OpenSim 0.6 is an internal alpha release not yet intended for general public use. It is currently undergoing testing and refinement by its project members. During the coming months, a series of releases will be rolled out, leading up to a full public release with OpenSim 1.0. Until Release 1.0, access to OpenSim source code, libraries, and executables will be restricted to its project members.

The number of OpenSim project members (currently 20) is growing, and the OpenSim development team will be actively seeking experts in biomechanical simulation to become new members to help test, augment, and refine OpenSim.

While OpenSim source code and downloads are currently restricted, the documentation for OpenSim has been made accessible to the general public. We do this to generate interest in OpenSim, document the growing capabilities of OpenSim, and solicit feedback. Those interested in OpenSim are encouraged to download the documentation and send questions and feedback to the project administrators, <a href="Frank C">Frank C</a>. Anderson and <a href="Ayman Habib">Ayman Habib</a>. The project administrators can be contacted through the <a href="OpenSim">OpenSim</a> project on <a href="SimTK.org">SimTK.org</a>.

If you would like to join the development team and gain early access to OpenSim, you may direct inquiries to the project administrators (see above). Especially during the early releases of OpenSim, keep in mind that the number of members will be kept small in order to make the testing process more manageable. As OpenSim becomes a more hardened and robust framework, the number of project members will be allowed to grow more rapidly.

OpenSim is a part of SimTK and the Simbios project funded by the National Institutes of Health through the NIH Roadmap for Medical Research, Grant U54 GM072970. Information on the National Centers for Biomedical Computing can be at

http://nihroadmap.nih.gov/bioinformatics.





The National Center for

Physics-Based Simulation of

Biological Structures

at Stanford University