



Tips:

- 1) Make sure you have all the materials defined in your surface and material databases before you use the optimizer, you will get error message if you don't
- 2) Make sure segments don't overlap, use Pickups instead of variables if necessary and check limits
- 3) Make sure you have enough variables, you can tell if you don't if you error functions that start small and stay small. You need enough variables to move around solution space to get good answers
- 4) If you are having a problem coming up with a good solution, try different starting designs

TracePro



TracePro Optimizer Commands

NAME

Syntax: **name**(obj_id/obj_name, new_name)

INTERSECT, AND

Syntax:

intersect(obj1_id/obj1_name, obj2_id/obj2_name)
and(obj1_id/obj1_name, obj2_id/obj2_name)

SUBTRACT, OR

Syntax:

subtract(obj1_id/obj1_name, obj2_id/obj2_name)
or(obj1_id/obj1_name, obj2_id/obj2_name)

UNITE

Syntax:

unite(obj1_id/obj1_name, obj2_id/obj2_name)

REMOVE

Syntax:

remove(obj1_id/obj1_name, obj2_id/obj2_name)

COPY

Syntax:

copy(obj_id/obj_name, copied_name)

MOVE

Syntax:

move(obj_id/obj_name, pos)

POSITION, POS

Syntax:

position(xpos, ypos, zpos)
pos(xpos, ypos, zpos)

TracePro



TracePro Optimizer Commands

VECTOR,VEC

Syntax:

vector(xdir, ydir, zdir) or vec(xdir, ydir, zdir)

LROTATE

Syntax:

lrotate(obj_id/obj_name, axis, deg)

GROTATE

Syntax:

grotate(obj_id/obj_name, center, axis, deg)

DELETE, DEL

Syntax:

delete(obj_id/obj_name)

VAR

Syntax:

var(var_name)

\$...\$

Syntax:

\$var(var_name)\$

FACE:BICONIC

Syntax:

face:biconic(cvx,cvy,ccx,ccy)

FACE:PLANAR

Syntax:

face:planar()

MAKELENS

Syntax:

makelens(name, surf1, surf2, thk, ap)

APPLYMATERIAL

Syntax:

applymaterial(objname, catalog, name)

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