

What's New 6.2

The second update to Enterprise Dynamics 6.0 contains a lot of small issues that have been solved. However we have also implemented some new things.

General improvements

- 1: To notice the events that need to be executed a timer is used. This timer has been replaced with a new high-speed timer. This results in faster simulation runs (at the unlimited speed), and a more reliable behavior on Windows 98.
- 2: We have implemented a new system that gives more and better information when a fatal error occurs. By sending this information to the support department it enhances the way we can assist you in solving your problem. [More Info](#).
- 3: We improved the simulation speed by optimizing some 4DScript functions. The speed improvement can be as high as 30% (depending on the functions you have used in your simulation model).

Channels

- 1: If you want to connect two atoms via a channel the 2D animation window will now scroll if the atom that you want to connect to is outside your current viewing position.

Help system

- 1: The Help has been updated with a couple of new 4DScript commands or new additional parameters.
- 2: A [Frequently Asked Questions](#) section has been added to the Help system.
- 3: A [Troubleshooting](#) section has been added to the Help system.

Examples

- 1: The examples in the [Files](#) subdirectory of your [Examples](#) directory have been modified to be able to understand these examples without using the Atom Editor.

4DScript

- 1: New operands have been introduced: $\%_o$ and \wedge . They act as respectively the [Mod](#) and XOR function.
- 2: The [SetTimerEvent](#) is now able to take an additional parameter into account. This additional (optional) parameter indicates how many times the function needs to be executed.
- 3: The [Maintenance](#) function did not function properly. This has been fixed.
- 4: The function [DestroyEventsOfAtom](#) now has an additional optional parameter. The parameter is used to set which events need to be destroyed.

Visualization

- 1: We have added some factory environments to enhance the visualization of your simulation models. You can find these VRML objects in the [Media\3DModels](#) directory.