Update Guide
Release 2026.3

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INTRODUCTION

This document serves as a guide for new features, changes, and updates in TracePro 2026.3. This release has a new feature to make TracePro more convenient to use and expand its capabilities. This release also fixes several problems reported by TracePro users.

WHAT'S NEW IN TRACEPRO 2026.3?

Changes in TracePro 2026.3 consist of the new Section View as well as fixes to issues reported by our customers and found by our staff.

- New Section View
    - See a "cut-away" or section view of your model for easier identification of objects in your optical system.
    - Select any coordinate plane for sectioning.
    - Select an object in Section View and it is selected the Model Window and vice-versa.

For more details on fixes to specific problems, please refer to the Revision History on the Current Release page in the TracePro Support section at www.lambdares.com.

SECTION VIEW

The Section View lets you visualize your model with a user-controllable cross-section to see inside and select objects that may be difficult to locate in the Silhouette View or the Rendered View. The following sections describe the features in the Section View.

The Section View window opens in a separate window, so both the Model Window and the Section View are usable simultaneously. When you select an object in the Section View window, the same object will be correspondingly selected in the Model Window.

To open the **Section View** window, select the **View** item from the menubar, then select the **Section View** item from the drop-down menu. You must have a TracePro model open before the Section View menu item will be visible in the View drop-down menu. The Section View is a rendered view with a cutting plane.

In **Figure** 1, the Model Window and Section View window are open side by side, showing the differing view modes.

Section View Window

The Section View window initially opens with the toolbar closed, but the toolbar and its components' states are preserved between uses.

When the toolbar is expanded, you see the Section View controls; when collapsed, the UI is hidden, showing the model without distractions.

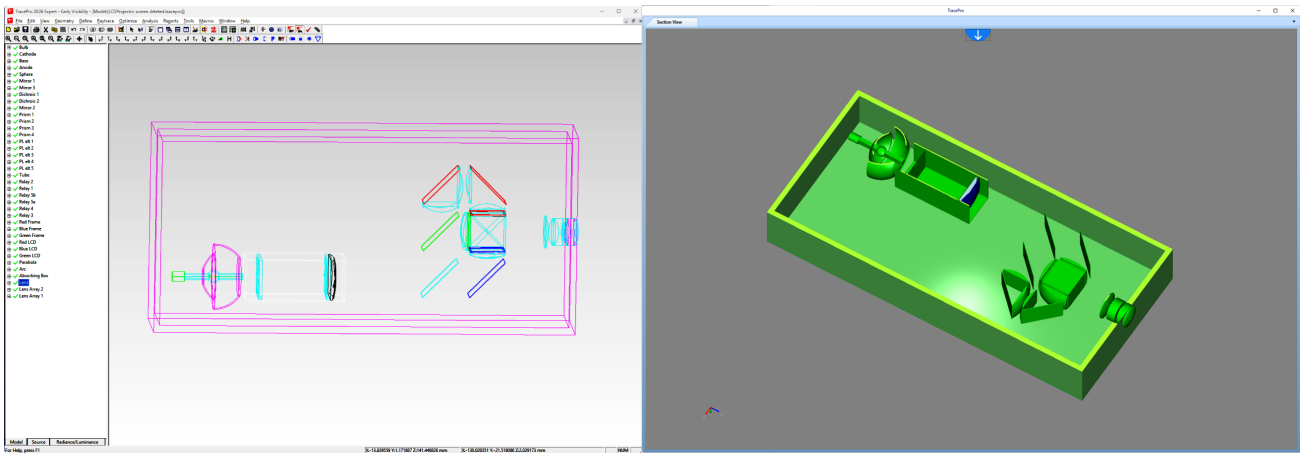

Figure 1. LCDProjector model with Section View open in a separate window on the right.

