

What's New 7.2

In this second update to Enterprise Dynamics 7, a lot of (major and minor) issues have been solved that has come to our attention in the period after official release 7.0 and the first update 7.1.

Major issues

- 1: A complete set of new result atoms has been added to instantly display the status of selected atoms in your model view. The atoms [StatusIndicator](#), [StatusMonitor](#), [StatusHistogram](#), [StatusMonitorStackedBar](#), [CircleDiagram](#), [Histogram](#) and [ScatterPlot](#) are located in the RESULTS group.
- 2: Major visualization problems have been solved related to black objects in 2D view and missing buttons because of high screen resolutions.
- 3: All atom Guis designs are now uniform and developed conform one standard. These include logically grouped parameters, pop-up locations and error checking.
- 4: The example models have been completely reworked and extended. All example models are now also available in the German language. Also the helpfile is reworked in both English and German. You can find the example models in the work directory in the English and German subdirectories.

4DScript

- 1: [GanttSetAxisSettings](#) is added. This 4Dscript command can be used to customize the Gantt Chart
- 2: [GanttSetNameBoxSettings](#) is added. This 4Dscript command can be used to customize the nameboxes of a Gantt Chart
- 3: Setting the min- and max-height and width of GUI's did not work correctly. This is now fixed
- 4: The [Delay](#) function used to consume high CPU resources. This is now fixed
- 5: [CreateAtomCopy\(\)](#) raises access violation when used after a [deleteRow\(\)](#) if the deletion of the row results in a zero-rows table. This is now fixed
- 6: [Dijkstra](#) Algorithm could make ED go into an endless loop when used as stand alone 4DScript outside the network atoms. This is now fixed
- 7: 4DScript command [LocalIP](#) always returned 0. Now it returns the local IP
- 8: [ADOSetQuery](#) can now have 2 additional parameters: [CursorType](#) and [LockType](#). These could improve the ADO performance
- 9: [Displaytreeview](#) now has a 8th parameter: 1 or true or omitted : show menu in tree. 0 or false: don't show menu

Engine

- 1: The replication number of an experiment in the experiment environment was lost. This is now added again
- 2: Sometimes the mouse click in 3D sometimes 'hangs'. This is now fixed

- 3: Sometimes, a range check error was shown when compiling a message box although the code was correct. This is now fixed
- 4: The display atom in model tree and display mother of treatom search functions now work correctly for ED Economy
- 5: Pressing the label button now displays the labels of the selected atom & the labels of the atoms contained by the selected atom
- 6: The save routine contained a glitch; when closing ED, saving a model and cancelling this operation, ED used to close. Now ED remains open
- 7: The Runtime version could throw 'cannot focus a disabled or invisible window' error. This is fixed
- 8: Some users displayed weird behavior in the 4DScript editor. There is now a workaround presented in [FAQ](#)
- 9: [ADONConnect](#) command now works correctly with the security add-on
- 10: After having used [drawmodel3dmesh](#), the colors and materials were not reset. This is now fixed
- 11: Several tooltips in the atom editor are improved
- 12: Using the [FileErase](#) command in an init-Event of an Atom now no longer throws an error
- 13: SQL Statements now have return values. Usefull when SQL statements contain errors
- 14: Many windows displayed scrollbars when using high screen resolutions. Also, Screenresolution of 1920x1200 made buttons disappear. This is now fixed
- 15: When setting the framerate to a low value the ED interface became irresponsive. This is now fixed
- 16: Setting the 3D view mouse configuration could cause the pointer to jump from edge to edge. This is now fixed
- 17: Many new PC's displayed the 2D objects black (after opening the 3D window). This is now fixed
- 18: The save routine of the GUI builder provides the possibility to save the current version under the same name with the added .bak extension. Also, when selecting save as, the current name of the GUI is provided as default filename
- 19: Engines with revision numbers higher then 651 rendered over 5 times slower. This is now fixed
- 20: The Economy version could display the atom editor. This is now switched off
- 21: The current color of the components is now reflected in the CustomColors array. Editing different components could replace the color of the first component
- 22: When pressing the F8-key in the debugger, it displayed 4DScript overview instead of executing step-in. This is now fixed
- 23: On multiple monitor systems the mouse cursor on monitor #2 could jump unforced to monitor #1 if a context menu is used. This is now fixed
- 24: Sometimes (parts of) atom were saved in MAC format. This could result in problems comparing files. This is now fixed. To fix wrongly saved atoms, touch (add a space) to all events and save the atom again
- 25: Setting the color in [drawtext](#) (e6) makes this the material color for succeeding objects. This is now fixed so that it only effects the intended text
- 26: [ADONConnect](#) throws error with security add-on. This is now fixed

