

Ranger XL - Update:

Apologies for the delay in releasing the cross-probing release of Ranger XL which is now due for release in mid-September 2006. The changes have necessitated the complete re-writing of the file handling and navigation routines throughout the system – hence the time it has taken. However this has made a major improvement to the user-interface within Ranger.

The navigator, works like Windows Explorer, allowing simultaneous access to all aspects of the current design, with multiple windows available for editing - like schematic, artwork, outlines, profile, outputs all open at the same time. In addition, other jobs and the master libraries can also be opened at the same time for reference purposes, editing or data transfer. This means no more closing of one editor to refer to another, or to copy data, or to run the artwork checks, edit outlines, etc. We are busily testing this release and updating the manual and help files. We like what we see, and although it's not quite ready for release, we hope that once you start to use it you'll believe it was worth the wait!

The good news for everyone who has ever requested a converter from the old schematic editor to the new one, is that this will now be included and the old schematic editor will disappear.

Many apologies for the delays but we are sure you'll find the new system even easier to use and features that we haven't been able to implement before (like cut/paste to/from other applications) will be forth-coming.

Note: The next release of Ranger XL will not run under the Windows 98 operating system, sorry. Windows 98 doesn't support the advanced technologies tool-kit that allows us to enhance and improve the Ranger user-interface.

Until now, we've been able to keep Ranger running on the older operating systems but in order to keep Ranger up-to-date, we have to make use of the technology available to us and move forward. Apologies to any users who this will affect.

New features:

- * Schematic, artwork, profile, outlines, etc. open at the same time.
- * Select a part, or parts in one editor and have them highlight in the other.
- * Selected parts in schematic will appear in the artwork placement tray.
- * Select a track in the artwork editor and have them highlight in the schematic.
- * Old to new style schematic conversion.

