



LightningChart[®] .NET

v.8.5

NEW FEATURES

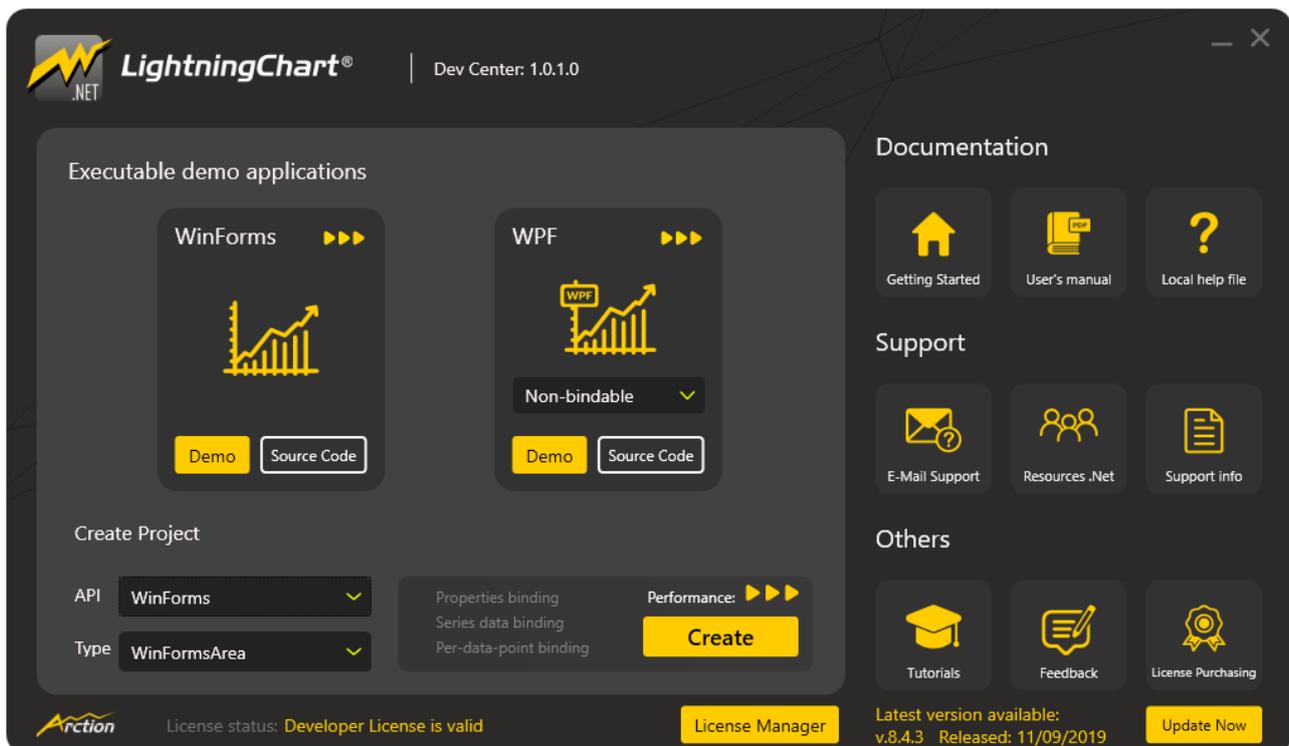


LightningChart® .NET v.8.5 New Features:

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1. Dev Center

- Dev Center is a new application which allows quick access to LightningChart® .NET features and resources. The following tasks can be accomplished with few mouse-clicks.
 - Open demo applications
 - Create seed projects
 - Open documentation resources such as tutorials and the User's Manual
 - Contact support
 - Automatically gather application information, which can be sent to technical support. This often helps the support team to solve the issue faster.
 - Quick link to give feedback
 - Check license status and open License Manager to update the license
 - Purchase new licenses



