JaamSim

Release Notes

Outstanding Feature Requests

Feature	Description	Difficulty	Importance
Multi-Line Text Objects	Allow a Text object to cover multiple lines.	Medium	Medium
Expression Editor	Provide a special editor for preparing and entering expressions.	Hard	High
Multiple selection of entities	The ability to select multiple entities and move them as a group.	Hard	Medium
Sub-models	The ability to define a group of entities as a sub-model and then make multiple copies of the sub-model.	Very Hard	High
Undo/Redo buttons	Buttons that would undo/redo any input changes to the model, including graphical changes such as changed position and size.	Hard	Low
Future event tool	A tool that would display the future events at any time and allow the user to execute the next event or to execute all the events prior to the next event time.	Hard	Medium

Change Log

Changes in release 2017-04:

- **Bug fix for Linux computers**. Input files are now saved correctly when running JaamSim under Linux.
- **Bug fix for EntityLogger and ExpressionLogger**. A null pointer error is no longer generated when a run is resumed beyond the end of the normal run time set by RunDuration.

Changes in release 2017-03:

- **Unit selector**. A new entry labelled 'Units' has been added the Control Panel's menu bar. This tool will allow the user to select the units in which to display model outputs in the Control Panel, Output Viewer, and output reports. For example, if you want to display outputs with units of time in seconds instead of hours, select 'TimeUnit' from the drop down menu and click on the entry labelled 's'. With this change, the Control Panel will display simulation time in seconds and every output in the Output Viewer with units of time will be displayed in seconds.
- **Windows 10**. The ugly gaps between the various JaamSim windows that appeared under Windows 10 have been eliminated.
- **Multiple prototype entities for EntityGenerator**. It is now possible to generate various different types of entities using a single EntityGenerator. The PrototypeEntity keyword can now accept an expression that returns an entity. The expression is evaluated every time a new entity is to be created. At present, this is the only keyword where an entity input can be replaced by an expression that returns an entity.

- **Generalized 'choose' function**. The 'choose' function has been extended to handle all types of expression results (i.e. numbers, strings, objects, arrays, and maps). The only restriction is that all the choices must be the same type, e.g. all numbers, all strings, etc.
- **Circular arc**. A new 'CIRCULAR_ARC' option has been added under the CurveType keyword for objects that use a polyline type DisplayModel, such as EntityDelay and EntityConveyor. When this option is selected, the object is shown as a smooth curve with constant curvature that passes through the first, second, and last points. Any additional points are ignored by the curve.
- **Snap-to-grid enforced when moving an entire polyline**. When snap-to-grid is selected and an entire polyline is dragged, the first point of the polyline is constrained to land on a grid point. Formerly, the snap-to-grid setting was ignored when an entire polyline was moved.
- **Bug fixes for expressions**. Several bugs were fixed relating to creating an array of entities within an expression.
- **Bug fix for arrowheads**. A bug has been fixed that had allowed an arrowhead to become detached from its polyline.
- **Bug fix for setting Region and RelativeEntity for a polyline**. A bug has been fixed related to setting Region and RelativeEntity for a polyline using the context menu (right click).

Changes in release 2017-02:

- **Resource responds immediately to an increase in capacity**. A Resource will now take immediate advantage of an increase in capacity allowing waiting entities to be processed. Formerly, a capacity increase was not recognized until an entity arrived at a Seize or Release object for that Resource.
- **TimeSeries can be used in an ExpressionThreshold**. A TimeSeries now executes an event whenever its value changes, allowing it to be used successfully in an ExpressionThreshold. Formerly, an ExpressionThreshold would not respond to a change in a TimeSeries value until some other object triggered an event.
- **Links to/from EntityLogger**. Arrows showing the flow of entities to and from EntityLogger have been restored.
- **Default unit types for outputs**. All objects that generate model outputs now assume DimensionlessUnit as their default unit type. EntityLogger, ExpressionLogger, Graph, and the run output report for Simulation have been modified in this way. The Text object already uses DimensionlessUnit as its default.

Changes in release 2017-01:

- **Strings in expressions.** String literals in an expression can now be entered using double quotes instead of double square brackets, i.e. "text" instead of [[text]]. Expressions that use this new format MUST be enclosed between single quotes, regardless of whether they contain any spaces. Double square brackets will continue to be supported for a few months to provide backward compatibility.
- **New comment character for input files.** The comment character for input files has been changed from double quote (") to the hash symbol (#). Input files that use the double quote symbol for comments will continue to be supported.
- **EntityLogger reformatted.** The EntityLogger object has been modified to be consistent with the ExpressionLogger object. Users can now specify which of the received entities' outputs should be logged. The resulting values are now saved in tabular format in the log file, reducing the file size and making it easier to analyse in a spreadsheet.
- **Pop-up messages for 3D loader errors.** A 3D file that does not load successfully will now generate one or more pop-up error messages. Formerly, these messages were printed to the log file without a pop-up.

- **Folder locations retained for 3D and image files.** The locations of the last 3D and image files that were loaded are now retained between launches of JaamSim.
- **Validation check for RunDuration input.** With the default value for TickLength (1 microsecond), the longest run duration is $2^{63} - 1 = 9.22 \times 10^{18}$ microseconds = 292,471 years. The input for RunDuration is now checked when a run is first started to ensure that this value is not exceeded. Runs longer than this value can be executed by entering a larger value for TickLength.
- **Progress on an API for JaamSim.** Work has begun on an application programming interface (API) that will allow JaamSim to be embedded in other programs and allow these programs to launch multiple runs on separate processor cores.

Changes in release 2016-24:

- **Bug fix for headless mode**. A bug introduced in release 2016-23 that prevented headless mode from working has been fixed.

Changes in release 2016-23:

- **Create Entity Links button**. A new button has been added to the graphical user interface to allow Process Flow objects to be linked together. After clicking on the button to select this mode, the user can click on a series of objects in succession, following the intended flow of entities, to set each object's NextComponent input. The linking process can be interrupted by clicking on the background or on an object that does not support this function. The same procedure can be used to set the PrototypeEntity input for an EntityGenerator and the WaitQueue input for a Server (or any other object that uses this keyword). The NextComponentList input for a Branch object can be set by adding each destination one at a time. It is best to select the "Show Entity Flow" button when using this tool.
- **2D/3D modes**. The 2D button has been modified to toggle between 2D and 3D modes, and the 3D button has been removed. In 2D mode, the view is locked to prevent the user from accidentally rotating the view. The 2D/3D mode is set individually for each view window.
- **New "notNull" function**. This new function tests whether an entity exists (i.e. is not null). For example, if a custom output is added to a Server that returns the value of an attribute "attrib" for the last entity received, a potential error can be avoided by defining the custom output as follows: 'notNull(this.obj) ? this.obj.attrib : 0'
- **Limited support for importing animation from Blender**. Collada files containing animations that were exported from Blender can now be imported successfully. Only limited support is provided for animations that involve rotations.
- **Bug fix for array-valued attributes**. The bug reported by Zoli related to the use of a constant array in an Assign object has been corrected.
- **Bug fix for custom outputs**. The bug reported by Zoli related to the use of "this" in a custom output has been corrected.
- **Bug fix for RenegeTime**. The logic for reneging from a queue has been modified to operate efficiently when a very large RenegeTime input has been specified.
- **Bug fixes for importing 3D content**. The importers for DAE and OBJ files have been corrected.
- **Animation names checked**. The entry to the Action keyword for ColladaModel is now tested at the start of the run to ensure that the animation name exists for the specified ColladaFile input.
- **Improved error messages**. Further improvements have been made to the error messages for expressions.

Changes in release 2016-22:

- **Entity flow arrows.** A button has been added to the graphical user interface that allows the flow of entities between objects to be displayed. For example, if an EntityGenerator passes its entities to a Server, then an arrow will be shown from the EntityGenerator to the Server.

- **Improved run-time error messages for expressions.** Run-time error messages involving expressions now show the location of the error within the expression.

- **New positions for the Property Viewer and Log Viewer.** The Property Viewer and Log Viewer are now shown on the right hand side of the monitor.

- **Keyword and output pop-ups**. Numerous corrections and improvements have been made to the pop-up descriptions for keywords and outputs.

- **Bug fix for ExitAtPauseCondition.** The ExitAtPauseCondition keyword now works correctly when multiple runs are specified. The meaning of this keyword and the way it works with the ExitAtStop keyword has been adjusted somewhat. See the keyword pop-up for details.

- **Bug fix for Seize.** The Seize object can now remove multiple entities from its queue, one after another, when a Match condition has been specified.

Changes in release 2016-21:

- **Array-valued attributes**. An attribute can now be created with an array as its value. The elements of the array can be numbers (with or without units), strings, entities, or other arrays. For example, the following entry to the AttributeDefinitionList input creates an array-valued attribute "attrib" whose elements are 5 seconds, 6 seconds, and 7 seconds: { attrib '{ 5[s], 6[s], 7[s] }' }. Note that the curly braces indicating an array must appear within single quote marks.

- **Size and indexOfNearest functions**. Two new functions have created for working with array and maps. The size function returns the number of elements in the array or map. For example, the expression 'size({ 5[s], 6[s], 7[s] })' would return the number 3. The indexOfNearest function returns the index of the element in an array of numbers that is closest to the specified value. For example, the expression 'indexOfNearest({ 7, 4, 12 }, 3)' would return the number 2.

