

Release Notes

Version: 2026.2

Release Date: September, 2026

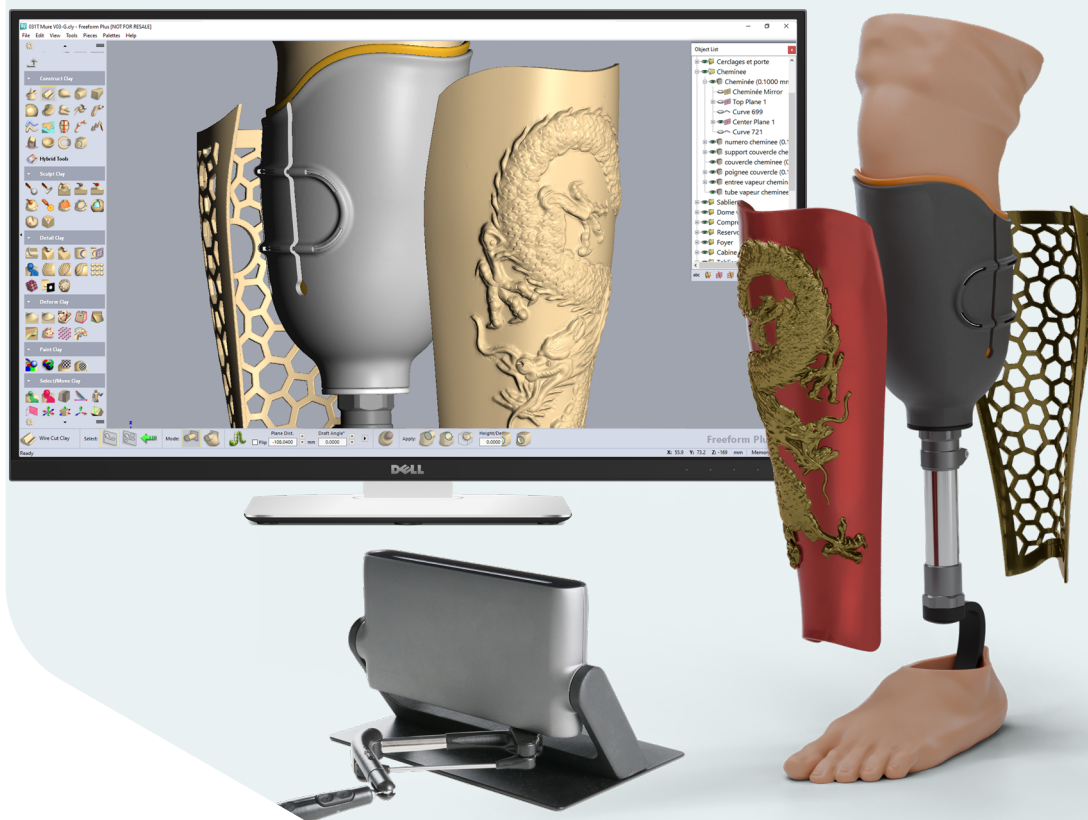


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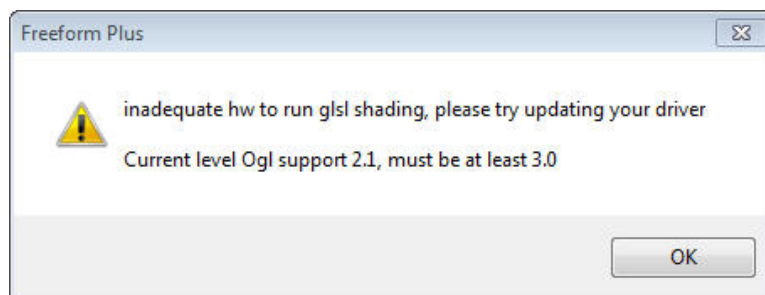
1 INSTALLATION

System Requirements

For the Geomagic Freeform Family of products, complete system requirements, can be found on the support website: [Geomagic Freeform Family System Requirements](#). Note that some users have had success running system configurations that deviate from the supported list. In such cases, these configurations are not officially supported by Hexagon. Additionally, we test a variety of hardware platforms in combination with the graphics subsystems. While we make every attempt to be as thorough as possible, hardware manufacturers change their products frequently and may be shipping newer products or have discontinued active support for others. Check the support section of the website for the latest system requirement information and specific qualified systems.

NOTE:

- Geomagic Freeform requires either Windows 10 64-bit or Windows 11-64 bit. 32-bit is not supported.
- A minimum display resolution of 1920 x 1080 is required. Geomagic Freeform will support large screen monitors with high resolution display.
- Using custom desktop display settings (such as font or icon scaling) may cause menu and Dynabar contents to display incorrectly.
- Geomagic Freeform requires a graphics card with OpenGL 3.0 support, and OpenGL 4.3 enables the software to provide additional performance enhancements.
- You may receive a warning when you launch the product should either your card or driver not support OpenGL 3.0 as required. If you receive the following warning, go to the manufacturer's website and download the most recent driver.