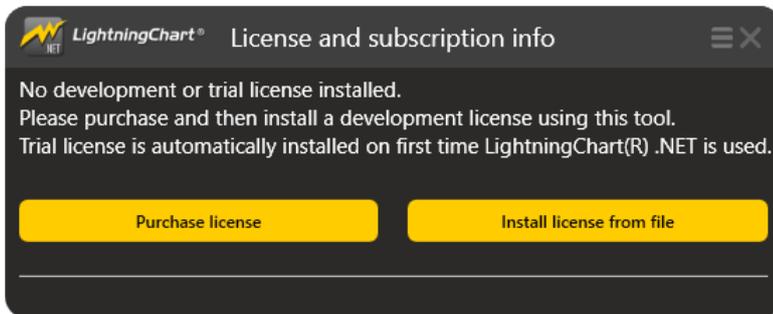
Dev Center application. All possible actions are visible in the main window.

2. New License Manager

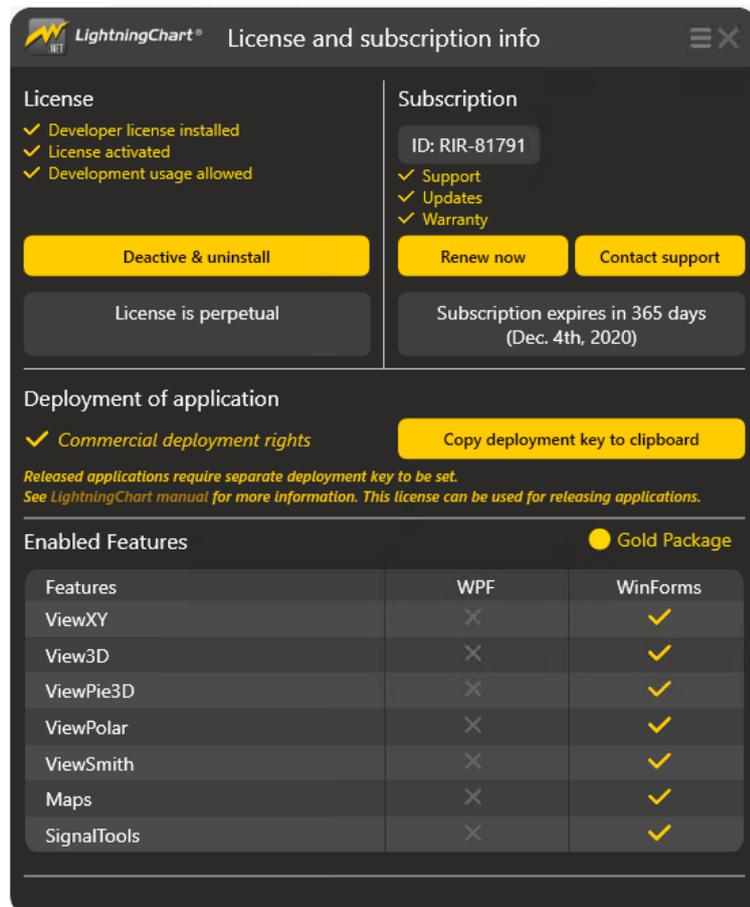
- The old license manager is now replaced with a new, visually more appealing manager.

A simplified window is shown if no installed license can be found. The main window contains buttons for essential actions as well as available features, subscription information and expire dates are also shown in the main window.

Several bugs and problems the old manager had on the way it functioned have been fixed.



The new license manager when no license is installed.

