

[www.cabri.com](http://www.cabri.com) is available in Spanish!

In January 2005, Cabrilog and its Polish distributor **EdukacjaZti** delivered 440 **Cabri Geometry** software site licenses to the Ministry of Education in Poland.

**Next conferences:**

Meet Cabrilog at **Apple Expo 2005!**

Paris - France, 20-24 September 2005 [www.apple-expo.com](http://www.apple-expo.com)

Cabrilog and Hitachi Software will attend **Educatec Conference** from 23 to 25 November 2005!

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\* Information and Communication Technology

## New Version Cabri Jr. 2.0!

Cabri Junior 2.0 is available on TI-83 Plus and TI-84 Plus graphing calculators from Texas Instruments. This new version benefits from a wider range of values, a greater precision for numbers and a better angle value management.

Cabri Jr. 2.0 brings new functionality such as:

- Step by step exploration of a figure construction
- Rotation using a numerical value
- Cursor management in dialog boxes
- Restart in Cabri Jr. after an automatic power down from the calculator



# What's new in Cabri 3D?

A new version of Cabri 3D is now available!

The new 1.1 version brings enhancements to objects, tools and interface:

## Objects

- From now on, sides of a polyhedron can be used as segments in constructions.
- The handling of very large spheres as well as the ordering of intersection points has been improved.

## Tools

- The toolboxes have been simplified and re-organized.
- The **implicit** creation of intersection points and intersections curves (lines, circles and conics) eases figures construction.
- From a segment or a vector, the **Circle** tool can be used as a compass in the plane and the **Sphere** tool as a spherical compass in the space.
- Some tools, in addition to segments, allow the selection of a vector.
- The way objects are selected for tools of the **Transformation** group has been standardized.
- The new tools **Tetrahedron**, **Prism**, **Pyramid** and **Convex** (Convex envelop of points and/or segments) give some new perspectives of constructions.

## Interface

- The figure production is enhanced thanks to new **ToolTips** and new cursors displayed during construction.
- Points in space are built more easily thanks to *Ctrl* (Windows)/*Alt* (Mac OS) and *Shift* (⇧) keys. The degree of freedom of objects is calculated and taken into account each time to ease their moves.
- The new tools **Help windows**, **Attribute** and **Current View** allow users to control objects' aspect, the background color, hidden objects as well as the rotation of the active view.

