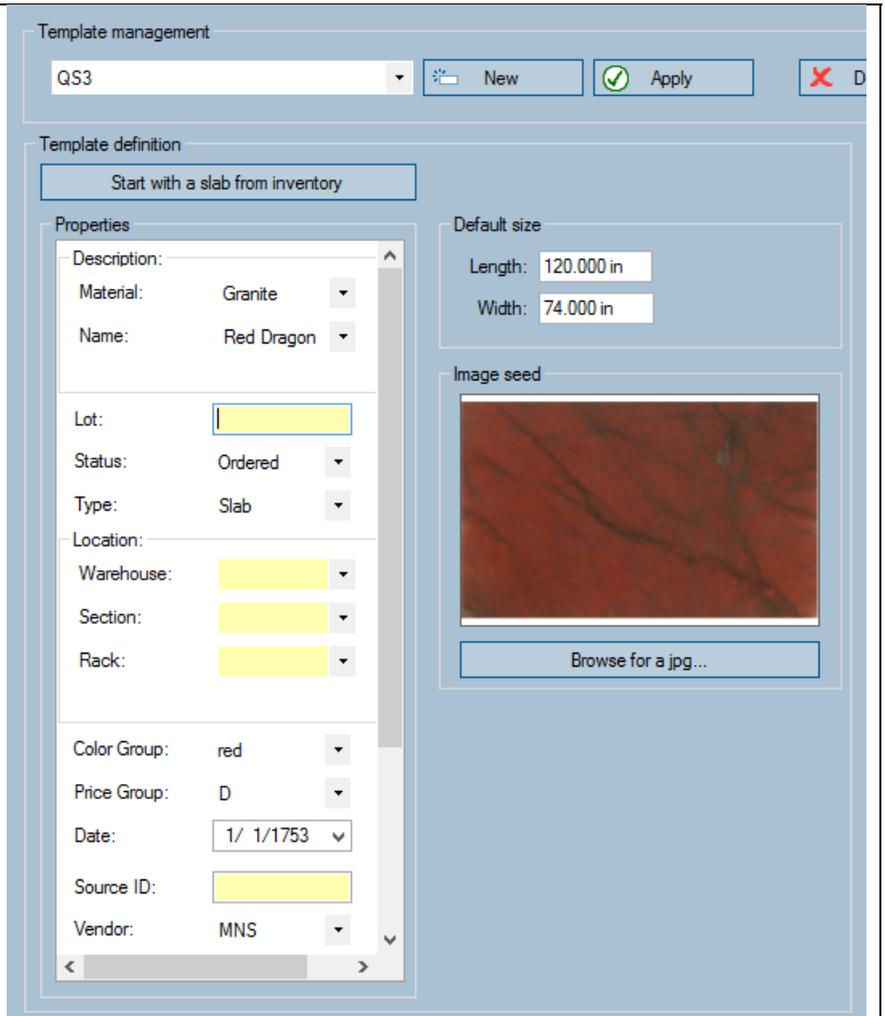


**2 Slab Templates**

Slab templates replace “Quick templates” and are used to predefine common properties of a particular material. This can include a sample picture and the typical size of the material.

Once created, templates can be used to create inventory before receiving a slab to your dock.

Templates are also useful in Slab Maker where they can be used to quickly populate the properties of a digital slab you are creating.



**3 Triggers (Automation)**

Triggers provide a method to set the status of a slab, based on the status of a layout.

For instance, you can create a trigger that sets the status of a slab to consumed, when the status of a job is set to complete.

Slab status automatic triggers (triggered from layout status changes)

		To:									
		Floating around	Provisional	Quoted	Accepted	Manufacturing	Install	Completed	Abandoned		
From:	Floating around	Broken									
	Provisional	Broken			Committed	Committed	Committed	Consumed			
	Quoted	Broken			Committed	Committed	Committed	Consumed			
	Accepted	Broken	Received	Received		Committed	Committed	Consumed	Received		
	Manufacturing	Broken	Received	Received	Committed		Committed	Consumed	Received		
	Install	Broken	Received	Received	Committed	Committed		Consumed	Received		
	Completed	Broken									
	Abandoned	Broken			Committed	Committed	Committed	Consumed			

**4 Actions (Automation)**

Actions are programs that run when the status of a table's column changes.

In the example at right, when the slab table's 'status' column changed to consumed, remnants are automatically created from the layout.

Table selection

Slabs

Assign actions

When the column...	Changes from...	To...	Do this action
Status	Consumed	Consumed	CreateRemnants
Status	Consumed	Received	DestroyRemnants