

RayViz Revision History

RayViz 7.8.1 Release

- New: Add the SolidWorks selection box control to the property manager pages for all property types. The selection box provides improved filtering of geometry types that are appropriate for the property being edited. The geometry type filtering is used when selecting in the SolidWorks graphics window making it very easy to graphically select bodies without having to change your selection filters. The control provides functionality to edit the selected geometry and allows the property manager page to update on selection changes.
- New: Allow the application of temperature distributions to irregularly shaped planar and cylindrical faces. This matches the enhancements in TracePro 7.8.0.
- New: Add pixel dimension input for RepTile properties that are defined with texture files.
- Update: Fix assertion message about the value of hModuleInstance that could occur when loading the RayViz add-in. – 7197
- Update: Fix bug with surface source rays that were being launched outside the bounds of a cylindrical face. – 7178
- Update: Fix tessellation error when defining surface sources on small faces.
- Update: Fix projection of RepTile boundary center, tile origin and up vectors to the plane of the face that the RepTile is applied too.

RayViz 7.8.0 Release

- New: Initial release of RayViz – ray tracing in SolidWorks