

30.11.2007

Animator3 0.6.8a2 released

On November 30, 2007 GNS released Animator3 version 0.6.8a2. This version includes a lot of new features as well as bug fixes.

New features:

- added support for maximal principal strains over upper and lower surface for Dyna3d
- added support 10 node tetra elements for Indeed

Bug fixes:

- fixed support for principal strain on upper and lower surface for Dyna3d
- fixed correctness of stress vector for Dyna3d
- viewer and powerpoint plugin do not work on windows (introduced in 0.6.8a1)
- fixed "vie fol .." crash
- fixed processing of Nastran displacements where only a subset of nodes is on the op2 (introduced in 0.6.8a1)
- fixed Abaqus_fil interface
- fixed mouse wheel support for linux in selection mode
- Bug #2007111310000281 fixed crash on windows 64bit with "wri his ..."
- Bug #2007110610000053 Nastran interface mixes loadcases when stress and strain energy is written to Op2 for SOL 103
- Bug #2007112810000057 NX Nastran RBE3 element import error
- Bug #2007112910000028 Nastran OEKE1 data block import problem