

# Shoemaster Engineering

news and release notes

2011

11.04



CAD/CAM solutions  
for the footwear industry

## What's new... ?

- ◆ Nest page update with paper size change
- ◆ Create boundary lines function added
- ◆ Load and save a new model command in Esprite
- ◆ Model shown as first in list in available sizes dialog

## Welcome and news

### Dear Customer,

The issue of release <sup>QS</sup> 11.04 marks the end of another year and so we would like to take this opportunity to thank you all for your custom and continued support. As always it has been a pleasure to work with you.

Throughout the year we have implemented many new features and functions. In an effort to produce more structured releases, we have endeavoured to use the beginning of the year to implement the main

new functions that we have planned for the software. Each subsequent release, whilst it will continue to offer some new functionality, will largely be used to offer enhancements and improvements.

We aim to continue with this structure for 2012 and will look forward to welcoming you back to work in the new year with the new release.

To end the year we bring you new functions as requested by customers, see the "New this month" section for details. We also bring you many enhance-

ments to pattern output and export functions, pattern engineering and Drawing tools. Please be sure to read the release notes for all the details.

Please do contact us if you have any questions.  
**[helpdesk@shoemaster.cix.co.uk](mailto:helpdesk@shoemaster.cix.co.uk)**

Wishing you a happy and successful end to the year and look forward to seeing you in 2012.

**Emma Cuckow**

*Shoemaster sales & support*

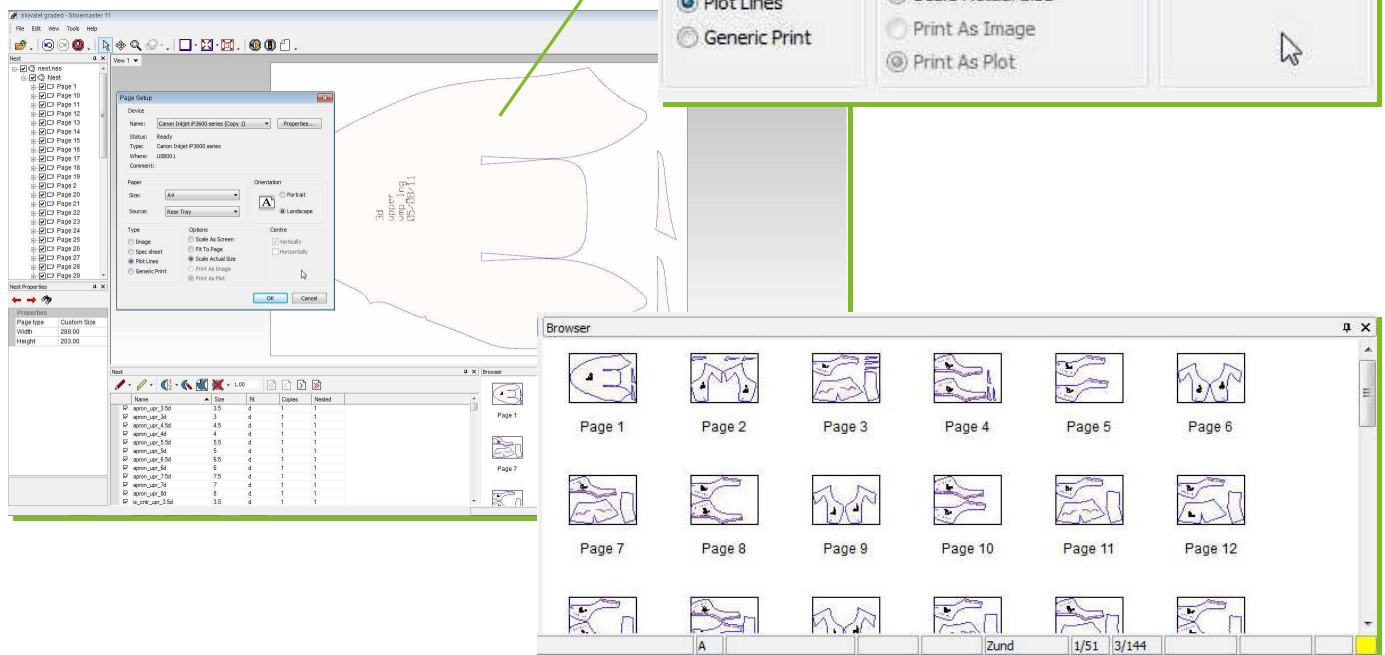
## Inside this issue:

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## New this month

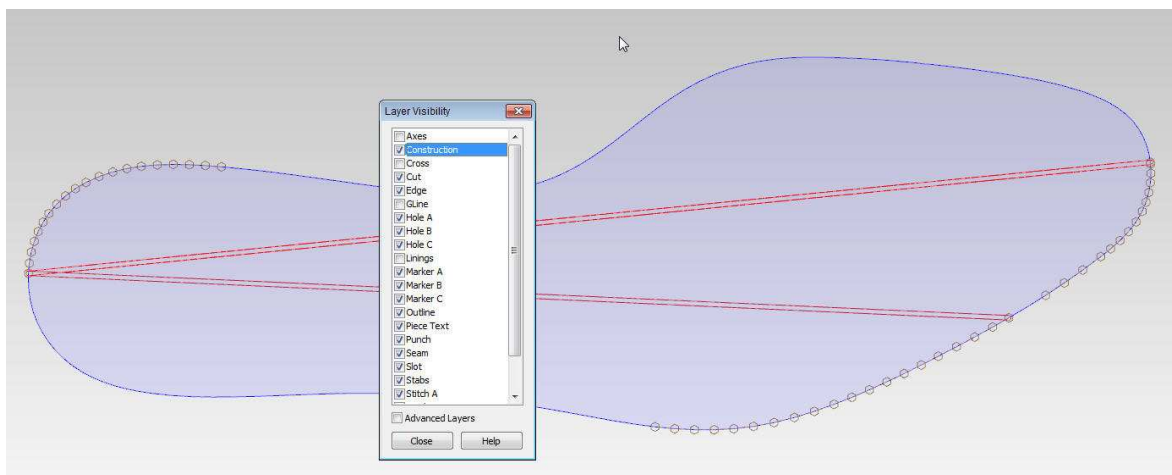
### 2970 **NEW** Nest page update when paper size changed

Following a change made to the page size in the Print options dialog, the nest sheet size in Interface is automatically updated accordingly.



### 2998 Stringed marker collection on insole

Stringed marker commands are now working correctly on an insole pattern. Previously this was considered difficult to manage and following a customer request we are pleased to have rectified this function.



# New this month

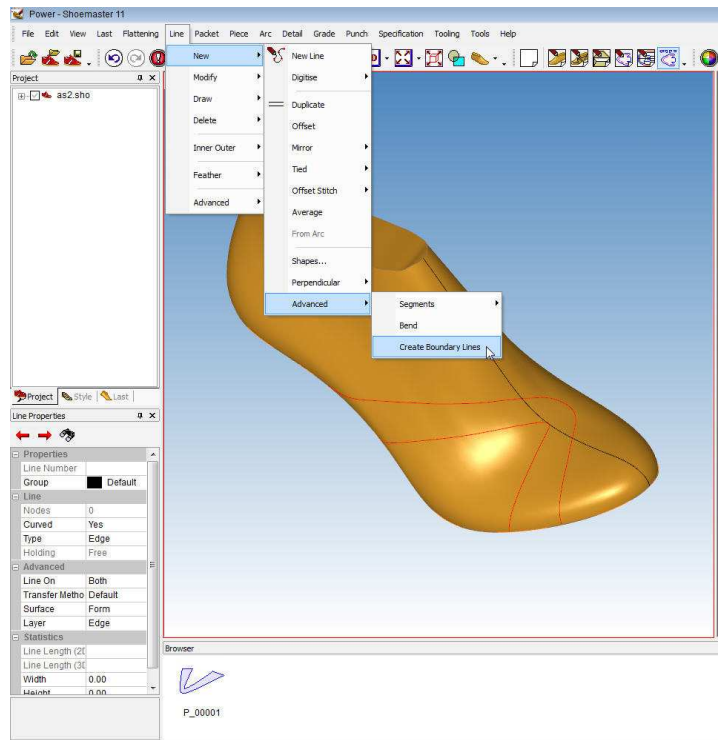
## 2994 **NEW** create boundary line function

The Create Boundary Line function has, by customer request, been implemented into Shoemaster Power software from the Creative design program.

This function helps with the creation of patterns for sandal styles.

For more information please contact the Shoemaster helpdesk

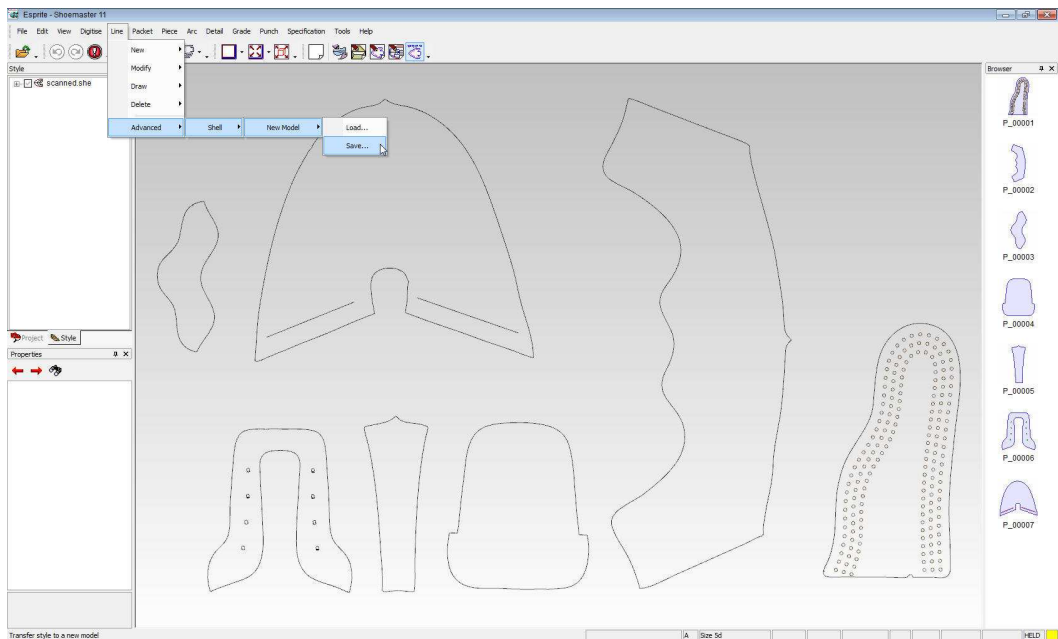
**helpdesk@shoemaster.cix.co.uk**



## 3025 **NEW** load and save model commands in Esprite

New loading and saving commands have been added to the Line>Advanced menu in Shoemaster Esprite.

