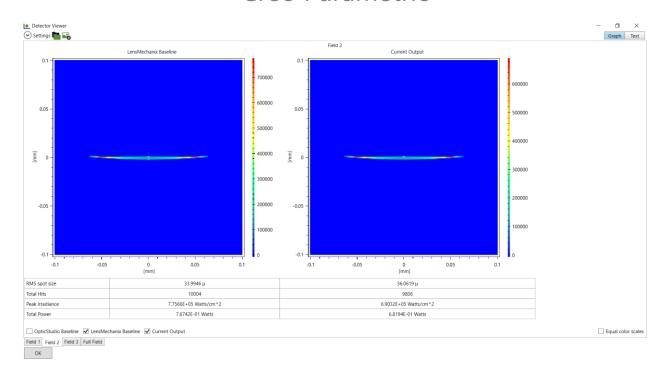
LensMechanix®

Release notes

LensMechanix SP 19.4.1

Creo Parametric



July 2nd, 2019



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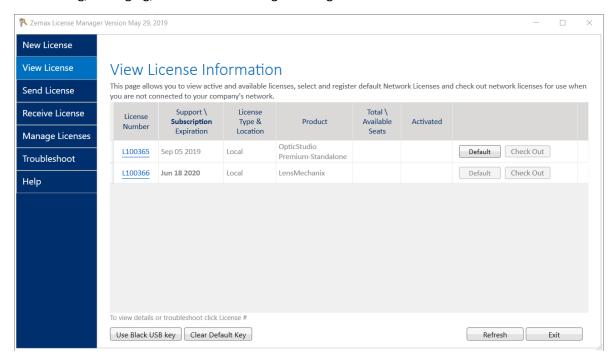
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1 USABILITY

1.1 New License Manager

Easily receive, activate, and transfer your licenses

LensMechanix 19.4.1 includes a new License Manager that improves the process of activating, transferring, managing, and troubleshooting licensing issues.

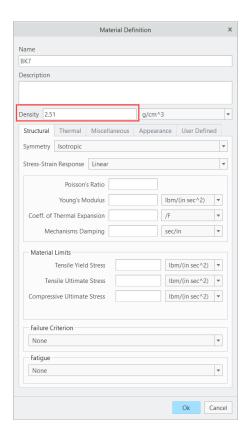


You can sort your licenses by clicking the appropriate column header, e.g. by license number, expiration date, or product type. Sorting licenses by product type enables users to easily select whether they want to interact with an OpticStudio or LensMechanix license. Additionally, the troubleshooting tab quickly links users to appropriate resources, which significantly speeds up the resolution of any licensing issues.

1.2 DENSITY DATA

View the density and mass data of lenses to validate weight requirements

Density and mass data for lenses are loaded from OpticStudio and displayed in the Material Definition section of Creo. You can use this information to validate weight requirements on assemblies or look at the density of materials.



2 Bug Fixes

The following bugs have been fixed in 19.4.1

- The time it takes for the Detector Viewer to display outputs of a ray trace has improved. The Detector Viewer would take around 15 seconds to display and has been improved to display outputs in under 2 seconds.
- The Detector Viewer was showing no outputs for some multi-configuration files. This bug was fixed to show outputs for all configurations.
- The output of the Detector Viewer for Detector Polar objects was displayed with low contrast. The contrast has been improved, making it easier to interpret data.
- No components were displayed in the graphics area when FIPS is enabled on the computer. Support for FIPS has been improved.
- Creo's Assemble tab was grayed out when custom components were inserted, preventing users to add mechanical components. This issue was fixed so that the Assemble tab is no longer grayed out.
- Creo would crash during when running multiple ray traces if one prototype had a mechanical component and another one didn't. This crash has been fixed.