- **Font keywords added to Text**. The keywords FontName, FontColour, FontStyle, DropShadow, DropShadowColour, and DropShadowOffset have been added to the Text object. These inputs allow the user to format an individual Text object by overriding the corresponding inputs for the TextModel. Formerly, a user would have to create a new TextModel every time a new format was needed. These keywords are available for all the text objects: Text, OverlayText, BillboardText, and OverlayClock.

- **RetainAll keyword added to Combine**. Normally, a Combine object passes only the entity from the first queue to the next component, and destroys the matching entities from the other queues. The new RetainAll keyword, when set to TRUE, instructs the Combine object to preserve all the matching entities and to pass them simultaneously to the next component. For users who are familiar with Arena, this behaviour is similar to the MATCH object in that software.

- **QueueList output added to Queue**. The new QueueList output returns an array containing the entities in the queue. For example, QueueList(1) is the entity at the front of the queue.

- **TimeAverage and TimeStandardDeviation outputs added to Statistics**. The new TimeAverage and TimeStandardDeviation outputs return the weighted average and standard deviation of the recorded value, where the weight is equal to the duration of a value before it is overwritten by the next value.

- **OpenCount and ClosedCount outputs added to Thresholds**. The new OpenCount and ClosedCount outputs return the number of times that a threshold has changed from closed to open and from open to

closed, respectively. These outputs are available for all the thresholds objects: ExpressionThreshold, TimeSeriesThreshold, and SignalThreshold.

Changes in release 2016-20:

- **Min and Max of a collection**. Four new functions have been added to the expression system: minCol, maxCol, indexOfMaxCol, and indexOfMinCol. The argument for these functions is a "collection", that is, an indexed array or a "map" that connects keys with values. The StateTimes output for Server is an example of a map output. The maxCol and minCol functions return the maximum and minimum values in a collection, while indexOfMaxCol and indexOfMinCol return the index or key that corresponds to the maximum or minimum value. For example, if the Idle state for Server1 has the most time accumulated, then indexOfMaxCol([Server1].StateTimes) would return the string [[Idle]].
- **Bug fix for BarGauge**. An input of NaN to DataSource is now interpreted as zero. Formerly, this input caused logical problems for the graphics system.
- **Bug fix for Combine and Assemble**. The outputs NumberAdded and NumberInProgress now work correctly for Combine and Assemble. Formerly, each entity received by these objects was counted towards the NumberAdded, while only the combined or assembled entity was counted towards the NumberProcessed. This discrepancy caused the NumberInProgress output to grow without bound. Now, a set of entities to be combined or assembled count as one towards the NumberAdded.
- **Bug fix for EntityGenerator**. The output obj is now set to the last entity that was generated.

Changes in release 2016-19:

- **"Clearing-while_Stopped" state eliminated**. Formerly, when an OperatingThreshold input closed a Server (or another object that use this keyword), the Server's state would be set to "Clearing_while_Stopped" while an entity being serviced was completed. With this change, the Server remains in the Working state while an entity is completed.
- **BarGauge**. This new object in the Graphics Objects palette allows an output value to be displayed graphically.
- **Bug fix for Text**. Formerly, the DataSource keyword for Text would incorrectly report an input error when a simple expression of the form [Entity1].Output1 was entered.
- **Bug fix for FluidTank**. The FluidTank object is now displayed correctly when it is first dragged and dropped. Formerly, it was invisible until the model was started.
- **Preparations for array valued expressions and attributes**. Work is underway to extend the expression system and attributes to handle arrays of numbers, entities, and strings. The present release includes significant changes that will permit these new features to be implemented. Please report any bugs that have been introduced.

Changes in release 2016-18:

- **Bug fix for custom outputs**. The values for custom outputs are now reported correctly in the output report.
- **Bug fix for deleted objects.** After deletion, an object has no lingering effect on the behaviour of other objects. Note however, that it is still the user's responsibility to correct any expressions that referenced the deleted object.
- **Downtime can start while a threshold is closed.** A downtime or maintenance activity can now begin when a threshold is closed.

Changes in release 2016-17:

- **Expression system extension to strings and entities**. Expressions can now return a string or an entity in addition to a number. The existing operators equal to (==) and not equal to (!=) have been extended to compare strings and entities. The plus operator (+) has been extended to concatenate two strings. Within an expression, a string constant must be enclosed by two pairs of square brackets, e.g. [[abc]] represents the string 'abc'.

- **Keyed outputs in expressions**. Keyed outputs such as StateTimes can now be referenced within an expression. For example, the expression '[Server1].StateTimes([[Idle]])' will return the total time that Server1 has been in the 'Idle' state.

- **String- and entity-valued attributes**. Attributes have been extended so that they can store a string or an entity as well as a number. The Assign object has been modified to allow attributes to be assigned these types of values. The initial value for a string- or entity-valued attribute is assigned by using an expression in the AttributionDefinitionList input. For example, the input { attrib1 [[abc]] } would define attribute attrib1 to be string-valued with the initial value 'abc', while the input { attrib2 [Server1] } would define attribute attrib2 to be entity-valued with the initial value Server1.

- **Smooth curves**. Linear objects such as Arrow, EntityConveyor, etc. can now be configured as smooth curves instead of polylines. The new keyword CurveType under the Graphics tab allows the user to choose between Linear, Bezier, and Spine.

- **Bug fix for PriorityValues and MatchValues outputs**. The Queue outputs PriorityValues and MatchValues can now be used in expressions.

Changes in release 2016-16:

- **Major code changes to Server, EntityConveyor, Pack, Unpack, etc**. These modifications should have no effect on model results. Please be on the lookout for any unexpected changes.

- **Bug fix for EntityConveyor**. A bug has been fixed that was related to starting or stopping a conveyor at the same instant that an entity is received or released.

- **Faster response for pop-ups**. Pop-ups for input and output descriptions, etc. have been made more responsive and reliable.

- **Bug fix for expressions that use the % operator**. Input error messages were being corrupted for expressions that contained the % operator.

- **Release object can free zero units of a resource**. The Release object can now accept an input of zero for the NumberOfUnits keyword.

Changes in release 2016-15:

- **An input of zero is allowed for the Pack keyword NumberOfEntities**. Formerly, a value of zero caused an input error message. More troublesome was an expression that returned zero part way through a simulation run, causing a run-time error. The Pack object now assumes a minimum value of one entity per EntityContainer, even if zero is entered. Note that allowing zero entities per EntityContainer would cause an infinite number of containers to be generated instantly.

- **An input of zero is allowed for the AddTo keyword NumberOfEntities**. For the AddTo object, an input of zero for NumberOfEntities causes the EntityContainer to be release immediately with no entities added.

- **An input of zero is allowed for the ReleaseFrom keyword NumberOfEntities**. An input of zero for NumberOfEntities causes the EntityContainer to be release immediately with no entities removed.

- **ValuePrecisionList keyword added to ExpressionLogger**. The new keyword allows users to specify the number of decimal places to display for each entry in the report generated by the ExpressionLogger object.
- **Bug fix for EntityConveyor related to ImmediateThreshold**. EntityConveyor can now handle the situation where an entity is added to the conveyor at the same instant that the threshold opens.
- **Modified the default XAxisLabelFormat for Graph**. Previously, the text "s" was appended to the labels on the x-axis to indicate the default unit of "seconds". This default was unnecessary and most users found it to be confusing.
- **Output Viewer shows vector-valued outputs in selected units**. Formerly, the outputs Position and Size were not converted to the units specified by the DisplayedUnits input for the Simulation object.
- **Snap-to-Grid set by default**. The Snap-to-Grid setting for new models has been set to TRUE. This setting makes it much easier to align the objects in a model and should be used for almost all models.
- **WorkingStateList keyword has been removed from objects where it is not required**.
- **Faster killing of entities in large models**. Generated entities can be deleted much more efficiently from models with large numbers of entities (more than 10,000).

Changes in release 2016-14:

- **ImmediateReleaseThreshold keyword added to Server, etc**. The behaviour of the new keyword is similar to the ImmediateThreshold, except that the entity being process by the Server, etc. is released immediately instead of waiting for processing to be resumed.
- **Improved importing of 3d assets from SketchUp**. Many more of the Collada files in the 3d Warehouse can now be imported successfully.
- **Object Selector shows entities in natural order**. The Object Selector has been modified to display the entities in natural order instead of order of definition.
- **Object Selector protected from excessive entities**. An upper limit of 10,000 has been placed on the total number of generated entities shown in the Object Selector. Objects defined by the user are not affected by this restriction. Only the temporary entities created by the EntityGenerator or similar objects are restricted. Formerly, the Object Selector would cause the graphical user interface to lock up when large numbers of generated entities were present.
- **Graph speedup**. The Graph object has been optimized to reduce the time required to record data. Many models that include one or more graphs will run significantly faster.
- **Example for coding new objects**. A new object "DemoEntity" and palette "Examples" has been provided as a simple example of how to program new objects and palettes for JaamSim. By default, the Examples palette and DemoEntity are not shown in the Model Builder, however, they can be activated by editing the file "resources/inputs/examples.inc" and deleting the line of input indicated by a comment.

