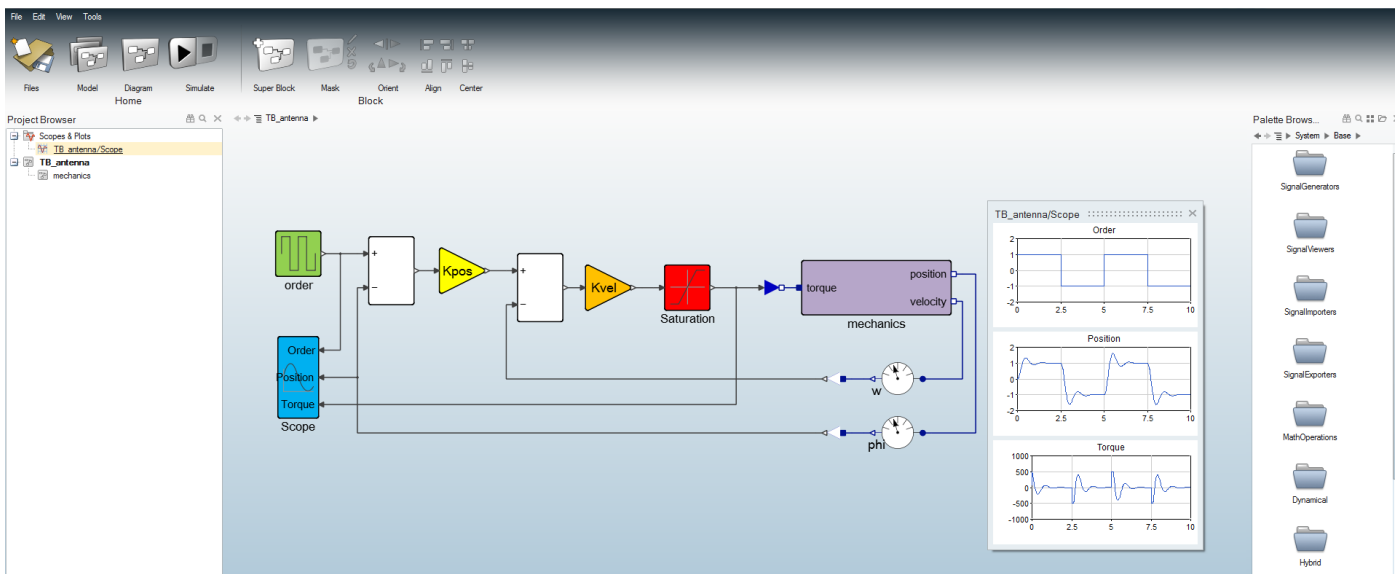


## Activate 2016.2 Release Notes

### INTRODUCTION

**solidThinking Activate** enables product creators, system simulation and control engineers to model, simulate and optimize multi-disciplinary systems. By leveraging model based development, ensure that all design requirements are successfully met while also identifying system level problems early in the design process.



The release of **solidThinking Activate 2016.2** offers exciting features including:

- Powerful modeler and simulator for continuous and discrete models
- Robust handling of signal-based as well as physical models
- Comprehensive set of block libraries
- Support for Functional Mock-up Interface
- Co-simulation with Multi-body Dynamics
- Library Management
- Model Report Generator (new in 2016.2)

### PLATFORM SUPPORT

Platform		
OS	Version	Architecture
Windows	8.1/7	x86_64

The following features and enhancements have been added for **solidThinking Activate 2016.2**:

**MODEL EDITION AND USER INTERFACE**

<b>Localization</b>	Japanese language is supported in the User Interface.
<b>Model Report</b>	A Model Report Generator feature has been added to create a complete, navigable, HTML Report including views of all the diagrams and all the results.
<b>Demo Browser</b>	A dedicated Browser which is dynamically populated by all models and script files found the the demos folders of each installed library has been added.
<b>Palette Browser</b>	Direct access to block help and improved navigation.
<b>Model Recovery</b>	A mechanism to save automatically save models and allow for recovery has been implemented.

