

TC = Test Case (provided by the OCX consortium)

Importer release notes	Exporter release notes
<p>V0.5.7 - beta 2 Release date: Jan-2026</p>	
<p><b>Milestones Achieved</b></p> <ul style="list-style-type: none"> <li>Resolving seam defects by adjusting tolerance specifications</li> <li>Manual endcut initialization</li> <li>Sketch-based brackets implementation</li> </ul> <p><b>Next Steps</b></p> <ul style="list-style-type: none"> <li>Automatic endcut initialization using predefined data setup</li> <li>Collars implementation</li> </ul>	<p><b>Milestones Achieved</b></p> <ul style="list-style-type: none"> <li>Seam types: Implemented support for different seam type configurations using intersection and projection calculations between elements</li> <li>Stiffener Endcuts: Full export capability now available; schema updates scheduled for upcoming versions</li> <li>Slots, Collars and Openings: Major enhancements to functionality and reliability</li> </ul> <p><b>Next Steps</b></p> <ul style="list-style-type: none"> <li>NURBS Import: Models containing complex NURBS surfaces to be exported and imported successfully</li> <li>Stiffener Calculations: Enhanced accuracy for stiffener inclination angles and center of gravity (CoG) computations</li> </ul>
<p>V0.5.6 - beta 2 Release date: Dec-2025</p>	
<p><b>Milestones Achieved</b></p> <ul style="list-style-type: none"> <li>Integration into CAA is largely complete; work on compartments is still ongoing</li> <li>Improved orientation handling for curve limits</li> <li>Implemented limiting of NURBS surfaces using boundary curves</li> </ul> <p><b>Next Steps</b></p> <ul style="list-style-type: none"> <li>Further improvements to NURBS surface limiting (this functionality will also be reused for compartments)</li> <li>Implementation of end cuts</li> </ul>	<p><b>Milestones Achieved</b></p> <ul style="list-style-type: none"> <li>Improved accuracy of plate outer contours</li> <li>Extended support for covered panels, including NURBS surfaces and non-SRS planes</li> <li>Enhanced handling of complex NURBS surfaces</li> <li>Implemented GUID persistence, ensuring identifiers remain consistent across exports</li> </ul> <p><b>Next Steps</b></p> <ul style="list-style-type: none"> <li>Further refinement of seam calculations.</li> </ul>
<p>V0.5.6 - beta 2 Release date: Oct-2025</p>	
<p><b>Milestones Achieved</b></p> <ul style="list-style-type: none"> <li>Integration into the 3DEXPERIENCE platform has been completed, with further improvements planned for stiffener orientation and handling of more complex opening shapes</li> </ul> <p><b>Next Steps</b></p> <ul style="list-style-type: none"> <li>Development is ongoing for slots with collars and end-cut functionality.</li> </ul>	<p><b>Milestones Achieved</b></p> <ul style="list-style-type: none"> <li>Test Round 2.1 has been successfully completed, and work on Test Round 3 is in progress.</li> </ul> <p><b>Next Steps</b></p> <ul style="list-style-type: none"> <li>NURBS-related functionality is currently under development.</li> <li>Sketch-based seam capabilities are under development.</li> </ul>
<p>V0.5.5 - beta 2 Release date: June-2025</p>	