- 27: The 3D Camera could jump from freehand to target. This is now fixed
- 28: The atom information in the treeview could not be turned off. This feature is now implemented
- 29: When forgetting to plug in the hardware key, ED could stop responding to the message that displayed this. This is now fixed
- 30: Sometimes the table did not consider the content type when updated in the AtomEditor. This is now fixed
- 31: Copy function in the atom editor didn't permit to change the replace part anymore. This is reintroduced again
- 32: Setting up the 2D window start position from the "file>preferences>visualization>2D" the view x position does not work. This is now changed so that this works
- 33: Autofit did not work nor were the entered distributions saved. This is now implemented and repaired
- 34: The find – replace dialog could throw access violations. This is now prevented
- 35: The window caption when copying functions is too small. This is now fixed
- 36: The GUI Table component has 4 new attributes:
 - SelectionRowStart
 - SelectionRowEnd
 - SelectionColStart
 - SelectionColEnd
 These allow conditional selections from a table
- 37: Setting focus to atom editor attribute sheet column 4 and column 5 used to change the content. Now this is changed to only on Focus change

General Atoms

- 1: Several restrictions and conventions for the Time Schedule Availability atom have been removed (even number for repeat, in turn up and down, first table 1). This makes the Time Schedule Availability atom much more flexible and easier to use
- 2: The Assembler atom could remain in distributing status. This is now fixed
- 3: The GUI of the Database atom contained an error when displaying the table. This is now fixed
- 4: The Availability control functionality contains fixes for:
 - If more than one atom connected to the input channel this could result in problems
 - Combination of failures from the availability control and server atom
 - Setting of status
 - Executions of events created on atoms controlled by the availability control after the availability control switched to not available could fail
- 5: Status pie history displayed percentages with a large portion behind the comma. This is reduced to only 2 digits
- 6: Atom Manipulator and Atom Organizer are removed from the library because they were obsolete. This functionality was already integrated into the Engine
- 7: The Word atom and related 4DScript functions were broken. They are repaired and the word commands work correctly

- again using DDE
- 8: The show contents of the queue did not work properly. Now the choice to display the contents works correctly
 - 9: The Graph atom was broken; not able to display graphs anymore. This is fixed
 - 10: Type-o fixed in the search (atom) functionality
 - 11: The new ArrivalList GUI now can add new arrivals and labels flawlessly
 - 12: The assembler atom has been modified so that it actually can reach the status IDLE
 - 13: The Database Connection atom in combination with Paradox gives no longer errors
 - 14: It is now possible to add variables to the composition container using the new GUI
 - 15: The Excel atom, its GUI and related 4DScript commands have been improved and, where necessary fixed (sheetnames are saved, read and write procedures improved)