Changes in release 2016-13:

- **Headless mode for running on a server**. A new command line tag -h (or -headless) has been added that allows JaamSim to be executed on a server that has no graphics capability. The new tag activates batch mode automatically -- there is no need to include the -b tag in addition to the -h tag. Headless mode can be used with both the jar file and the executables.
- **Bug fix for Queue**. The MaxPerLine keyword now displays the correct number of queued entities in each row of the queue.

Changes in release 2016-12:

- **Unit type checking for expressions**. An expression that returns the wrong unit type will generate an error message when it is first entered in the Input Editor. Formerly, these errors were not detected until the simulation was started.

- **RunOutputList errors printed to the output file.** An error message generated by one of the expressions in the RunOutputList input will be printed to the output file.

- **Invalid inputs shown in red.** Inputs that are rendered invalid by a change to a UnitType input will be shown in red in the Input Editor instead of being cleared.

- **Validation errors printed to standard error.** Errors that are detected when a run first starts are now recorded correctly when running in batch mode.

- **Bug fix to the RenegeCondition keyword for Queue.** RenegeCondition accepts now accepts values in the range 0 - 1.

- **EntityGenerator keyword MaxNumber accepts an expression.**

- **InitialOpenValue keyword added to ExpressionThreshold.** Sets the ExpressionThreshold's state at the start of the simulation run. This keyword is needed only when the CloseCondition input is used and both the OpenCondition and CloseCondition return false at the start of the run. Otherwise, the initial state for the ExpressionThreshold is determined explicitly by its OpenCondition and CloseCondition inputs.

- **Bug fix to ExpressionThreshold.** Situations where the OpenCondition and CloseCondition both return false are handled correctly. In this situation, the state of the ExpressionThreshold should be left unchanged. Formerly, this feature did not work reliably.

Changes in release 2016-11:

- **Variable speed conveyors**. The EntityConveyor keyword TravelTime now accepts an expression, TimeSeries, etc. Note that changes to the travel time are only recognised by the model at event times for the conveyor, that is, when an entity is first added to the conveyor or when an entity reaches the end of the conveyor.

- **Bug fix for VideoRecorder**. The transparent region around an object icon and other transparent features are now recorded correctly.

Changes in release 2016-10:

- **Maintenance and breakdowns for Server, etc**. Multiple breakdown and maintenance activities can be specified for many objects in the Process Flow palette: Assemble, Combine, EntityConveyor, EntityGate, EntityGenerator, Pack, Server, and Unpack. The timing of breakdown and maintenance events can be based on either calendar time or the working time for a specified entity. A breakdown or scheduled maintenance event can follow several types of protocols: stop processing can immediately ("Immediate" type), or after the entity being processed is finished ("Forced" type), or when there are no entities waiting for processing ("Opportunistic" type). The same downtime event can affect multiple objects by using the same DowntimeEntity with each object.

- **ImmediateThreshold**. A new keyword "ImmediateThresholdList" specifies thresholds that stop processing immediately, interrupting any work that is already in progress.

- **BooleanIndicator**. A new object called BooleanIndicator has been added to the Basic Objects palette. It displays a green or red circle depending on whether a specified expression returns true or false, respectively. It can be used with the DowntimeEntity output WorkingState to display the occurrence of downtime events.

- **Minor fixes**. Improved descriptions for TimeSeriesThreshold keywords. ReleaseDelay keyword for EntityGate now accepts an expression. Assemble now sets the state of the assembled part. Minimum and maximum value tests on inputs have been relaxed when an ExpressionEntity is entered.

Changes in release 2016-09:
- **Object name changes are tracked for Assign object**. Inputs to the AttributeAssignmentList keyword for an Assign object are now updated automatically when an object name is changed.
- **Probability Distribution objects accept expressions**. Expressions can now be as inputs to the keywords for the various probability distributions objects.
- **Value output added to BooleanSelector**. The BooleanSelector object now has an output that reports the last Boolean value that was selected.
- **New icon and splashscreen**. See the JaamSim blog for more information.

Changes in release 2016-08:
- **Object name changes are tracked in expressions**. When an object's name is changed, any expression that refers to that object is updated to use the new name. The only place where this feature does not work is in the Assign object. It will be fixed in the next release.
- **Error location for expressions**. If an expression is entered incorrectly, the pop-up error message now shows the location of the error in the expression.
- **Expression bug fix**. A bug was introduced in release 2016-07 that caused serious problems when an object was deleted while it was still being referenced in an expression. This bug has now been fixed.
- **Run Output report bug fix**. The run output report generated by the RunOutputList keyword was being generated for all models regardless of whether the RunOutputList keyword was used or not. The report is now generated only when an input is provided to the RunOutputList keyword.

Changes in release 2016-07:
- **Faster execution speed.** Expression evaluation has been optimized to increase model execution speed. For models with many complex expressions and especially ExpressionThreshold objects, the increase in execution speed can be as much as 50%.
- **Selected run outputs.** New keywords RunOutputList and UnitTypeList have been added to Simulation to specify the outputs to be saved for each simulation run. These outputs are saved in column format to a new output file named <configuration file name>.dat. If the new tag "-s" is included on the command line, the run outputs will be returned to the command line (standard out) – see the next item below. When specified, run outputs will be generated regardless of the PrintReport keyword. A
- **Command line inputs and outputs**. Inputs and outputs can be piped on the command line to/from JaamSim using the following syntax:

```
program1.exe | java -jar jaamsim2016-07.jar -s -b config.cfg | program2.exe
```

This command will instruct JaamSim to load the configuration file "config.cfg" and then process any additional configuration file inputs from program1. The run outputs specified by the RunOutputList keyword (see previous item) will be returned to the command line and processed by program2. The new tag "-s" (or "-script") tells JaamSim to read the additional inputs from the command line (standard in) and return the specified run outputs to the command line (standard out). The existing tag "-b" (or "-batch") is needed to tell JaamSim to execute the run automatically and to close itself when finished. Note that this feature only works with the .jar file, not the executable, and that it is necessary to include "java -jar", otherwise the input and output streams will not be connected properly to standard in and standard out.

This feature can be demonstrated by entering:

```
echo Define DisplayEntity { Fred } | java -jar jaamsim2016-07.jar -s config.cfg
```

This input will cause a new DisplayEntity named "Fred" to be added to the model defined by config.cfg. The "-b" has been removed from the command so that the model does not start immediately.

- **Resource logic modified to avoid deadlocks.** A new keyword StrictOrder has been added to Resource to help users avoid logical deadlocks in their models. When a resource becomes available, it is assigned to the entity that has the highest priority in its Queue. In the case of entities with equal priorities, the resource is assigned to the one that has waited the longest. If the selected entity cannot accept seize the resources because of an OperatingThreshold restriction or because it needs to seize other resources which are not available yet, then there are two options: 1) the resource can be held for the selected entity, or 2) it can be assigned to the first entity that is able to seize the resource. The StrictOrder keyword determines which option is used – TRUE for option 1 and FALSE for option 2. The default value is set to FALSE because this option is less likely to cause a deadlock. **THIS DEFAULT COULD CAUSE MODEL RESULTS TO CHANGE** – Earlier releases of JaamSim had assumed the equivalent of TRUE for StrictOrder. If this change affects the results for your model, the solution is to set StrictOrder to TRUE for all the Resources.
- **StateGraphics keyword provided for EntityDelay.** EntityDelay objects can now have their appearance change when their state changes, in the same way as Server and other objects that have the state output.
- **Bug fixes for Seize and Release.** The inputs for the ResourceList and NumberOfUnitsList keywords are now checked to ensure that the same number of entries are specified in each list.
- **Bug fixes for Input Editor related to keywords accepting a list of objects.** When specifying a list of entities for keywords such as the Graph keyword DataSource, it is necessary to include braces around each object in the list. These braces are now included correctly when the input is selected from the drop down menu in the Input Editor.

Changes in release 2016-06:

- **Attributes and Custom Outputs displayed in the Output Viewer in order of definition.**
- **"Add Label" modified.** The context menu item "Add Label" has been converted to a check box and renamed "Show Label".
- **Speed Multipliers less than 1.0 are accepted.** Previously, simulation models were restricted to run faster than real time. Now, they can run either faster or slower.
- **New names for entities created by Pack and Assemble.** Entities generated by Pack and Assemble objects are now named after these objects instead of the prototype. This is the same convention as EntityGenerator and is used to avoid multiple generated entities with the same name.
- **PauseCondition and GlobalSeed keyword bug fixes.** These Simulation keywords can now use "this" in an input expression.
- **Unnecessary error message suppressed.** An annoying error message is avoided when the Simulation object is clicked in the Object Selector, which accidentally puts it in name change mode.
- **Imported images retain their aspect ratio.** Images imported used File > Import are sized to preserve the aspect ratio of the original.
- **Sub-menu for File > Import.** Clicking on File > Import now brings up a sub-menu containing "Images" and "3D Assets". The old system of allow both images and 3D assets to be imported from the same file chooser dialog box was confusing to new users.
- **Change Graphics dialog can import images.** The Import function on the Change Graphics dialog box can now import images (i.e. pictures such as a .jpg file) as well as 3D assets.

- **Misc. improvements to the Change Graphics dialog.** DisplayModels listed in alphabetical order, only ImageModels and ColladaModels included in the list, "Cancel" button added, and layout improved.