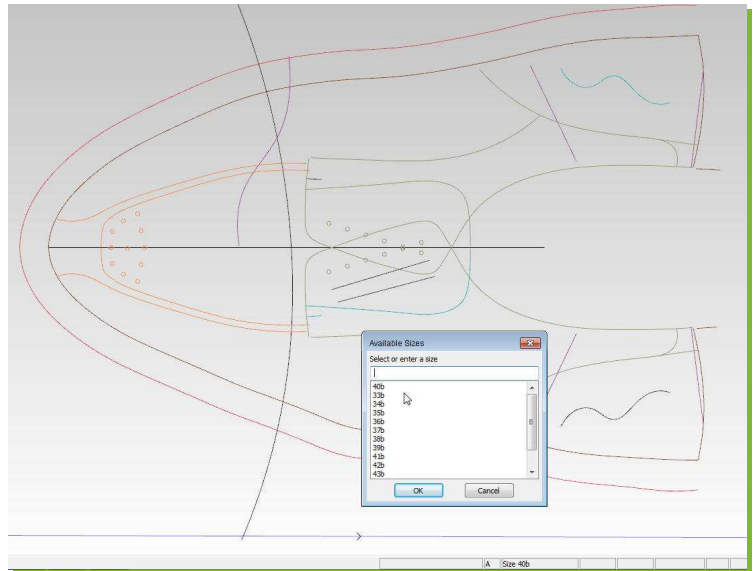
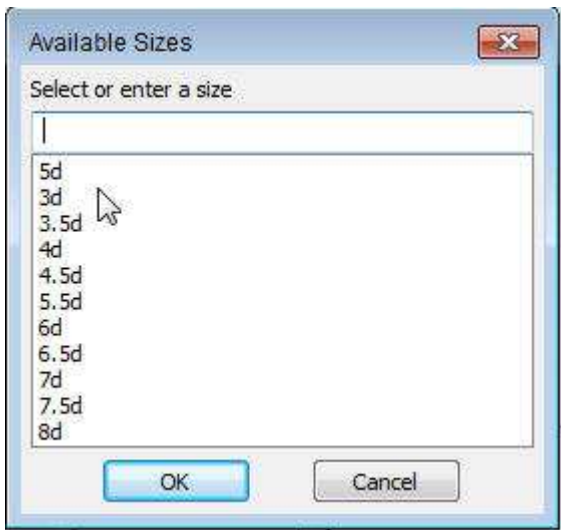
This allows the user to easily select either to create or save a new model.



# New this month

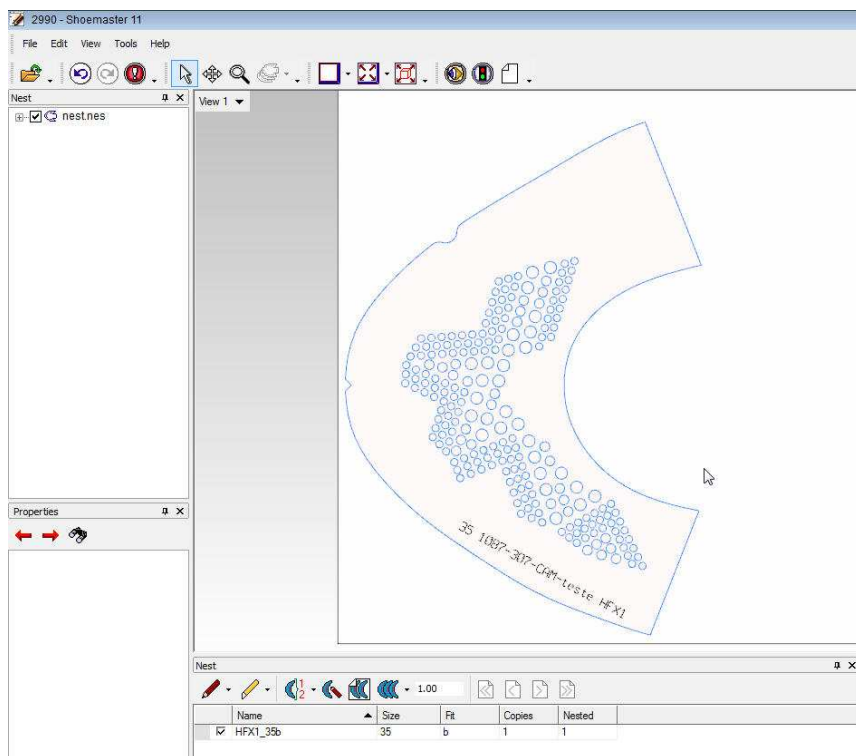
## 2997 Model size display in the available size dialog

When opening the available sizes dialog, please note that the first size shown in the list is now the model size.



## 2990 Punches now shown on a nested piece

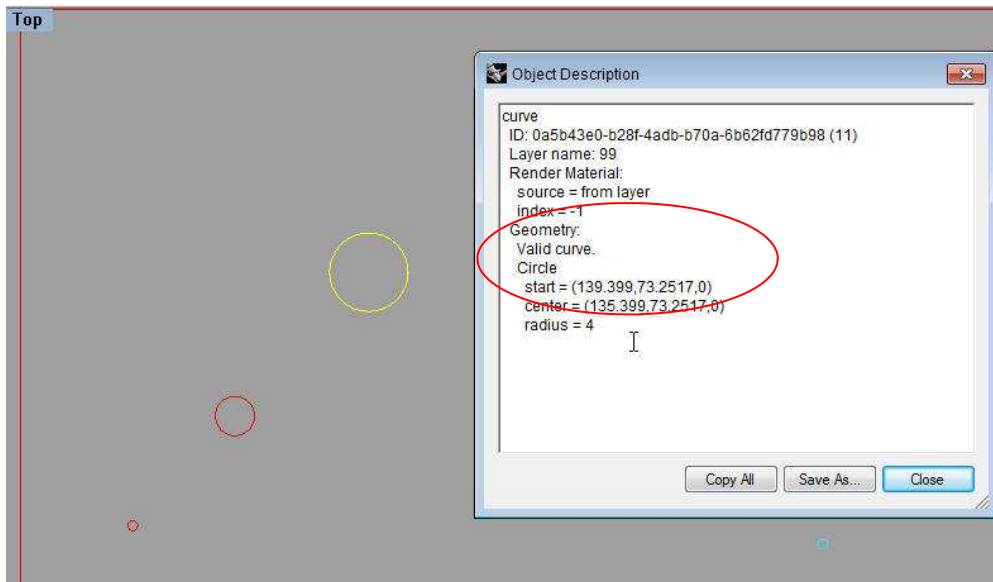
Previously when pieces containing multiple punches were sent to Interface, the punching was not always displayed



# New this month

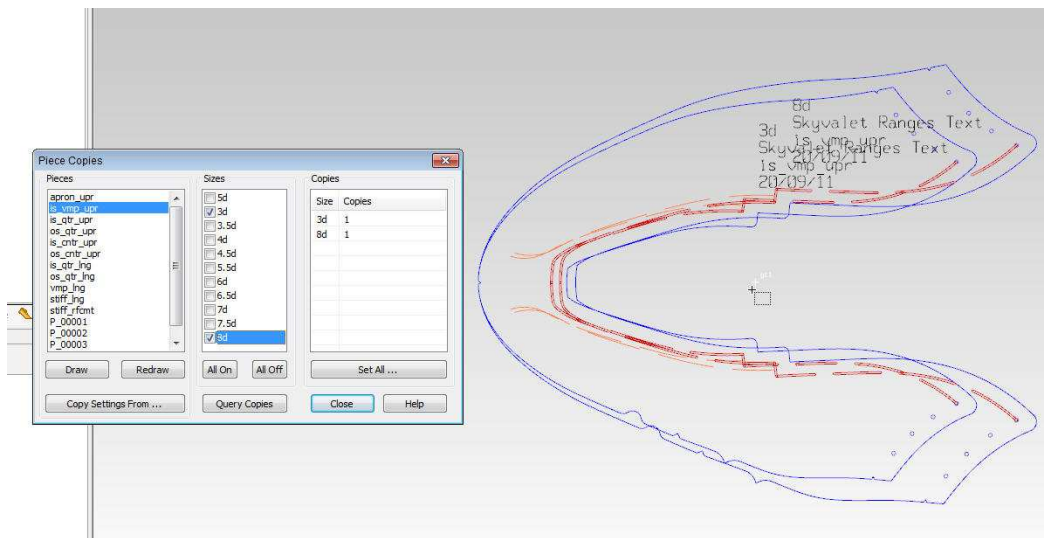
## 2993 Holes and stabs now output as circle entities

Holes and stabs are now output as circle entities. Previously they were polylines which meant that when opened in 3rd party CAD programs they were not easily recognised.



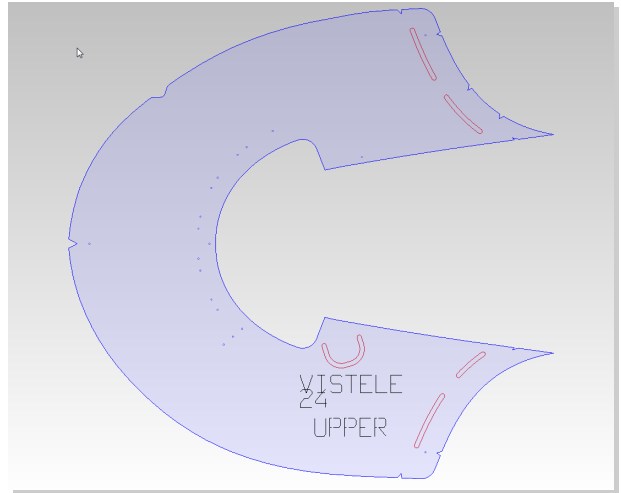
## 2992 Knocking selected sizes

The model size is no longer drawn during the knocking of a style when it has been switched off in the Sizes section of the Piece Copies dialog.

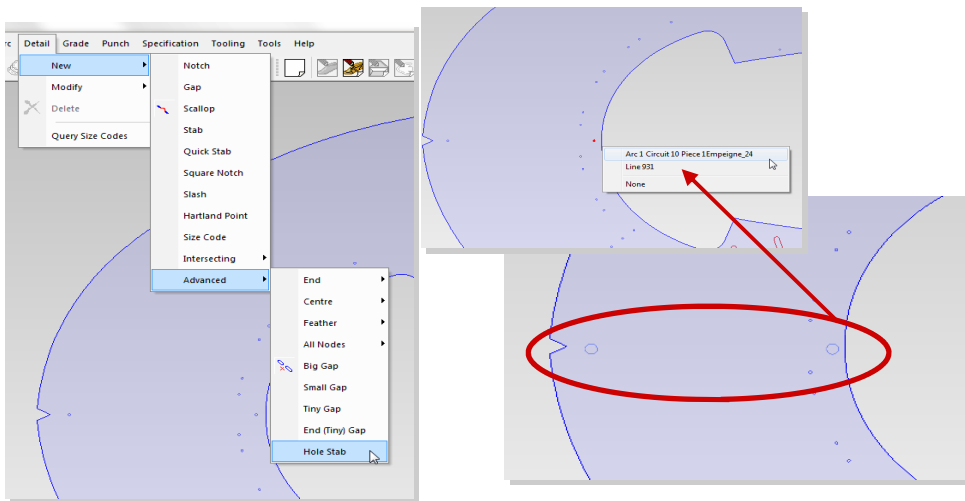




## 2970 **NEW** options when importing DXF files



After selecting to import a DXF file as packets/pieces a new dialog box is displayed in the Import Wizard which allows the user to check particular settings and collect pieces exactly as required.