Logistics Suite Atoms

- 1: All Atoms have new or improved user interfaces
- 2: The Advanced Transporter displayed problems (including offset parameters) with several models. This is now fixed
- 3: The Accumulating Conveyor now also rolls when elevated & the possibility to have multiple leg support
- 4: The Portal Crane could carry products to strange locations (levels problem) and picked long products by its 0,0 coordinate. This is now fixed
- 5: The Advanced Transporter contained a bug. SetDestination did not work. This is now fixed
- 6: When reducing or enlarging the length of Advanced straight conveyors with the mouse, the new length was not read into the GUI. This is now fixed
- 7: The Operators can enter into a deadlock. The function that takes care of sorting the tasks has been improved to prevent this
- 8: The set of new advanced conveyors is now completed and includes the atom Advanced Accumulating Conveyor Curved

Help

- 1: The help functionality now contains an overview of the shortcuts used in Enterprise Dynamics
- 2: The FAQ section for the 4DScript editor now explains what users need to do when text is not readable in 4DScript editor
- 3: Included a workaround for (other than default) positioning of the GUI form when using the Visualization2D and Visualization3D components
- 4: Included help for the new Status Atoms:
 - CircleDiagram
 - Histogram
 - Scatterplot
 - StatusHistogram
 - StatusIndicator
 - StatusMonitor
 - StatusMonitorStackedBar
- 5: All Preference windows are updated in the help and have a

- detailed explanation
- 6: The [VR Building](#) Atom now has a help explanation.
 - 7: Autofit is now clearly documented in [AutoFit Support](#)
 - 8: The "Step in" shortcut is now correctly mentioned in the helpfile
 - 9: The help for [GUI Visualization3D](#) displayed incorrect attributes. This is now fixed
 - 10: The last parameter to the [DrawCylinder](#) function e8 comes from an earlier version, and its use is now deprecated. By default its value is "Z-AXIS". This is explained in the help file
 - 11: The [DistanceToCamera](#) and [ViewerDist](#) commands are relative (Same level as the camera). This is now clarified in the help
 - 12: The [Statuslist](#) misses status 33. This is now added
 - 13: [SetMaterialOverride\(\)](#) didn't work properly. Changed the help to indicate that you need to call this function after you have set the material
 - 14: The GUI component visualization has several undocumented atomclick events. They are added now
 - 15: The function [AddLayer](#) has a 4th parameter to set the drawing order of layers. The highest value for parameter 4 is drawn first. This was listed incorrectly
 - 16: [Removelayers](#) and [Removelayer](#) functions were incomplete. Now it describes working with AutoID
 - 17: The commands [Stripstring](#) and [StringReplace](#) are clarified
 - 18: Table headers do not disappear when setting the table to other dimensions then 0x0 for the active ED session. This is now documented
 - 19: 4Dscript commands [Encrypted](#) and [Compressed](#) are now documented
 - 20: The help file for the preferences | 3D is updated to reflect current settings for the camera
 - 21: The help on resource manager – dxf was missing. This is now added
 - 22: The help file for the assembler is updated. The bill-of-material table needs to be change manually in the table
 - 23: The help of the camera atom has been updated
 - 24: The [Portal Crane](#) now has a descriptive help
 - 25: The example models have been completely reworked and extended. All example models are now also available in the German language. Also the helpfile is reworked in both English and German. You can find the example models in the work directory in the English and German subdirectories.

General

- 1: The ED Operational License threw an error when starting Enterprise Dynamics.app. This is now fixed
- 2: The Scenario Manager failed with the educational suite. This is now fixed
- 3: We integrate the histogram cumulative line into Enterprise Dynamics
- 4: The Autofit functionality now standard has excelread functionality
- 5: With version 7.1, some Example model groups are doubled because of an underscore replaced a space. This is now fixed and the latest versions are the without underscore
- 6: The introduction of revision number. Incontrol subversion source control now indicates the revision number in the

engine

- 7: Many atoms have new or improved GUI's built using the Enterprise Dynamics GUI Builder. These include positioning and sizing the GUI's based on screen size and mouse click location. Functions added to the GUI atom in the system folder
- 8: Layers have added functionality. It is now possible to set the following options for layers: visible, move & resize, select and delete.