Changes in release 2016-05:

- **Re-edit option for the Input Editor.** The Input Editor now provides an option to revise a bad input instead of always clearing it.
- **New unit choices for RateUnit.** Units of /min, /ms, /us, and /ns have been added.
- **Context menu items for RelativeEntity and Region.** The RelativeEntity and Region inputs for an object can now be selected by right-clicking on the object. The Position input for the entity is adjusted automatically so that it retains the same position in the view window.
- **CloseCondition keyword added to ExpressionThreshold.** Separate conditions can be provided to open and close an ExpressionThreshold. For example, an ExpressionThreshold can now be set to open when some quantity exceeds a value A, but only close when it falls below a different value B.
- **Menu items listed in "Natural Order".** Normally, computer programs will list the objects Queue1, Queue2, and Queue10 in the order {Queue1, Queue10, Queue2} . Menu items are now listed in the same sequence that a human would expect , i.e. {Queue1, Queue2, Queue10}.
- **Contents of an EntityContainer assigned the same state.** When an entity is added to an EntityContainer, it is now assigned the same state as the EntityContainer. Furthermore, when the EntityContainer changes state, its contents are also changed to that state.
- **Major revisions to Calculation Objects.** Output values are calculated on demand, output unit type for Integrator and Differentiator are determined automatically from the input unit type, and a new object "UnitDelay" introduced to prevent errors in a feedback loop.

Changes in release 2016-04:

- **Windows positioned correctly in Mac OS X.** JaamSim windows are now sized and positioned correctly on Mac OS X computers.
- **Reduced tolerance for Mouse Handles.** The mouse handles used to resize and rotate an object have been adjusted so that the cursor must be closer to the handle before it is activated. This change will make is harder for a user to accidentally resize an entity when he/she only intended to reposition it.
- **Resources choose between Seize object requests based on priority.** Resources now use both priority and waiting time to choose the next entity to seize Resource units. For example, if two entities are waiting in separate Queues for two Seize objects, the Resource will choose the entity assigned the highest priority (lowest numerical value) by its Queue. If the two priorities are equal, then the entity with the longest waiting time will be chosen.
- **Bug fixes related to CustomOutputList.** The spelling of the CustomOutputList keyword has been corrected. Configuration files saved under release 2016-03 should be edited to correct the spelling. A second problem related to the order of the inputs in a saved configuration file has also been corrected. However, users should avoid defining a custom output for one object using a custom output for another object.

Changes in release 2016-03:

- **User-defined Outputs**. Users can define new outputs for an object by specifying an expression to be evaluated using the CustomOutputList keyword.
- **Reneging from Queues**. Entities can renege from a Queue using the new keywords RenegeTime, RenegeCondition, and RenegeDestination.

- **Support for Windows Task Bar on left of monitor**. JaamSim windows are now positioned correctly under Windows when the Task Bar position is set to the left of the monitor.
- **Improved error handling for Text object**. An error message has been added to notify users when the UnitType keyword for a Text object must be specified. This is the case when an expression or object returning a number is entered for the DataSource keyword. It is not mandatory for a DataSource entry that returns text such as an entity's State output.
- **Pack keyword NumberOfEntities must be greater than zero**. An error message has been added to ensure that the NumberOfEntities input to the Pack object is greater than or equal to one.

Changes in release 2016-02:

- **VideoRecorder**. Keyword descriptions are improved, video file is saved to the same directory as the output report, and a warning message is shown if computer does not support video capture.
- **Control Panel size and position corrected**. A small correction has been made to the size and position of the Control Panel for computers running Windows 7 (Aero theme), Windows 8, and Windows 10. Windows 7 (Classic theme) was always shown correctly. The new borderless windows for Windows 10 are still not quite right. This is a Java problem that hopefully will be solved in later releases of the Java Runtime Environment.
- **TestEntity renamed as DefaultEntity**. The TestEntity keyword for Process Flow objects has been renamed as DefaultEntity to better describe its function. The old name is still accepted as a synonym to maintain backwards compatibility. The description of the keyword has also been revised.
- **Ceil, floor, signum, sqrt, and cbrt added**. Expressions can now include the mathematical functions for ceiling, floor, signum, square root, and cube root.
- **Improved descriptions for Process Flow objects**.
- **Output Viewer improvements**. Outputs that are empty or null are now shown explicitly in the Output Viewer. Formerly, they were shown as blank entries.

Changes in release 2016-01:

- **Transparency enabled for 2D shapes**. Flat objects that use ShapeModel for their graphics, can now be set to a transparent colour. Use the alpha or transparency setting in the colour selector tool.
- **Animated 3D objects can be imported**. Animation data contained in the Collada format can now be imported at the same time as the 3D asset. Both the JaamSim importer and the OpenCollada exporter for 3ds Max have been improved. An animated object can be exported from 3ds Max to Collada in one step, and imported to JaamSim is a second step. No intermediate processing or multiple imports are required.
- **Expressions can use indexed arrays**. Expressions can now include references to indexed arrays. This feature allows the Simulation output "RunIndex" to be used to execute multiple runs that test a range of values for one or more inputs. For example, setting the ServiceTime input for a Server to the expression '1[s] + 0.1[s]*[Simulation].RunIndex(2)' would test service time inputs of 1.1 s, 1.2 s, 1.3 s, etc., as the second run index is incremented over multiple runs. See the release note for 2015-46 under "Experimenter" for more information.
- **Polyline bug fixed**. It is now safe to right click on a polyline object and select "change graphics".
- **EntityLogger bug fixed**. The full log report is now generated by EntityLogger. Previously, the log report would sometimes end abruptly.
- **EntityLogger and ExpressionLogger can record multiple runs**. When multiple runs are performed, the results for each run are appended to the ends of these log reports.

Changes in release 2015-50:

- **NumberAdded and NumberProcessed outputs corrected for initialization period.** These two outputs for Process Flow objects are now reset to zero at the end of the initialization period.
- **NumberInProgress output added.** This output has been added to the Process Flow objects. Now that the NumberAdded and NumberProcessed outputs are reset to zero at the end of initialization, the number of entities currently being processed by an object cannot be calculated reliably by NumberAdded - NumberProcessed. For example, if one object was being processed at the end of initialization, this calculation will return NumberInProgress - 1.

Changes in release 2015-49:

- **State outputs displayed correctly prior to start of run and on reset**. The state outputs: State, WorkingState, and WorkingTime are now shown correctly prior to the start of a run and when a run is reset.

Changes in release 2015-48:

- **New configuration file syntax "++" and "--" provided for appending and deleting objects in a list.** The ability to append or delete one or more entries in a list of objects has been provided. Required only by advanced users. Details will be provided in the User Manual.

Changes in release 2015-47:

- **License changed to Apache 2.0.** The open-source software license for JaamSim has been changed from GPL3 to Apache 2.0. This change means that users can develop and sell their own commercial software packages based on JaamSim at no extra charge. The resulting software is not required to be open-source.
- **Working and Idle States for EntityDelay.** An EntityDelay is set to "Working" whenever one or more entities are undergoing this object's delay activity. This is the same logic as EntityConveyor.

Changes in release 2015-46:

- **Experimenter.** A series of simulation runs can be executed with changes to one or more inputs between runs. A new tab called "Multiple Runs" with suitable keywords has been added to Simulation to provide this capability. Model inputs can be changed between runs using the new outputs "RunNumber" and "RunIndex" which can be referenced in expressions. The output "RunIndex" is intended to allow the model to sweep over all the combinations of multiple inputs. However, this capability will not be available until expressions can reference an indexed array such as [Simulation].RunIndex(2). This feature is coming soon -- sometime in the next few weeks.
- **GlobalSubstreamSeed can accept an expression.** Multiple replications can be executed automatically by entering [Simulation].RunNumber for this keyword and specifying the number of runs to make using the keywords in the "Multiple Runs" tab.
- **Unit conversion bug in Output Viewer has been fixed.** Unit conversions for some vector outputs such as UnitsInUseTime for Resource were not being done correctly in the Output Viewer.
- **Warm-up period handled correctly.** Several bugs were fixed related to the InitializationDuration keyword. All the objects in the Process Flow palette now reset their statistics correctly at the end of the warm-up period.
- **Integer values are shown without decimal places in the Output Viewer.** Formerly, an integer such as "1" was displayed as "1.00000".

Changes in release 2015-45:

- **Generate entities from a schedule**. A new object "EventSchedule" has been added to the Basic Object palette that allows the user to enter a series of event times in either date or number format. These times are converted internally to inter-arrival times, allowing the EventSchedule object to be accepted by the EntityGenerator keyword "InterArrivalTime". A new inter-arrival time is returned each time the EventSchedule object is queried.
- **Generate a sequence of values**. A new object "ValueSequence" has been added to the Basic Objects palette that allows the user to enter a list of values. This object returns the next value in the sequence each time it is queried.

Changes in release 2015-44:

- **Orientation of a queued entity is restored when it leaves the Queue.** The Queue object temporarily alters the orientation of the queued entities so that they line up nicely. Formerly, the original orientation was not restored when the entity left the queue.
- **Deleting an entity causes its EntityLabel to be deleted**. Formerly, the EntityLabel was left behind and had to be deleted separately.
- **DowntimeEntity introduced**. This is the first step towards implementing maintenance and breakdowns for objects such as Server.
- **ExpressionEntity**. This object has been reinstated in JaamSim and has been modified to allow the user to specify the unit type for the expression being evaluated.