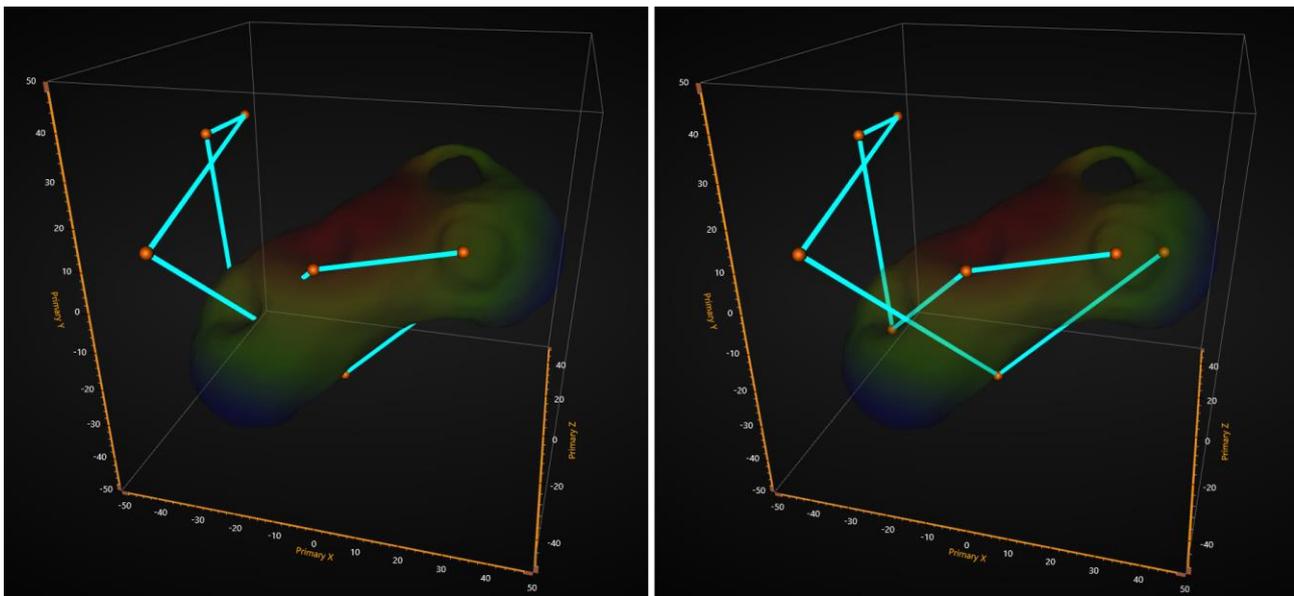


The main window of the new license manager.

3. MeshModel improvements

- Presenting 3D-objects inside semi-transparent MeshModels is now possible by controlling the rendering order of the models.

RenderingOrder -property is introduced in LightningChart .NET version 8.5. It controls whether a semi-transparent MeshModel is rendered before other series, such as PointLineSeries3D and SurfaceGridSeries3D (**BeforeSeries**), or after them (**AfterSeries**). MeshModels with similar **RenderingOrder** -settings are drawn in the order they are added to the chart.



RenderingOrder of a semi-transparent MeshModel is set to BeforeSeries on the left and to AfterSeries on the right. With BeforeSeries -option, other series such as PointLineSeries3D cannot be seen through the model even if the model colors are transparent.

- MeshModels can now highlighted

Highlighting MeshModels now works correctly. Highlighting affects both fill and wireframe of the model. Both **Simple** and **Blink** highlight styles are supported.

- MeshModel creation now supports colors in .obj-file.

Formerly, LightningChart® .NET's .obj -file reader supported only materials, which meant that the vertex colors had to be set in code behind. This is no longer necessary if the colors for vertices are defined in the .obj -file. Vertex positions support Red, Green, Blue and Alpha values after x, y and z (XYZRGBA).

- MeshModel wireframe alpha works correctly

MeshModel wireframe colors now match color palette colors with both DirectX9 and DirectX11.

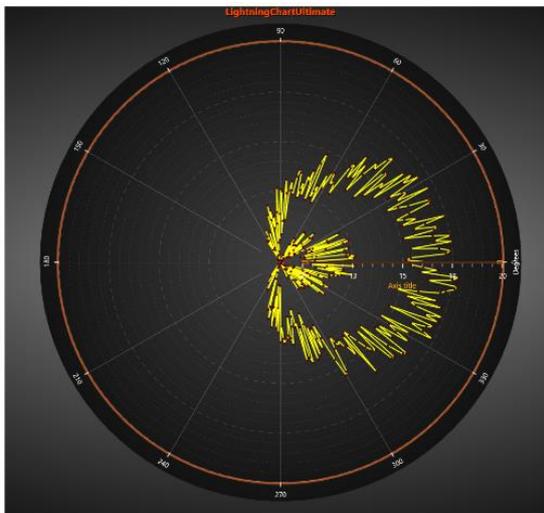
Previously MeshModel wireframe colors were brighter on DirectX11 compared to DirectX9 and to the palette in the legend box. This fix makes it easier to compare the values between the actual model and the legend box palette.

