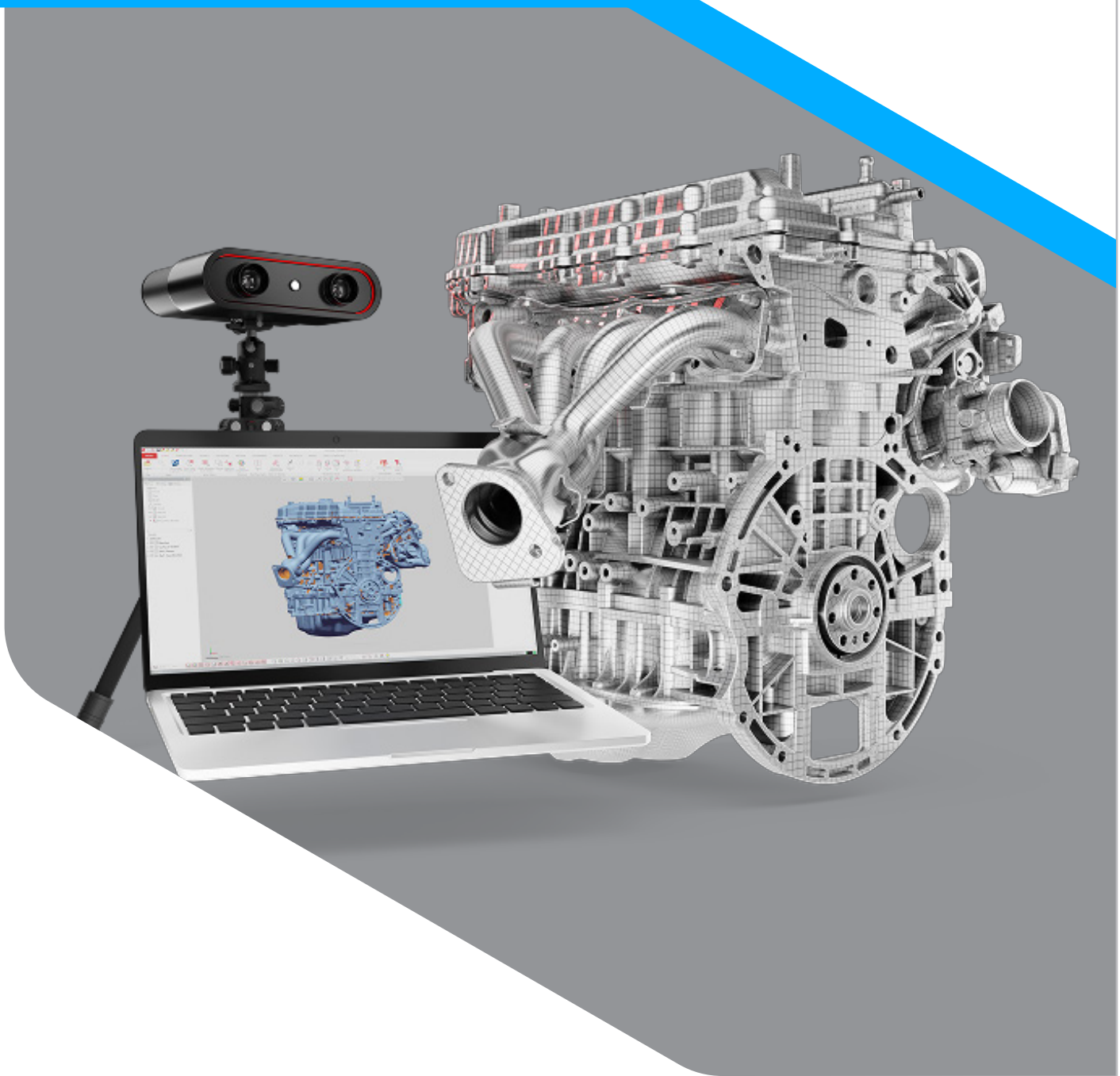
HEXAGON

Geomagic Design X

Release Notes

Version: 2026.1.0
Release Date: March, 2026



Software: Geomagic Design X | Version: 2026.1.0

Note: This topic includes features exclusive to the Geomagic Design X Plus or Pro licenses, marked with "Plus DX-Plus" or "Pro DX-Pro" labels for each identification.

