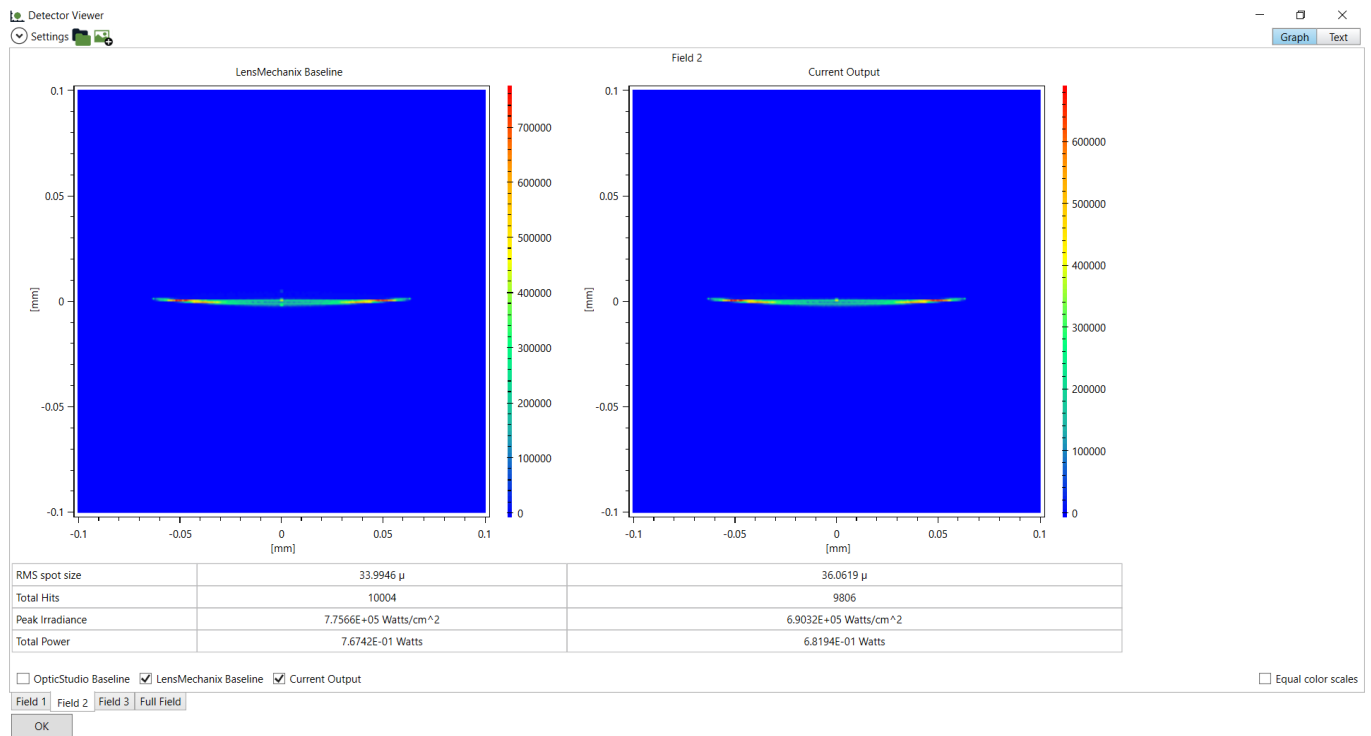


LensMechanix[®]