## 2977 DXF file output for children's and adults sizes

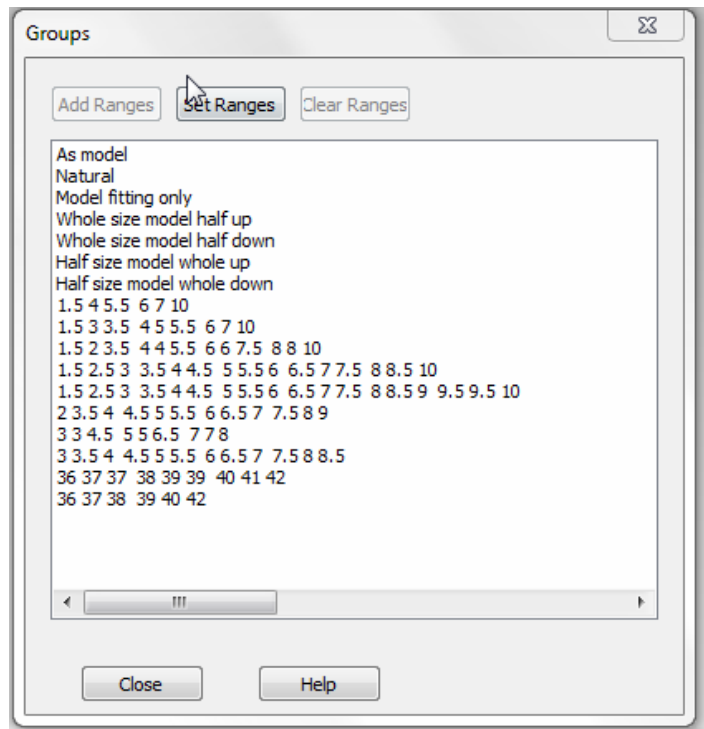
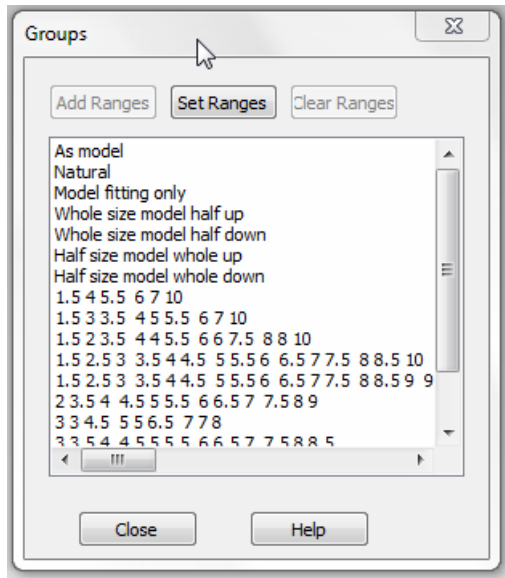
The format of the DXF file now reads as follows:

Adult: P\_00001\_8d

No size: P\_00001\_ch 0

Child: P\_00001\_ch 2a

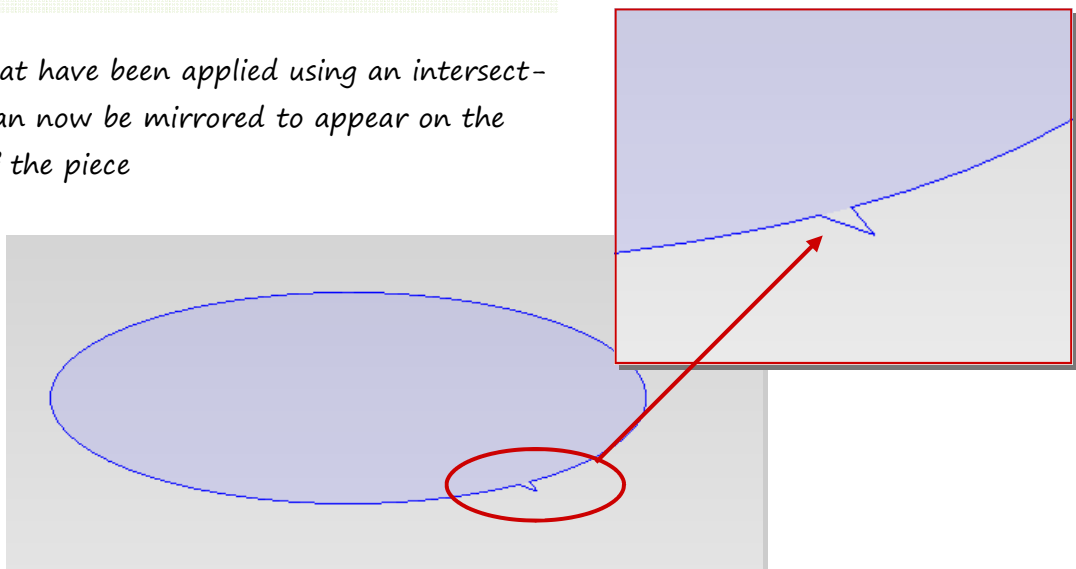
## 2829 Grade groups list dialog is now re-sizeable



The Groups dialog is opened using the Grade menu> Settings> Groups

## 2891 Mirror intersecting notches

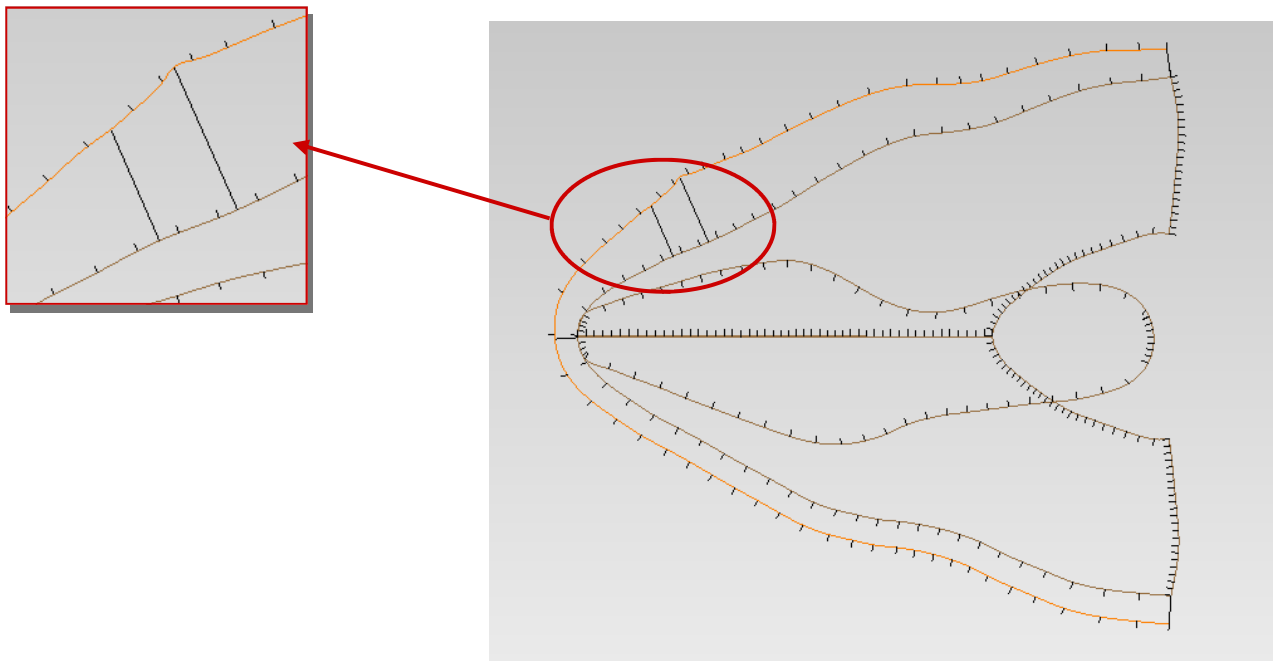
Details that have been applied using an intersecting line can now be mirrored to appear on the outside of the piece



The notch can be mirrored using the Detail Properties window

## 2179 Feather offset modification at any position

Modifications can now be made to the gross feather edge at any position. Previously the feather edge offset table was only possible where there is a node.



## The last library

We are very pleased to provide you with three new last shapes with this new release. Responding to current trends for the spring/summer season we have added a selection of mid height lasts that can be used to create on trend ankle height shoes and sandals as well as ankle boots for the forthcoming autumn/winter collections

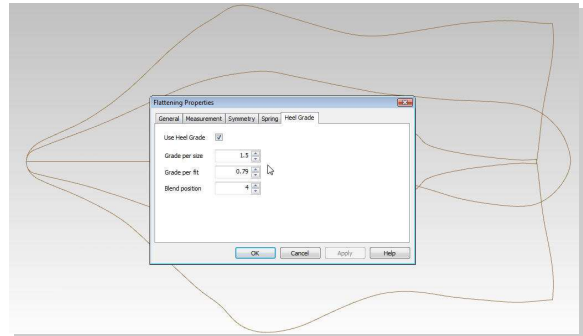
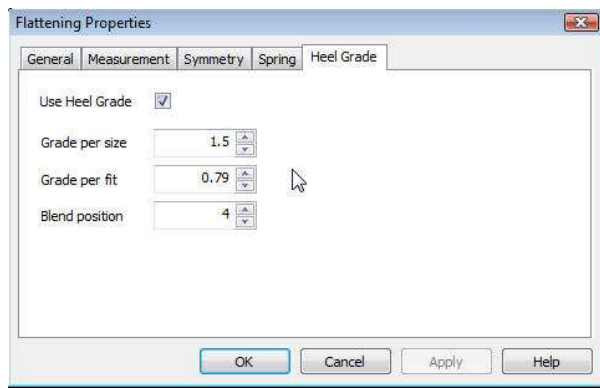


The collection of sample lasts can be found in the following folder:  
`C:/shoemaster/release_11.03/run/data/lasts`

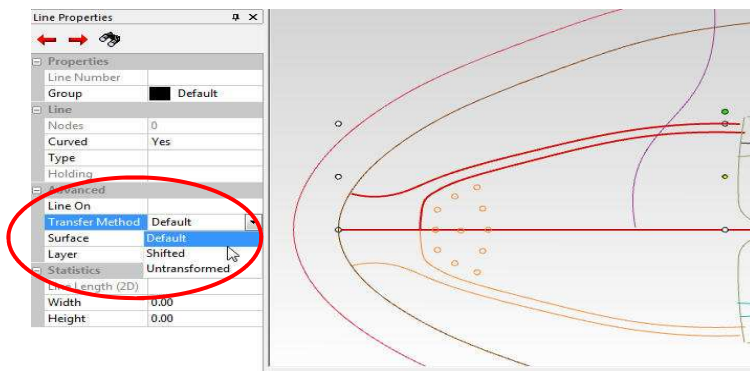


## 1482 Graded heel height information for flattenings

Grading information to restrict the heel height to a specified distance e.g. 1.5mm per whole size is now saved with the graded last and flattenings.



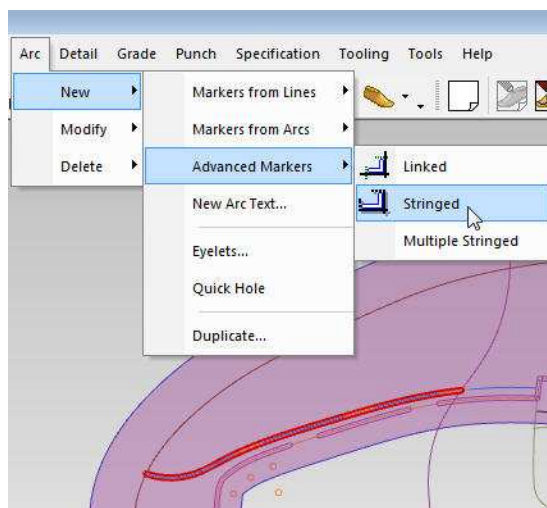
## 2843 Line transfer to surface functionality now available as line properties



The Line>Transfer to surface menu option has now been removed from the Line drop down menu.

This function can now be found in the properties window where it is quickly found and used.

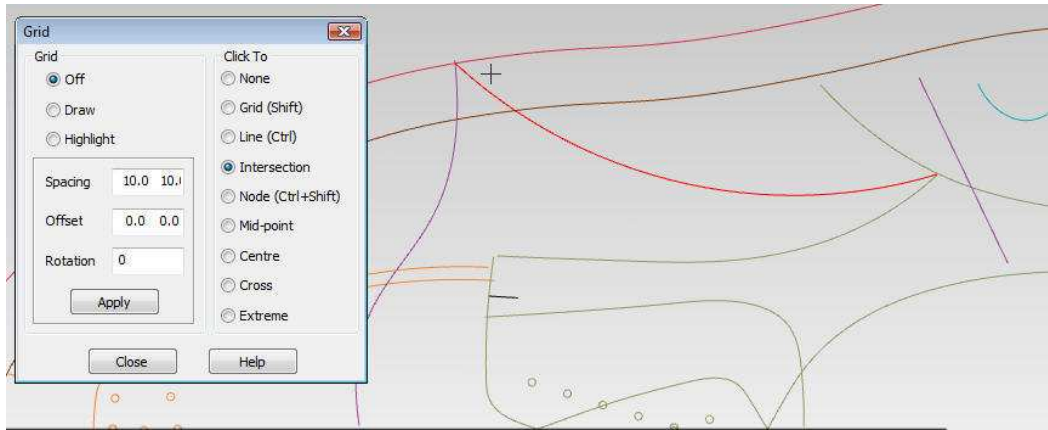
## 2855 Stringed marker now automatically selected after creation



This ensures that the new marker is left selected allowing the user to work immediately after the marker has been created.