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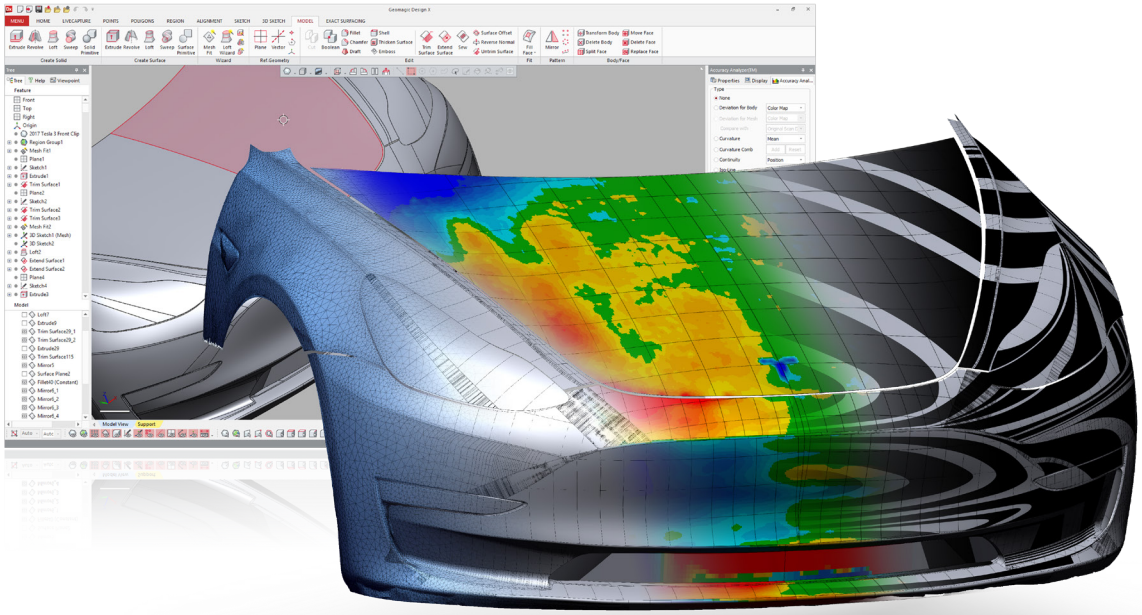
1 INTRODUCTION

INTRODUCING GEOMAGIC® DESIGN X™

Version: 2026.1.0



From Scan to CAD in no time

Bring physical parts into digital parametric CAD models with a reverse-engineering software that combines history-based CAD with 3D scan data processing. Geomagic® Design X™ is the industry's most comprehensive reverse engineering software, combines history-based CAD with 3D scan data processing so you can create feature-based, editable solid models compatible with your existing CAD software.

What Can You Do with Geomagic Design X?

Geomagic Design X converts 3D scan data into high-quality, feature-based CAD models. The software combines automatic and guided solid model extraction in a unique way while being incredibly accurate.

Scan virtually anything and create producible designs.

- Rebuild CAD data for broken tools and molds.
- Recreate lost CAD data for parts and molds.
- Design custom products.
- Convert physical parts into CAD for new product designs.
- Make existing parts fit with new parts.

❷ INSTALLATION

System Requirements

For the latest system requirements information and to learn about specific qualified system configurations, go to the System Requirements page in the Geomagic Support Center. Some users have had success running system configurations that deviate from the supported configurations listed on our website. 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.

Download and Install software

You can download and install Geomagic Design X from Software Support.
If a new version becomes available, the **Hexagon Universal Updater**, which is running in the Windows system tray in the background, displays a notification. From the Updater, you can view and download available product versions. If the **Hexagon Universal Updater** was not installed, instructions for installing it are provided during the Geomagic Design X installation.

You can also manually check for updates by going to **Help > Check for Latest Version**, or by opening the **Hexagon Universal Updater** from the Windows system tray.

NOTE: To receive update notifications, ensure that the Hexagon Universal Updater is installed and running in the background.

Activate License

Geomagic Design X requires license activation to run the application on your PC.
After you start your application, the License Manager window opens. The License Manager allows you to activate and use the Geomagic Design X software.

NOTE: When the License Manager is launched, you can click the Help button found at the top right corner of the window to read the CimLM Licensing Guide.

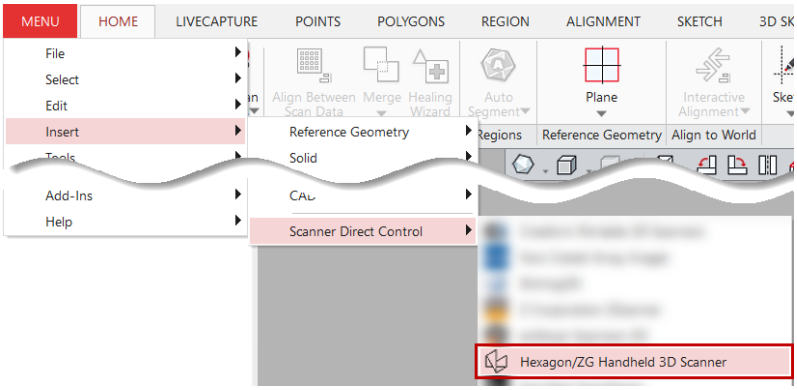
❸ NEW FEATURES AND ENHANCEMENTS

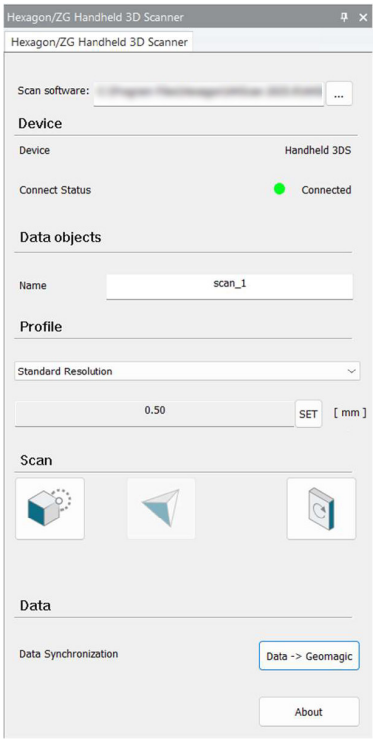
Note: This topic includes features exclusive to the Geomagic Design X Plus or Pro licenses, marked with "Plus DX-Plus" or "Pro DX-Pro" labels for each identification.

