

 **RELEASE NOTES**

Altair[®] Inspire[™] Studio 2021.2, 2021.2.1, and 2021.2.2

New Features and Enhancements 2021.2

Altair Inspire Studio 2021.2 includes the following new features and enhancements.

General

EDEM Support

Import EDEM files and merge with MotionSolve models to edit and create fully rendered animations in both Real-time and Full rendering.

Graphics

Added full RTX graphics support.

View Cube

The view can now be rotated by 90 degrees by clicking on a View Cube arrow with the mouse wheel or mouse middle button.

Geometry

Sketching

- Implemented line-arc and arc-arc fillets
- Improved visualization of closed regions
- Corrected trim preview
- Allow users to unlink two coincident centers
- Fixed issue with a sketch showing "Sketch 1 (Empty) (Empty)" in the history
- Enabled support for weighting spline control points
- Splines are editable when a source object link is removed
- Fixed issue with breaking a Circle with points
- Improved Split to work on Circles, Ellipses, and closed curves

Design Table

Added unit types Length, Angle, and Dimensionless when Design Table parameters are saved to a .csv file.

Animesh

Improvements to allow topology steps with empty geometry.

Animation

Animation

- Added keyframe groups: when you collapse a property owner, now the keyframe remains selected, and it is still possible to move them and remove them
- Improved the start/end animation time handles shape, and moved them on top of the ruler
- Fixed issue with the start/end handles remaining selected
- Added a context menu item to allow selection of all the keyframes at a certain time step
- Enabled channel list to be scrolled with the mouse wheel
- Improved UI to update properly when resizing windows and panels

Die Design

- New method to create the addendum by extending the part and building the addendum wall to complete the addendum
- New addendum Wall creation tool using user defined NURBS or Rounded Polyline based punch opening line
- New part Extend tool with ribs to extend the part to the addendum wall to complete the addendum
- Enhanced the Die tool to support the addendum by extending the part

Resolved Issues

- Memory leak when reading certain .h3d files
- Crash when creating an object and selecting "Tolerance on Curves" in the NURBS to Poly tool
- Slowness when using box selection
- Improved Symmetry definition with edge and surface selection (Die Design)
- Improved robustness of Fillet in Die tool (Die Design)

New Features and Enhancements 2021.2.1

Altair Inspire Studio 2021.2.1 includes the following new features, enhancements, or resolved issues.

Resolved Issues

- Various bug fixes

New Features and Enhancements 2021.2.2

Altair Inspire Studio 2021.2.2 includes the following new features, enhancements, or resolved issues.

Resolved Issues

- Fixed an intermittent crash while using sketching tools.
- Fixed an issue with the display flickering and jumping in 3D view when panning and rotating the camera.
- Fixed an issue connecting to the Altair licensing system. [IN-26652]

Learn More About Inspire Studio

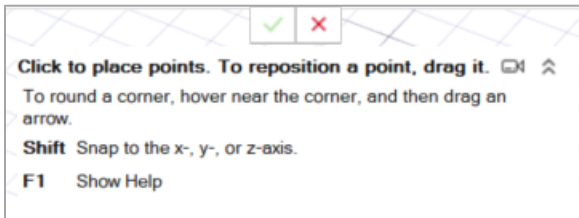
You can learn more about new and existing features in Inspire Studio using the following resources:

In-Application User Assistance

Workflow help appears when you select a tool that opens a guide bar or microdialog. The text prompts you what to do next.

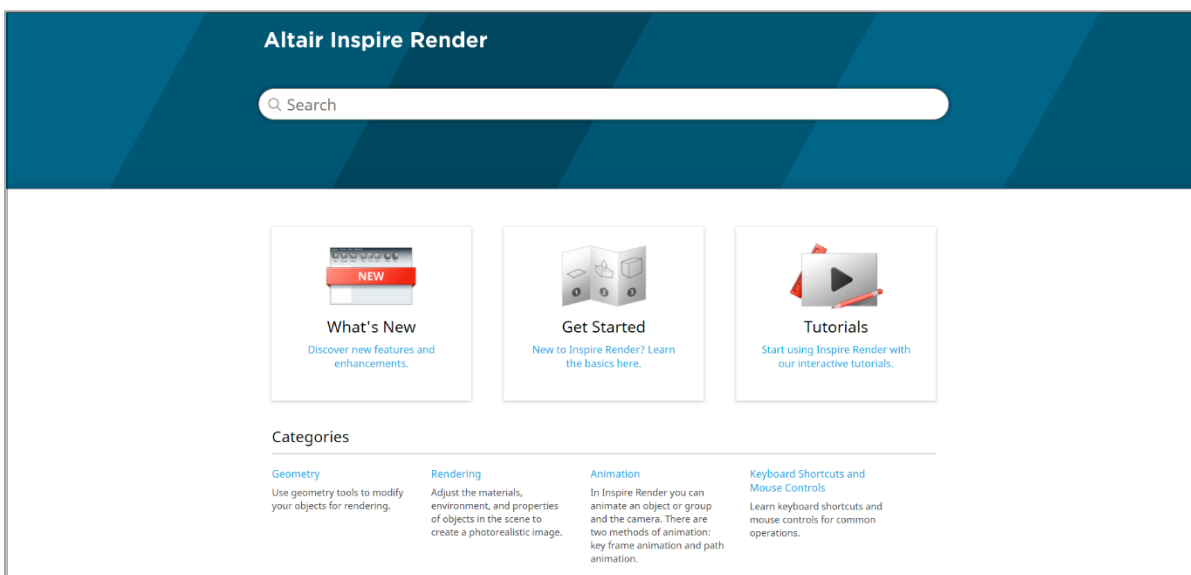


Click to view additional tips and shortcuts. Some tools also include a video .



Online and Offline Help

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



You can download an offline version by selecting **File > Help > Download Offline Help**. An internet connection is required to download.

