



## *WHAT'S NEW?*

*FLEXSIM 2017 UPDATE 1*

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# INTRODUCTION

This is an overview of the new features and improvements found in FlexSim 2017 Update 1, the latest version of FlexSim's flagship simulation modeling package. This update reflects our commitment to regularly develop and refine our software, and this version includes enhancements to visualization, ease of use, and modeling tools.

Anyone can download FlexSim 2017 Update 1 at [www.flexsim.com](http://www.flexsim.com) and try it out under the free Express license. Users with current maintenance can upgrade their license through their FlexSim Account or within the FlexSim 2017 Update 1 software.



# VISUALIZATION

## Oculus Touch

FlexSim has expanded its virtual reality capabilities to include compatibility for the Oculus Touch hand controllers. The natural gestures and finger movement of the Oculus Touch will expand and add realism to your simulation experience.



Watch the video at <http://flexsim.com/vr>

## More VR Options

FlexSim is now compatible with OpenVR and HTC Vive, providing even more options for viewing and interacting with a FlexSim model in virtual reality. In addition, we've made improvements to the shadows in VR mode.

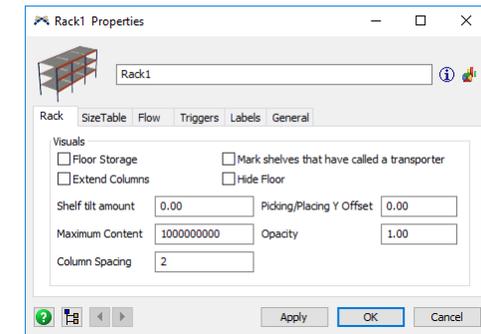
## Shadow Resolution Control

Shadow Texture Size

You can now change the resolution of the shadow map, found in *Global Preferences > Graphics*. Choose a lower resolution for computer hardware that struggles with the default shadows, or a higher resolution to make shadows look better on 4K monitors.

## Rack Object Visuals

There are three new visual options for the Rack object. These can be found in the new Visuals section of the Rack's properties window, and they allow you to extend the columns beyond the top shelf, hide the floor on each shelf, and adjust the column spacing on the Rack.



## Other

- **New Person flowitem:** We've updated the 3D shape of the *Person* flowitem to match the quality and realism of the current operator shape.



# DATA AND TOOLS

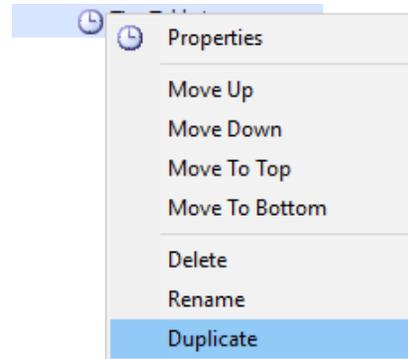
*“Currently there is no easy way to duplicate a time table and preserve its member list. . . I would like to propose a new process: (1) Right-click on the Time Table, (2) Select ‘Duplicate,’ (3) If necessary, rename the new table.”*

Jon A., United States

Inspiration for **Toolbox Duplication**

## Toolbox Duplication

The Toolbox now has the ability to duplicate tools and their associated member lists. Simply right-click on the tool, select “Duplicate,” and rename the new entry as needed.



We’ve added a similar option in the Excel Interface, with a duplication button that allows you to copy an import table.

## New Datatype Options

We’ve added more and varied datatypes that are available in two places: the Labels tab (when you add a new label), and in tables (when changing the datatype of a cell; *right-click > Assign Data*).

## Global Table Improvements

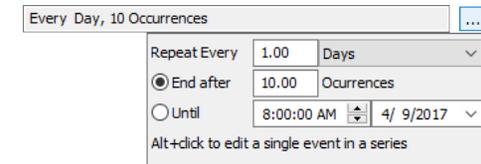
- Removed the Global Table’s “Clear on Reset” checkbox and replaced it with an On Reset trigger, adding more

options for data management when the model is reset.

- New hotkeys for tables: F2 to edit a cell, Esc to exit the cell edit without saving your changes.
- New Table(name) method for referencing Global Tables.

## Repeating Events

You can now repeat events in Time Tables. This option can be found in Date Based mode by using the checkbox and field at the bottom of the window. It gives you the ability to have a piece of scheduling repeat at a specified interval, either for a number of occurrences or until a date and time.



## WebServer Improvement

Our WebServer application received a performance overhaul through a switch to Node.js. It now streams the 3D view much faster, and comes with a streamlined default GUI for better web-based viewing of FlexSim models.



## SQL Improvements

FlexSim now supports nested queries in SQL. We've also added ROW\_NUMBER as a SQL keyword.

## Other

- **FlexSim strings are now stored using UTF-8 encoding.**
- **More FlexScript classes:** List, AGV, Conveyor, TrackedVariable.
- **More FlexScript properties/methods:** Object stats and additional string methods.
- **Improved scientific notation for literals.**



# PROCESS FLOW AND DASHBOARDS

*"It would be nice if FlexSim supported scientific notation (E-notation) for floating point numbers."*

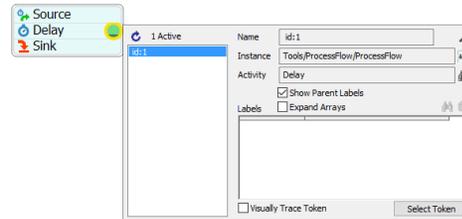
Serge A., Italy

*Inspiration for **Improved scientific notation for literals***



## Helpful Shortcuts

You can now hold the CTRL key and click + drag with the mouse to move activities within a block. And if you hold the ALT key and click a token, it opens the Token View (also available by right-clicking a token and selecting "Display Token View").



collect and show data for in the chart so that it only shows the last 'X' time units' worth of data. These charts get messy after a while, so this makes it easier to read them in real time.

## Process Flow Functionality

- Added an Assign Released Resource(s) To field on the Release Resource activity.
- There is now a Sampler icon in the Name field when adding a new label in the Assign Labels activity. This allows you to sample other activities or tokens to get label names.
- Added an Assign To property to the Create Tokens activity.
- Added a Make Array label aggregation type to the Batch.

## Chart Time Intervals

For Gantt and time charts, you can now specify a time interval that you want to