Final colors of the model have been changed when using DirectX11. To prevent the change of the brightness, colors on the model must be modified.

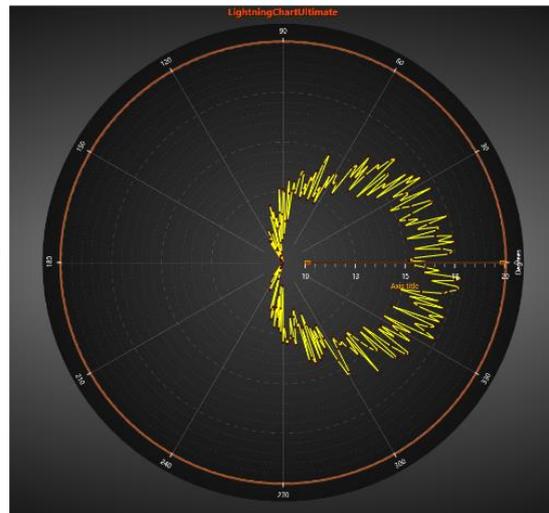
4. Polar chart improvements

- Improved data clipping in polar charts

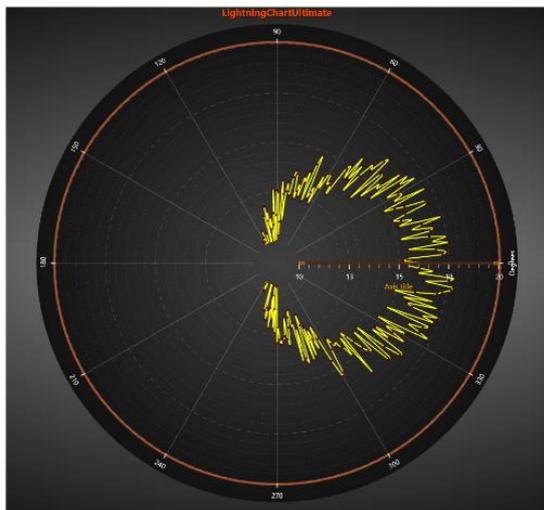
CenterClipping -property is introduced in LightningChart version 8.5.1. It controls how data is clipped at the center of the polar chart, when for example amplitude axis is dragged with mouse. **CenterClipping** has three options to choose from:



CenterClipping.None



CenterClipping.Center



CenterClipping.InnerCircle

- Improved functionality with reversed amplitude axis

Several methods were not working properly if the amplitude axis was reversed.

- ***GetMinMaxFromAngleRange*** -method for polar charts

Introduced a method, which solves the minimum and maximum amplitude values from the given angle range.

5. VolumeModel improvements

- It is now possible to place other series and objects inside semi-transparent VolumeModels.

PointLineSeries3D, SurfaceGrid and -Mesh, MeshModels and even another VolumeModel.

This feature works with **MaximalIntensity RayFunction** -option.