Changes in release 2015-43:

- **Attribute bug fixed.** The bug introduced in release 2015-42 has been fixed. The bug in question caused the Output Viewer to crash when an entity with an attribute is selected.

Changes in release 2015-42:

- **New output "StateTimes" has been added**. The StateTimes output reports the total time that the object has spent in each of its states.
- **Improved Output Viewer**. Outputs are shown in logical order and in the units selected by the Simulation keyword DisplayedUnits.
- **Improved output report**. New header information about the simulation run has been added, array outputs are spread over multiple lines, objects are listed alphabetically by class name and object name, and units selected by the DisplayedUnits keyword are used throughout.
- **Improved EntityLogger report**. Header information and the time for each log entry have been added.
- **Initialization bugs fixed**. Queue and Resource have been modified so that they work correctly with the InitializationDuration keyword for Simulation.
- **Improved description for Distribution output "Value"**. The circumstances that trigger a new sample being selected are now described correctly.

Changes in release 2015-41:

- **Stop/Pause condition**. A new keyword PauseCondition for Simulation allows the user to specify an expression that pauses the simulation run. The ExitAtPauseCondition keyword allows the run to be terminated if the PauseCondition expression returns true.

- **EntityLogger reports statistics for states that have not been used**. A new keyword DefaultStateList for SimEntity allows the user to specify a set of states that are always printed to the output report, even if the elapsed time for a state is zero.

Changes in release 2015-40:

- **Expression Logger can trace values.** ExpressionLogger can now record a log entry every time an expression changes its value. With this improvement, it can record log entries at regular intervals and/or when an object's state changes and/or when an expression's value changes.

Changes in release 2015-38:

- **Text object can display the value of an expression.** The OutputName keyword has been renamed to DataSource and generalized so that it can accept an expression as well as an Output. Inputs to DataSource are now given in the standard expression notation instead of as a list of output names. For example, instead of the old input Queue1 QueueLength, you now enter [Queue1].QueueLength. Both the keyword name change and the input format have been made backward compatible with older models. Lastly, a new keyword "UnitType" has been added. To maintain backwards compatibility, it has been made optional for the time being, however UnitType should always be specified for new models.
- **ExpressionLogger can display text values**. Expressions that return a text value can now be entered for the DataSource keyword.
- **ExpressionLogger has new keywords that restrict the portion of a simulation run to be logged**. New keywords StartTime, EndTime, and IncludeInitialization have been added to ExpressionLogger.
- **ExpressionLogger can record state changes.** The new keyword StateTraceList allows the user to specify a set of object to be traced. A record is added to the log at the exact time that any one of the objects changes state.
- **Property Viewer shows values for expressions and integer arrays**. Formerly, these properties were shown as object names, which was not much help to the programmer.

Changes in release 2015-35a:

- **Input Editor bug fixed.** A bug has been fixed that was introduced in release 2015-35, preventing the Input Editor from working correctly for many of the keywords labelled as "Required Inputs".
- **Resource bug fixed**. A bug has been fixed that caused model execution to stop under certain conditions when a Resource was released.

Changes in release 2015-35:

- **Just a few minor improvements this week.**

Changes in release 2015-34:

- **New InputValue object.** The InputValue object allows the user to enter a numerical value that can be used as an input to one or more other objects.
- **New choose function for expressions.** The function choose(i, E1, E2, E3, ... En) returns the value for the i-th entry in the list. The entries can be numbers or expressions. For example, the expression 'choose(2, 1[m], 2[m], 3[m])' will return the value 2[m].
- **New keyword for SignalThreshold to specify the initial state.**
- **EntityConveyor and EntityDelay respect their RelativeEntity input**. The entities now follow the polyline correctly when RelativeEntity has been specified.

- **Object Selector clean-up**. A number of changes were made to reduce clutter. The Simulation object is now shown without the palette and object type folders. Units and Views have been removed. Work is under way to allow the DisplayModel palette to be removed.
- **Input Editor and Output Viewer clean-up.** The Description field has been removed as both an input and an output. This input seemed like a good idea at the time, but we found that it was never used and created unnecessary clutter.
- **Position, Size, Alignment, and Orientation keywords hidden for polyline type objects.** For polyline type objects, these keywords are replaced in the Input Editor by the Points keyword.

Changes in release 2015-33:

- **States work correctly for duplicated entities.** The entities created by a Duplicate object are now initialized with the same state as the original entity.
- **Statistics object respects unit type**. A new UnitType keyword has been added to the Statistics object. Outputs for the Statistics object now use the correct unit.
- **JaamSim now works correctly for Windows users whose names include accented characters.**

Changes in release 2015-32:

- **Major re-work of polyline objects.** Polyline objects such EntityDelay and EntityConveyor now respect their RelativeEntity keyword and the global SnapToGrid setting. Its label now follows it correctly. The Center in View action in the right-click menu now works correctly.

Changes in release 2015-31:

- **InputBox bug fixed**. If is now safe to double-click on an InputBox before its TargetInput keyword has been set.
- **ShapeModels such as Circle and Rectangle are updated immediately**. Changes to the ShapeModel inputs FillColour, OutlineColour, Filled, and Bold are now shown immediately on any DisplayEntity that uses this DisplayModel.

Changes in release 2015-30:

- **InputBox object.** A text object that assigns its value to the keyword for a specified object. Allows a model input to be entered directly in the view window.

Changes in release 2015-29:

- **EntityLabel object.** A new "EntityLabel" object is used to label the entities in a model. It is similar to the usual Text object except that changing the displayed text changes the name of the object that it labels. This is now the preferred method for changing an object's name. An EntityLabel can only be created using the "Added Label" menu item in the right click (context) menu. Only one EntityLabel is allowed per object.
- **ExpressionLogger object.** A new "ExpressionLogger" object prints the value of one or more expressions at regular intervals. The output report is named <run name> - <ExpressionLogger name>.log and is saved to the report directory.

Changes in release 2015-28:

- **Edited text is highlighted correctly for an angled Text object.** The position of the highlighted text is shown correctly when the Orientation keyword has been set to a non-zero value.

- **"ScreenPointsModel" in the Display Models palette has been renamed as "PolylineModel"**. Linear objects such as EntityConveyor and EntityDelay use this type of display model. Should have no effect on existing models.
- **"DisplayModel" in the Display Models palette has been renamed as "ShapeModel"**. Flat objects that change colour such as ExpressionThreshold use this type of display model. If after loading your model you see an entry for "DisplayModel" in the Object Selector under the Display Models palette, then you will need to edit its configuration file to make the following change -- replace the text "Define DisplayModel" with "Define ShapeModel". This will be required for very few models. The old DisplayModel object will be available for a few more weeks before being deleted so that users have extra time in which to update their models.

Changes in release 2015-27:

- **Text objects can be edited in place using the mouse**. When editing a Text object in place, the mouse can be used to position the cursor and to highlight text. Double clicking selects an entire word.
- **Cut operation implemented for edited Text objects**. Highlighted text can be cut using the keyboard command Cntrl-X. The cut text is copied to the clipboard.

Changes in release 2015-26:

- **Entity movement using the arrow keys respects SnapToGrid.** Movements with the arrow keys now respect the SnapToGrid setting.
- **Text objects can be edited in place**. A Text object can be edited in the view window by double clicking on the Text object or by pressing F2 after it has been selected. Text can be entered, deleted, copied (control C), and pasted (control V) in the normal way. At present, only the arrow keys can be used to position the cursor. Mouse interactions with the edited text will come in the next few weeks.

Changes in release 2015-25:

- **Snap to Grid.** When Snap to Grid is set, a dragged object will automatically position itself on the nearest grid point. Snap to Grid can be turned on and off from a new entry in the Options menu. The snap grid's spacing is set using the Simulation keyword SnapGridSpacing under the GUI tab.
- **Moving an entity using the arrow keys.** The selected entity can now be moved in the x, y, and z directions using the arrow keys. The amount moved with each click is set by the Simulation keyword IncrementSize under the GUI tab.
- **Moving the camera using the arrow and WASD keys.** When the View window is selected, the arrow keys move the camera similar to the controls for a computer game. Following game conventions, the arrow keys are mirrored by the WASD keys.

Changes in release 2015-22:

- **Default random seed removed**. The default value for the RandomSeed keyword has been set to "None" and this input has been a required input. New models built by drag and drop are not affected because JaamSim automatically sets the input for this keyword to the next unused random seed value. However, some old models may rely on the default value which was set to zero. If this is the case for your model, simply load the model, click on Okay when the input error is detected, enter a suitable value for the RandomSeed keyword, and re-save your model.
- **Tool windows move to front**. When moving between separate applications in Windows, clicking on the JaamSim icon in the Task Bar brings all the selected JaamSim windows to front.

- **Closing the Save Changes dialog box is the same as "Cancel"**.

Changes in release 2015-21:

- **Huge queues**. Queues now work efficiently with huge numbers of waiting entities and huge numbers of Match values.

