

3D Texture ...



...in 2D Time



MAKES THINGS EASY

There Has Never Been a Better Time to Upgrade.

Rapid Texture™ is NOW AVAILABLE in BASIC and PLUS Versions of Enroute 4.1



EnRoute 4 Software with Rapid Texture™ lets you easily create unique 3D designs in MINUTES not HOURS!

EnRoute's Rapid Texture™ feature allows you to create 3D textured surfaces in a fraction of the time it takes to create traditional 3D textured surfaces by using larger tools with bigger offsets. And for this type of texture, no bitmaps or 3D surfaces are required. You start off by selecting the contour on which the texture is based and then adjust a few parameters to produce amazing results. You can create a virtually limitless selection of surfaces using this feature.

Additional Features and Benefits of Rapid Texture™:

- **Text and graphics** can be added before or after the texture is created with EnRoute's inlay feature.
- A **tiling feature** that allows you to break large jobs up into smaller parts.
- A **symmetric capability** that allows you to create a part that is repeatable on all sides.
- The ability to **trim the texture to a specific shape**, which helps cut down on design and cut time.
- The ability to **incorporate 3D reliefs** into the Texture (*Pro only*)
- **Save templates** to quickly recall specific parameters for a texture.

EnRoute Rapid Texture™ is available in EnRoute 4.1 and is a standard feature in EnRoute Pro, along with the other Texture tools, and can be added as an option to EnRoute Basic and Plus.

| | ENTRY | BASIC | PLUS | ATP/WOOD | PRO | ATP/WOOD PRO |
|----------------|-------|--------|--------|----------|-----|--------------|
| Rapid Texture™ | No | Option | Option | Option | Yes | Yes |

If you would like to see a movie of how EnRoute Rapid Texture™ works, visit www.EnRouteTV.com.

How do you get Rapid Texture?
Contact your dealer or SA International



SAi Europe
Minervastraat 14bis,
B-1930, Zaventem, Belgium
Tel: +32.2.725.5295
info@SAintl.eu



| Features | EnRoute Basic | EnRoute Plus | EnRoute Pro | EnRoute Wood | EnRoute Wood Pro |
|---|---------------|--------------|-------------|--------------|------------------|
| Drawing Tools (Shapes, Text, Offsets) | ✓ | ✓ | ✓ | ✓ | ✓ |
| Editing Tools (Weld, Fillet, Point Edit, Cleanup, Trim/Extend, JigSaw, Cut By Line) | ✓ | ✓ | ✓ | ✓ | ✓ |
| Design Tools (Snaps, Move, Scale, Rotate, Dimension, Measure, Layers, MultiCopy, Mirror, Align) | ✓ | ✓ | ✓ | ✓ | ✓ |
| Toolpathing 2D (Routing Offset, Island/Hatch Fill, Engrave, Drills, Slots, Open Contour Offset) | ✓ | ✓ | ✓ | ✓ | ✓ |
| Toolpathing Options (Inlay, Channel Tag, Bridges, Final Pass) | ✓ | ✓ | ✓ | ✓ | ✓ |
| Toolpathing 2.5D (3D Engrave, 3D Clean Pass for Routing Offset & Hatch/Island Fill, Pyramid Tool) | | ✓ | ✓ | ✓ | ✓ |
| Toolpathing 3D (Apply Toolpath to 3D Relief, Carve into Surface) | | | ✓ | | ✓ |
| Simulation of Toolpath (2D Simulation, Ortho View, Can Set Output Order from Any Simulation) | ✓ | ✓ | ✓ | ✓ | ✓ |
| 3D Rendered Simulation | | ✓ | ✓ | ✓ | ✓ |
| Output (Hundreds of Machine Drivers Included) | ✓ | ✓ | ✓ | ✓ | ✓ |
| Saved Templates (Toolpaths, Plate, Material Library, Tool Library) | ✓ | ✓ | ✓ | ✓ | ✓ |
| 3D Relief Creation (Rounded, Beveled, Flat) | | | ✓ | | ✓ |
| 3D Editing Tools (Revolve, Spin, Extrude, Sweep Two Rails, Chamfer, Apply Mesh, Apply Bitmap, Slices, Align, Combine Reliefs, Merge Reliefs) | | | ✓ | | ✓ |
| 3D Parametric Texturing | | | ✓ | | ✓ |
| 3D Relief Editing Tools | | | ✓ | | ✓ |
| AutoMatic Tool Path (Batch Processing Files by Layer Name) | | | | ✓ | ✓ |
| Nesting (True Shape Nesting, Dynamic Nesting, Copy-Nesting) | | ✓ | ✓ | ✓ | ✓ |
| Rapid Texture (3D Textures in 2D Time ...) | Option | Option | ✓ | Option | ✓ |
| OPTIONS | | | | | |
| Labeling | | | | Option | Option |
| Slant Toolpath | Option | Option | | Option | |
| True Shape Nesting | Option | | | | |

