

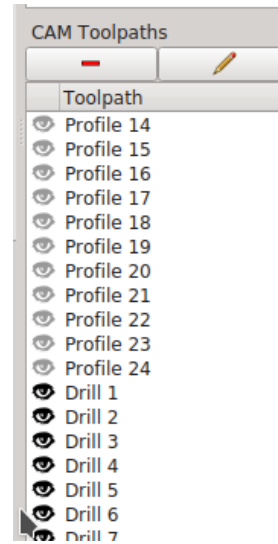
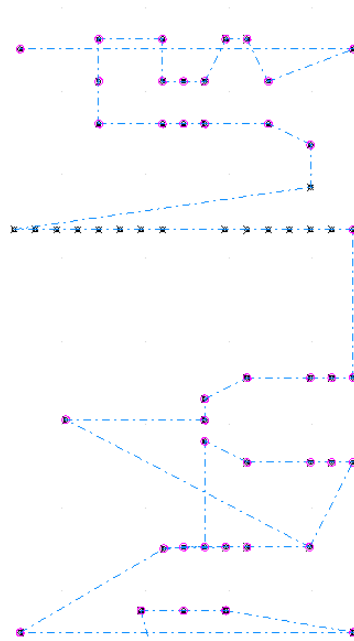
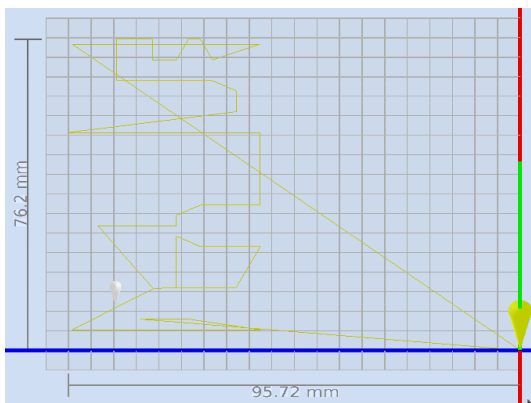
Hallo Andrew,

Still fiddling with the drill-toolpaths. Found a bug/malfunction in the 3D simulator.

To have a clear view, and for saving toolpath-debug-time, one can make the toolpath layers invisible.

In the drawing editor this works fine.

Exporting works excellent; only the visible toolpaths are exported.



However, when simulating, the 3D simulator does not skip the invisible layers.

