

RayViz Revision History

RayViz 2019 Release (Version 19.2)

Update: Updated with libraries from TracePro 2019 (Version 19.2)

RayViz 2019 Release (Version 19.1)

Update: Updated with libraries from TracePro 2019 (Version 19.1)

RayViz 2018 Release (Version 18.6)

Update: Use new Windows known folders and migrate away from obsolete Win32SpecialFolder

Update: Updated with libraries from TracePro 2018 (Version 18.6)

RayViz 2018 Release (Version 18.5)

Update: Ensure consistent Windows version definition across all projects – target version is now Windows 7 for all products

Update: Updated with libraries from TracePro 2018 (Version 18.5)

RayViz 2018 Release (Version 18.4)

Update: Fix properties listed for surface property catalogs when applying surfaces. None was the only property listed. – 7446

Update: List properties that are appropriate for the target edition of TracePro. – 7104

Update: Updated with libraries from TracePro 2018 (Version 18.4)

RayViz 2018 Release (Version 18.3)

Update: Updated with libraries from TracePro 2018 (Version 18.3)

RayViz 2018 Release (Version 18.2)

New: Class and User Data can now be applied to faces.

New: Allow TracePro to detect bodies from RayViz so that they can be replaced by the new TracePro ‘Update from RayViz...’ menu selection and geometry:update-from-rayviz scheme command.

RayViz 2018 Release (Version 18.1)

Update: Update to TracePro 2018 oml file format

RayViz 7.8.3 Release

Update: Combine multiple messages into one while ray tracing. Multiple messages would be displayed if importance targets or birefringent materials were applied to the RayViz model. – 7177

Update: Detect when an assembly models contains components from a future version of SolidWorks. A message is displayed informing the user that the component will be ignored by RayViz. The assembly model would need to be opened in the future version of SolidWorks if the user wants to apply properties or trace rays

using the components from the future version.

- Update: Fix the projection of the origin of a temperature distribution onto the axis of a non-regular cylinder when working in an assembly. A regular cylindrical face is one that has ends that are circular.
- Update: Prevent the selection of a temperature distribution file when a face hasn't been selected.
- Update: Fix changing the setting of apply to all configurations for exit surface and importance sampling. It was possible that the change in this setting wasn't saved with the model.
- Update: Reset type to none after deleting the distribution. This fixes the type name and description.
- Update: Don't allow RepTile properties to be added to fluorescent bodies or sheet bodies.
- Update: Get defaults for RepTile pixel dimensions and bump/hole state from the property.
- Update: Add <None> to the RepTile property name and surface property name lists.
- Update: Set check properly in Exclude last wavelength-to-infinity band checkbox when changing selections with the fluorescence properties.
- Update: Don't display the Bulk Scatter in the system tree if the property name is set to <None>.
- Update: Properly enable/disable Mueller matrix input items based on the component type.
- Update: When there is no material display; index (1), absorption coefficient (0) and transmission (0).

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