- Some older graphics cards may not have OpenGL 3.0 compatible drivers available. See your manufacturer's options.
- When using cards and drivers that support OpenGL 4.3 you will be able to take advantage of the newer high resolution transparency options and improved framerates added in v2017.0. While the product may still run without this graphics capability, you will not experience the new capabilities.

Download and Install Software

You can download and install the software from the website: [Getting Started](#).

In addition, automatic software updates are available if you selected [Check for updated versions of the software](#) in the [Tools>Options>General>Updates](#) dialog, a valid maintenance code is activated, and your computer is connected to the Internet. The application will check if a newer version is available and will download it automatically for installation.

Activate License

Freeform Modeling or Freeform Plus requires license activation to run the application on your PC. You can choose to use an evaluation license for a 15-day period or activate a permanent license by using a virtual or physical dongle. After you start your application, the License Utility window opens. The License Utility allows you to activate and use the Freeform Modeling or Freeform Plus software.

NOTE: After you launch the License Utility, you can click the Help button to read the Licensing Guide.

Licensing Agreement

Please see the End User License Agreement (EULA) located in the <Installation Directory>\Documentation\ folder for complete terms and conditions of the license.

Version Compatibility

Old Files - This version will open models that were created in older versions of Freeform Modeling or Freeform Plus. However, models created in this version may not be compatible with previous versions. When a file is opened in Freeform Modeling or Freeform Plus, it is automatically converted to the current format. Once converted and saved, the model may lose compatibility with older versions. Even though the risk of corrupting files during the conversion process is very low, we strongly recommend that you save backup copies of all Geomagic Freeform files from previous versions before opening them in a newer version.

Installing Multiple Copies of Geomagic Freeform Software

The Geomagic Freeform installer now allows for side-by-side installations of different versions of Geomagic Freeform. However, only one version can be run at a time.

2 NEW FEATURES AND ENHANCEMENTS

NOTE:

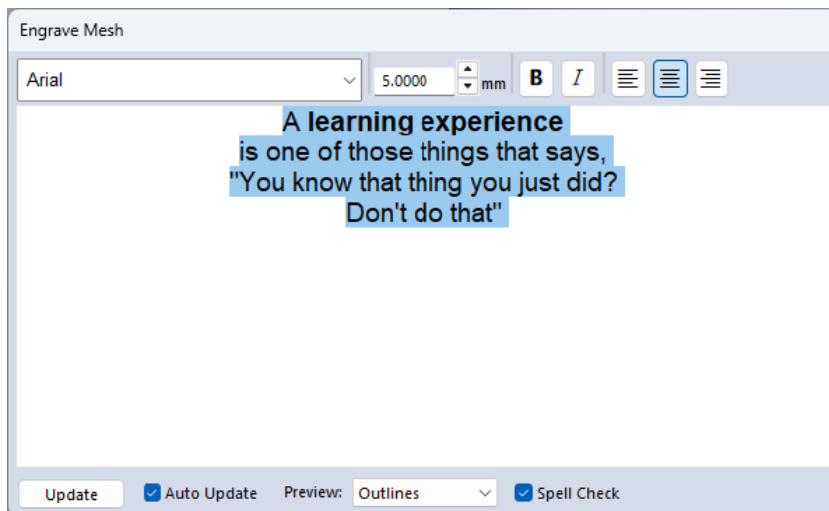
- The ‡ symbol indicates features that are only available in Freeform Plus.
- Customer requested issues are noted with an *.
- The following are high level descriptions of what's new in v2026.2. For more detail, refer to the Help within the application.

Engrave Mesh

The [Engrave Mesh](#) tool has been completely redesigned to improve both quality and performance. The tool now includes a rich-text editing window that supports multiple lines of text, spell-check, additional formatting options, and the ability to paste content from external sources while preserving the original formatting.

Three engraving modes are available:

- **Wrap Mode:** Text follows the curvature of the mesh surface.
- **Projection Mode:** Text is projected onto the surface based on your current view direction.
- **DXF Mode:** Import and engrave DXF artwork onto mesh surfaces.