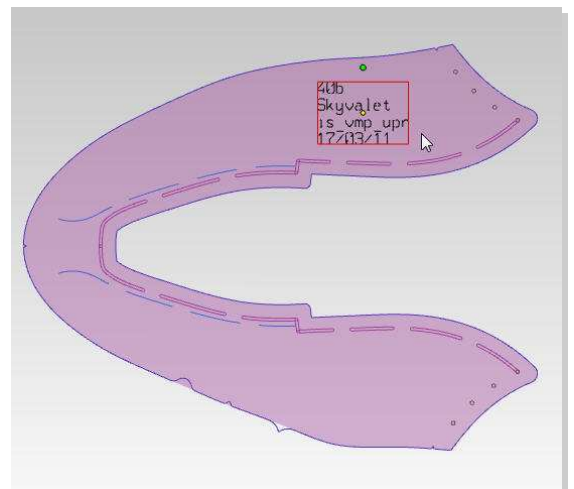
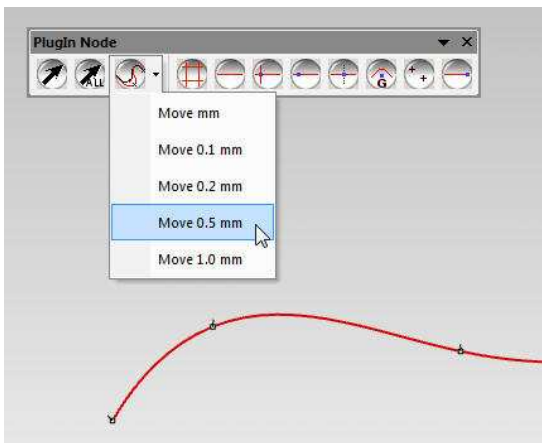
## 2856 Draw lines using snap to intersection

Improvements made to this function ensures that the intersection used is closest to the position of the cursor click



## 2858 Advanced macro- Move Node 0.5mm

This advanced macro now moves the selected node by the correct value.



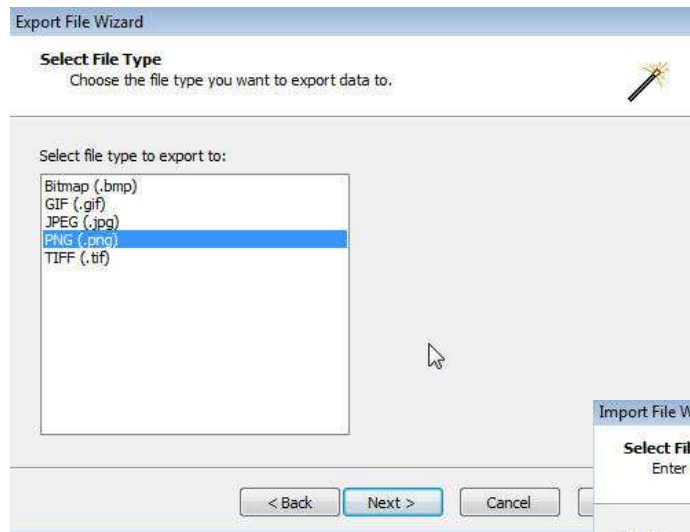
## 2860 Nudge arc text using the arrow keys

Following the earlier addition of nudging style lines we are now pleased to extend this functionality to arc text.



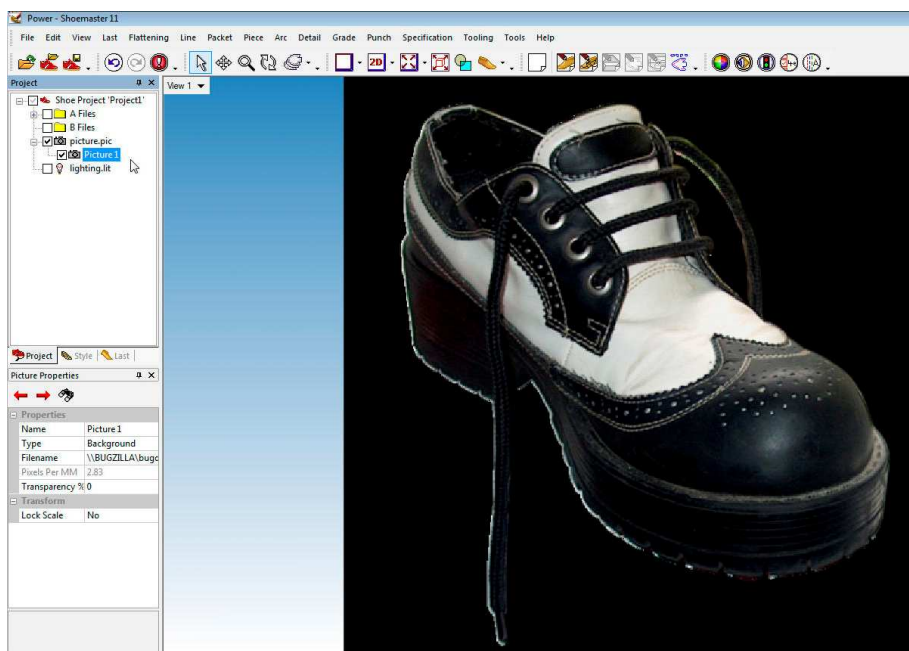
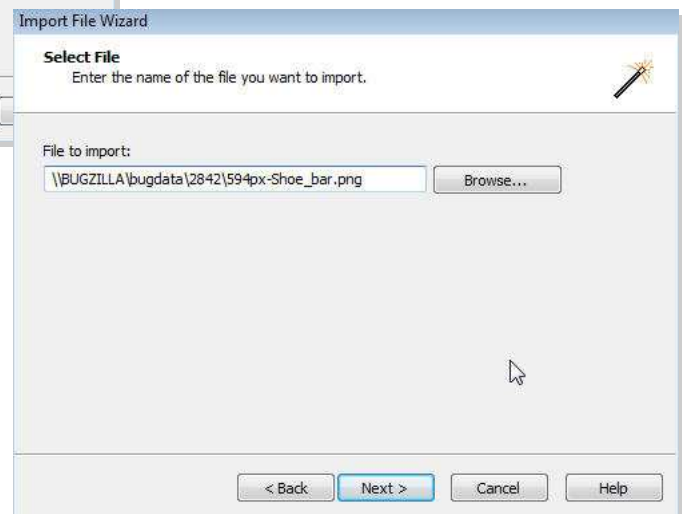
# New for <sup>QS</sup>11.02

## 2842 Support added for .PNG image format



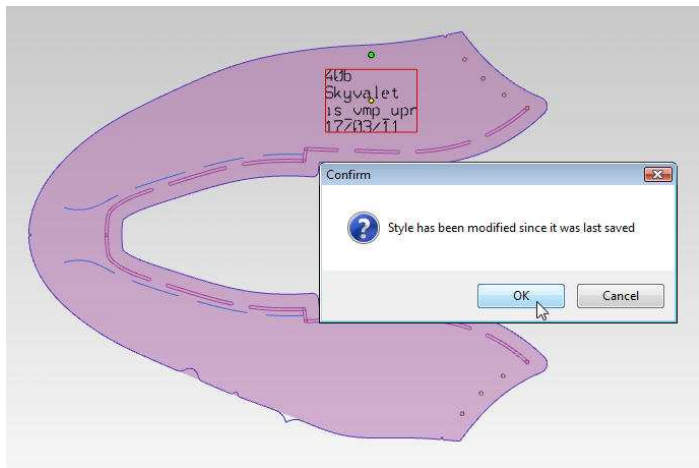
*Users can select t to export this file type in the Export Wizard.*

*An image of this type can also be imported into the program using the Import Wizard*



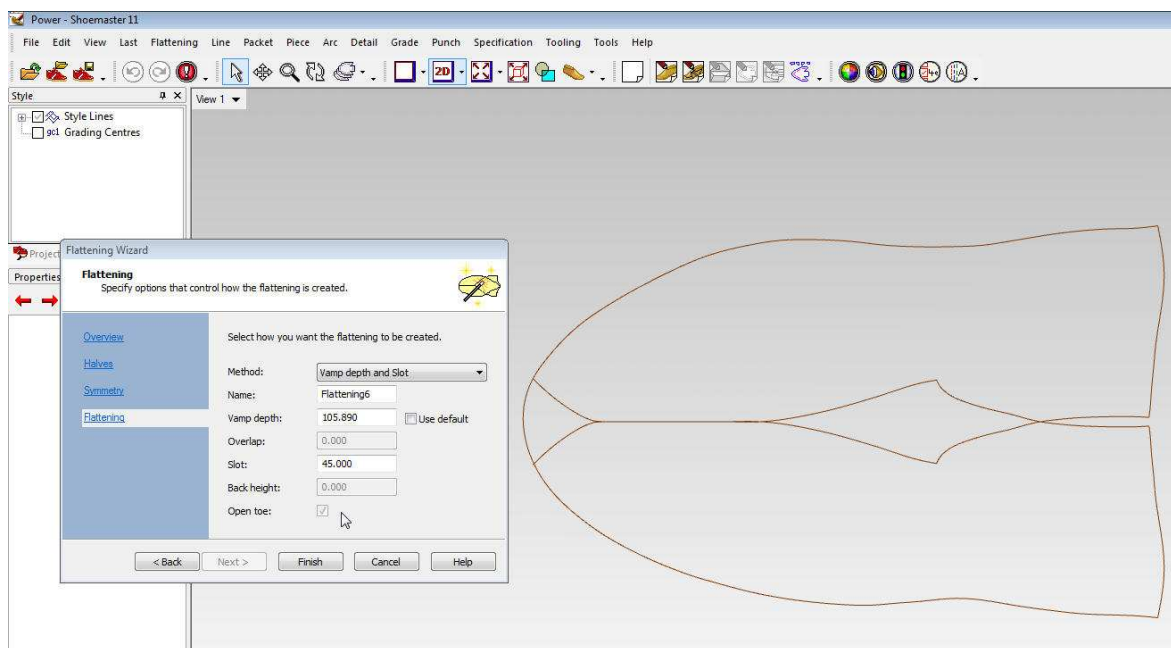
## 2857 Prompt to save style on exit

When closing the program the prompt to save the style has been restored. Previously, following modifications to the style, the program was able to exit without first making any changes



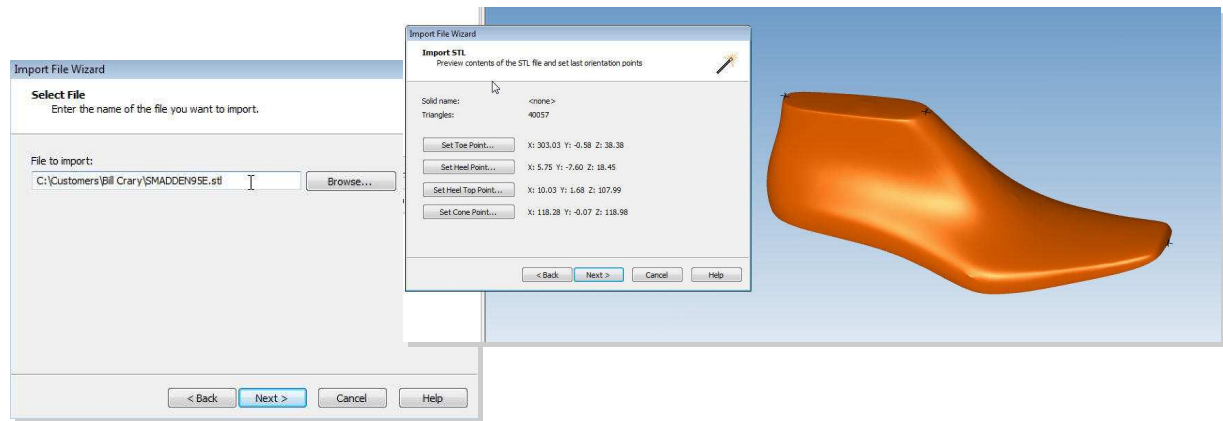
## 2859 Open toe option now unavailable when using vamp depth and slot

The Open Toe functionality is now removed from this option and the system now automatically provides an open toe to the value specified in the "slot" option. Therefore the Open Toe option is now greyed out and unavailable for this flattening selection.