Scanner Direct Control

New ZG Handheld Devices Plug-In

A new **ZG Handheld Devices** plug-in allows users to use scanning properties from HHScan for ZG handheld scanners directly within Geomagic Design X.





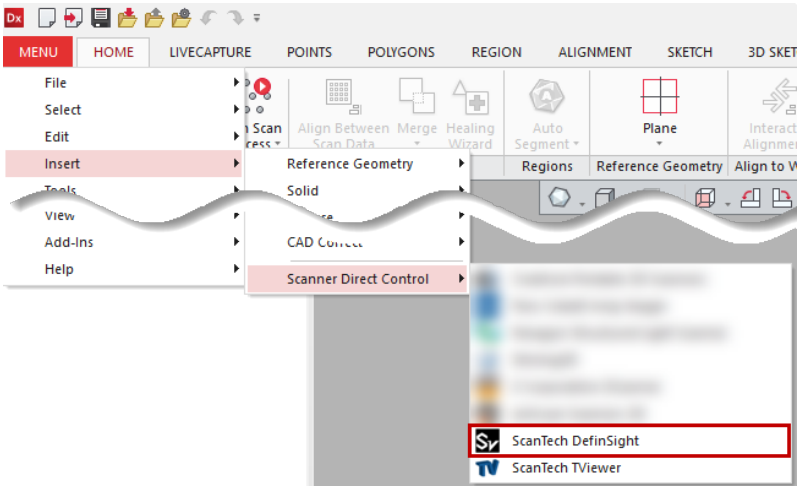
Supported Devices:

- **CERESCAN series** (*Available only in China*)
- **RIGELSCAN series** (*Available only in China*)
- **ATLASCAN series**
- **MARVELSCAN & HYPERSCAN series**

Note: HH Scan 2025.9 or Innov 3D 2025.9 (*Available only in China*)**, or a later version, must be installed prior to using the scanner interface. For setup and usage instructions, see the** ZG Handheld Scanning Interface Quick Start Guide**.**

Support for New Scantech Software (DefinSight)

Support has been added for the latest Scantech software, **DefinSight**, enabling seamless integration with updated scanning workflows.



Upgraded RDS Hardware Support

RDS support has been upgraded to **version 6.6**, including:

- Support for gray scale line scanning
- Unicode support for project names and paths

These updates improve compatibility with modern workflows and international environments.

Split Mesh Enhancements

The **Split Mesh** tool has been significantly improved to provide a more flexible workflow, expanded splitting capabilities, and more reliable results when working with complex mesh objects.

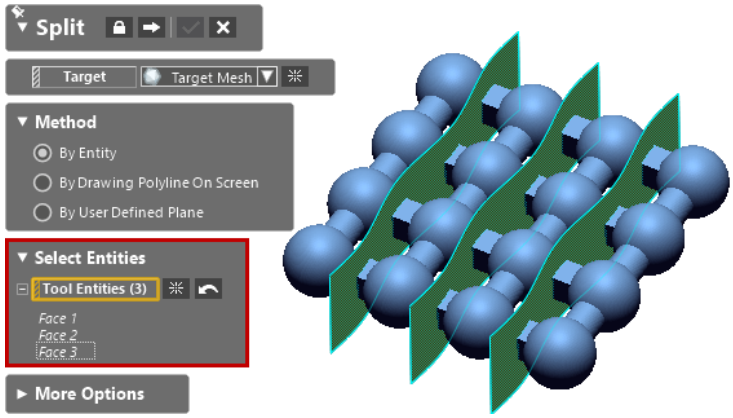
Enhanced Split Mesh Workflow

The overall splitting process is now easier to use and better suited for iterative editing.

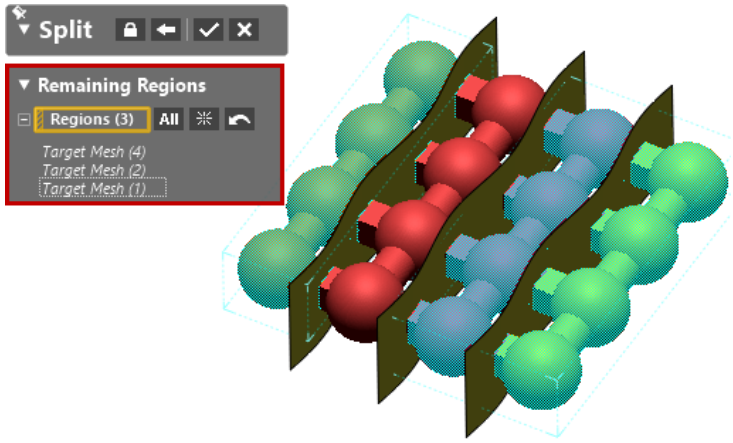
- All resulting mesh portions can be preserved as individual models.
- Multiple split tools can be used in a single operation to divide a mesh into multiple models.
- Splitting operations now produce more predictable results, especially when multiple or intersecting tools are used.