Rich-text Editing Window



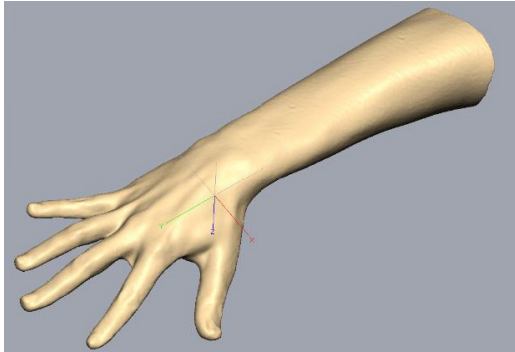
Result (Wrap Mode)

Additional enhancements include:

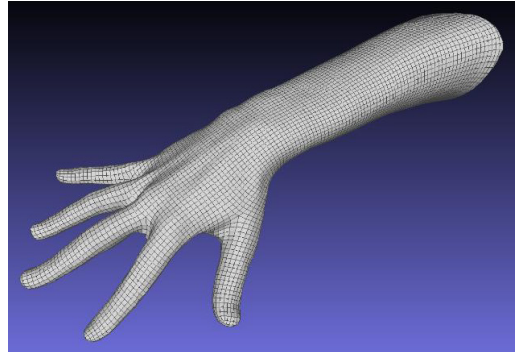
- Adjustable vertical line spacing and horizontal character spacing
- Font smoothness control
- Dynabot recording and playback support.

Quad Mesh Export

A new **Quad Mesh Export** option is now available for Clay and Mesh pieces. You can convert clay or mesh objects into clean, quad-dominant meshes with customizable parameters including target quad count, adaptivity, and sharp edge angle tolerance. Output is saved in OBJ format.



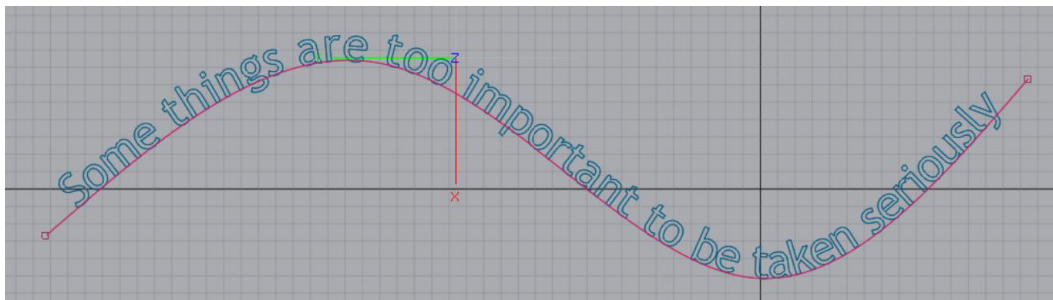
Original Piece (872,716 Triangles)



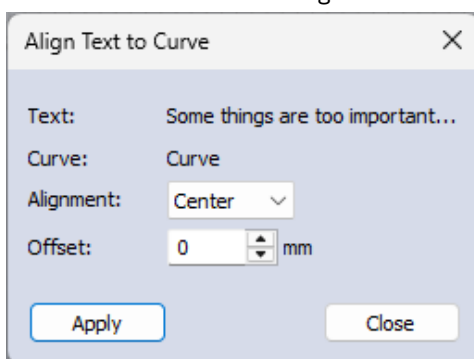
Quad Export (10,000 Quads)

Align Text to Curve

You can now align sketch text along the path of a 2D sketch curve on the same plane. Accessed directly from the Object List Context Menu, this tool converts single-line text into a structured folder (named Text "<your phrase>") containing individual character sketch objects aligned along the curve.



You can control alignment position (Start, Center, End), and offset distance, making it easy to create contoured text for decorative or functional designs.



NOTE: Once applied, the original text object is replaced. You need to use Undo to revert and reapply with different settings.

File I/O Improvements

Batch Import XML

You can now import multiple objects at once using an [XML](#) definition file. Available via [File > Batch Import XML](#) (Enable this under [Tools > Options > General > Import File](#); requires application restart), this command allows you to batch import 3D models, 3D curves, 2D planes, sketch curves, and annotated points complete with their assigned units and properties.

GLTF (*.GLB) Export

A new modern export format is now supported. You can export your models in binary [GLTF \(.GLB\) format](#) with support for Clay, Mesh, SubD, and Solid/Patch piece types. The export includes piece colors, vertex colors, transparency, textures, and custom Saved Views exported as cameras. When exporting, you can choose between exporting all visible pieces or selected pieces.