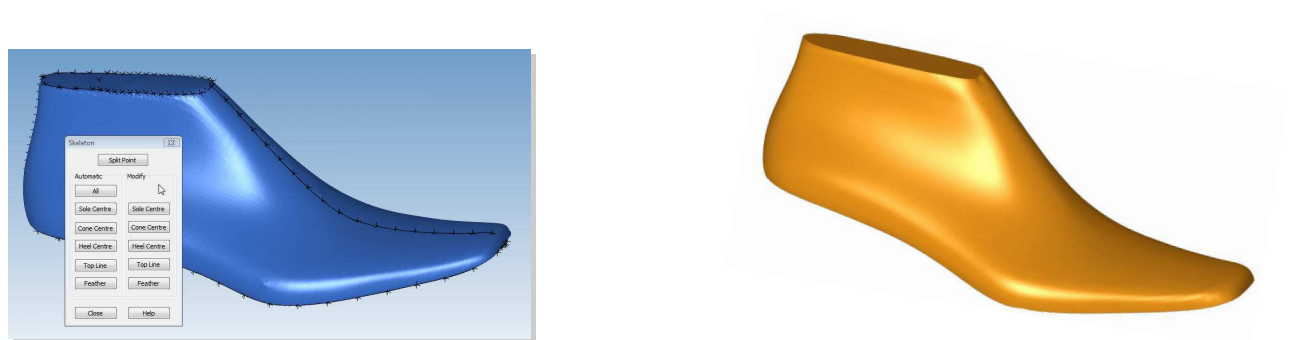


## 2137 Import a digital last in STL format

1: Import the last data via the Import Wizard and indicate the four centre positions of the last, as shown.

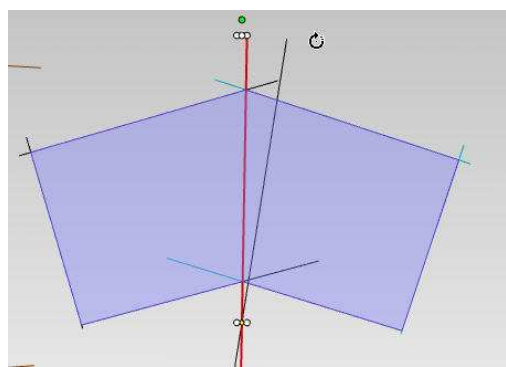


2: Follow the Autodigitise procedure to complete the import and produce a Shoemaster .las file

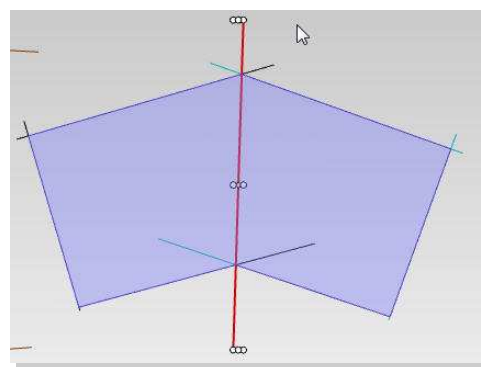


**2830 Piece now updated following mirror line modification**

Unfolded pieces are now automatically updated when modifications have been made to the mirror line.



*Before*

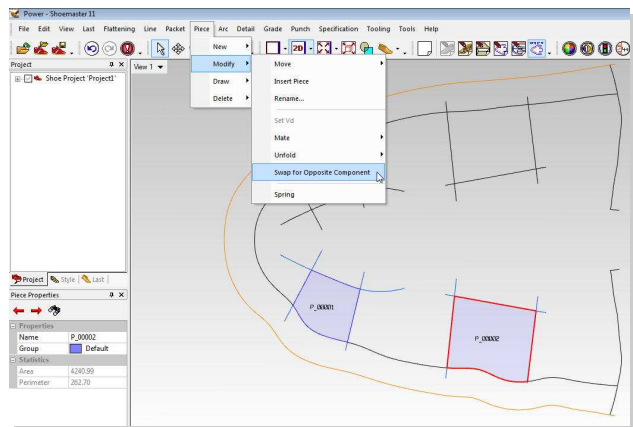


After

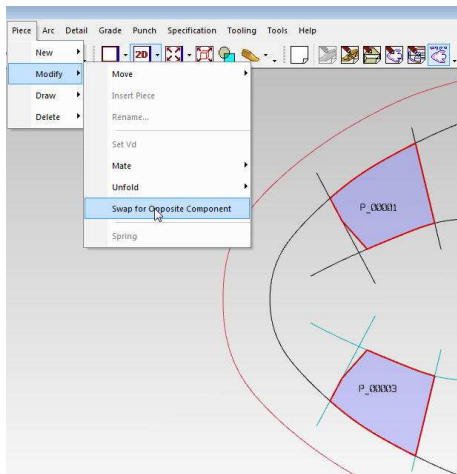


## 2866 Tied lines created with “Swap for Opposite Component” function

When swapping a piece for its opposite component (e.g mirror a piece using the opposite side of the feather line) the system now automatically generates new tied lines accordingly. to enable this function.

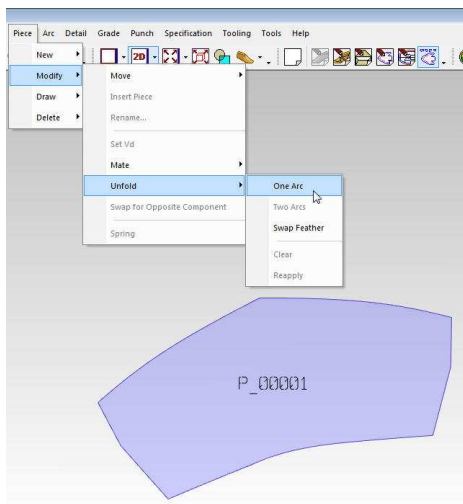


## 2867 Swap piece for opposite component with chamfers



When swapping a piece for its opposite component (e.g mirror a piece using the opposite side of the feather line) with chamfer continuity, the chamfer values are now displayed correctly on the mirrored piece.

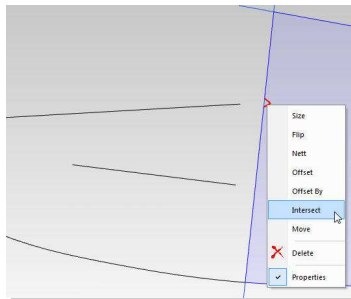
## 2868 Chamfer value reversed when unfolding a piece about an arc



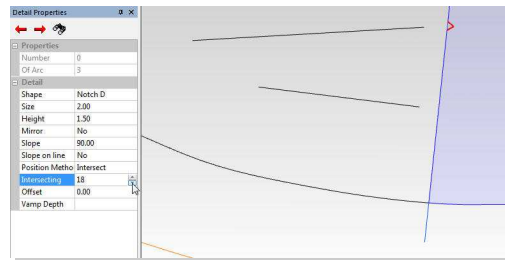
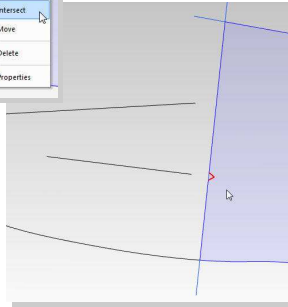
When unfolding a piece about an arc, the chamfer value is now automatically reversed so the finished piece is correct.



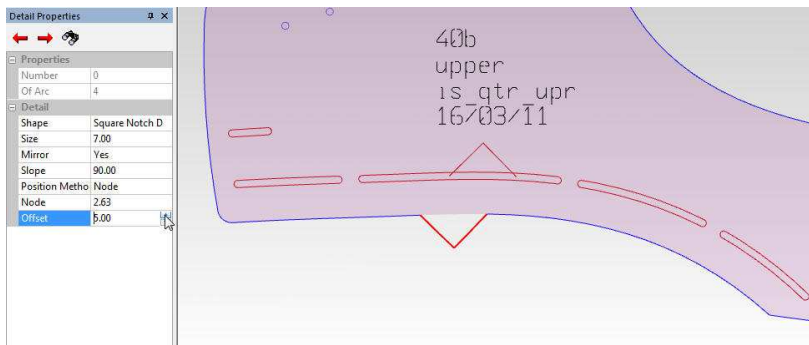
## 2869 Choose notch detail intersection line by cursor



The intersection line used to create a detail notch can now easily be changed for a different line using the right click context menu, as shown below.



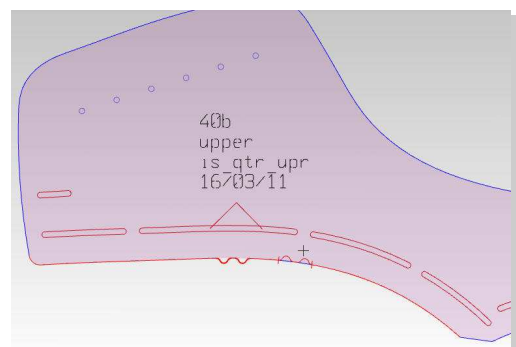
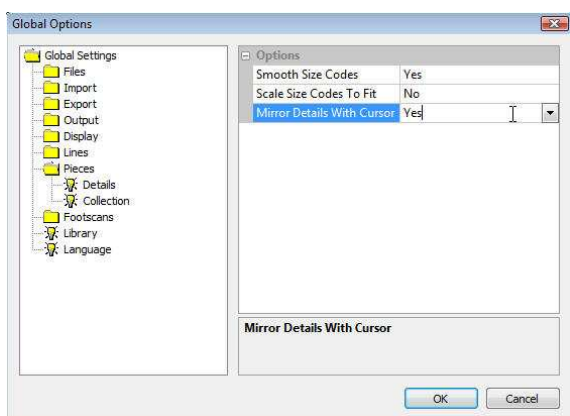
## 2870 Offset detail when positioned by node



Notches positioned by nodes can now be offset using the "Offset" option in the properties window, as shown in the example.

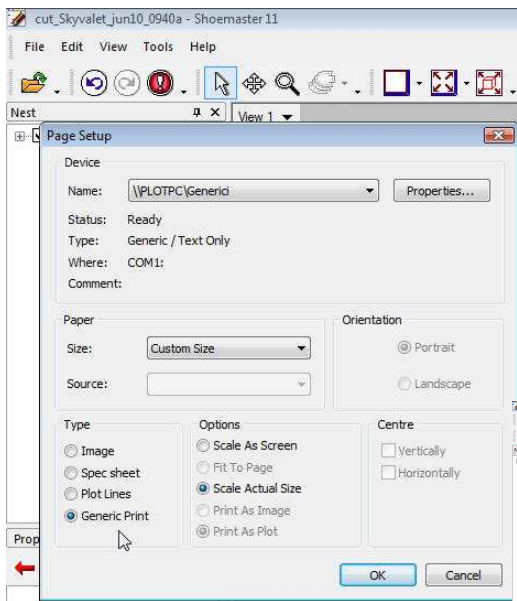
## 2880 Details and size codes can now be positioned on the inside or outside us-

Details and size codes are now easily positioned on either the inside or the outside of the pattern depending on the cursor position. This option is available under Tools Options as shown below.