<ul style="list-style-type: none"> <li>• Integration in 3DEXPERIENCE in progress</li> <li>• BETA version testing with client</li> </ul>	<ul style="list-style-type: none"> <li>• ALPHA version testing with client</li> </ul>
<p><i>V0.5.4 - beta 2</i> Release date: Dec-2024</p>	
<ul style="list-style-type: none"> <li>• Integration into 3DEXPERIENCE has begun</li> <li>• Successfully creating UI from active program</li> <li>• Successfully loading .3docx files</li> <li>• Stiffener orientation is fixed</li> </ul>	<ul style="list-style-type: none"> <li>• Added more opening types, including sketch based</li> <li>• Restructured and redesigned most of the code</li> <li>• Time improvement by optimizing certain functions</li> <li>• Added GUID functionality</li> </ul>
<p><i>V0.5.3 - beta 2</i> Release date: Sep-2024</p>	
<ul style="list-style-type: none"> <li>• Complex compartments are successfully imported with closed surface and volume and CoG parameters</li> <li>• Knuckle panel improvements</li> <li>• Mapping is improved to have standard values</li> </ul>	<ul style="list-style-type: none"> <li>• Added multiple panel support</li> <li>• Successfully fetching data for openings</li> <li>• TC1-TC7 successfully exported and validated</li> </ul>
<p><i>V0.5.2 - beta 2</i> Release date: Aug-2024</p>	
<ul style="list-style-type: none"> <li>• Slots are created successfully</li> <li>• TC8 is imported without slots and endcuts</li> <li>• Stiffeners are mapped and can be modified in the UI</li> </ul>	<ul style="list-style-type: none"> <li>• The exporter has been updated to schema version 3.0.0</li> <li>• Extracting and formatting stiffener data</li> <li>• Fetching material, physical properties and class catalogue data</li> <li>• TC3 successfully exported and validated</li> </ul>
<p><i>V0.5.1 - beta 2</i> Release date: Jul-2024</p>	
<ul style="list-style-type: none"> <li>• Works with schema version 3.0.0 rc3</li> <li>• Stiffeners are successfully created on non-smooth surfaces</li> <li>• OCX Importer is successfully running in R2024x FD02 3DExperience Native client</li> </ul>	<ul style="list-style-type: none"> <li>• The exporter has been updated to support version 3.0.0 rc6</li> <li>• TC1 and TC2 were successfully exported and validated</li> <li>• INI settings have been created to allow users to enter data</li> </ul>
<p><i>V0.2.2 - beta 1</i> Release date: Jan-2024</p>	
Works with schema version 3.0.0 rc3	/

<p><b>Known issues:</b></p> <ul style="list-style-type: none"> <li>• OCX files covers 60% of OCX schema</li> <li>• Not all openings are being created; this is a work in progress</li> </ul>	
<p><i>v0.2.1 - beta 1</i> Release date: Jul-2023</p>	
<p><b>Known issues:</b></p> <ul style="list-style-type: none"> <li>• Some panels are created with a duplicate which cannot be updated and needs to be deleted</li> <li>• Some OCX files may contain unsupported attributes or elements, we need more models to test with</li> <li>• Some OCX files may lead to 3DEXPERIENCE and/or AITAC OCX eXchanger crashing. We need more files to identify the cause.</li> <li>• Not all openings are being created, we're looking into the issue.</li> </ul>	/
<p><i>v0.1.3 - release 4</i> Release date: Apr-2023</p>	
<ul style="list-style-type: none"> <li>• NURBS - implemented with limitations</li> </ul> <p><b>Structure</b></p> <ul style="list-style-type: none"> <li>• Stiffeners mostly done - added possibility to use existing SRS planes as Stiffener support</li> <li>• Stiffener on the free edge</li> <li>• Openings - creating parametric openings (Round, Oblong, Rectangular)</li> </ul>	<ul style="list-style-type: none"> <li>• NURBS - under development</li> </ul> <p><b>Structure</b></p> <ul style="list-style-type: none"> <li>• Basic implementation of panels</li> </ul>
<p><i>v0.1.2 - release 3</i> Release date: Mar-2023</p>	
<ul style="list-style-type: none"> <li>• Sketch</li> <li>• NURBS - no solution available</li> </ul> <p><b>Structure</b></p>	<ul style="list-style-type: none"> <li>• Basic Geometry</li> <li>• Line, Arc, Circle, Polyline</li> <li>• Surface from closed 2d curve</li> <li>• NURBS - currently blocking issue</li> </ul> <p><b>Structure</b></p>

<ul style="list-style-type: none"> <li>• Panels mostly done - implementing usage of different types as supports and limits</li> <li>• Stiffeners mostly done</li> </ul>	<ul style="list-style-type: none"> <li>• Panel - basic implementation</li> </ul>
<p><i>v0.1.1 - release 2</i> Release date: Nov-2022</p>	
<ul style="list-style-type: none"> <li>• Basic Geometry</li> <li>• Line, Arc, Circle, Polyline</li> <li>• Surface from closed 2d curve</li> <li>• NURBS</li> </ul> <p><b>Structure</b></p> <ul style="list-style-type: none"> <li>• Panel - basic implementation of panels</li> <li>• Stiffener - basic implementation of stiffeners</li> <li>• Bracket - implemented as panels</li> <li>• Opening - implemented as closed contours with 3d axis positioning</li> </ul>	/
<p><i>v0.1.0 - Initial release</i> Release date: Sep-2022</p>	