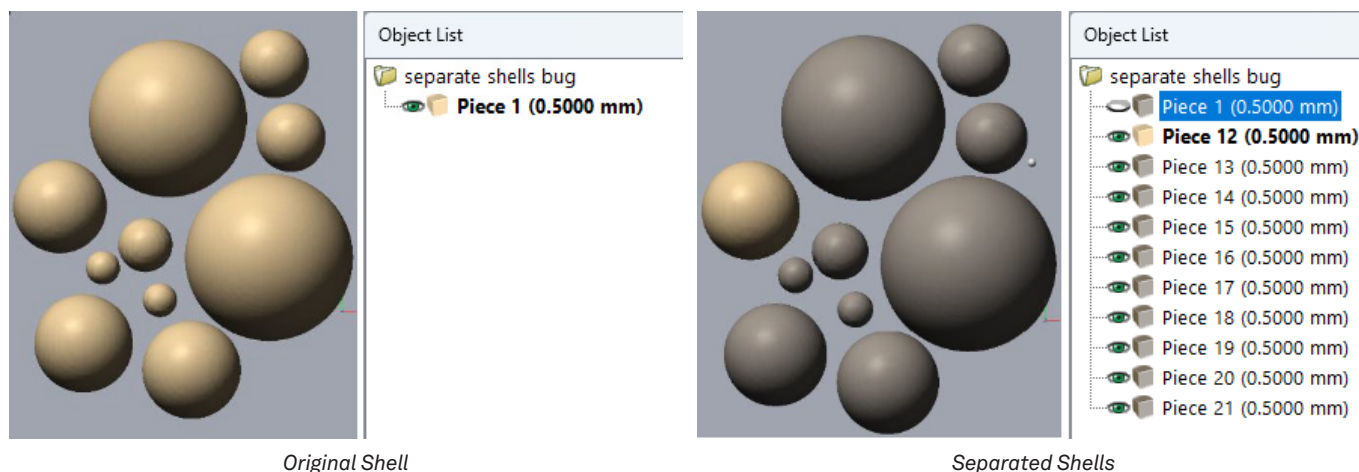
3MF Import and Export

You can now import and export [3MF format](#) files in Freeform:

- **Import:** Supports piece colors and texture-mapped meshes, with an option to convert textures into vertex colors.
- **Export:** Exporting with the Multivox option includes full volumetric paint and material data.

Separate Shells (Clay)

Available via the Object List Context Menu under **Clay Utilities**, the new [Separate Shells](#) command lets you automatically separate disconnected clay volumes within a single piece into individual pieces in one click, no manual slicing, cutting, or macros required.



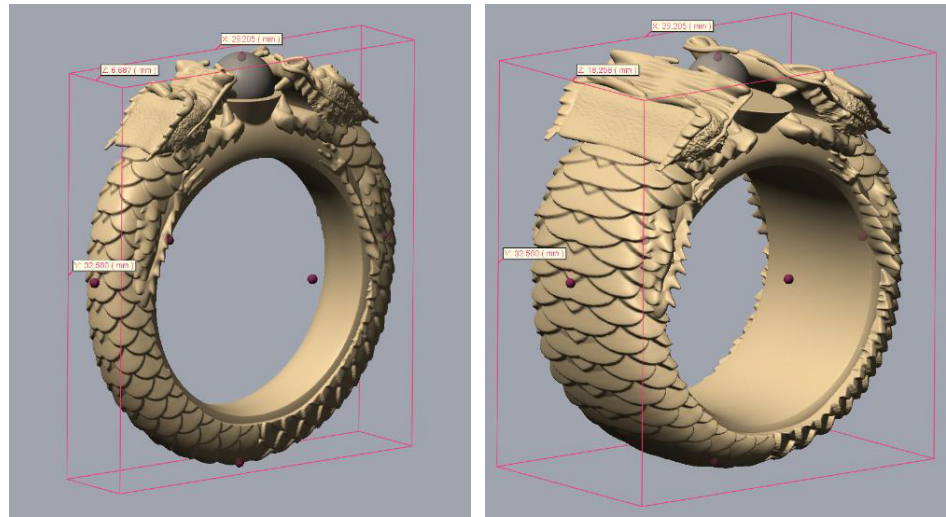
Stretch Tool in Freeform Modeling and Freeform Plus

The **Stretch** tool, previously exclusive to **Freeform Sculpt**, is now available in the **Deform Clay** palette for **Freeform Modeling** and **Freeform Plus**, extending clay deformation across the Freeform family.



The tool supports three stretching modes accessible from the Dynabar for flexible geometric deformations:

- **Opposing:** Anchors one side of the clay region while stretching or compressing toward the opposite side.
- **Center:** Stretches the clay from its center.
- **Symmetric:** Applies balanced deformation across a symmetry plane of the target clay.



