

FIBlast 1.1.2 Release Notes (Mar-2021)

- User defined gravity
- Show pop-up message when animation video export is completed.
- Show (optionally) trajectory lines in fragment animation.
- Show impacts on ground.
- Objects as a whole can be flagged as witness.
- Additional and updated shotline text output values:
 - Impact angle
 - Presented area of projectile
 - Hole area
 - Increase fragment mass precision to 1 mg.

Bugfixes:

- The legend in the contour plot wasn't correctly updated when the unit was changed.
- Crash when selecting an effector and the mesh creation failed.
- Incorrect fragment safety ranges computation result in non circular plots when indeed circular plots should be produced.
- Projectile effects analysis sometimes yields incorrect negative protection level result.
- Multiple selections with the shift key were broken. The shift key (+ left mouse button) was wrongly used to define the rectangular zoom area. To define the zoom area the control key (+ left mouse button) is now used.

FIBlast 1.1.1 Release Notes (Jan-2021)

- 64 bit version

FIBlast 1.0.16 Release Notes (Mar-2017)

- Safety Ranges: output of quantitative results (e.g. area)

Bugfix:

- If Display Options->Vulnerability->Reference Area was changed, the hit probability vulnerability plot wasn't updated

FIBlast 1.0.15 Release Notes (Nov-2015)

Bugfix:

- Incorrect file name filter string in some file dialog boxes

FIBlast 1.0.14 Release Notes (Feb-2015)

- New Options for Export/Show Load Functions: Sample Tolerance, Omit Negative Pressure Phase and Shift Arrival Time (only for Export Load Functions)
- Unicode support

FIBlast 1.0.13 Release Notes (Sep-2012)

- Fragment Animation start time, end time and time step can be set by the user.

Bugfix:

- Fragment Animation Export to a video file is fixed.

FIBlast 1.0.12 Release Notes (Jan-2012)

Bugfix:

- Crash while loading sessionfile

FIBlast 1.0.11 Release Notes (Dec-2011)

Bugfix:

- Crash if isocontourlist is loaded with sessionfile

FIBlast 1.0.10 Release Notes (Apr-21-2011)

Bugfixes:

- OpenGL related crash on Windows 7 / 64bit
- display option General->Surface / Mesh weren't taken into account for displaying boxes

FIBlast 1.0.5 – 1.0.9 Release Notes (Jan-2011)

- Non-public customized versions.

FIBlast 1.0.4 Release Notes (Dez-17-2010)

- Initial public release.