Multiple Split Tools

Multiple tools can be used simultaneously to split a mesh, and you can choose which resulting portion(s) to keep. When **Don't Quit Command with OK** is enabled, you can repeat the split operation until the result meets your requirements.



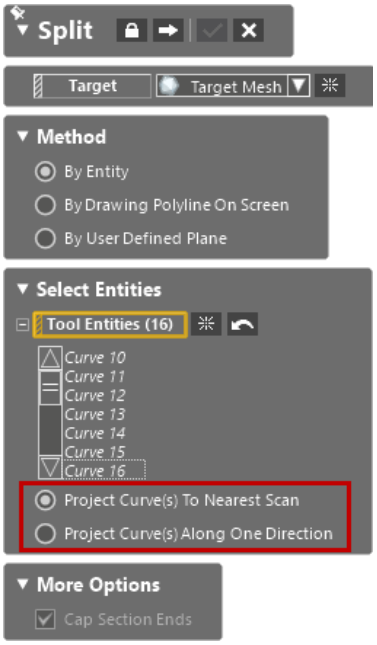
Multiple entities selected as split tools

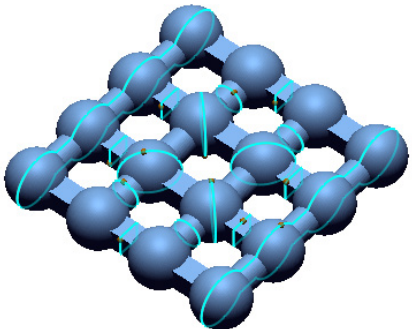


Selecting the mesh portions to retain

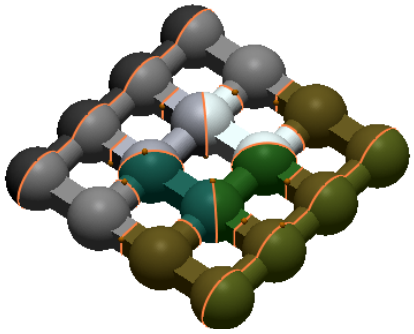
3D Curve Splitting Options

Curve-based splitting has been expanded for working directly with scan data. A new **Project Curve(s) To Nearest Scan** option allows a mesh to be split by projecting 3D curves onto the nearest mesh surface.
The existing directional projection method remains available, allowing curves to be projected along a specified direction when a controlled cutting direction is required.

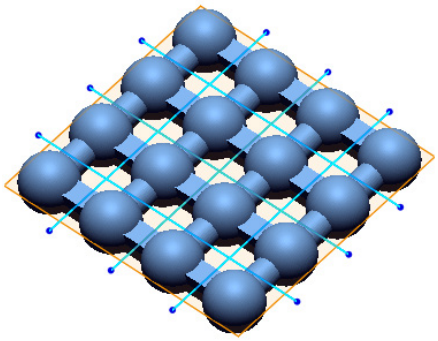




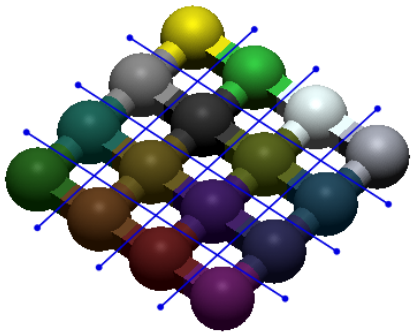
Splitting a mesh using curves projected onto the nearest mesh surface



Split mesh results



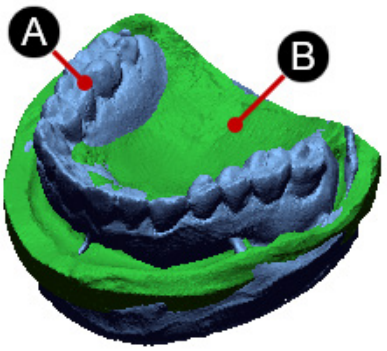
Splitting a mesh using curves projected along a plane normal

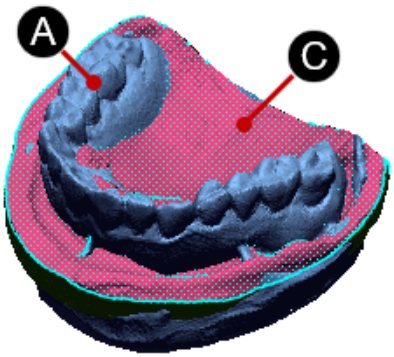


Split mesh results

Expanded Split Tool Support

Additional entity types can now be used as split tools. **Meshes** or **Regions** can be selected as split tools, enabling workflows that were previously difficult or impossible when preparing scan data for editing or modeling.