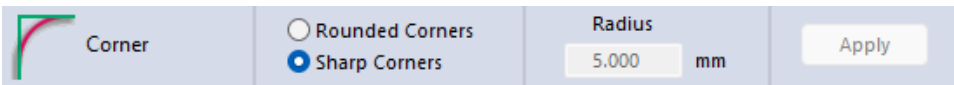
Original Clay Model

Deformed Clay Model

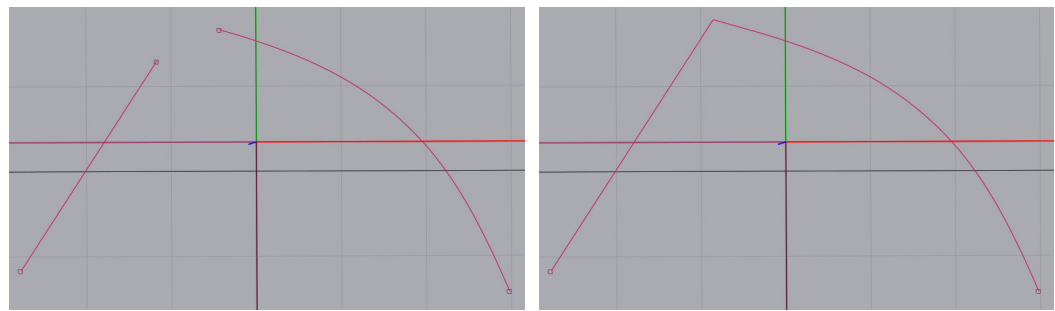
Key Improvements

Corner Sketch Tool

The **Round Corner** tool has been renamed to **Corner** and now supports creating sharp corners in addition to the existing rounded corners.



Both Round and Sharp modes are available in the Dynabar.

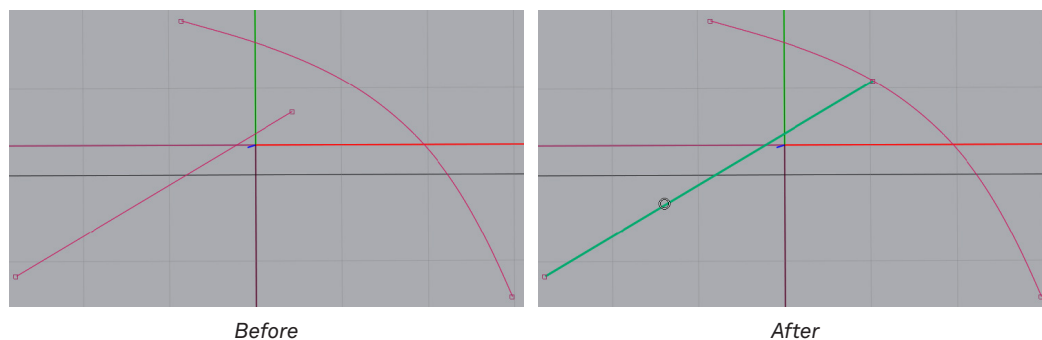


Before

After

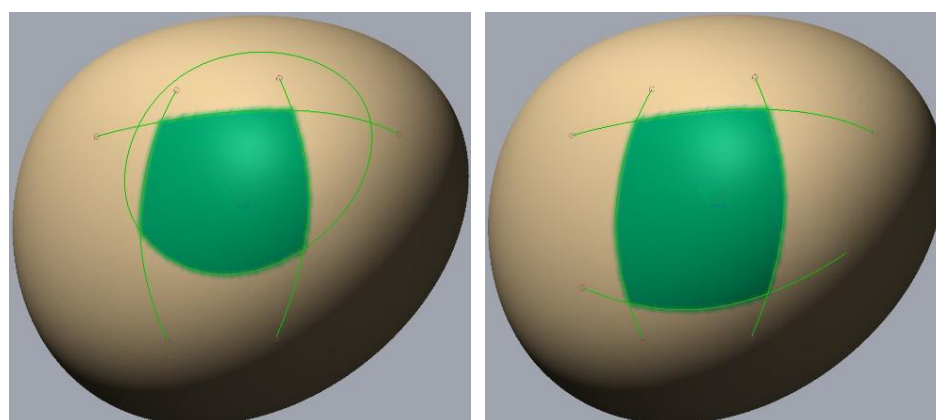
Trim/Extend Sketch Tool

The **Trim** tool has been renamed to **Trim/Extend** and now supports extending sketch objects in addition to trimming. Holding CTRL while clicking a sketch line or curve extends the endpoint to the nearest intersecting object.



Clay and Mesh Selection Using Curves

The **Select Clay** and **Select Mesh Area** tools now support the new **Seed Select with Curves** mode. You can quickly select regions enclosed by 3D curves on your surface with adjustable depth control. The selection automatically detects bounded regions even if the curves are not fully closed loops.