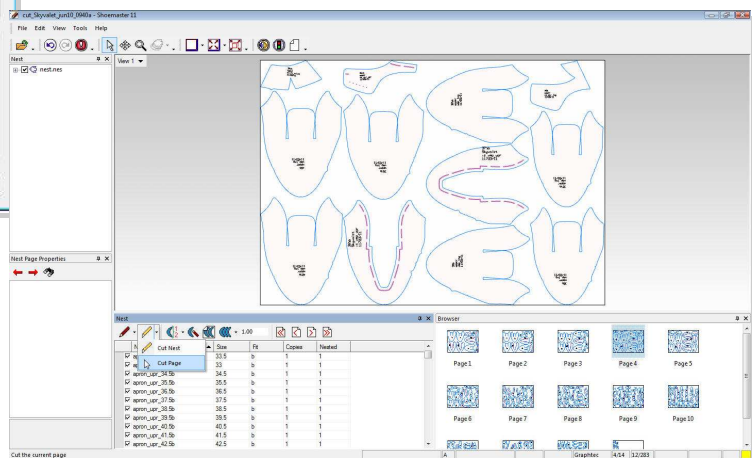


# New for QS 11.02

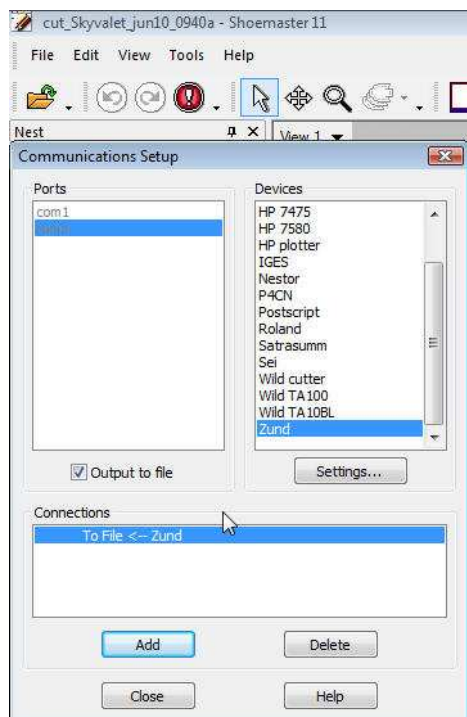
## 2881 Output to generic printer now includes individual page printing



Functionality for the output to a cutting device using the generic printer option has been improved to allow cutting of individual pages by using the drop down option "cut page".



## 2845 Pause now enabled when cutting multiple sheets



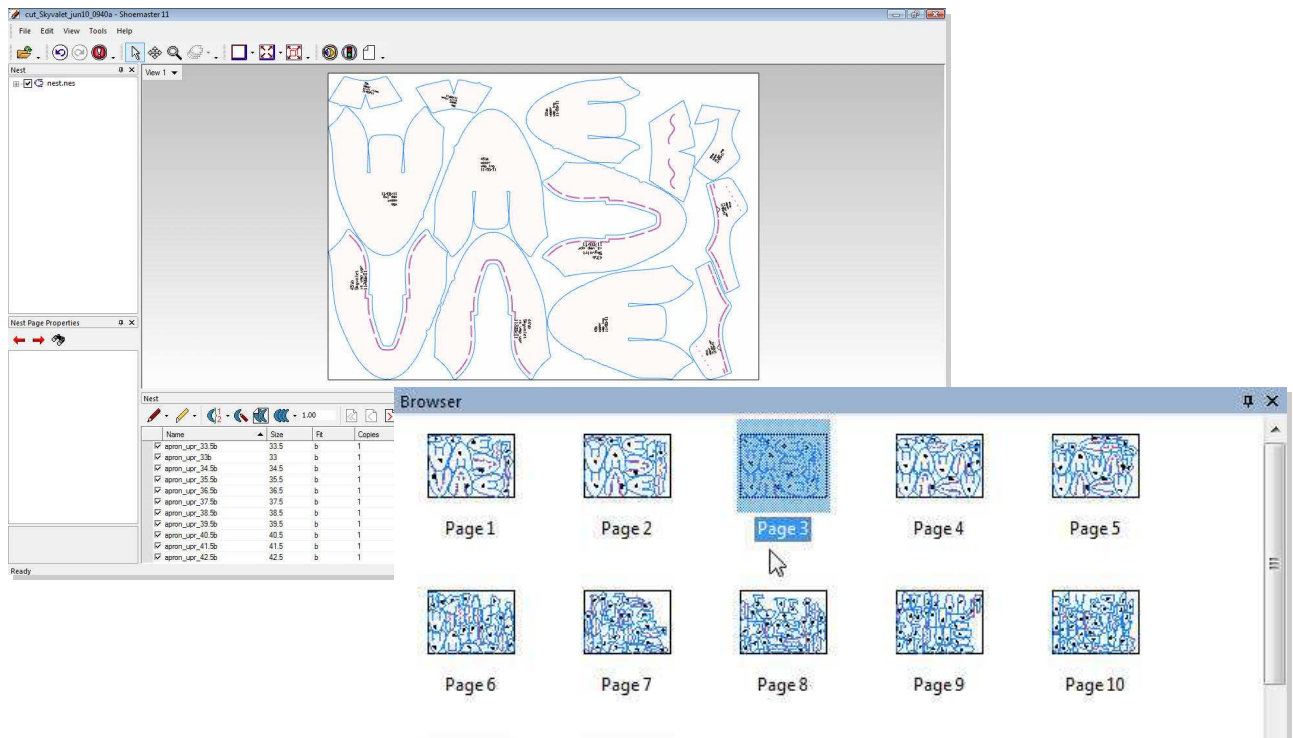
When outputting to a file using Zund or Wild cutting devices, the cutters now pause if there is more than one page.

This allows the user to unload the cut sheet and reload.

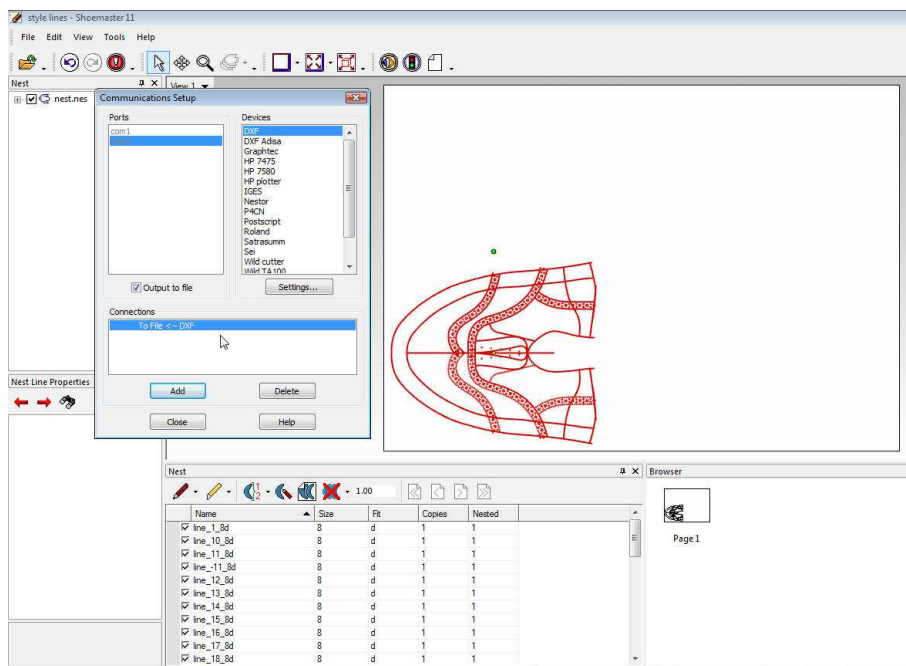
# New for <sup>QS</sup>11.02

## 2849 NEW nest pages are now supported in browser window

As shown in the example below, nest pages are now displayed in the browser window for quick and easy viewing/selection.



## 2850 Style lines are now output to DXF from Interface

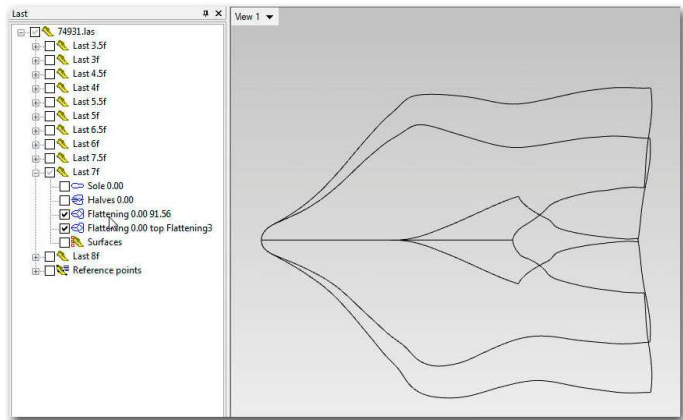


## 1118 **NEW** Comparison of flattenings

When multiple flattenings have been created for a last, it is now possible to display them all on screen.

The flattenings can be accessed using the Last View window and drawn on screen.

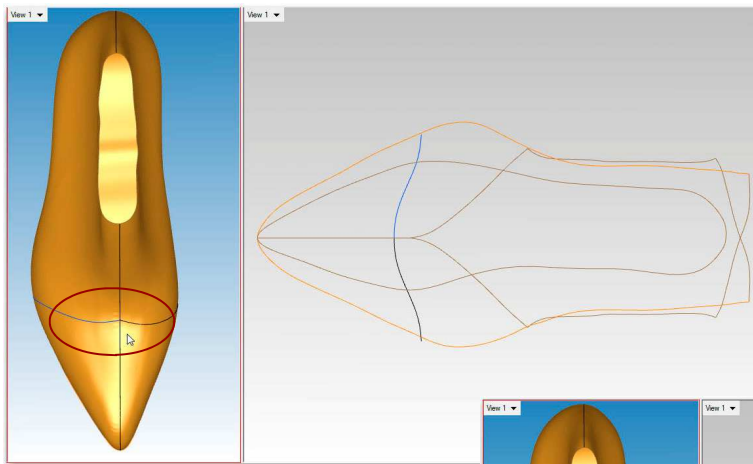
The user is then able to make comparisons and ensure the correct flattening is used.



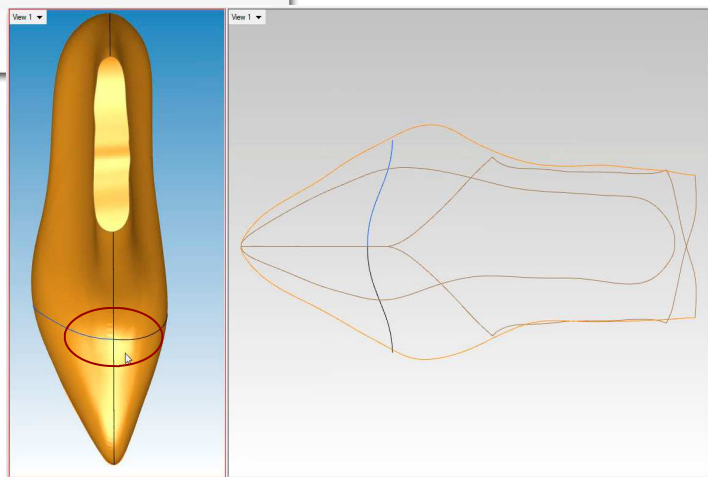
## 2828 Flattening centre line proportion

To improve flattening:

Delete the flattening and recreate a new one with exactly the same Vamp depth and thickness

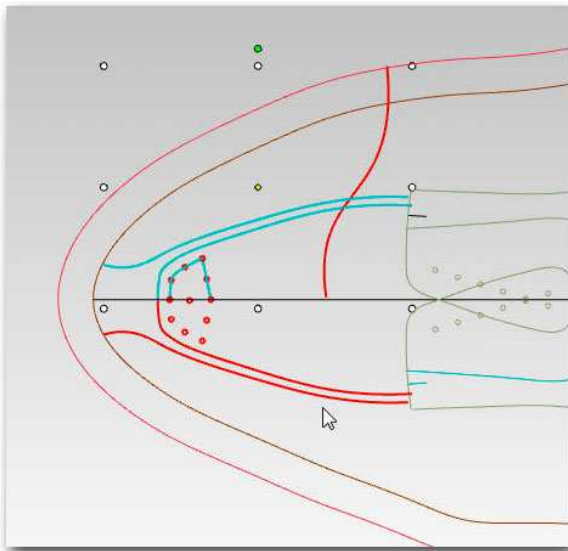


**Improvements to the flattening centre line ensure style lines are easily controlled and drawn correctly, as shown here.**



## 2818 **NEW** Nudge style lines

This helpful new feature allows users to nudge style lines to the left/right and up/down using the arrow keys.