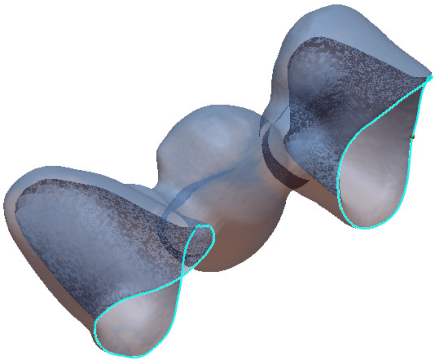


Splitting the teeth model (A) using a denture base mesh (B) or selected region (C)

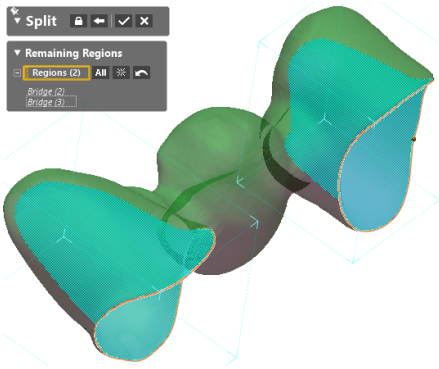
Split mesh results

Improved Handling of Regions When Splitting with Closed Curves

Splitting a mesh using closed curve loops now provides a more reliable workflow for retaining and selecting both the inner and outer regions. This makes it easier to continue editing or processing the remaining portions of the mesh after the split operation.



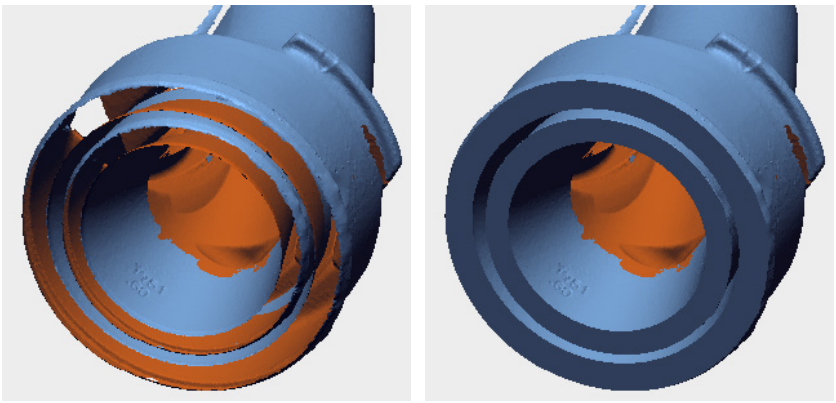
Splitting a mesh using closed curve loops



Selected Remaining Regions

Improved Support for Complex Profiles

When splitting with multiple enclosed concentric profiles, the command can now cap section ends automatically, producing cleaner and more usable results and reducing the need for additional repair operations.



Capped section ends when splitting multiple enclosed concentric profiles

Improved Robustness and Quality of Results

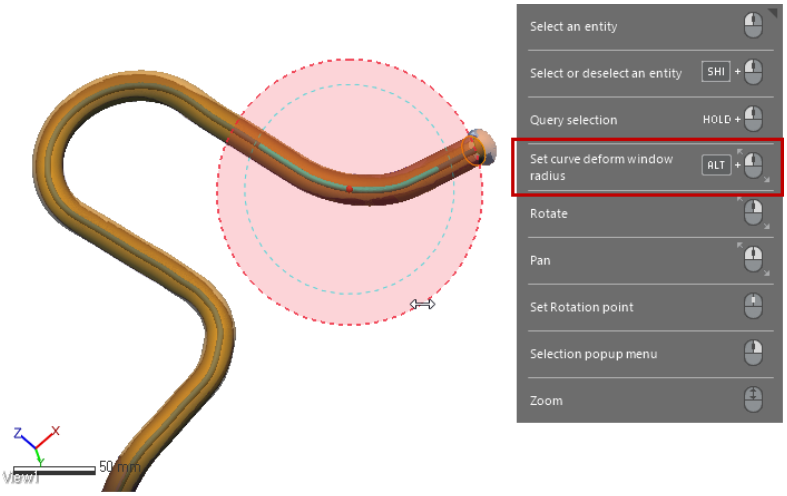
Several issues related to the **Split Mesh** command have been resolved, improving overall robustness and the quality of split results. For details, refer to the Mesh Tools section in the **Fixed Bugs** list.

Pipe & Sweep Modeling Wizard Enhancements DX-Pro

The Pipe & Sweep Modeling Wizard has been enhanced with more precise spline editing control and improved viewport behavior, making modeling workflows more intuitive and easier to navigate.