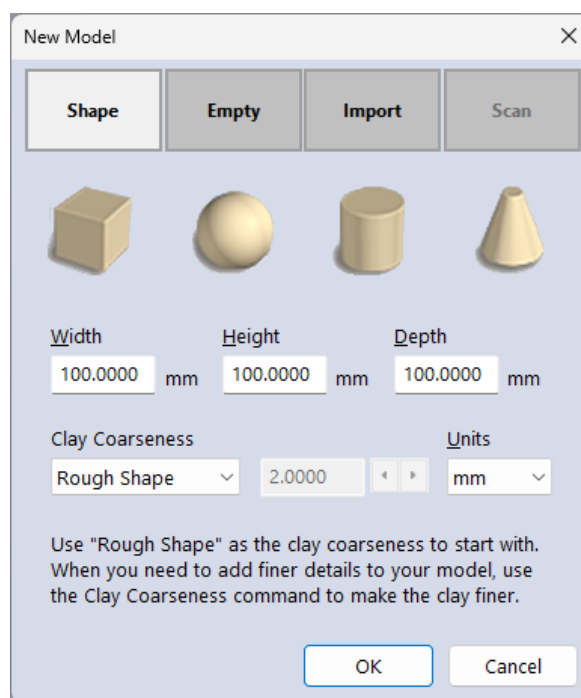
Tug with Curve

The new **Tug to Normal** option is now available in **Tug with Curve**. This option restricts tugging direction to the surface normal, giving you more predictable control when adjusting form along a curve path.



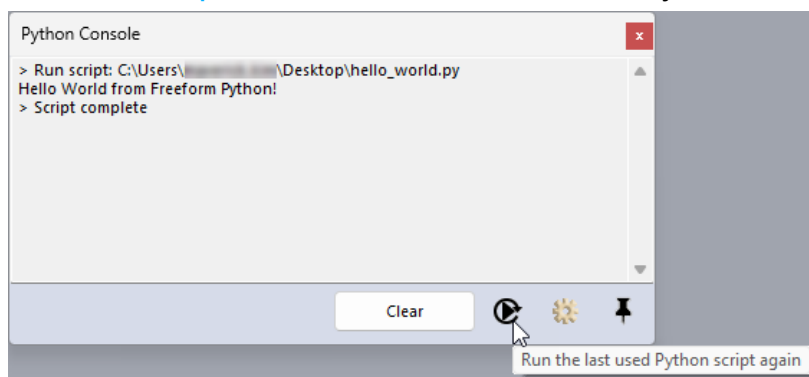
New Model Creation

When creating a new model in Freeform, you can now specify custom Width, Height, and Depth dimensions. Visual styles and icons across the [New Model](#) and [New Piece](#) dialogs have also been refreshed for better clarity.



Python Scripting and IDE Support

- **Auto-Completion and IDE Support:** Python scripting now includes [Python interface stub files \(.pyi\)](#), enabling full IntelliSense and code auto-completion in external editors like **Visual Studio Code**.
- **Script Management:** The **Python Console** now features a [Run Last Script](#) button. Quick access to recently used scripts and [Clear Recent Scripts](#) command are available under **Tools > Python**.



- **API Enhancements:** You can now create and modify sketch objects and annotated point styles via script, use the ["Quit"](#) function for batch automation, and benefit from improved unit handling and relative path support.
- **Console Output Redirection:** You can now redirect Python Console output and error logs to an external log file for batch automation and script debugging.
- **Case-Insensitive Object Search:** The `ObjectList.findItemByName()` API method now supports a case-insensitive search parameter, making object lookup in scene hierarchies more flexible.
- **Curve Attributes API:** The Python API for Curves now exposes `curve_length` and `is_fit` properties, allowing you to inspect curve geometry and piece-fit status programmatically.
- **Measurements API Support:** Python API support has been expanded for measurement objects (Distance, Angle, Perimeter), allowing you to query measurement properties directly via script.
- **Model Metadata Queries:** You can now query clay piece metadata (such as mask, buck, paint, or selection status) directly through Python scripts to generate model summaries.
- **Bounding Box Precision:** Bounding box calculations in the Python API have been refined to deliver higher precision measurements for pieces.

Dynabot Enhancements

- **Error Diagnostics:** When **Dynabot** encounters an error during playback, all folders automatically expand to highlight the exact task that requires attention.
- **Variable Support:** **Pick Seed Point** tasks now support variable inputs for more flexible automated workflows.
- **Mass Properties:** Mass property queries now support interactive Dynabot inputs for wall thickness and center of gravity calculation.
- ***Target Triangle Count in Reduce:** You can now query and set the target triangle count when using the Reduce Mesh task.
- **Solid Piece Details:** Dynabot tasks can now automatically extract geometric properties (such as CAD face, edge counts, and bounding box dimensions) from solid pieces for automated validation and reporting.
- ***3D Perimeter Measurement Capture:** **3D Perimeter** measurement values are now displayed in the **Measure Info** dialog, allowing you to capture perimeter data as variables using the "Set to UI Query" button for automated Dynabot tasks.

Internal Browser Upgrade

The internal web browser engine used for Help, Training Guides, and Workflow instructions has been upgraded to modern web standards, delivering faster page loading, improved formatting, and better overall reliability.