With *Edit Nodes* switched *OFF* use the arrow keys to nudge the line as required.



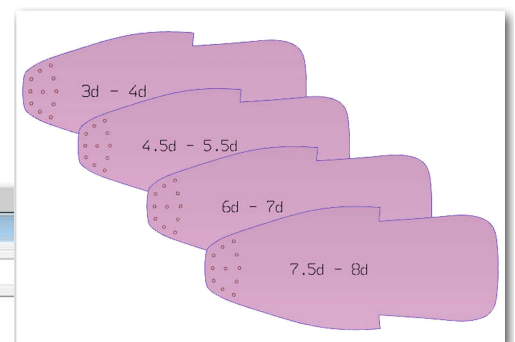
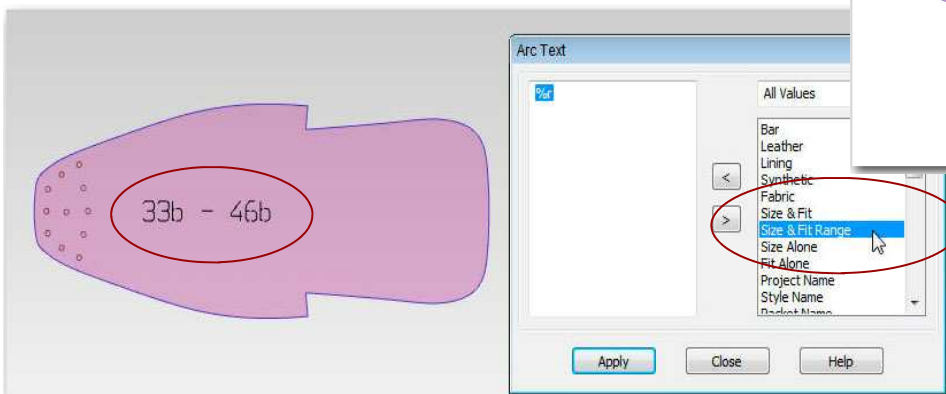
By default the line is nudged in 1mm increments. This can be changed in the Tools/Options dialog.

## 1868 **NEW** Additional size & fit piece text

A new text option in the Arc Text dialog allows users to add size and fit range information to pieces.

To open the Arc text dialog:

*Arc > New > New arc text*

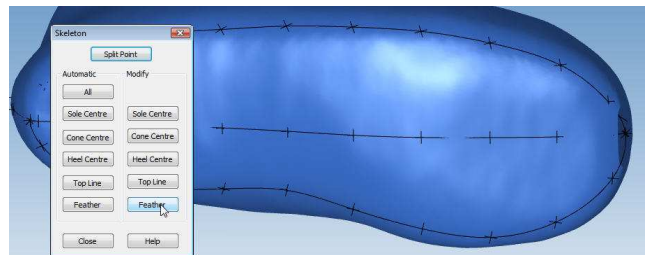
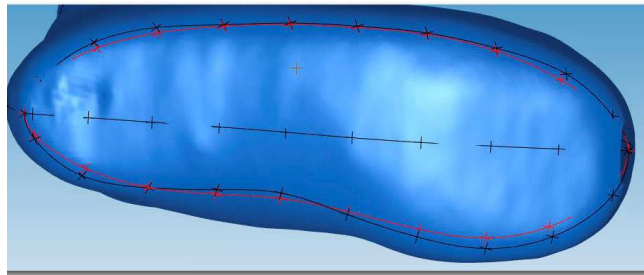
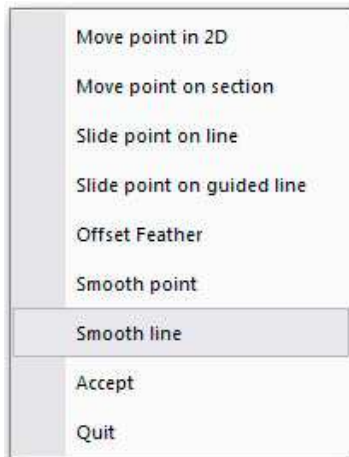




## 2800 **NEW** Smooth line command for skeleton feather

This new addition to the Skeleton function within the Autodigitise process allows the user to smooth the skeleton feather edge.

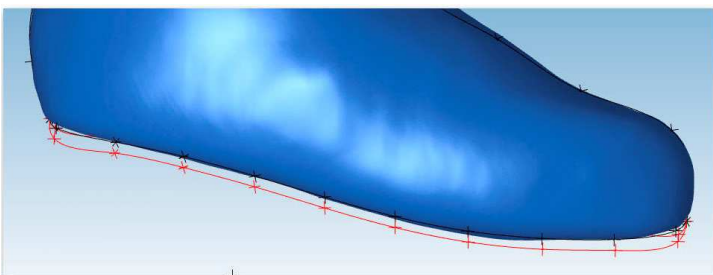
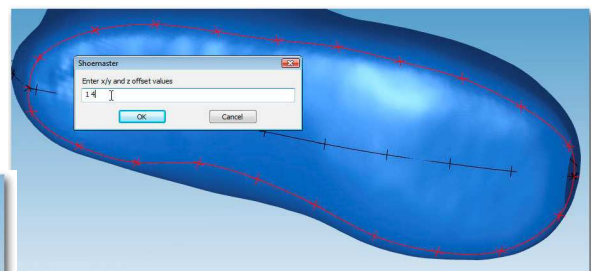
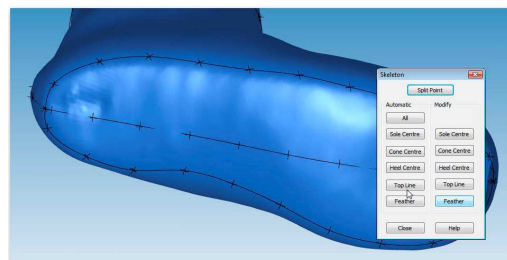
This command will smooth the entire line and allowing the user to rectify the line, if necessary , after scanning.



## 2719 **NEW** Offset the skeleton feather line

This new function allows the user to change the X Y and Z positioning of the skeleton feather line.

This compensates for any rounded edges created during the scanning process and therefore resulting in a more accurate feather edge on the Shoemaster last.





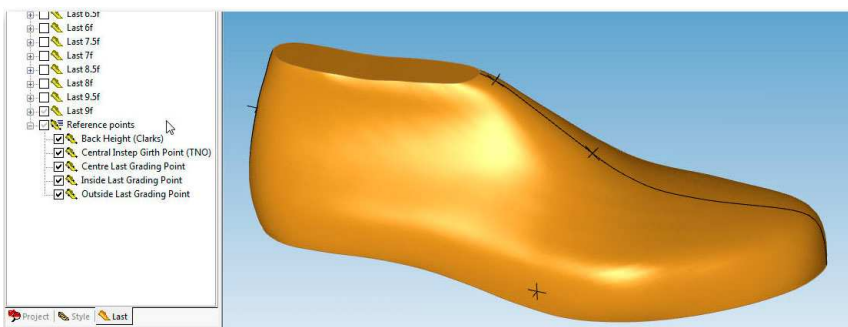
## 1181 Display of users Last reference points

This new function allows the user to control the last reference points that are displayed.

By selecting to Draw Visible in the Reference Points section of the Last menu; only those reference points saved in the users start up files will be displayed, as shown.

Previously a long list of all available points was displayed.

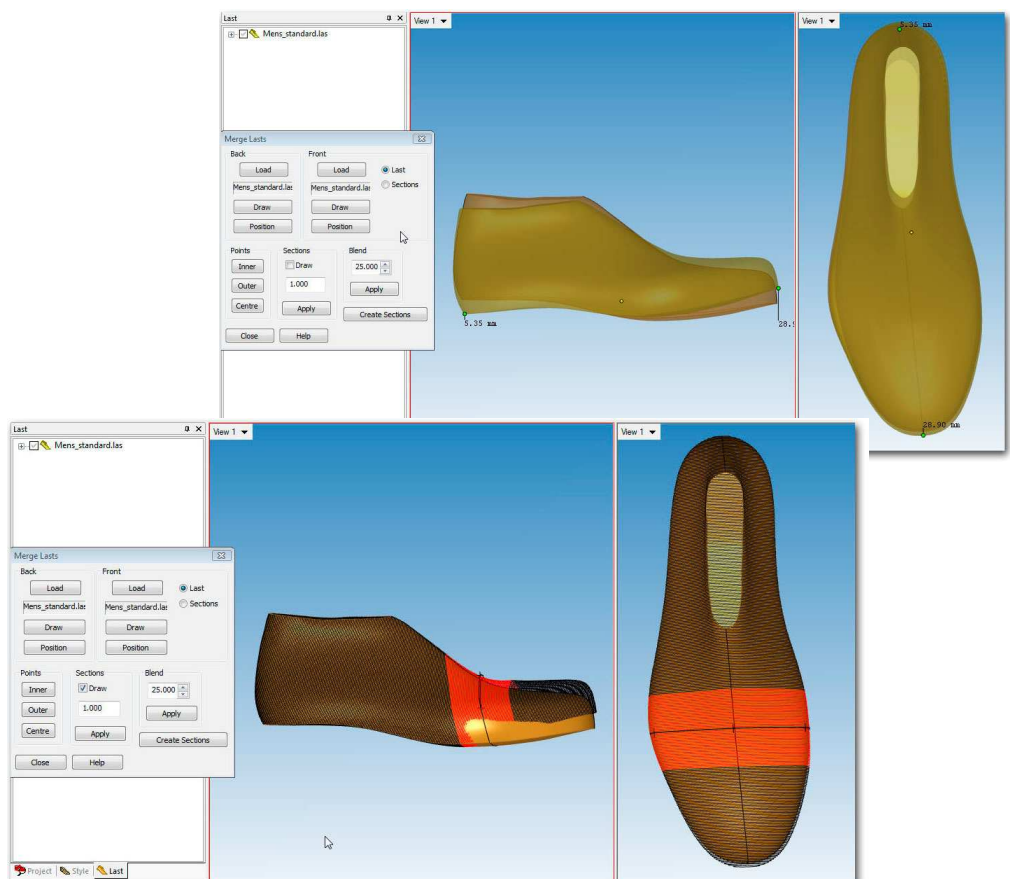
For further information and to help set up your own list of reference points please contact the helpdesk



## 2809 Improved 'Merge Last' function

The Merge last function has been enhanced and is now much simpler to use. The user can quickly control and produce a merged last.

Please contact the helpdesk for training videos.



