

 RELEASE NOTES

# Altair Inspire™ Studio 2021.0.1

## Enhancements

Altair Inspire Studio 2021.0.1 includes the following enhancements.

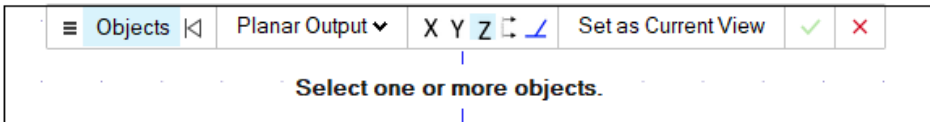
- Fixed crash caused by deleting a drawing sheet and then clicking on the Rendering tab.
- Fixed modeling tools from being activated while working with a View Set in Drawing.
- Fixed visualization issue on editing handles when UI scaling is active on high-resolution monitors.
- Fixed crash when clicking mouse before the Control Panel is shown.
- Fixed crash when multiple mouse clicks are applied to an object in edit mode.
- Updated Toolbelt icons for Sketch Mirror and Offset.
- Fixed visualization issue causing PolyNURBS objects to appear jagged.
- Fixed an issue where Instance Painter wasn't working on the Front and Right views correctly.
- Fixed an issue where the Delete shortcut key wasn't working in the Italian version.
- Fixed an issue in Die Design where ribs couldn't be created for parts without discontinuity vertices.

## Learn More About Inspire Studio

You can learn more about new and existing features in Inspire using the following resources:

### In-Application User Assistance


**Prompts** appear when you select a tool that opens a guide bar or microdialog. The text prompts you what to do next.



### Online Help


Press **F1** or select **File > Help > Help** to view the online help.

## Altair Inspire Studio




**What's New**

Discover new features and enhancements.



**Get Started**

New to Inspire Studio? Learn the basics here.



**Tutorials**

Start using Inspire Studio with our interactive tutorials.

**Categories**

<p><b>Sketching</b></p> <p>Create and edit a 2D sketch curve. A sketch curve is any "wire" entity such as a line, rectangle, circle, or arc.</p>	<p><b>Curves</b></p> <p>Create and edit 3D curves by extending, rebuilding, intersecting, splitting, and projecting the shapes.</p>	<p><b>Surfaces</b></p> <p>Create and edit 3D surfaces and solids by creating primitives or editing existing curves and surfaces.</p>	<p><b>PolyNURBS</b></p> <p>Create polygonal surfaces that can easily be converted into NURBS surfaces. PolyNURBS combines the ease and simplicity of polygonal modeling with the precision and flexibility of</p>
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