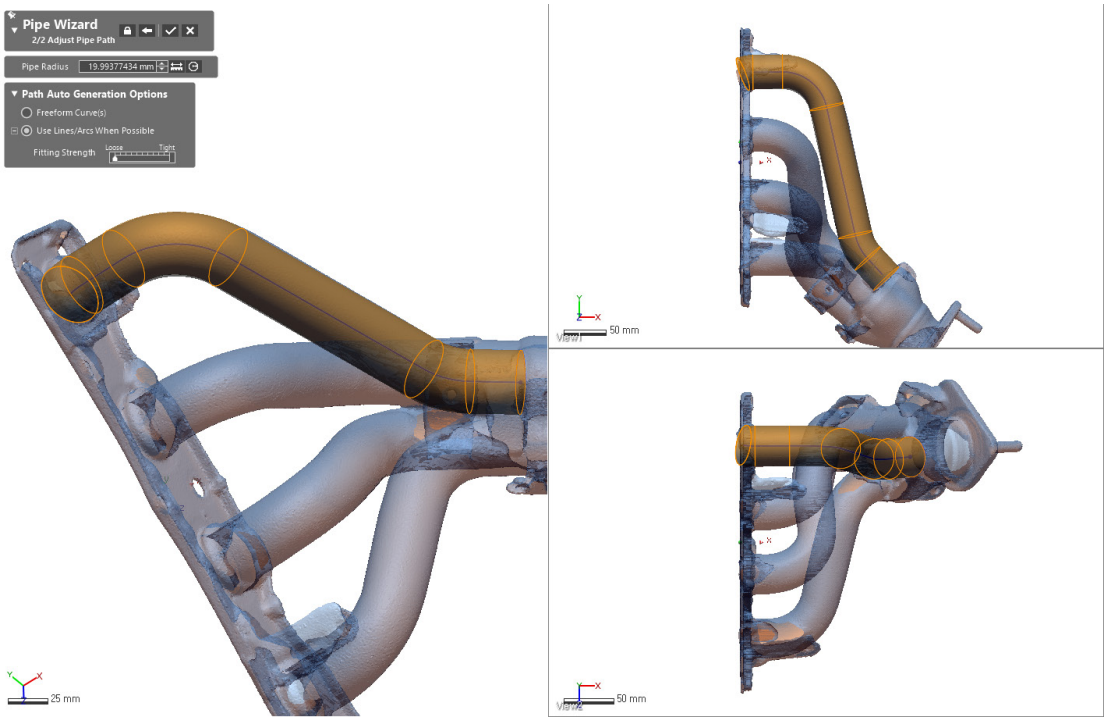
Improved Spline Editing Control

Spline editing behavior in the Pipe and Sweep Wizard has been refined with a more appropriate influence radius, allowing finer control during edits. This improvement also applies to general sketching workflows. Additionally, the curve deform window radius behavior is now described in **Mouse Help**.



Corrected Default Viewport Behavior

Viewports now display different default views to improve spatial awareness when editing pipes and sweeps. **View 1** is set to Front, and **View 2** is set to Top by default.

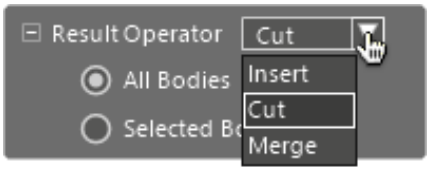


Enabled Rotation in All Viewports

Rotation is now supported in all viewports, providing a more consistent and flexible navigation experience during modeling.

Modeling Workflow Improvements

Remember Previously Used Operator Types

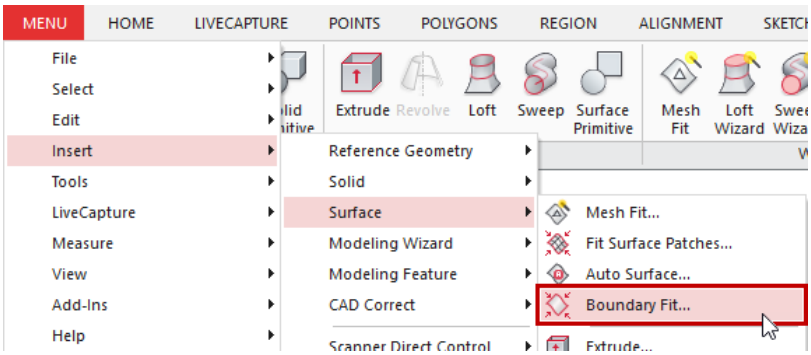


The following commands now remember the previously used **Result Operator** type, reducing repetitive setup during modeling:

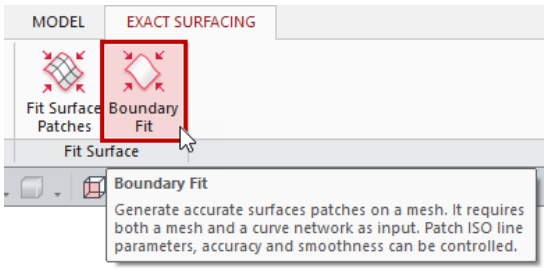
- Solid Extrude
- Solid Revolve
- Solid Loft
- Solid Sweep
- Solid Primitive

Improved Organization of Legacy Commands DX-Pro

The **Legacy Boundary Fit** command has been renamed to Boundary Fit and reorganized as a standard command. This improves discoverability and provides more flexibility for exact surfacing workflows. You can now create surface patches using the **Boundary Fit** command in addition to the **Fit Surface Patches** command.



