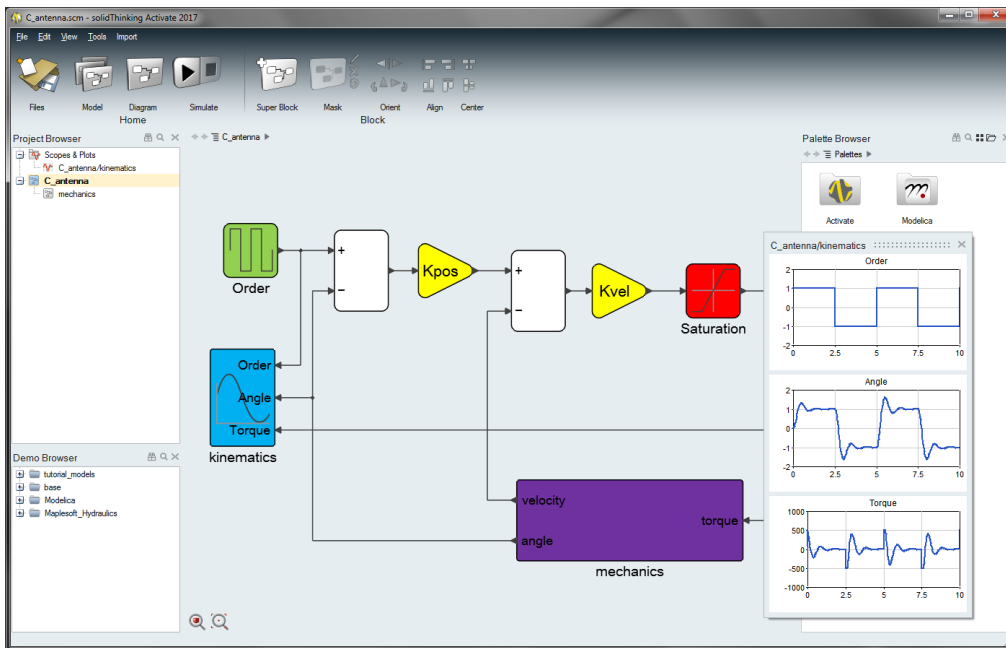


Activate 2017.2 Release Notes

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 2017.2** offers exciting features including:

- Powerful modeler and simulator for continuous and discrete models
- Robust handling of signal-based as well as physical models using a Modelica Engine powered by Maplesoft™ and a library of blocks based on the Modelica Standard Library.
- Comprehensive set of block libraries
- Support for Functional Mock-up Interface
- Co-simulation with Multi-Body Dynamics and Electromagnetics simulation software
- Library Management

PLATFORM SUPPORT

Platform		
OS	Version	Architecture
Windows	10/8.1/7	x86_64

The following features and enhancements have been added for **solidThinking Activate 2017.2**.

MODEL EDITING AND USER INTERFACE

Support for default values	<ul style="list-style-type: none"> • Default values of parameters in Modelica blocks are displayed (in grey) to indicate the value that will be used by the compiler. Any value entered by the user will override this default value.
Expand a superblock	<ul style="list-style-type: none"> • New option lets you move the contents of a super block outside of the super block.
Non-modal block dialogs	<ul style="list-style-type: none"> • For easier access to block information when assembling diagrams, block dialogs can remain open while editing any blocks, and during model simulation
Recovery dialog	<ul style="list-style-type: none"> • New option to not load the recovered files at all is added to the Recovery dialog
Save All	<ul style="list-style-type: none"> • New option lets you save all open models.

MODELING AND SIMULATION

Support for multiplexed input/output on Flux block	<ul style="list-style-type: none"> • The Flux cosimulation block has now an option to handle multiplexed inputs and outputs.
Engine updates to handle states	<ul style="list-style-type: none"> • Engine updates enable optimization of the numerical differential equations solver by removing inactive states during simulation.
New Flux Cosimulation tutorial	<ul style="list-style-type: none"> • New tutorial walks through co-simulation between Flux and Activate. The model for the tutorial is a Surface Mounted Permanent Magnet (SPM) motor.

BLOCKS AND LIBRARIES

RunTimePID block enhancement	<ul style="list-style-type: none"> • Display the actual PID parameter values in the RunTimePID block GUI
EventPortZero	<ul style="list-style-type: none"> • Extension of the behavior of the EventPortZero (CLK0) to facilitate the implementation of State Machines

The following issues have been resolved for **solidThinking Activate 2017.2**:

Masked superblock is not treated correctly in the palette browser
Mo Custom block: fixed the Modelica code skeleton generator

Activate invoke issues (related to limited permission on file system)
Block dialog of Port block is not closed after closing the model
Application may crash when closing Activate while running simulation with some block dialogs open
Model report issues
Application crashes after undo/redo non-implicit fork creation
Display issue (browsers, about box) with High resolution screens (4K)
Application crashes when clicking the help button in block dialog while running simulation
Simulation issue with CLK0 and restart integrator
Scope should display curve when simulation is paused
Undo-redo the copy of a superblock may result in wrong links
Split Window or Closing Split windows doesn't always redraw the model
Changes to a block while its parameter dialog is open does not close the dialog
Navigate in palette browser during simulation
Static initialization issue in MotionSolve cosimulation
Issue with turning a super block into an atomic block
Initial output of Constraint block is not taken into account
Closing a model should not affect the model displayed in another split view
Mouse cursor keeps changing when moving in HML command window
Diagram should be redrawn after clicking Apply in a block dialog
Block created by block builder doesn't show correct port color
Warning should be issued that context will be deleted during Expand Super Block operation.
Saturation parameter of SumElements block doesn't work

Uninstall a Library doesn't immediately remove the library from the Palette Browser.
Non existing algebraic loop detected by compiler when using the Mo custom block
SaveAs path should not be modified when switching models
Issue with displayed name of installed libraries if the library name includes a dot
Zoom center is not correct after closing a split diagram
Remove the redundant "Index" property in the FMU Info dialog
Fit issue for blocks with long text displayed
File > Save doesn't propose the model name in a case where there is already a folder with the model name in the same location
File save doesn't propose the model name in a case where there is already a folder with the model name in the same location
Flux co-simulation block: Character Memory error (adds "c:" to field) – Fix made in Flux 12.3.1
Don't pre-highlight an already connected port
CTRL+F not working on Diagram>Context when there is already a block dialog open
Syntax highlighting is not working in context editor
Model should be prompted to save when closing a removed model