



Release Note Animator4 Version 2.3.2

December 4, 2017

GNS Animator4 Version 2.3.2 offers following corrections and enhancements:

- Rendering
 - Fixed lighting errors for software rendering (OSMESA)
 - Fixed: inner tetra mesh lines with cross section not rendered
- Fixed crash in 'c2d pas' with 'v[0]' as target
- State mode id and frequency saved to DB.
 - MAC analysis can now be performed with DB also.

For further details and a complete list of new features, improvements and bugfixes please refer to the WhatsNew tab in the About dialog in Animator4 or review the file WhatsNew.text in the installation directory.

For further information or technical support, please contact our support team:

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