

Ashlar-Vellum Channel Partner Newsletter

April 2006

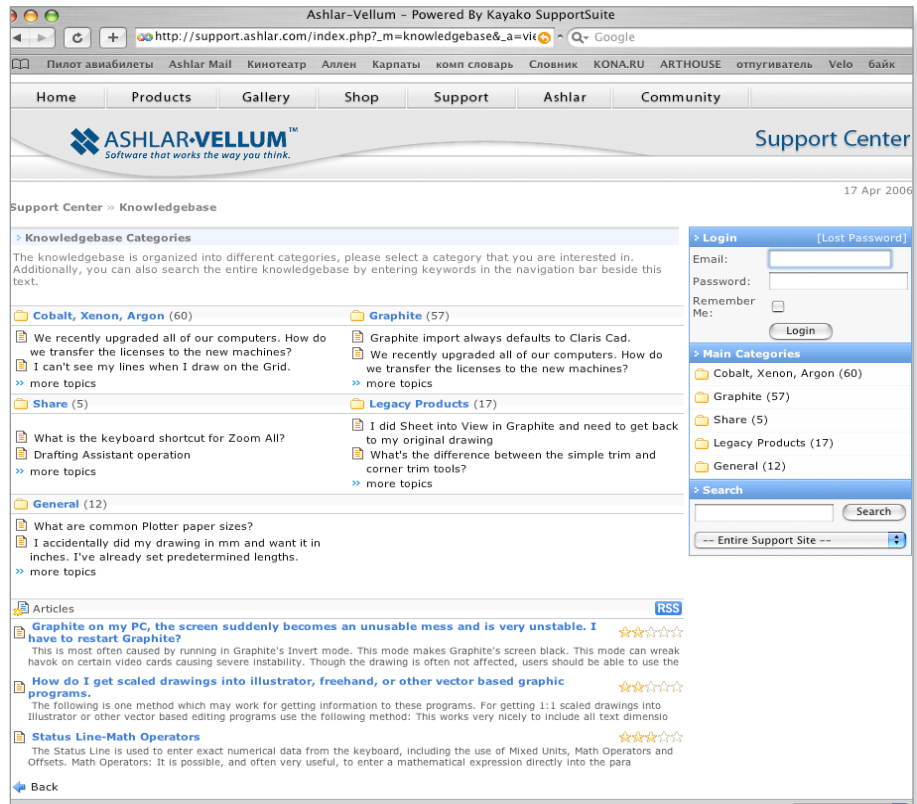
New Knowledgebase

Have you checked out our new knowledgebase at <http://support.ashlar.com> ?



Click on the Knowledgebase icon and use the search field, or submit a ticket. As you start to fill in your message details, the knowledgebase suggests possible answers related to keywords in your question.

As of today, there are 60 answers under Cobalt, Xenon & Argon, with nearly as many under Graphite. There's also a number of entries for legacy products and general information. More entries are added by our team on a regular basis.



Ashlar-Vellum UK Limited Established; European Domain Names Secured

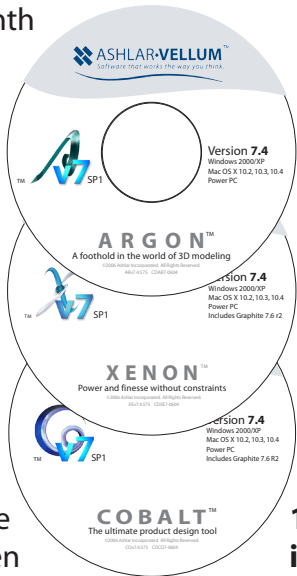
Ashlar Incorporated recently formed another wholly owned subsidiary called Ashlar-Vellum UK Limited as the primary licensor and holder of our European domain names. This month we registered for www.Vellum.eu, www.Ashlar.eu, www.Ashlar-Vellum.eu. These new domain names will be maintained by Ashlar-Vellum USA, linked directly to www.ashlar.com.

We have recently secured registration of www.Vellum.de, www.Ashlar.de, www.Ashlar-Vellum.de, www.Vellum.at, and www.Vellum.it from POSH, GmbH, formerly Vellum, GmbH. These domain names will now be licensed to our German-language and Italian-language distributors for their exclusive use in the sale of our products.

We will be requesting transfer of ownership of the domain names that our other international Channel Partners have graciously secured for us prior to us forming an EU company that is able to own those registrations. All domain names will continue to be used as before by their current holders for the promotion and sales of Ashlar-Vellum software.

SP1 Ahead of Schedule

With the growth of our development staff, great things are happening at Ashlar-Vellum. This month is a first. We will release Cobalt, Xenon and Argon Service Pack 1 AHEAD of schedule. We anticipate that SP1 will be available for download by the end of the month. That's way ahead of the end of June when we expected it.