Changes in release 2015-20:

- **Required inputs**. Inputs for an object that must be provided by the user are now indicated in the Input Editor. All objects except those in the Calculation and Fluid Flow palettes have been programmed for this function.
- **Keyword pop-ups show an example for each type of input**. Keywords that can accept several types of inputs (e.g. a number, probability distribution, time series, etc.) now show an example of each type of input in their Input Editor pop-up.
- **Improved pop-ups for selected keywords**. Improved descriptions have been provided for GlobalSubstreamSeed, RandomSeed, AttributeAssignmentList, and RunDuration.
- **Better information on default values**. The Default column in the Input Editor now provides useful information for keywords whose default was previously shown as blank. Where no default is provided, the text "None" is displayed. Where the default has some special meaning, the appropriate text (such as "All Views" or "This Entity") is displayed.
- **DiscreteDistributions with huge numbers of probabilities**. DiscreteDistribution can now sample efficiently from distributions with huge numbers of probabilities. The test case provided by a user had 80,000 probabilities to choose from.

Changes in release 2015-19:

- **Match keyword added to Server, etc**. The new keyword allows you to specify which entity should be removed next from the queue. For example, if the present value for the Server's Match keyword is 5, then it will take the first entity in the queue whose value for the queue's Match keyword is also 5. Both keywords can accept an expression. The Match keyword is implemented for all the Process Flow objects that use the WaitQueue keyword: Server, EntityGate, Seize, Pack, Unpack, AddTo, and RemoveFrom.

Changes in release 2015-18:

- **Re-written Object Selector**. The new Object Selector solves three problems: duplicated palette entries, presence of deleted entities, and an unresponsive GUI when there are large numbers of entities. On this last point, the new Object Selector can easily handle 10,000 entities on a typical computer. With even greater numbers of entities, your computer will run out of RAM eventually and slow down dramatically. At this point, the GUI will start to become unresponsive and JaamSim and will likely need to be shut down with the Windows Task Manager.
- **Entity names can be changed without pressing Enter.** When changing the name of an entity in the Object Selector, it is no longer necessary to press Enter. Clicking on anything else will accept the new name.
- **AttributeDefinitionList added to ExpressionThreshold.** This keyword has now been restored to ExpressionThreshold.
- **Various bugs fixed.** The NonStatExponentialDist object now returns a number with units of time. Error messages related to expressions have been restored.

Changes in release 2015-17:

- **Match parts to be assembled**. Keywords "Match" and "MatchRequired" have been added to the Queue and Assemble objects respectively. The Match keyword for Queue allow the user to enter an expression that is evaluated when each entity arrives at the Queue. When the MatchRequired keyword is set to TRUE for the Assemble object, the parts that are assembled are restricted to those with the same Match values.
- **Number of parts to assemble.** A new keyword "NumberRequired" has been added to Assemble. This keyword allows the user to specify how many entities should be removed from each queue to use in the assembly process.
- **Combine object.** A new object named "Combine" has been added to the Process Flow palette. This object provides the opposite of the Duplicate function, that is, it takes one entity each from a set of Queues and effectively combines them. The entity in the first Queue is passed on to the next object while those from the other Queues are destroyed. Each entity must have the same Match value.
- **New outputs for Queue.** Outputs for the waiting times, Match values, and Priority values have been provided for each entity in the queue.
- **New output provides the ObjectType.** An output has been added that gives the object type of the entity.
- **Last directory is remembered.** JaamSim now remembers the directory from which the last configuration file was loaded from or saved to. A big time saver when loading or saving configuration files.
- **Stop button renamed to Reset.** The Stop button has been renamed as the "Reset" button.

Changes in release 2015-16:

- **Region can be dragged and dropped**. The Region object has been given a graphic representation and can be dragged and dropped from the Model Builder.
- **Region and RelativeEntity keywords work together correctly**. Entities that have inputs for both the RelativeEntity and Region keywords are now positioned correctly.
- **VideoRecorder can be dragged and dropped.** The VideoRecorder object has been given a graphical representation and can be dragged and dropped from the Model Builder.
- **ProcessPosition keyword**. Specifies the position for the entity being processed by Server, EntityGate, Assemble, Pack, Unpack, AddTo, and RemoveFrom.
- **PositionOffset keyword for EntityContainer.** Specifies the positions for the entities carried by the EntityContainer.
- **File paths stay relative.** Inputs specifying a relative file path are no longer converted to an absolute file path when the model is saved.
- **Misc. bug fixes.** The two bugs noted by Jerry Levasseur related to the Text object have been fixed.
- **Misc. GUI improvements.** New dialogue box when a configuration file with errors is loaded.

Changes in release 2015-15:

- **Time varying random generator**. A new object named "NonStatExponentialDist" has been added to the Probability Distributions palette. When combined with a TimeSeries and an EntityGenerator, these objects create a stream of random arrivals with a time varying arrival rate. The correct "non-stationary Poisson process" algorithm is used.
- **Duplicate object copies the present values of the attributes.** An entity copied using the Duplicate object will have the same present values for its attributes as the original.
- **"Add Label" positions the label correctly when RelativeEntity is set.** Objects with a RelativeEntity can now use labels correctly.

- **Multiple entities can be chained using the RelativeEntity keyword**. Entity A can be relative to entity B, entity B can be relative to entity C, and so on without limit. Choices of RelativeEntity that would cause a circular reference are prevented automatically by the code.
- **New icon for the Stop button**. The Stop button has been replaced with a new round button with a "rewind" symbol.
- **New animations for the Run/Pause button**. The Run/Pause button now differentiates between the button pressed and button released states. The button also has a nice "roll-over" effect (the button brightens with the mouse is over it), but this is only visible on some of the Windows themes such as "Aero". Unfortunately, it is not supported by the "Windows Classic" theme.
- **Missing braces are trapped by TimeSeries keyword "Value"**. The code now ensures that the required opening and closing braces are included.
- **Modulo operator '%' can be used in expressions**. The expression '10 % 4' is equal to 2.
- **Missing single quotes are added automatically to inputs to ExpressionThreshold**. The "OpenCondition" keyword for ExpressionThreshold will now accept an expression that normally would be enclosed by single quotation marks (because it includes spaces).
- **LogNormalDistribution has been modified so that it respects units correctly**. The keywords "NormalMean" and "NormalStandardDeviation" now require dimensionless values. A new keyword "Scale" has been provided to multiply the output value by a constant with the desired units.

Changes in release 2015-14:

- **Units for default value**. Default values In the Input Editor are now shown in the preferred unit set by the user. For example, if the preferred unit for time is hours, the default value for RunDuration is '8760 h', instead of '3.1536E7 s'.
- **"PreferredUnit" keyword moved to Simulation**. The Unit keyword "PreferredUnit" has been moved to the Simulation object, where it is more accessible. It has been renamed "DisplayedUnits" and now accepts a list of all the preferred units in one place.
- **New Outputs for Process Flow objects**. New outputs "Working" and "Open" have been added to the relevant objects in the Process Flow palette to track the object's state.
- **"GlobalSubstreamSeed"** keyword moved to Simulation. The probability distribution keyword "GlobalSubstreamSeed" has been moved to the Simulation object where its global nature is more obvious.
- **TimeSeries and TimeSeriesThreshold**. Further improvements to TimeSeries and TimeSeriesThreshold have been made. These changes were needed to provide a sound foundation for the Non-Stationary Poisson generator that is being developed.
- **Progress Bar reset.** The progress bar is now reset to zero when the Stop/Reset button is clicked.
- **PauseTime in date/time format.** A date/time entered in the PauseTime field on the Control Panel will automatically be enclosed in single quote marks, if required.
- **TimeSeries and TimeSeriesThreshold inputs are cleared when unit type is changed.** Inputs to TimeSeries and TimeSeriesThreshold keyword that depend on the unit type input will be cleared if the unit type is changed.
- **"AttributeDefinitionList" keyword removed from most objects.** The "AttributeDefinitionList" keyword has been removed from all objects except those in the Process Flow palette.
- **Text and OverlayText objects display "Input Error" when there is a problem.** Previously, the screen went blank when there was a problem with the unit type or the format field.

Changes in release2015-13:

- **ExpressionThreshold bug**. The crasher bug reported by Jean-Christophe involving ExpressionThreshold has been fixed.
- **TimeSeries and TimeSeriesThreshold**. Internal improvements that increase execution speed for very large data sets.

Changes in release 2015-12:

- **New Control Panel.** To provide more room for the view window, the Control Panel has been re-designed so that everything fits into a single row of tools and outputs.
- **Different graphics for each state.** Many objects can change their appearance when they change state using the StateGraphics keyword.
- **New views use the most recent camera settings.** A new view window inherits the camera position from the current view window.
- **Improvements to the Model Builder.** Thumbnail icons have been improved to make them appear less pixelated. Unnecessary appearance of a horizontal slider has been suppressed.