**MODELING AND SIMULATION**

<b>Compiler</b>	Improved handling of the Temporary directory
<b>Functional Mockup interface</b>	Better error messages for blocks that cannot be exported to FMU.
<b>Co-Simulation</b>	Improved diagnosis of issues (such as missing files) when running cosimulation.

**BLOCKS AND LIBRARIES**

<b>Block Addition</b>	ToCSV block is added to write CSV files.
<b>Block Enhancement</b>	Counter, ModuloCounter and EdgeTriggerblocks are improved.

The following issues have been resolved for **solidThinking Activate 2016.2**:

Various fixes to the FMU export
Fixes for cases where floating links were created on block deletion
Fixed display issues with palette browser and screen capture (seen on AMD processor machines)
FMU exported from Activate failed in FMU checker in some rare cases
Floating link is created when delete a port in superblock and undo in upper diagram

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Issue when deleting an implicit split
Issue with links on implicit flipped blocks
Counter block doesn't handle integer overflow
Floating link is created if delete a split connected with implicit links
Floating link if do "Fit To Text" on rotated block
Text fuzzy after move a block in some cases
Greek alphabet rho and theta cannot be correctly displayed after file save
Code generation for SwitchCase block doesn't produce the same result
Cannot generate code for Extractor block
VariableFreqSine FMU export issue
FMU export of ContTransFunc fails in compliance check
Issue with asinh (in Coselica) block when using tcc compiler
Impossible to use Japanese characters for file names for open/save
Footer color of scope in property editor uses invalid font
Navigator bar doesn't display the model name completely after renaming the model with a longer name
Improve error message for FMU export when no supported compiler is installed
Slow moving of blocks
Additional ports should be labeled when check reinitialize parameter of DiscreteIntegrator
Simulation function code parameter of UserFunction blocks
FromCSV doesn't process data at duplicate time steps
Model validation failed when model name contains non ASCII characters
User should not be allowed to generate code for MSPlant block
Annotation issue when Arabic language is used
Certain colors cannot be picked in color palette
Ctrl+D and Ctrl+T doesn't work in floating diagram
Issue when editing annotations in floating diagram
Auto masking a bypassed superblock generates an error
Fuzzy texts can be displayed when entering and leaving a superblock
Reverse color issues for scope blocks
Divide by zero error when a constant divided by a signal activated by clock
Cannot open or run an HML file from file browser
Model cannot be opened after saved with non-ASCII block name

## Activate 2016 Release Notes

The following features and enhancements have been added for **solidThinking Activate 2016**

### MODELING AND SIMULATION

<b>Hybrid Simulator</b>	Modeling and simulation of models using both continuous and discrete-time blocks
<b>Events Handling</b>	A comprehensive way to create and manipulate activation events offering a powerful control on the model behavior.
<b>Powerful compiler and simulator</b>	An extended list of solvers available for all types of models.
<b>Functional Mockup interface</b>	Support for FMI 2.0 standard (import and export, model exchange and co-simulation).
<b>Co-Simulation</b>	Dedicated co-simulation interface with Multi-body Dynamics

### BLOCKS AND LIBRARIES

<b>System Library</b>	Activate offers a large set of blocks (continuous and discrete-time).
<b>Custom blocks</b>	Create custom blocks in C or HML language. With the physical component modeling support provided by the Coselica add-on, custom Modelica blocks can be created.
<b>Library Manager</b>	To create, edit and manage libraries and block palettes.

### MODEL EDITION AND USER INTERFACE

<b>Multi model management</b>	Activate can load and manipulate multiple models, with multiple views of one or many models, for faster edition and navigation.
<b>User Interface</b>	Modern user interface with quick and intuitive edition capabilities, link creation, super block creation. Multiple browsers with search and filter capabilities are used for models and block libraries.
<b>Plots and Scopes</b>	Results of simulations, on various models, are exposed in scopes and user plots.