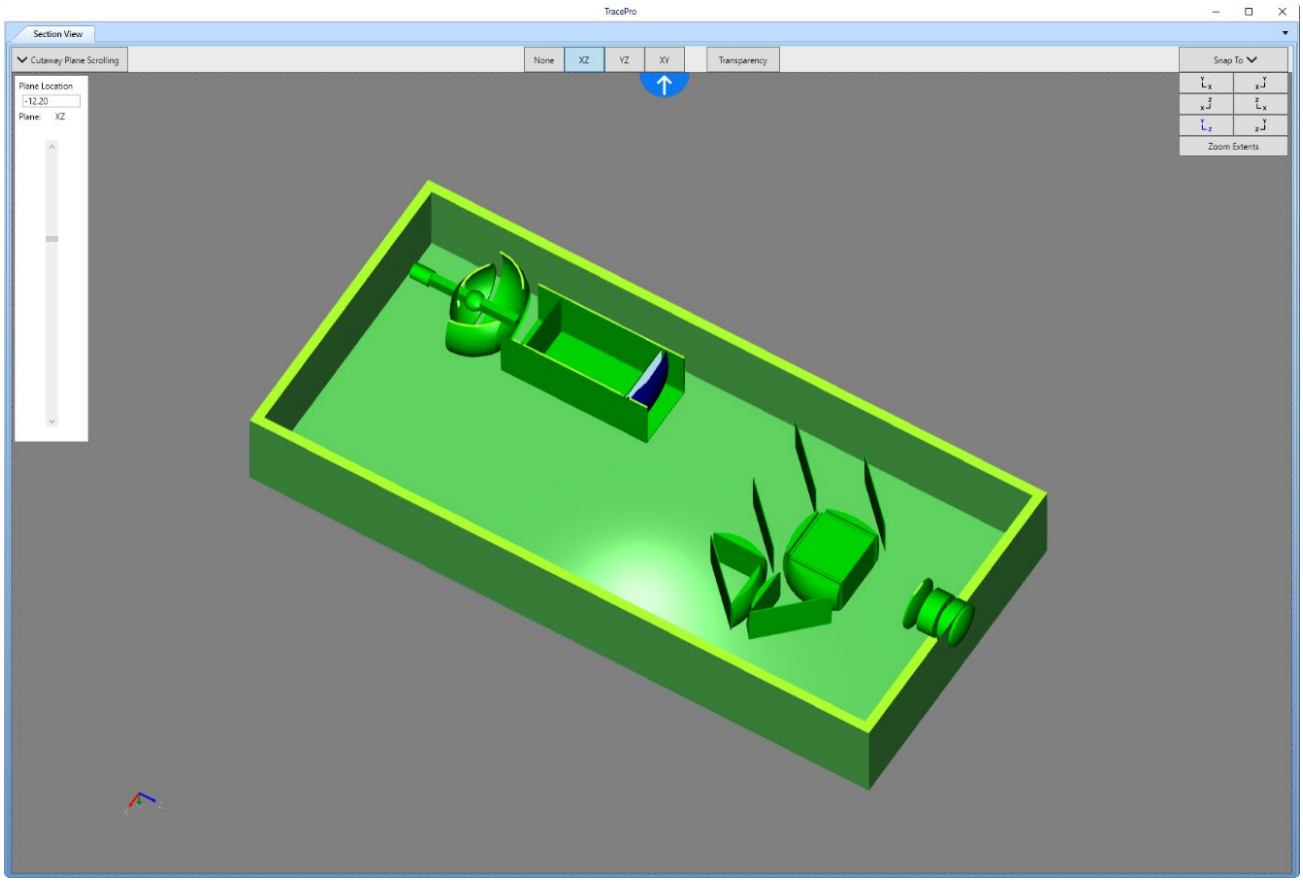

Figure 2. Opening the toolbar displays controls for adjusting the position of the section plane, the coordinate plane used for sectioning, the view direction, and transparency control.

Toolbar Controls

To open the Section View toolbar, select the circled down-arrow at the top of the window 

The Section View window with the toolbar open, showing the available controls is shown in Figure 2.

When open, the toolbar includes a left component labeled “Cutaway Plane Scrolling”. This includes a disclosure widget that opens and closes the Plane Location panel. When the Plane Location panel is open, you can move the section plane by entering a numeric value to achieve precise placement. Below that, the Plane field shows the currently selected plane orientation, followed by a slider that smoothly moves the plane across the model when you drag the thumb control up or down.

In the toolbar center is a button group for you to choose the coordinate plane for sectioning from the XZ, YZ, or XY planes (when changing plane orientation, if the model seems to vanish, ensure that the thumb control is not at the bottom of the slider), or select the None option to view the model with no section plane.

Model transparency can be toggled on or off by selecting the Transparency button.

On the right is the “Snap To” control. The control includes a disclosure widget that opens and closes the panel. You can snap the view to one of the orthogonal ones by selecting from the Snap To menu panel. Selecting the “Zoom Extents” button returns the model to the last orthogonal orientation.

The toolbar can be closed at any time by selecting the circled up-arrow widget  when the toolbar is open. Toolbar settings are preserved when the toolbar is closed.

Mouse/Pointing Device controls

The view is controlled using the mouse or other pointing device:

- Orbit the view by clicking the left button (primary action of the pointing device) and dragging the cursor.
- Zoom the view using the scroll wheel (the pointing device’s zoom gesture).
- Pan the view by clicking the scroll wheel and dragging the cursor (middle-click gesture and scroll gesture of your pointing device).
- Directly select an object with the left button (primary action of the pointing device); the object is also selected in the Model Window.

Keyboard controls

- Selecting the keyboard arrow keys will also rotate the model in the Section View window
- Selecting the Q key lowers the model in the window
- Selecting the Z key raises the model in the window
- Selecting the A key moves the model to the right in the window
- Selecting the D key translates the model in the window
- Selecting the R key translates the model in the window
- Selecting the F key translates the model in the window
- Selecting the B key translates the model in the window
- Selecting the U key translates the model in the window
- Selecting the L key translates the model in the window