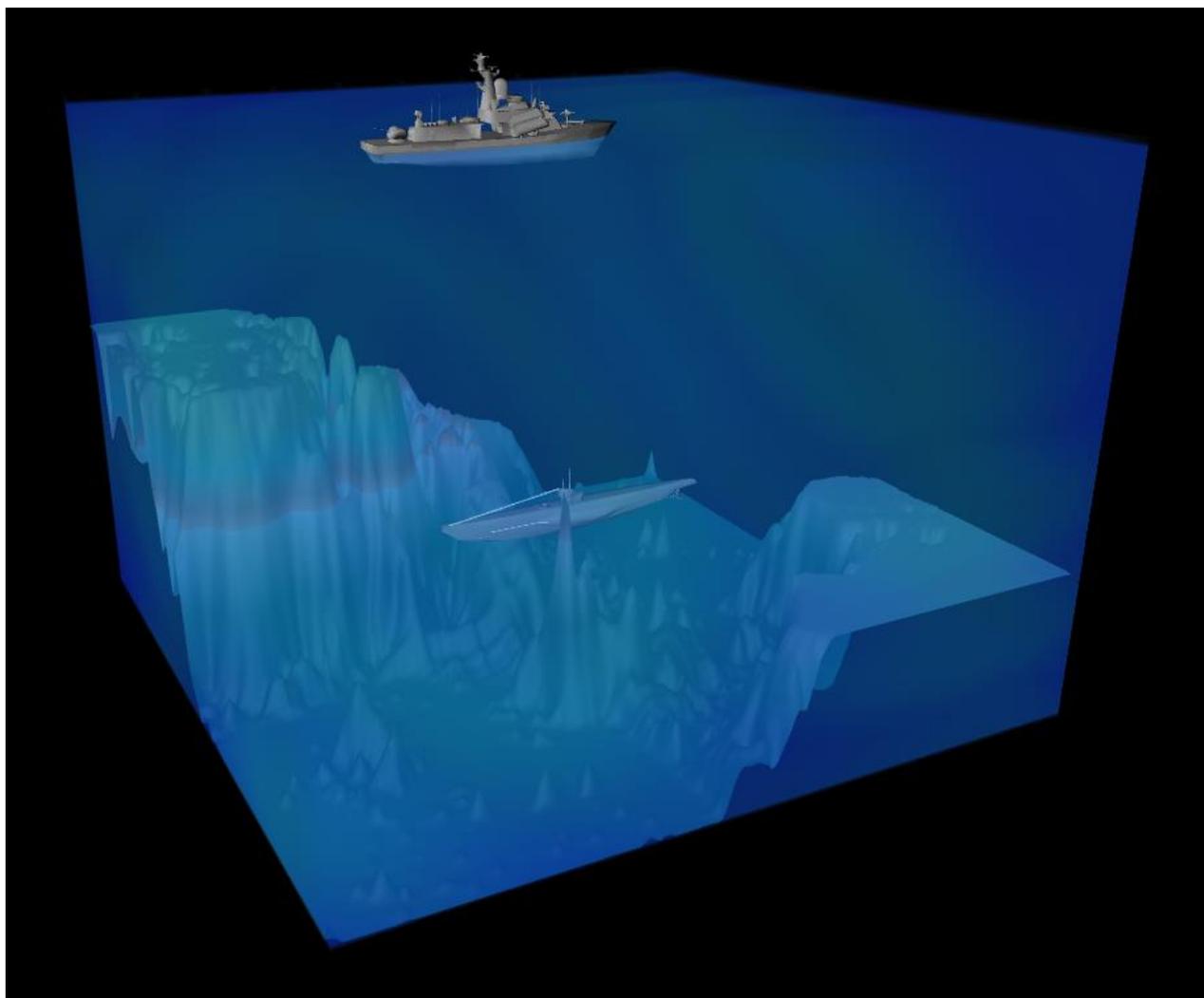


Figure 5-1. Two MeshModels and a SurfaceGrid3D inside a semi-transparent VolumeModel.

- VolumeModels work properly with visible 3D-axes

6. Methods for solving Y-values for FreeformPointLineSeries

- ***SolveYCoordsAtXCoord()*** and ***SolveYValuesAtXValue()*** -methods now work for FreeformPointLineSeries.

Previously ***SolveYCoordAtXCoord()*** and ***SolveYValuesAtXValue()*** always returned NoPointsFound as they were intended to be used with series with progressive data order (SampleDataSeries, PointLineSeries, AreaSeries and HighLowSeries). From now they can also be used with FreeformPointLineSeries. The methods work similarly to other line series in ViewXY with the exception of returning a list of values, since in FreeformPointLineSeries there can be several data points with the same X-value.

If you have any questions, please contact us at arction@arction.com

Thank you for being our customer, happy coding :-)