Changes in release 2015-11:

- **RelativeEntity bugs**. The bugs involving RelativeEntity reported last week have been fixed. Server, Assemble, Pack, and Unpack now work correctly when RelativeEntity is set.
- **Excessive CPU usage**. The unnecessary CPU usage reported last week has been fixed.
- **Selected entity at startup**. The entity shown in the Input Editor and Output Viewer is now the Simulation object instead of View1.
- **Default colours shown as names**. The default value for a colour input is now shown in the Input Editor by its colour name instead of its RGB values. For example, a default colour is now shown as { red } instead of { 255 0 0 }.
- **Remaining run time**. The remaining time in a simulation run shown in the Control Panel is now displayed in seconds, minutes, hours, days, or years depending on the magnitude of the value.
- **Options menu items for "Show Grid" and "Show Axes"**. New entries have been added to the Control Panel's Options menu to determine whether the grid on the x-y plane and the x-, y-, and z-axes should be displayed.
- **Speed Multiplier greyed out when Real Time is not selected**. The input box for Speed Multiplier in the Control Panel is shown in grey when the Real Time button is not depressed.
- **Control Panel layout**. Minor changes were made to the layout of the Control Panel. Tooltips are now provided for all the components of the Control Panel. More changes to the Control Panel are being planned.

Changes in release 2015-10:

- **New round button for play/pause**. Replaces the old square button with a round image super-imposed on it. This is the first step in a major rework of the Control Panel that is under way.
- **Branch object bug fix**. Branch now updates the NumberProcessed and ReleaseTime outputs correctly.
- **RelativeEntity bug fix**. EntityDelay, EntityConveyor, EntityContainer, and Queue were fixed so that entities with RelativeEntity set are positioned correctly.

Changes in release 2015-09:

- **Graph works with expressions**. The keywords DataSource and SecondaryDataSource can now accept expressions as inputs. New keywords UnitType and SecondaryUnitType are added to specify the units to be used for the primary and secondary y-axes. Graph is backwards compatible with the old format, e.g. { Entity1 Output1 } { Entity2 Output2 }, and for this format it is not necessary to specify the UnitType or SecondaryUnitType keywords. However, this will be an undocumented feature, and it would be best to convert these inputs to the new format: { [Entity1].Output1 } { [Entity2].Output2 } and set the UnitType input. You can also enter constants and any object that returns a number such as a TimeSeries, a ProbabilityDistribution, or a Calculation, as long as all the entries have the same unit type, e.g. { 1 m } { [Entity1].Output1 } { TimeSeries1 }.
- **Unnecessary prompts to save are suppressed**. A number of common interactions with the model will no longer trigger a prompt to save your model. Any changes will continue to be saved with the model, but you won't be prompted to do so. The interactions in question are setting real time mode, changing the speedup factor, setting a pause time, opening/closing the Model Builder, Input Editor, etc., opening or closing a view window, or panning, zooming, etc. within a view window.
- **SetGraphic object no longer changes the DisplayModel input**. The SetGraphic object has been modified so that it does not change the input for the DisplayModel keyword. Formerly, this would prevent the model graphics from resetting correctly on restart and would trigger a prompt to save your changes when the model is closed.

Changes in release 2015-08:

- DisplayEntity creation speed increased 50%. This is the bottleneck for many models -- you may see a significant increase in execution speed.
- SimEntity creation speed now similar to DisplayEntity. It was VERY slow in previous releases.
- Seize and Release can now accept an Expression for their NumberOfUnits keyword, allowing a variable number of units to be seized or released. See attached example. Note that the format for the NumberOfUnits input is now { 1 } { 1 } for two resources, whereas it was formerly just 1 1. For a single resource, the input can be either { 1 } or 1.
- Graph now accepts any number of entries for the LineColours, LineWidths, SecondaryLineColours, and SecondaryLineWidths keywords. They do not have to match the number of entries for DataSource and SecondaryDataSource anymore.
- Graph now accepts any number of entries for the XLinesColor and YLinesColor keywords. They do not have to match the number of entries for XLines and YLines anymore.
- The UnitType keyword for Probability Distributions and other objects can be reset from one unit type to another. Note that any other keywords whose unit type is determined by the UnitType input will be reset to their default values. Formerly, UnitType could only be set once -- you had to create a new object if you wanted a different unit type.

Changes in release 2015-06:

- Exceptions thrown during model runtime are now written to the log file, and not just the pop-up error window, makes it much easier to do a post-mortem.
- New faster way of copying entities, useful for process-flow models that generate a lot of entities from a prototype.
- Improved seeding of the random number generator cuts down on initialization time considerably when lots (> 1000) of random variables are used in the same model.

Changes in release 2015-04:

- The ContinuousDistribution now validates more up-front when parsing the CumulativeProbabilityList keyword, instead of validating it when the model is started. This lets Input errors be caught much earlier.
- The tooltips have had a cosmetic going-over to make them more consistent

Changes in release 2015-03:

- new keyword "TargetEntity" added to the SetGraphics object
- sending an entity directly to an Assemble object now causes a runtime error (they must be sent to the Assemble object's queues)
- sending an entity to an EntityGenerator now causes a runtime error (instead of failing quietly)
- improved tooltip popups for the Control Panel and Model Builder (now similar to the ones in Microsoft Office)

Changes in release 2015-02:

- The output "obj" for all objects that use queues (i.e. Server, Seize, Assemble, Pack, Unpack, AddTo, RemoveFrom, and EntityGate) is now the entity being processed by the object. Formerly, it was the entity that had been received most recently, and possibly sent to the queue.
- The output "NumberAdded" for the objects that use queues (see above) is now incremented when the object starts processing the entity. Formerly, it was incremented when the object first arrived at the object, and was possibly sent to the queue.
- The keyword "Choice" has been removed from Assemble. The entities to be assembled must now be sent directly to the appropriate queues. Entities sent to the Assemble object will be sent to the first queue in the WaitQueueList as a default. This change was necessary because the Choice keyword relied on the obj output to determine which queue an incoming entity should be sent to. This method does not work now that obj is the entity being processed, not the one that just arrived.
- A new keyword "FIFO" has been added to queue. If FIFO is TRUE (the default) then queues behave normally. If it is FALSE, then entities are queue in last-in-first-out (LIFO) order within each priority value.
- Simulation keyword 'SimulationTimeScale' has been replaced with 'TickLength' which allows you to directly specify the length of the internal simulation steps. The default has also been changed to be 1 microsecond.
- A bug has been fixed that forced the user to press the stop button when their model fails a validation check at startup, now you can just fix your inputs and hit play again without the extra button press to restart things.
- The default value that appeared for Unit's keyword 'ConversionFactorToSI' has been fixed in the EditBox, this was a cosmetic issue and had no effect on model results
- the Simulation functionality provided through the 'PauseTime' keyword now takes effect in all cases, including when the model is run in batch mode.
- improved icons have been provided for some types that did not provide a good preview image before in the Model Builder
- Lots of refactoring in the Process Flow objects, I'll let Harry expand on new functionality there
- For those people coding their own objects, many of the most common simulation/eventmanager methods have had their javadocs added or improved

Changes in release 2015-01:

- The deadlock issue reported earlier has been fixed, please report if you see any others.

- saved config files now save the unit types before other dependent keywords avoiding errors on reload
- additional validation has been added to some keywords where only a certain range of values is allowed
- EntityGenerator can create multiple entities per arrival time
- Queues can be shared between multiple Servers, Seize blocks, etc.
- Entities can be sent directly to a Queue instead of via a Server, Seize block, etc. The queue notifies the all its Servers, etc. whenever an entity is added to the queue.
- Queues can use a priority input to sort the entities (see attached example)
- Seize blocks now send all entities to its queue before processing
- Seize blocks now implement the OperatingThresholdList keyword
- keywords that accept a probability distribution or a time series now test on start-up that the minimum and maximum values for these sources are valid for the input. For example, the input for ServiceTime keyword for Server must be >= 0 s. A NormalDistribution will generate a validation error on start-up unless the input for its MinValue keyword is >= 0 s.

Changes in release 2014-52:

- Unit validation has been pushed into just about all places an expression can be evaluated
- Intrinsic functions for trig function (sin(), cos(), tan()) and inverse (asin(), acos(), atan(), atan2()) have been added to the expression engine
- Constants E() and PI() have been added
- ln(), log() and exp() have been added
- The GUI has been updated to only show the time remaining in a run when the model is running, and will show remaining seconds when the estimated remaining runtime is less than one minute.

Changes in release 2014-51:

- New keyword 'TraceState' that allows you to print a log file for each StateEntity containing a record of all state transitions in a flight-recorder kind of format. This is mainly useful as a debug tool allowing you to correlate state transitions across multiple entities.
- All of the KeyInput derived types had a bug where the no-key-specified value was being written over the default value rather than its own storage, which made clearing the input not reliable. This has been fixed for all Inputs of this type.

Changes in release 2014-48:

- improved validation of expressions more errors will now be caught at input time
- Improved error dialogs that identify the error location with greater clarity and consistency
- Pack and RemoveFrom objects now accept expressions for the NumberOfEntities keyword
- Random distributions that are drag-and-dropped will now be populated with a unique randomseed input to help those people building models interactively.
- default size/appearance for SimEntity, Queue and a few others have been changed
- The 'Process Flow' palette has been added to hold all the objects used to build models of that type as the basic objects palette was getting a bit crowded.

Changes in release 2014-45:

- JaamSim now requires Java 7 and above, Java6 compatibility has been dropped
- improvements to the speed entities can be generated, likely only noticeable on models generating very large numbers of entities.