General Usability Enhancements

- **Fit to Active Piece:** **Fit to View** can now fit only the active piece in the scene rather than the entire model.
- **Custom Startup Tool:** You can configure Freeform to launch with no tool active for a clean workspace.
- **Configurable Undo Limit:** You can now configure the maximum number of **Undo** steps in **Options > General > Memory**, giving you control over memory allocation based on system capacity and workflow needs. The default value is 40.
- **Piece Origin Highlighting:** **Origin points** now visually highlight when hovered or selected during alignment operations.
- **Reordered Hybrid Sweep and Loft Tools:** The **Hybrid Sweep** and **Loft** tools have been reordered to match the order of the related tools in the **Construct Clay** palette.
- **Undo Support:** Added **Undo** support for interactive adjustments in **Set Pull Direction** and **Set Tool Vector**.
- **File Saving Reliability:** Improved saving stability with intuitive temporary file handling and enhanced data corruption prevention.
- **Two-Point Sketch Curve Creation:** You can now create a sketch curve using as few as two points, simplifying linear drafting and path definition.
- **Rotation Origin Control in Repositioning:** You can now explicitly set and manipulate the rotation origin when using **Reposition Piece** or **Reposition Group**.

Miscellaneous Enhancements

- **Enhanced Snapping:** When using the **Reposition Piece** tool, you can now snap the rotation center directly to 3D curve endpoints or annotated points during initial placement. In addition, when drawing or editing 3D curves, you can now snap curve endpoints and control points to the center of a plane.
- **Unified User Interface and Terminology**
All Freeform family now offer a consistent user interface and workflow experience:
 - Shared color schemes, palette layouts, and Object List placement across all modules.
 - "Edge Sharpness" terminology has been unified to "**Clay Coarseness**" across all tools.
 - Default mouse navigation in Freeform Modeling and Freeform Plus is aligned to **Right Mouse Only** mode.
- ***Updated Z-Up Plane Default Name:** When creating a plane in Z-Up alignment, the default plane name now accurately defaults to "**Front Plane**" to align with the active view orientation.

3 FIXED BUGS

NOTE: Customer-reported issues that have been resolved are noted with an *.

NOTE: The ‡ symbol indicates features that are only specific in Freeform Plus.

The following is a list of issues that have been resolved since the last version of Freeform Modeling & Freeform Plus:

Common

• GFF-16096:	Renaming a saved view with a name exceeding 80 characters triggered a repeating dialog loop that prevented exiting.
• GFF-16090:	Creating a saved view with a very long name caused an unexpected crash when saving the file.
• *GFF-15962:	File corruption occurred during saving, and restoring the file from automatic backup failed.
• *GFF-15622:	Saving a view with "Show Drop Shadows" enabled caused transparency, clipping, and other display problems.
• GFF-15527:	Clay displayed rendering issues and incorrect shading in Flat Mode.
• GFF-15519:	The Clay Coarseness tool did not display its status bar message.
• GFF-15518:	The Scale Model tool did not display its status bar message.
• *GFF-15022:	Updating the Axis Marker diameter through multi-selection in the Object List did not work correctly on the first attempt.
• *GFF-15009:	The "Crop to Model" preference was not applied in the Save Current View dialog.
• *GFF-14830:	Selecting multiple items in the Object List while using Reposition Origin changed the visibility of the selected pieces.
• GFF-14827:	The application closed unexpectedly when loading a file that referenced a missing backup file.
• GFF-14061:	The Mesh Summary did not display its status bar message.
• GFF-14041:	The Global Triad changed unexpectedly when using the Reposition tool with Gimbal settings.
• *GFF-13644:	Ghosting appeared on a secondary monitor when moving the Object List or Help window.
• GFF-11958:	Upon loading a saved model file, piece origins remained visible even when "Show Piece Origins" was turned off in the View menu.

Licensing and Installation

• *GFF-15748 ‡:	Silent installation of Freeform Plus 2026.1 failed with certain deployment configurations.
• GFF-15642:	A Cylint licensing error appeared and prevented the application from starting or activating a license.
• *GFF-15612 ‡:	The Windchill license could not be found, preventing integration with PTC Windchill.
• GFF-15032:	Perforate UV Distribution could not run because of a licensing validation error.
• *GFF-15028 ‡:	Freeform Plus did not start on Windows 11 25H2 with Smart App Control enabled, and displayed error '0xc0e90002'.
• GFF-14870:	Evaluation licenses did not display the expiration date in the splash screen or About dialog.
• *GFF-13421 ‡:	Printer configurations did not load correctly, and printability checks were unavailable after upgrading to Freeform Plus 2026.1.