# Release notes for <sup>QS</sup>11.04

## NEW FEATURES

|                 |             |  |
|-----------------|-------------|--|
| <b>Printing</b> | <b>2970</b> | Nest page update when paper size changed       |
| <b>Patterns</b> | <b>2994</b> | Create boundary lines sandal pattern method    |
|                 | <b>3025</b> | NEW load and save model command in Esprite     |
| <b>GUI</b>      | <b>2997</b> | Model shown first in the available size dialog |

## IMPROVEMENTS

|                 |             |   |
|-----------------|-------------|---|
| <b>Files</b>    | <b>3015</b> | Speed improvements made to loading complex styles                   |
| <b>Printing</b> | <b>2999</b> | Interface text now using correct fonts and scaling                  |
|                 | <b>3001</b> | Lines now appear in the Interface print preview                     |
| <b>Output</b>   | <b>2982</b> | Crash cutting nest after nest piece deleted                         |
|                 | <b>2993</b> | Holes and stabs are now output as circles to DXF                    |
|                 | <b>3026</b> | No longer a limit when exporting pieces using Satrasumm             |
| <b>Import</b>   | <b>3004</b> | DXF import no longer converts circles to markers                    |
| <b>Export</b>   | <b>3016</b> | Piece outlines no longer broken in Comelz Caligola                  |
|                 | <b>3019</b> | Pieces not exported to DXF when not knocking                        |
| <b>Patterns</b> | <b>2998</b> | Stringed markers are now easier to collect on the insole            |
|                 | <b>3002</b> | Arc geometry is now correct on specific pieces                      |
|                 | <b>3023</b> | Detail offset menu now allows a negative value                      |
|                 | <b>3024</b> | Stab details can now be moved along an invisible arc                |
|                 | <b>3036</b> | The feather edge can now be queried at node after setting an offset |
| <b>Nesting</b>  | <b>2872</b> | Pieces no longer auto nested where previous pieces have been cut    |
|                 | <b>2990</b> | Punches are no longer incorrect or missing on nested pieces         |
| <b>GUI</b>      | <b>2983</b> | Sort arrow is now visible in nest window column                     |
| <b>Drawing</b>  | <b>2992</b> | Model size was drawn knocked even when switched off                 |
|                 | <b>2995</b> | Style is redrawn when issuing quit command                          |
|                 | <b>3003</b> | Crash when drawing packet after loading shell                       |
|                 | <b>3022</b> | Size view pieces drawn when loading the shell                       |

# Release notes for <sup>QS</sup>11.03

## NEW FEATURES

|                 |             |  |
|-----------------|-------------|--|
| <b>Import</b>   | <b>2970</b> | When importing DXF the user can specify how he would like the circles to be collected as holes either singularly or all together |
| <b>Patterns</b> | <b>2891</b> | The properties "Slope" on line intersecting details can now be mirrored so that the notch detail is external to the piece        |
| <b>GUI</b>      | <b>2829</b> | Grade groups list control dialog now resizable by dragging the corner  |

## IMPROVEMENTS

|                 |             |  |
|-----------------|-------------|--|
| <b>Output</b>   | <b>2885</b> | DXF text is now on the correct layer output from Interface   |
|                 | <b>2921</b> | Speed improvements when outputting DXF to file across a network  |
|                 | <b>2923</b> | Device finish text is now output on all nest pages   |
|                 | <b>2924</b> | Half size fractions e.g. 1/2 or 1/4 are now shown correctly in Nestor and Comelz   |
|                 | <b>2967</b> | Punch shape geometry is now output correctly from the Interface program  |
|                 | <b>2968</b> | Piece and Arc text is no longer output to an Interface file when the layers have been switched off in View> Control> layer Visibility  |
|                 | <b>2977</b> | Format changed for the DXF output of children's sizes  |
| <b>Patterns</b> | <b>2179</b> | Modifications can now be made to the gross feather edge at any position. Previously the feather edge offset table was only possible where there is a node  |
|                 | <b>2832</b> | Text generated in the Shapes Wizard now displays line length values  |
|                 | <b>2915</b> | All Piece/Group commands are now applied to all packets  |
|                 | <b>2918</b> | Arc text on graded sizes is now always displayed inside pieces   |
| <b>Tools</b>    | <b>2907</b> | Measure 3D distance on some lasts previously produced an error. This has been amended where necessary and the error report is no longer produced.  |
| <b>GUI</b>      | <b>2893</b> | Improvements have been made to the <b>Stretch Piece</b> option in the <b>Piece Springing</b> menu. The only setting now available is the 'automatic apply' and all other settings are now greyed out to avoid confusion. |
|                 | <b>2897</b> | Direct manipulation handles now appear on the piece once the move/rotate piece command has been selected   |
|                 | <b>2912</b> | Undo /Redo functionality after Restore Nest is now fully functioning in Interface  |
| <b>Drawing</b>  | <b>2892</b> | Pieces created from a punch line are now displayed correctly when a half rounded piece profile has been applied  |
|                 | <b>2901</b> | Feather offsets are now updated when the flattening feather is modified  |
|                 | <b>2902</b> | Ruler is drawn in front of style lines and pieces ensuring it is more visible to the user  |

# Release notes for QS 11.02

## NEW FEATURES

|                       |             |  |
|-----------------------|-------------|--|
| <b>Files</b>          | <b>1482</b> | Graded heel height information for flattenings   |
| <b>Import</b>         | <b>2137</b> | NEW import of digital lasts in STL format  |
| <b>Pictures</b>       | <b>2842</b> | PNG file formats are now supported   |
| <b>Patterns</b>       | <b>2866</b> | New tied lines created with "Swap for Opposite Component" function                     |
|                       | <b>2869</b> | Choose notch detail intersection line by cursor  |
|                       | <b>2870</b> | NEW function to offset detail when positioned by node                                  |
|                       | <b>2880</b> | Details and size codes can now be positioned on the inside or outside using the cursor |
| <b>User Interface</b> | <b>2718</b> | NEW repeat previous command functionality  |
|                       | <b>2860</b> | Nudge arc text using the arrow keys  |
| <b>Interface</b>      | <b>2849</b> | NEW nest pages are now supported in browser window                                     |

## IMPROVEMENTS

|                      |             |  |
|----------------------|-------------|--|
| <b>Patterns</b>      | <b>2843</b> | Line transfer to surface functionality now available as Line Properties        |
|                      | <b>2855</b> | Stringed marker is now automatically selected after creation                   |
|                      | <b>2867</b> | Swap piece for opposite component with chamfers                                |
|                      | <b>2868</b> | Chamfer value reversed when unfolding a piece about an arc                     |
|                      | <b>2889</b> | System error restored when transferring a 3D style with texture                |
| <b>Grading</b>       | <b>2886</b> | Deleting grade rule on shell now faster  |
| <b>Files</b>         | <b>2857</b> | Now prompted to save the style when exiting a program                          |
|                      | <b>2873</b> | Files opened from the toolbar are now shown in the File>Recent Files list      |
|                      | <b>2875</b> | Default folder for output files now used                                       |
|                      | <b>2882</b> | Filename in A overwritten when saving projects                                 |
| <b>Interface</b>     | <b>2845</b> | Pause now enabled when cutting multiple sheets                                 |
|                      | <b>2850</b> | Style lines now output to DXF from Interface                                   |
|                      | <b>2852</b> | Syntax restored for clearing and drawing a nest                                |
|                      | <b>2853</b> | Piece spacing in Interface now cleared from Power                              |
|                      | <b>2865</b> | P4CN Milling is now correct for 0.4mm width                                    |
|                      | <b>2881</b> | Output to generic printer now includes individual page printing                |
|                      | <b>2883</b> | Append option now available with output to file                                |
|                      | <b>2884</b> | HPGL devices writing out default finish text                                   |
|                      | <b>2900</b> | Piece name now correct in Interface DXF output                                 |
| <b>Import</b>        | <b>2824</b> | Wizard now no longer reimports VRML unnecessarily                              |
| <b>Control</b>       | <b>2856</b> | Draw lines using snap to Intersection  |
| <b>Flattening</b>    | <b>2859</b> | Open toe option now unavailable when using vamp depth and slot option          |
| <b>Specification</b> | <b>2879</b> | Specification packet & pieces are not utilised                                 |
| <b>Nesting</b>       | <b>2888</b> | Crash resolved when nesting half sizes in Chinese languages                    |
| <b>Tools</b>         | <b>2854</b> | Measure distance now restored to click to position                             |
|                      | <b>2887</b> | Measure 3D distance commands are now working                                   |
| <b>Drawing</b>       | <b>2830</b> | Piece now updated following mirror line modification                           |
|                      | <b>2840</b> | 3D drawings no longer fail when importing a VRML last                          |
|                      | <b>2841</b> | No longer have to redraw the style to remove matrix following a style transfer |
| <b>User Tools</b>    | <b>2858</b> | Advanced macro- Move Node 0.5mm  |



# Release notes for QS 11.01

## NEW FEATURES

|                       |             |  |
|-----------------------|-------------|--|
| <b>Files</b>          | <b>2788</b> | Device extension is now added when outputting to file                |
| <b>Lasts</b>          | <b>1181</b> | Ability to maintain visibility of reference points                   |
|                       | <b>2809</b> | Improved merge lasts functions and usability                         |
| <b>Autodigitise</b>   | <b>2719</b> | New functionality to offset the skeleton feather line                |
|                       | <b>2800</b> | Addition of smooth line command for the skeleton feather             |
| <b>Flattening</b>     | <b>1118</b> | Users can now compare two or more last flattenings                   |
|                       | <b>2828</b> | Improvements have been made to the flattening centre line proportion |
| <b>Patterns</b>       | <b>1868</b> | Additional 'size and fit range' piece text macro                     |
|                       | <b>2815</b> | Scaling and positioning options for size codes                       |
| <b>User Interface</b> | <b>2818</b> | New function to nudge style lines into position user the arrow keys  |

## IMPROVEMENTS

|                       |             |  |
|-----------------------|-------------|--|
| <b>Files</b>          | <b>2826</b> | Shells with grading loop no longer crash on opening                                  |
| <b>Printing</b>       | <b>2785</b> | Silhouette graphics display now prints shaded  |
| <b>Output</b>         | <b>2798</b> | Satrasumm format is now output correctly from Interface                              |
|                       | <b>2812</b> | Holes now output correctly when running Interface in German language                 |
|                       | <b>2821</b> | Milling is now correct when marker set to 0mm  |
|                       | <b>2825</b> | Holes are now output as 'CIRCLE' command to HGPL                                     |
| <b>Export</b>         | <b>2138</b> | Render quality is now included when exporting a last to STL                          |
|                       | <b>2801</b> | DXF R14 files with a 0.01 tolerance are no longer causing a crash                    |
|                       | <b>2805</b> | DXF piece export now reflects piece copies   |
| <b>Patterns</b>       | <b>2790</b> | Tied lines no longer shift when applying the tied hole property                      |
|                       | <b>2802</b> | "style line does not exist" error no longer occurs when a new model is loaded        |
|                       | <b>2803</b> | Arc geometry no longer overlaps at certain offset values                             |
|                       | <b>2808</b> | "no such line" error no longer occurs when loading a shell as a new model            |
|                       | <b>2810</b> | Error no longer occurs when loading a shell with grading information                 |
|                       | <b>2816</b> | Enabling nodes on a specific shell no longer causes a crash                          |
|                       | <b>2822</b> | Using 'condense' syntax with tied lines no longer causes a crash                     |
| <b>Interface</b>      | <b>2830</b> | Piece automatically updates when the mirror line is modified                         |
|                       | <b>2834</b> | Iges files can now be output from Interface  |
|                       | <b>2836</b> | Specification pieces e.g pieces with no outlines can be nested or moved              |
|                       | <b>2837</b> | Selecting the "no nesting" function for style lines in Interface no longer creates a |
| <b>Tooling</b>        | <b>2820</b> | Tooling element copying transform is now correct                                     |
| <b>Tools</b>          | <b>2787</b> | Style crossing the centre can now be measured  |
| <b>User Interface</b> | <b>2796</b> | Style view now updates when saving via the toolbar                                   |
| <b>Drawing</b>        | <b>1959</b> | Punch is now drawn correctly with cut out holes                                      |
|                       | <b>2789</b> | Punches are no longer drawn when the macro is loaded                                 |
| <b>User Tools</b>     | <b>2858</b> | Advanced macro- Move node 0.5mm  |

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