

## MultiSurf 6.7 Bug Fixes

1. Query/ Host hangs indefinitely  
In some cases an evaluation of a large model during a Query would hang the program. That has been remedied.
2. Hangup exporting IGES  
The extents are no longer automatically updated when exporting to IGES.
3. 2D DXF export hangs indefinitely  
The extents are no longer automatically updated when exporting to 2D DXF.
4. Variables and Insert Copies  
Variable and Formulas are now allowed as supports in an Insert/Copies operation.
5. Snakes won't Export to Flattener  
In some cases it has been noted that snakes were not carried over to the .DXF file in a TMFlattener operation. This has been fixed.
6. Import triangle mesh doesn't offer OBJ  
Added OBJ, 3DG, UTP, PLX.
7. Query/ Eval Times not sorting  
The results are supposed to be sorted in descending order, but they're not; they come out in the order of the selection set.       FIXED
8. No RUL Export     This was requiring every surface in the model to be evaluated.     FIXED
9. Can't triangulate closed CompSurf   Example: Cube       FIXED
10. Frame3Pts a backwards compatibility problem  
The Frame3 Entity is no longer transmuted to the Frame3Pts entity when a file is opened. This caused backwards compatibility problems.
11. Entity with syntax error shouldn't be selectable
12. Can't remove parent in Selection Set view  
Removed restriction that required more than one parent to be present before button was enabled.
13. Insert/Copies Naming Convention  
Partially implemented. If you don't check "Specify names", and the pattern object name has the old support name embedded in it, the new names will use the new support names.  
Example: pattern object is es13\_snake11A, support to replace is snake11, new supports are snake 22 and snake33. The new names will be es13\_snake22A, es13\_snake33A.
14. Removing parent causes crash in Vista  
Vista Specific crash.   FIXED
15. MultiSurf is now Vista64 compatible.
16. Delete Point Crash   TempCopy issues  
If a TempCopy was in a model, it was a crash waiting to happen. This has been fixed.
17. Model places used when saving .MC2
18. Insert Copies can't replace VLList item  
Variables and Formulas can now be used to replace items in a variable length list in an Insert /Copies operation.
19. Command to reveal surfaces consistently oriented       A consistent orientation of surface normals is critical for WAMIT, PMARC, panel hydrostatics, etc. -- any panel method. If we make a CompSurf from all the wetted surfaces, the Brep data structure contains internal information about the relative orientations of the component surfaces -- enough to tell the user if he got it right, also to identify individual surfaces that are incorrectly oriented. However, this information is not accessible to the user. There could be a command for this purpose. Command "CompSurfNormals".
20. Entities Manager doesn't show created objects

Re-setting the Entity Manager is no longer necessary to see newly inserted entities.

21. Edit/ Model File hangs indefinitely  
Previously returning from an Edit/Model file operation required the whole model be re-evaluated. Now just the visible objects are evaluated.
22. Export DXF Crash  
Exporting geometry which included a TMSnake caused a crash. FIXED
23. TMSnake crashes Query/Breaks      FIXED
24. Bad velocity profile for TMSnakes      FIXED
25. Hot keys in SurfaceWorks  
We have not had the Hot Keys X, Y, and Z in SurfaceWorks because of a conflicting Hot Key in SolidWorks. That situation has been remedied.
26. CompSurf won't triangulate  
Creating a Trimesh from a CompSurf has been made more robust.
27. CompSurf now has triangle visibility.
28. Slow ProcSnake sharing a driver  
Selecting a Procedural Snake with these characteristics, no longer hang the program.
29. Could not remove SolidWorks faces which have been added as parents in SurfaceWorks.  
FIXED
30. "w" accelerator key now for Tools/Command Window.
31. WindSurf allows you to create the Kind attribute out of range and reports no error until the model is re-evaluated. At that time it is a syntax error and has to be fixed through Edit/Model File.      FIXED
32. NURBS-exact command reports spline order (ku, kv etc.), which is different from degree: order = degree + 1. It would be better to report degree, so as to be consistent with other parts of the UI.      FIXED
33. Number of selected parents is now shown in the parents field of the Selection Set Manager.
34. The real values dialog does not update after a formula's expression has been edited.      FIXED
35. Multiple edit doesn't change unit dimensions on Variables and Formulas.  
Code now loops through and changes units of all selected entities.
36. Edit an XYZ Ring and change the point parent to "\*". You should get a dialog asking to keep Absolute location or keep Offset. A user brought it to our attention that it used to do this, but no longer.      FIXED
37. Label1A.ms2 in Windsurf bugfiles K-R
38. The user may want to print a literal # character as part of his label text. This is supposed to be provided for by allowing the combination "\#" to mean a literal # character. In these two examples:  
Label1 works correctly (Legend is "Point \#2 X=#.###" and display is "Point #2 X=2.530".)  
Label0 isn't right (Legend is "This is \# a test." and display is the same.)      FIXED