What's New 6.1

In this first update to Enterprise Dynamics 6.0 a lot of small issues have been solved that has come to our attention in the few weeks after the official release.

General improvements

1: Users are now asked if they want to update their older models to Enterprise Dynamics 6.0. If the user doesn't want to update the old atoms that are used in the model are automatically loaded.
2: You can now select `Decimeters` as grid size.
3: In the Logistics Suite pressing the conveyor short key buttons now add the correct atoms to your simulation model.

Help system

1: The developers and users of Enterprise Dynamics found out that some help items were not completely correct. This has been altered.
2: It appeared that some items were still missing in the help. These items have been added.
3: The 4DScript overview window did not show information about all the 4DScript words. Missing explanations have been added.
4: The category in the 4DScript overview window was not displayed correctly. This has been fixed.

Animation

1: A lot of fine-tuning to the new animation engine has been done.
2: The .dxf importer was not complete with the release of 6.0 (as we found out). This has been fixed.
3: With some graphic cards there was a problem with the display of text (depending on the scale within an animation window). This has been fixed.

Atoms

1: The `Server` atom (and older versions `T142`) contained a bug that could result in different simulation results depending on the display of an animation window. This has been fixed.
2: The `Monitor` atom contained a hard-coded reference to an older version of this atom. This has been fixed.
3: The `Atom Versions` atom contained a hard-coded reference to an older version of this atom. This has been fixed.
4: The `Queue` atom (and older version `T105`) contained a bug that could result in different simulation results depending on the display of an animation window. This has been fixed.

4DScript

1: The `Mod` function was only usable with integers while in the past floating-point numbers could be passed as well. This has been fixed.