Clay and Modeling

• GFF-15975:	Deleting pieces or performing rapid undo actions during background memory cleanup caused the application to close.
• *GFF-15805:	Mirror Clay with "Create in New Piece" caused the plane to become unresponsive to haptic or mouse interaction.
• GFF-15711:	The Inflate tool caused performance to degrade progressively due to unchecked internal data accumulation.
• *GFF-15710:	Emboss with Image left a plane unresponsive to interaction after the operation completed.
• GFF-15039:	Paint SubD caused the application to close when paint was applied after the texture image size was set to 1024 or higher.
• GFF-14992:	Hidden mirror planes became visible when grab mode was entered while using a tool with Interactive Mirror enabled.
• *GFF-14829:	Emboss Area with "Create in New Piece" enabled produced a hollow piece instead of a solid embossed piece.
• GFF-14686:	The Ridge tool with Custom Profile caused the application to close when settings were updated with Auto Profile turned off.
• GFF-14483:	Clay to Selection cleared the current selection when the Reposition Piece/Tool command was exited.
• *GFF-13880:	Sketches on a plane became invisible after the plane was transferred to another piece.
• GFF-13500 ‡:	In the 3D To Planar Parting Surface tool within Mold Blocks palette, the plane depth could not be moved using the mouse.
• GFF-13005:	The mirrored piece in Mirror Mesh did not display the inactive mesh color during preview.
• *GFF-11755:	The matched plane in Mirror Clay moved unexpectedly after applying Mirror Entire Piece.
• *GFF-10793 ‡:	Hybrid Loft generated faceted clay surfaces when using small sketch circles as cross-sections.

File I/O

• GFF-15743:	GLB Export in Selected Pieces mode did not show a notification when no pieces were selected.
• GFF-15742:	GLB Export produced incorrect X, Y, and Z dimensions for SubD pieces.
• GFF-14842:	Importing an IGES file into the application produced flipped surface faces.
• GFF-14823:	The Fill Holes option when importing a model into the application was applied incorrectly in some cases.
• *GFF-13364:	Exported DXF files opened with incorrect scaling when imported into third-party CAD software.
• *GFF-11936 ‡:	Exporting to IGES or STEP format after auto-surfacing in Freeform Plus did not work as expected.

Python and Scripting

• GFF-15951:	The "Piece.create_clay" method did not apply unit parameters correctly when creating clay pieces.
• GFF-15671:	Scripts that imported additional modules could only be run once while Freeform remained open.
• GFF-15549:	The "Point3D.distance" method produced an error when called.
• *GFF-15506:	The "Convert.py" script produced a <code>NameError</code> in the <code>geomagic_object_to_ff_update</code> function due to an undefined variable.

Dynabot

• GFF-15889:	The Mass Properties task in Dynabot produced incorrect Center of Gravity values.
• GFF-15804:	The Dynabot HTML Form task produced an error when entering values for variables.
• GFF-15792:	Running a licensed Dynabot from the Dynabot Palette caused the application to close unexpectedly.
• GFF-15550:	Closing the Dynabot window caused the application to close unexpectedly under certain conditions.
• GFF-15534:	The expand (+) icons did not appear in the Dynabot Record window.

- ***GFF-15065:** The Play One and Play from Selected actions in Dynabot could not start correctly on folders, comments, or File Link tasks.
- ***GFF-14874:** The Dynabot extension function "Get Dimensional Bounding Box Values" did not return values correctly.
- **GFF-13897:** Dynabot could not interact with the Deform Selection dialog box.
- **GFF-13686:** Dynabot in Freeform Modeling could not open a Clay (.cly) file through a relative link.

Haptic Devices

- ***GFF-15674:** Controls in the Bend and Twist tool could not be held or manipulated reliably when using Haply haptic devices.
- **GFF-15500:** The Deform tool did not work with Haply haptic devices when clay coarseness was set to a low value.
- **GFF-14976:** Connected haptic devices were occasionally reported as unknown devices during initial detection.
- ***GFF-13305:** Haptic devices could not touch planes, preventing interaction with plane-based tools.

Printing and Printability

- **GFF-15031:** Renaming or removing the default "print_processes.xml" file caused the application to stop responding when resetting printer settings to default values.

Localization

- **GFF-15492, GFF-15493:** Japanese translations for the Deform Selection tool options and Python Console were incorrect or missing.

Hexagon is the global leader in measurement technologies. We provide the confidence that vital industries rely on to build, navigate, and innovate. From microns to Mars, our solutions ensure productivity, quality, safety, and sustainability in everything from manufacturing and construction to mining and autonomous systems.

Hexagon (Nasdaq Stockholm: HEXA B) has approximately 24,800 employees in 50 countries and net sales of approximately 5.4bn EUR.

Learn more at hexagon.com



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