Email notices will be sent to all eligible customers. Free upgrade CDs will be shipped only to ASAP members with physical materials. All others who would like a CD may purchase one for \$8.25 plus shipping from our online web store.

SP1 supports Windows XP and Power PC Mac OS X 10.2.x to 10.4.x. Intel Mac support is coming in v8. See "Running Ashlar-Vellum on Intel Macs" on page 3 for more.

New Features in SP1:

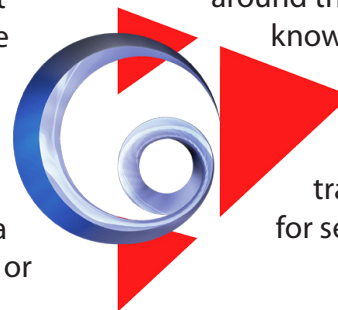
- New Change Sheet View command
- New Gaps Detected feature
- Model-to-sheet supports the layout's preset styles
- Faster file open times
- Gradient color background
- Chamfer tool now supports face selection
- Enhanced pop up menus
- Enhanced copy history function

- Print shading reflects screen view
- Render material retained with export
- Issues with DXF imports
- Trim arrow direction remains visible
- Deletion of decals with part
- Copy as Instance works properly with Undo
- Design Explorer shows constraint links and exploded instances

100 Issues Fixed in SP1 including:

- Correct display of spheres
- Crash causing issues such as:
 - Insert Knot tool
 - Model-to-sheet
 - Importing large meshes in DXF files (Mac)
 - Revert command
 - Sweep path is a grouped curve or solid
 - Tangent circles
 - Certain draft angles
- Factory setting in Preferences restores program defaults
- Overlay drawing works in print layout
- Support for primitive objects with zero height

Cobalt Share v7 will be released in conjunction with SP1, though its documentation is still in production. Look for it at www.ashlar.com/sections/products/share/share.html.



Looking ahead, SP2 is anticipated around the end of June. A few known issues have been moved to this service pack including incorrect scaling with translators, and pen styles for section and detail views.

Running Ashlar-Vellum on Intel Macs

The Ashlar-Vellum development staff is diligently working to create native universal binary versions for the Mac to run on both the PowerPC and Intel platforms. Please be aware that this issue affects every graphics software producer in the world. It is not just Ashlar-Vellum who is wrestling with this issue.

The universal binary will be part of the upcoming v8 for Cobalt, Xenon, Argon and Graphite. To do this, all of our component technology vendors must also provide a universal binary version.

For Cobalt, Xenon and Argon, as of April 12th, Spatial had not announced an anticipated release date for their universal binary code. All other component vendors have either announced a release date or have provided us with beta software for testing.

Graphite's only component technology is Open DWG from Open Design Alliance, who has already provided a working X code universal binary. Version 8 of Graphite is anticipated well in advance of Cobalt, Xenon and Argon v8.

In the meantime, how do you run Ashlar-Vellum software on the new Intel Mac machines? There are several interim technologies

available including Boot Camp, Parallels Workstation and Rosetta Emulation.

Boot Camp

Apple Computer has released the public beta version of Boot Camp which allows you to choose either OS X or Windows when booting your computer. This makes Ashlar-Vellum's unique hybrid license especially valuable since it lets you load both the Mac and Windows versions on your single machine.

You must purchase your own copy of the Windows operating system. We've tested it under XP Pro and other users have tried XP Home. Both work successfully, providing excellent performance for all Ashlar-Vellum software products. We have not tested older versions of Windows.

There are several issues of which you need to be aware. First,



Boot Camp by Apple

Pros:

- Free
- Great performance for Graphite, Cobalt, Xenon and Argon

Cons:

- Requires Windows OS
- Cumbersome data transfer between Mac and Windows
- Font substitutions

More info:

- <http://www.apple.com/macosx/bootcamp/>

because your Mac will have a split personality, there are some issues moving files back and forth between each side. When running Windows under Boot Camp, you will not be able to see your Mac hard drive. When running OS X, your Windows hard drive will be read only. You can circumnavigate this issue using a CD, a flash drive or by placing your files on a server. Also, because different fonts are available under Mac than are provided with Windows, there may be some font substitutions. Use a font, such as Arial, which is available on both platforms to avoid this issue.

The beta version of Boot Camp is available free from Apple at: <http://www.apple.com/macosx/bootcamp/>.

Parallels Workstation for OS X


The \$49 Parallels Workstation allows Microsoft Windows to be run in a window under OS X.

Continued...

