

OVERVIEW

These release notes provide a list of changes to the Carbon DLS API, including resolved issues, new features, known issues, and coming soon. In this release, we have added the following features:

- **API version 0.2.2 has been released**
- **API rate limit increased to 100 requests per 10 seconds**

You can find the entire process from generating an API key to testing your JWT token on our API repo located at <https://github.com/carbon3d/carbon3d-api>.

The Carbon DLS API is provided as an OpenAPI spec ([api.yaml](#)). This spec allows you to generate client libraries in many languages. A list of supported OpenAPI generators is available [here](#).

If you have any questions and/or feedback, please contact api-list@carbon3d.com.

RESOLVED FEATURES

1. **Part Order sidebar now links to the correct Catalog Part and contains the total part count (CLP-17579, CLP-17580)**

The sidebar now correctly links to the related catalog part and the total part count shows unique part count.

If you are unable to access the Part Orders page, please reach out to your Carbon Technical Partner for support.

2. **Builds (*GET /builds*) no longer return catalog projects that are lacking Application ID (CLP-17582)**

When querying builds, only catalog projects that have proper and valid Application IDs are returned.

3. **Uploaded models that return an error will not be processed (CLP-17351)**

In the rare case that a model returns an error during upload (e.g. failed connection), the API will no longer attempt to process the model.

4. **General improvements to the Packer (CLP-17526)**

NEW FEATURES

1. **API rate limit increased to 100 requests per 10 seconds (CLP-17714)**

The API rate limit has been increased to 100 requests per 10 seconds, per user level (previously set at 5 requests per second).

2. **Upgrading infrastructure for the packing process. (CLP-17703)**

There should be no noticeable changes. Packing may take less time now, due to more computing resources.

3. Changes in when parts are selected for packing. (CLP-17526)

Customers may notice a decrease in the number of different PartOrders which appear on a packed Build

KNOWN ISSUES

For some of the known issues we do have workarounds. However, we are still working to solve the issue at hand.

- On occasion, PartOrders are unnecessarily fragmented across several builds (CLP-17525)
- Builds created via API are unable to be adjusted in the printer UI when queued directly from the printer. (CLP-17191)
 - *Workaround:* The current workaround is to download the .carbon file and then create a project using that file.
 - *Fix timeline:* The fix to this issue requires a printer software update. We target to have a solution for this in v1.28 which is targeted to be released by mid-November.
- Offset parameter currently appears on the API docs under PrintOrders (*GET /print_orders*) and will be removed in the next update (CLP-17471)

Please reach out to our API support group at api-list@carbon3d.com or file issues on our GitHub repo.

IMPROVEMENTS COMING SOON

The following will be implemented in an upcoming release:

- Reducing the amount of fragmentation seen across parts (CLP-17525)
- Ability to modify/delete print queues on a printer (CLP-16831)
- Packing will take more time and try to produce a denser build. (CLP-17702)