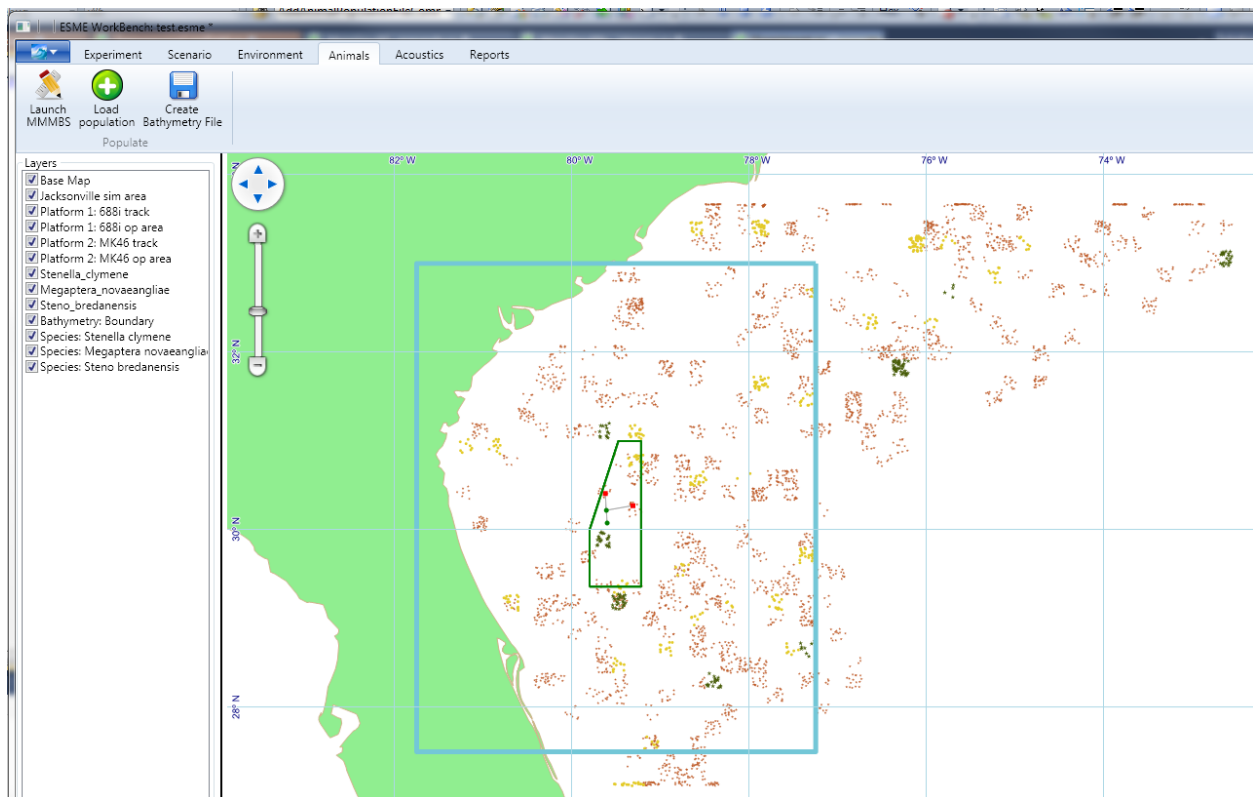


**New in this version:****Full Simulation Support**

When a simulation area has been defined and specified to have an operational area containing sound sources, environmental data, animal populations, and acoustic analysis points, the exposure of each static animal to all relevant PSM can be computed and output to CSV.

Animat Location Files:

Animat Location Files (*.sce) contain animat populations seeded according to Business Rule specifications for probabilistic distribution of individuals. These files are generated by MMMBS, and can be loaded into ESME Workbench on the Animals ribbon tab. Once loaded, each species' population is loaded onto the display as a separate layer:

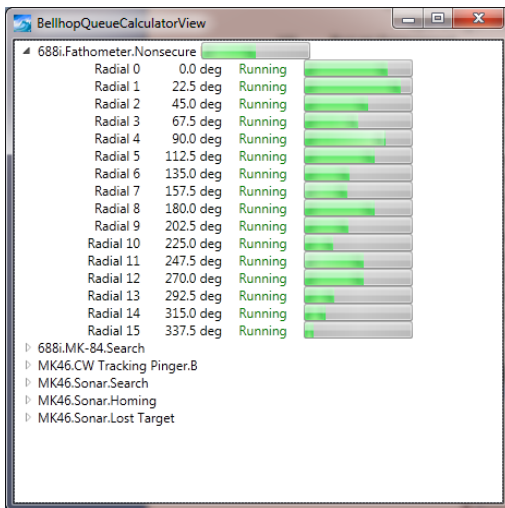


An ESME file named test.esme that contains the Scenario File JAX Small.nemo and animats from three atlantic species.



Quick Look Capability:

Quick Look is now more full featured and calculates transmission losses for all platforms, sources, and modes (PSM) that are operationally relevant and present. Calculations are displayed in a tree view for each unique PSM:



The Progress Bar display for current quick look calculations

User Interface

Numerous small changes in icons and menu layout for a more consistent look and feel were made.



Bugs fixed:

- Multiple stability and error-checking fixes.

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Known Bugs:

- Transmission Loss Fields are currently not viewable by the user after a Quick Look or Analysis Point has finished computing.

- Map artifacts on zoom persist occasionally.