devDept Eyeshot Ultimate v12 build 351 (08 Apr 2019) for WinForms & WPF

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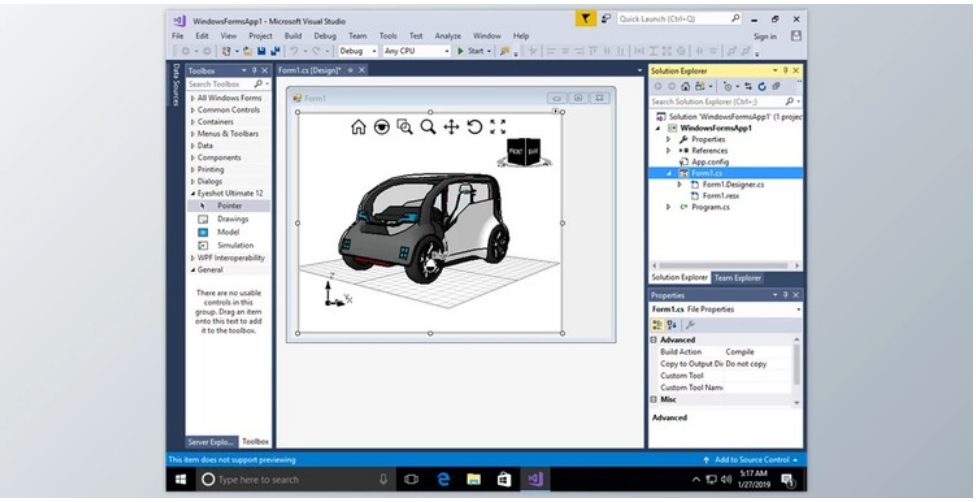

Eyeshot is a CAD Controller based on the Microsoft .NET Framework. It helps programmers to include CAD functionalities to WinForms and WPF applications in a snap. Eyeshot supplies tools for constructing geometry from scratch, for assessing it by finite element method, and also to create toolpaths onto it. Geometry may also be imported or exported with CAD exchange document formats.

Eyeshot involves a complete range of entity types, such as curves, polyhedral meshes, surfaces, solids, and point clouds. Modeling tools comprise triangulation and meshing, boolean operations, curve and surface trim/fillet/offset/junction, and surface reconstruction from point clouds. Support for standard CAD formats enables geometry import/export.

The item is simple to deploy: some few controlled, strong-named assemblies. Assemblies could be dispersed using XCopy or even the global assembly cache.

It's written in controlled C# and gives integration with Visual Studio .NET IDE. This enables Visual Studio .NET developers to leverage their existing programming language (C# or Visual Basic .NET) when programming using Eyeshot. The product relies on a per developer licensing scheme, and it's royalty-free to disperse.

版本列表

- devDept Eyeshot Ultimate v10.0.732 for WinForms & WPF
- devDept Eyeshot Ultimate v12 build 239 for WinForms & WPF (31 Jan 2019)
- devDept Eyeshot Ultimate v12 build 351 for WinForms & WPF (08 Apr 2019)
- devDept Eyeshot Ultimate v9.0.374 for WinForms & WPF

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标签

Winforms .Net Components