Boundary Fit command (Menu)

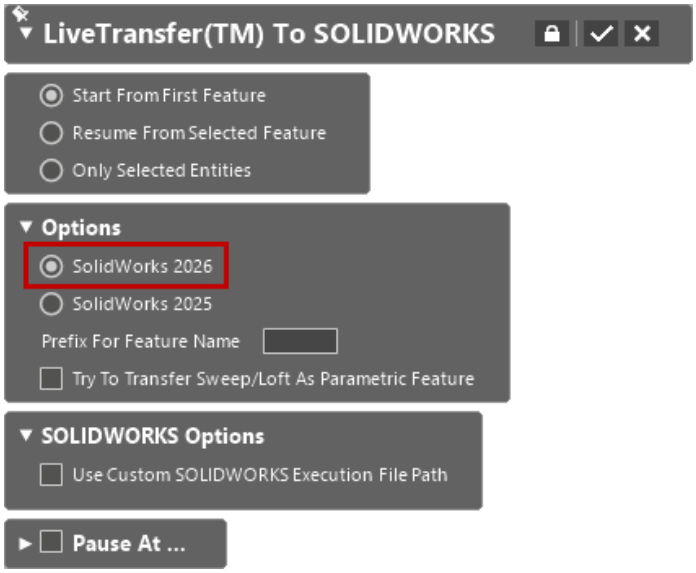


Boundary Fit command (Ribbon Bar)

Live Transfer

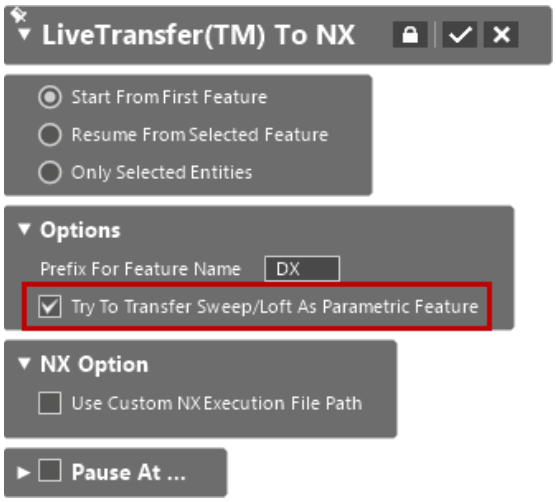
Support for SOLIDWORKS 2026

LiveTransfer now supports SOLIDWORKS 2026, ensuring continued compatibility with the latest SOLIDWORKS release.



Improved Default Behavior for Parametric Feature Transfer

The Try To Transfer Sweep/Loft As Parametric Feature option is now enabled by default, reducing manual setup and improving workflow efficiency.



File I/O

Updated Support for Latest CAD Versions DX-Pro

Import support has been extended to the following CAD versions:

- **CATIA V5**: R8 to V5-6 R2026 (previously R8 to V5-6 R2025)
- **Inventor**: .ipt (V6–V2026), .iam (V11–V2026) (previously up to V2025)
- **NX**: 11–NX 2506 (previously 11–NX 2412)
- **Parasolid**: 9.0–38.0.x (previously 9.0–37.0.x)
- **Pro/E or Creo**: 16–Creo 12.0 (previously 16–Creo 11.0)
- **SOLIDWORKS**: 98–2026 (previously 98–2025)

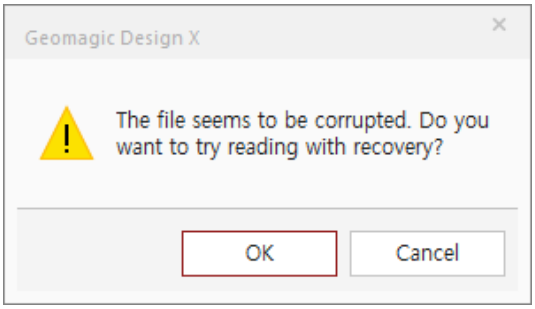
This update ensures compatibility with the latest CAD versions for seamless data exchange.

LGSx File Import

Added support for importing LGSx files generated by **Leica Geosystems laser scanners**.
LGSx is a reality capture file format that stores a complete scanning project in a single, highly compressed package for easy sharing and viewing. While LGSx files can contain multiple data types, Geomagic Design X imports **point cloud** and **texture** from the file.
Data can be exported to the LGSx format from the latest versions of **Register 360**, **Cyclone 3DR**, and **Pegasus Office**.

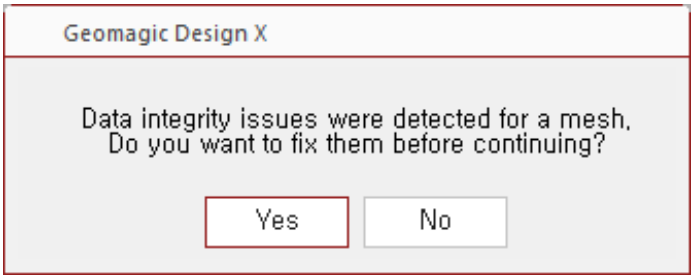
Improved Native File Reliability

The native XRL (Geomagic Design X) file writing and loading process has been enhanced to better handle file corruption. If a corrupted XRL file is opened, the application now displays a notification offering to attempt recovery, allowing you to open the modeling project with recovered data whenever possible.