You must be quite familiar with Windows to get this beta program installed and running properly, but

Each operating system needs a full complement of RAM with at least 512MB. Installing the full

Again, we recommend using a font that comes standard on both platforms.



Parallels Workstation for OS X

Pros:

- Easier file sharing

Cons:

- \$49 (\$39 intro offer)
- Requires Windows OS
- Font substitutions
- Full complement of RAM needed for each OS
- Performance acceptable for Graphite, not as good for Cobalt, Xenon and Argon

More info:

- <http://www.parallels.com/>

Rosetta Emulation

Cobalt, Xenon, Argon and Graphite have all been tested under the free Rosetta emulator. Ashlar-Vellum staff members used the 17-inch 1.83 GHz Intel Core Duo, while one of our Channel Partners tested on the 20-inch 2GHz Intel Core Duo. Any initial problems were reported to Apple and have been resolved by them. We have one field report of difficulties with color settings on the Mac Mini on Graphite. The problem has been reported to Apple and they are responding to the situation. We have not tested in house nor have we received additional field reports of

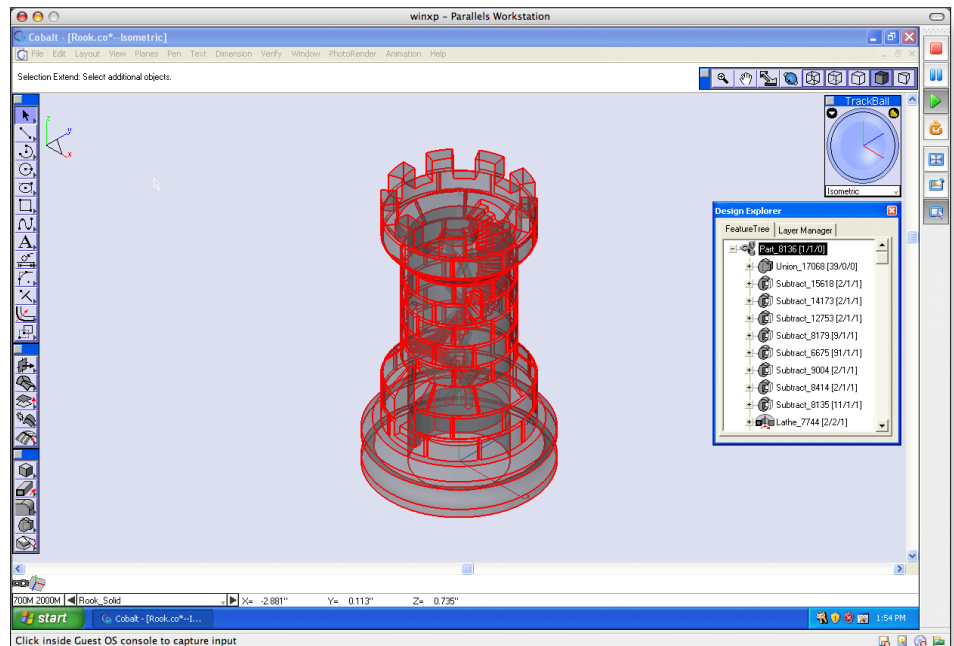
this may get easier by release. Like Boot Camp, you will need to own a copy of the Windows OS. But unlike Boot Camp, file sharing is somewhat easier. Simply think of it as two computers running simultaneously and use standard Apple OS X networking tools to setup a network between the two sides of the machine. There is also limited clipboard functionality between the two sides. Because you are only running one machine in the literal sense, the Ashlar-Vellum hybrid license can be installed and run on both sides as necessary.

2GB is recommended (1GB for each side).

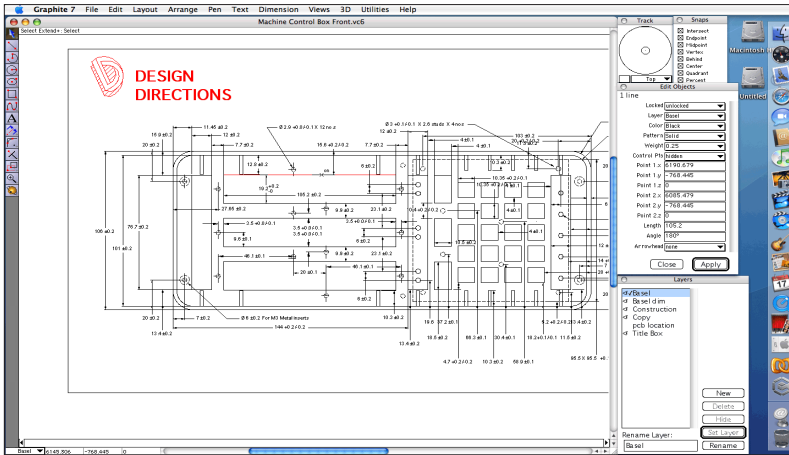
Finally, the same difference in fonts that are available under Mac than under Windows applies here.