- Utility windows will no longer appear as separate entries on the taskbar
- fixes to the View keywords size and position, now when an open window is adjusted in the editbox, it will respond immediately

Changes in release 2014-44:
- thread safety fixes for the ExpressionThreshold, this snuck in when we pushed unit aware evaluation into the expression engine
- better logging when a Texture fails to load in the renderer, helps to disambiguate out-of-memory from invalid texture data
- earlier discard of some 3d-asset data that will help a little bit with very large 3d models

Changes in release 2014-42:
- bugfix for expressionthreshold when the threshold can switch states during the same timestep and miss future updates.

Changes in release 2014-41:
- when selecting a polyline (like EntityDelay by default), the first point will be highlighted in blue, the middle points in green, and the end point in yellow, this was requested to give a better feel for the 'direction' of the line objects.
- small fix to videorecorder to ensure all updates to the model state are consistent before a frame is recorder, this was most noticeable with the camera sometimes being interpolated one frame behind the rest of the model.
- another fix to VideoRecorder to clear old video files before recording over them with a new capture.
- fix a hard to hit transparency bug with ImageModel
- Keywords are now looked up in a case-sensitive manner to match the rest of input parsing, a fallback is currently provided that will warn if the case-insensitive lookup is used, this will become a hard error in a future release.
- A new keyword 'PauseTime' has been added to simulation that makes it easy to have the model pause at a certain time, useful when debugging your models.
- Tooltips on some of the GUI elements have been improved
- Animation has been made optional for the EntityDelay object, this can speed up models where the interpolation of position is not wanted.

Changes in release 2014-39:
- Weibull distribution now takes a Location keyword which allows the returned values to be shifted
- Some fixes to the Collada texture loading code appropriately clamping/wrapping at boundaries
- Dropdowns now provided with a list of valid options for TimeSeries and SampleInputs
- For people programming directly in jaamsim, the duplicative ConditionalHandle class has been folded in to a single EventHandle class, updates to the programming manual will come out over the next few weeks.

Changes in release 2014-37:
- new icon for the Duplicate object
- default file name set for 'Save As' and 'Export 3D objects'
- Explicit .doubleValue() calls added to avoid build errors for people using the (strict) Eclipse Luna compiler

- Reduction of memory use for very high event-rate models, machines with low memory bandwidth may see speed improvements.
- Another increase in JaamSim's event processing speed! The time to schedule and process an event has been reduced to 280 clock cycles -- a 14% increase over last week.

Changes in release 2014-36:
- OSX users can now use Java 7 or 8 VMs to run Jaamsim, the graphical compatibility issue has been solved
- Jaamsim now runs on all platforms using Java 6, 7 or 8.
- a new Duplicate object has been added to the Basic Objects
- another big increase in execution speed.

Changes in release 2014-35:
- bugfix for ExpressionThreshold not being evaluated on repeated calls at the same time
- expressions now properly return errors in all cases, particularly when an entity name cannot be found.
- expressions have seen considerable performance enhancements at runtime
- large speedups to models using the ExpressionThreshold object

Changes in release 2014-34:
- a bug fix for repeated pressing the play/pause button in rapid succession could provoke an error in the model state
- significant speedup for expressionthreshold objects, models with many of these objects should run much faster

Changes in release 2014-33:
- New Pack and Unpack objects to group objects being passed around, example to follow
- Large amount of internal re-organization to remove old namespaces from the code, no user impact

Changes in release 2014-32:
- properly return an error when an included cfg file is unreadable, or not found (this was only returning a warning previously)
- update the internal version of JOGL to 2.2.0, if you see any 3D graphics oddities, please let me know!!

Changes in release 2014-30:
- the negative duration wait in EntityConveyor has been fixed
- an ExpressionEntity has been added to allow experimentation with the expression support
- Units are now being explicitly tracked in expressions, validation of correct units/types of expressions will follow over the coming weeks.

Changes in release 2014-29:
- When echoing out input being read from a file, fix missing linefeeds so the error message is actually readable
- Entities in a queue are positioned correctly when a Queue is relative to another object

Changes in release 2014-28:

- an implementation of the Beta distribution has been added to the list of ProbabilityDistributions
- A new EntityLogger has been added which allows log files to be captured during the run.
- StateEntities now report and store their state list alphabetically

Changes in release 2014-27:

- All linked components now track what state they are in and can produce statistics for the time spent
- objects being passed from component to component can also have a state set
- bug fixed when dragging points in a polyline (like EntityConveyor) when the object is in a Region
- bug fixed for ArrowHead size not updating consistently from input changes in the editor
- graphicbox no longer sets a zero size on an object if an imagemodel is set dynamically
- extra validation for the Size keyword no longer accepts negative values

Changes in release 2014-26:

- fixed the save as functionality to output defined attributes first, which is required if later inputs use them in expressions
- Program no longer goes into an infinite loop when the only OpenGL version found is too old to be used (we deadlocked trying to show an error message, how embarrassing ;-)) Now the error window will come up and inform you of the problem.
- When very large input is loaded into jaamsim, it is not echoed out which was build a very large string internally

Changes in release 2014-25:

- A new StateEntity class has been added which allows tracking time spent in states, only Threshold has been updated to use this so far, the rest of the basic entity objects will be converted shortly
- boolean outputs are now correctly coerced to double in expressions allowing expressions mixing double/Boolean
- VideoRecorder had a corner case fixed that could cause blacked-out frames for some camera settings while looking just fine in interactive windows.

Changes in release 2014-24:

- New ReportGenerator and Statistics classes to control the collection and generation of run statistics to report files, an example of how to use this is forthcoming
- legacy classes from the Java5 conversion have been dropped (StringVector and Vector)
- all parsing of inputs is now zero-copy using the KeywordIndex object
- EventHandles have completely displaced the scheduleSingleProcess API
- further javadoc cleanup to some of the basic event scheduling APIs

Changes in release 2014-23:

- A new Assemble object has been introduced allowing multiple objects to be combined as they are passed through the basic objects system, see the keyword help for details
- a new SignalThreshold type has been created which allows Thresholds to be controlled using expressions
- significant internal refactoring of the Input parsing will allow the removal of a few extra copies of the input data
- the Threshold class and subclasses has been significantly simplified and documented

- continuing to remove use of the legacy Vector and StringVector class that should be gone in the next version or two. These were transitional objects form the Java 5 days...time to let them go

Changes in release 2014-22:

- new ExpressionThreshold object which will allow user-specified expressions to shut off the basic objects based on a condition
- finally removed some legacy internal functions, getting towards a pretty clean core set of code

Changes in release 2014-21:

- small fixes to operator precedence in the expression parser
- add an Assign object to set the user-defined attributes using expressions
- fix to a few race conditions in the renderer that could lead to dropped frames (in particular, the first frame could end up with a stale camera position)
- removal of the boolean math objects that can be represented directly using expressions
- fixup for an infinite loop that snuck in with the new expression parsing code when showing the expressions in the Input Editor.

Changes in release 2014-20:

- Internal optimization on Input parsing should make parsing large files much faster and use much less memory
- New Red-black tree for managing the future event list makes us scale much more nicely with thousands of future events. I've stressed tested it out to 1 million events without hitting any real walls
- changes to real time and the real time factor now get saved to the input file
- initial work to add user-definable attributes to any entity see the AttributeDefinitionList keyword for details
- small optimizations to generating entities using an EntityGenerator
- use a hashmap in EntityDelay to avoid linear search which can be painfully slow if many entities are delayed concurrently

Changes in release 2014-19:

- bugfix for killEvents leaking Process objects, code was functionally correct, but could out of memory eventually, introduced in 2014-18
- performance work in input parsing, much less garbage being generated on large inputs, which should also help models that generate a lot of Entities
- comma is no longer accepted as a separator in input files, only space and tab are accepted
- Initial commit of infrastructure to parse and evaluate basic user-defined expressions, full availability coming soon as we hook it into the existing objects
- The Process class has become an internal implementation class and is no longer visible, all functionality has been consolidated in the EventManager class
- new APIs for interrupting/killing events using an EventHandle or ConditionalHandle allows the user to explicitly mark scheduleProcess/simWait/waitUntil calls as being interruptible/killable.

Changes in release 2014-18:

- when running purely event-based models, it was possible to hold off gui updates nearly indefinitely, drop some locking to ensure the UI does not get deadlocked

- It was found that exposing direct access to the Process class made it easy to introduce hard to debug modelling errors, a new API taking explicit EventHandles has been implemented and a refactoring is in progress to hide the Process class as an internal implementation detail. Updates to the programming manual are forthcoming.
- The above API change also allows for significantly better performing interrupt/kill event implementation which should be complete for the next release.
- The EntityDelay class has also had some scalability work done when delaying lots of entities concurrently.

Changes in release 2014-17:
- Thresholds have a new Output for their open/closed state
- work to provide dynamic text BooleanIndicators
- prelim work moving towards at least microsecond precision in most time-related inputs
- OpenGL fix causing a warning on newer machines re: glLineWidth

Changes in release 2014-16:
- fully re-entrant eventmanager for event based models can be multiple times faster
- experimental cross-platform jar file (windows/linux/macosx)
- arena-like attribute assignment code is a work in progress
- subwindows now try to follow the GUIframe's state to get out of your way

Changes in release 2014-12:
- preliminary MacOSX support for 3D graphics, all other functionality already works
- more consistent use of the filechooser for interactive loading of config files, or now, graphics assets
- fixes to passing file names on the command line in batch-run mode
- default the Log Viewer to a more reasonable size