Release notes

LensMechanix SP 19.4.1

SOLIDWORKS



July 2nd, 2019

Zemax

If you have questions, contact

Support@Zemax.com

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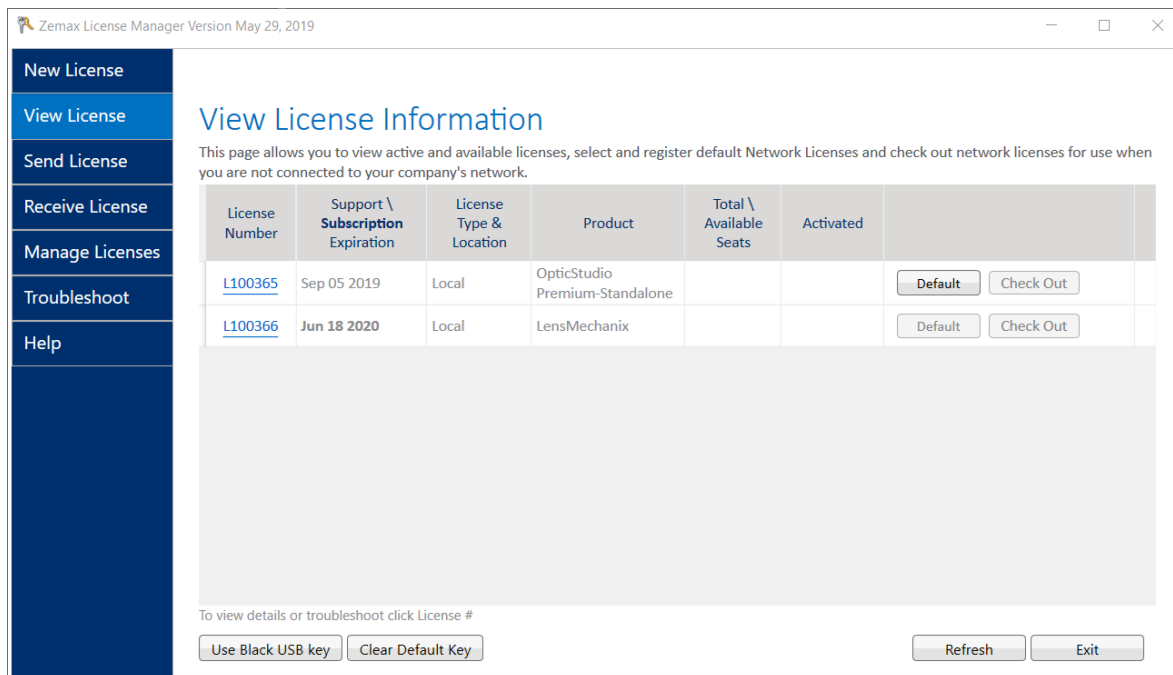
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1 USABILITY

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.

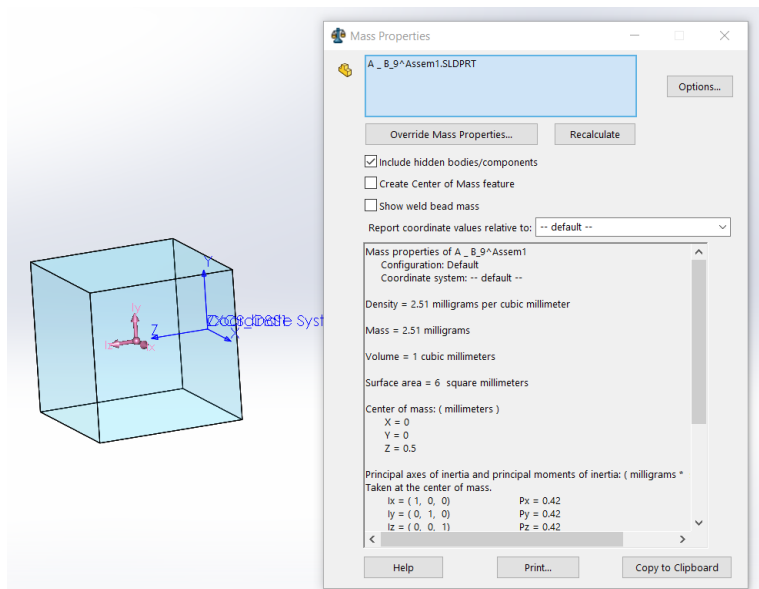


You can sort your licenses by clicking the appropriate column header, e.g. by license number, expiration date, or product type. Sorting licenses by product type enables users to easily select whether they want to interact with an OpticStudio or LensMechanix license. Additionally, the troubleshooting 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 Mass Properties section of SOLIDWORKS. You can use this information to validate weight requirements on assemblies or look at the density of materials.



1.3 SPEED IMPROVEMENTS

Experience improve ray trace times after the first ray trace

LensMechanix can better detect when you have made a change to any components in the assembly. With better detection of user changes within assemblies, LensMechanix can better determine which components need to be re-rendered in subsequent ray traces. This improves any ray trace time subsequent to the initial ray trace. You'll also experience better warnings to indicate when the ray trace results do not reflect the existing assembly. These improvements include displaying a warning after changing surface properties of mechanical components and getting rid of false warnings after you've opened optical component properties for viewing.

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.
- SOLIDWORKS was crashing when using **Copy with Mates**. The crash has been fixed.

- Lenses were not visible in the graphics area when the Property Manager Page (PMP) for a lens with assigned bulk scattering model **Phosphors and Fluorescence** was opened. The lenses are now visible when the PMP is opened.
- Rays remained in the original position when the system was loaded with **Position with mates** option. This bug was fixed so that the rays now move with the system.
- Some assemblies made in previous versions of LensMechanix would display errors when opened in a newer version. This bug has been fixed so that no errors appear.
- There were failed ray traces after the OpticStudio file was updated in an existing assembly. This was fixed to achieve a successful ray trace.