Continued...

Performance is acceptable from Graphite, but for the 3D modeling products display is hampered because all video board 3D commands are emulated in software. We also found cursor synchronization issues but these should be resolved by release.



Parallels Workstation running Cobalt v7 under Windows XP on a Mac Intel Machine.



Graphite v7 runs well under the Rosetta emulator.

Rosetta Emulation by Apple

Pros:

- Free
- No file sharing issues
- No Windows OS required
- No font substitutions
- Performance good for Graphite

Cons:

- Performance unacceptable for Cobalt, Xenon and Argon

More info:

- <http://www.apple.com/rosetta/>

difficulties with the MacBook Pro. We will continue further testing and are confident that Apple will

be able to fix any issues in Rosetta. Performance under Rosetta is good for Graphite. For the 3D

modeling products, however, it is unacceptable for anything but the simplest modeling files.

New Forum Coming

As part of our new support system we will be updating the Ashlar-Vellum User Forum. You'll notice that we're temporarily not accepting new log-ins. The

new Forum will be up later this quarter. In the meantime, you may use your old log-in on the old Designer Elements WebBoard at

<http://forum.ashlar.com:8080/%7eElements>, or if you have helpful comments or suggestions, send an email to support@ashlar.com.

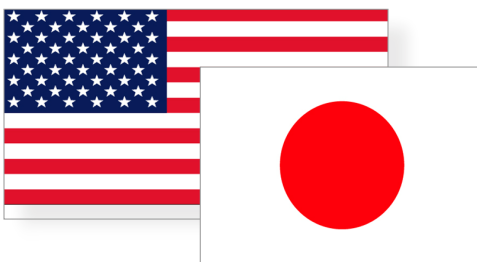
Great News: A-V's Japanese Distributor is Being Sued

Comnet, Ashlar-Vellum's distributor in Japan, has been notified of a suit filed by Concepts Technology claiming ownership of the Vellum trademark and other issues. Yes, believe it or not, this is a good thing. Ashlar-Vellum

president, Robert Bou, said, "This is great news! This saves us an incredible amount of money. CT has paid the up-front court costs for filing. They've also had to file their exact position. Now all we have to do is defend and counter attack. They've fired the first salvo and from the muzzle flash we know exactly where they stand."



not easy to be the defendant of a lawsuit.



Ashlar-Vellum stands firm with Comnet through this situation. The honor goes to Comnet for standing on the front lines. It is

If CT had bothered to check with the Japanese trademark registry they would have seen that Ashlar Incorporated clearly owns the trademark in Japan. If they'd been following the European court cases, they'd know that we're establishing clear ownership of our names and software in other suits.

Graphite Draw by Layer Utility Script Available

Ashlar-Vellum now has a new utility script for Graphite that causes items to draw in the order that they are placed in the layer

manager. This enables appropriate obscuring of items as they are printed or drawn on the screen.

To download this free utility, go to <http://www.ashlar.com/sections/support/utilities/utilities.html>.

Attending COFES

This month Robert and Julie Bou attended the *Congress on the Future of Engineering Software* in Scottsdale, Arizona. There they met with other executives from design, engineering, architectural, development and technology companies to discuss the business and technical issues facing companies that both use and produce engineering technology. A few of the other key players who attended include:

- Buzz Kross of Autodesk
- Mark Sawyer from SketchUp, now Google
- Bob McNeel of Robert McNeel & Associates, makers of Rhino

- Al Dean, recent Cobalt reviewer, *MCAD Magazine*
- Tom Reyburn from Apple Computer
- Ken Anderson, Adobe Systems
- Bob Bean, KubotekUSA, formerly Cadkey
- Keith Mountain, Spatial
- Bob Mayer of IMSI
- Jon Hirschtick, founder of SolidWorks

- Brian Shepherd from PTC
- John McEleney of SolidWorks
- Evan Yares, Open Design Alliance
- Greg Milliken of Alibre
- John Callen, Gibbs & Associates
- Martyn Day of EDA, Ltd.
- Mark Thomas of Right Hemisphere



Julie Bou with long time associate Dave Cohn, now of Cyon Research, and Mark Thomas of Right Hemisphere.



Robert Bou, far right, shares a laugh from left to right with John McEleney of Solid Works, long time associate Martyn Day of EDA Ltd, recent Cobalt reviewer Al Dean of MCAD Magazine, and Bob McNeel of Robert McNeel Associates makers of Rhino.