Enhanced Handling of Problematic Imported Meshes

When importing meshes that contain defects that could significantly impact performance, the application now provides clearer feedback about potential issues and applies fixes where possible, resulting in more reliable downstream operations.



Fill Holes Performance

The performance of the **Fill Holes** command has been significantly improved. Frame rate drops have been reduced, and interaction such as rotating the model after filling holes is now much smoother, even for complex or large mesh objects.

Licensing Enhancements

Updated Licensing System

Geomagic Design X now incorporates the latest **CLM 12.0** Licensing System, which includes improvements and bugs related to licensing issues. For details, see the CLM release notes at https://support.geomagic.com/s/article/CimLM-Licensing-Support.

Miscellaneous Enhancements

Refined Help and Tutorial Content

Help documentation and tutorials have been improved for greater clarity and usability, including:

- **Enhanced Split Mesh help topics**
- **More reliable tutorial behavior when opening example files**
- **Updated Dialog Tree documentation, including guidance on using operation expressions to calculate values within dialogs**
- **Updated documentation for spline and node color usage**

4 FIXED BUGS

Note: This topic includes features exclusive to the Geomagic Design X Plus or Pro licenses, marked with "Plus DX-Plus" or "Pro DX-Pro" labels for each identification.

Common

• **GDX-24985:**	The License Manager shortcut sometimes launched in a minimized state instead of opening normally.
• **GDX-24671:**	Unnecessary toolbars were listed under the Toolbars tab in the Customize dialog.
• **GDX-24969:**	Ribbon customizations from previous versions were not imported correctly.
• **GDX-25137:**	In some cases, the installer did not detect or install a required Microsoft Visual C++ component, which could cause the application to crash immediately after launch.

2D/3D Sketch Tools

• **GDX-24993:**	Spline tangent vectors and tangent magnitudes could not be edited.

Mesh Tools

• **GDX-25322:**	When splitting a very small mesh with the Cap Section Ends option disabled, the cut boundaries were irregular.
• **GDX-24677:**	When splitting a mesh with the Cap Section Ends option enabled, the cut boundaries contained several spiked poly-faces.
• **GDX-24374:**	Splitting a mesh sometimes generated redundant boundary edges.
• **GDX-24132:**	When undoing a mesh split performed with a 3D Sketch, the split mesh was restored, but the projected sketch did not return to its original state.
• **GDX-24000:**	The By Entity method in the Split command did not work in some cases.
• **GDX-23999:**	Splitting sometimes failed even when using an enclosed surface that fully passed through the mesh.
• **GDX-23937:**	Using the Bridge tool in the Fill Holes command could cause the application to hang or crash.
• **GDX-23740:**	Capping a section during a mesh split could create a small unintended hole.
• **GDX-23628:**	Surfaces could not be used as tools in the Split command unless their boundaries were extended.
• **GDX-23371:**	Splitting a mesh using a plane could produce jagged, non-planar edges.
• **GDX-23310:**	In the Split Mesh command, clicking Previous Stage in the second stage cleared the selections made in the first stage.
• **GDX-8167:**	When using the By User Defined Plane method in the Split command, the manipulator disappeared if the target was not preselected or was changed after entering the command.
• **GDX-8165**	When using the By Drawing Polyline On Screen method in the Split command, a polyline node could be added even when no target mesh was defined.
• **GDX-4595:**	Some vertices remained after splitting a mesh using a face as the split tool.
• **GDX-3532:**	Splitting a mesh using one or more surfaces did not always divide the mesh into all intended sections.

Modeling Feature Tools

• **GDX-24994:** DX-Pro	Control polygons of selected 3D Spline did not highlight when picked.

Modeling Wizard Tools

• **GDX-24538:** DX-Pro	In Sweep Wizard, the sketch profile was sometimes created on the wrong plane.

Add-Ins

• **GDX-17280:** DX-Pro	The numeric input field for specifying control points in Legacy Boundary Fit was too small to use, and entered values could disappear.
• **GDX-24992:** DX-Pro	Legacy Auto Surfacing generated too many surface patches and did not respect the specified number of surfaces.

File I/O

• **GDX-24867:**	Some files reported as corrupt could not be opened or imported.

Documentation

• **GDX-24961:** DX-Plus DX-Pro	Pressing F1 in the Shrink Wrap command did not open the related Help topic.
• **GDX-24906:**	Following steps in the Advanced Tutorial sometimes opened the wrong command.
• **GDX-24898:**	Some Japanese tutorial topics contained incorrect content, including unnecessary images and outdated translations.

Localization

• **GDX-24671:**	Some text in the Customize dialog appeared untranslated in localized versions.

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.

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