# Description of New Features and Bug Fixes at Version 4.02f

|   |   |   | **Description** |
|---|---|---|---|
| 1 | Bug Fix | KPI calculation | The calculation for KPI offset may have caused problems calculating the Static Offsets and trails. This has now been resolved. |
| 2 | Bug Fix | SDF Results | A previous change to the kinematic solver introduced a problem with numbers produced in the SDF listings when using moving ground plane solution. This listed the wrong values in bump and rebound for listed parameters. This has now been resolved. |
| 3 | Change | Graphics frame type | The default graphics frame type has been change from OpenGL to WindowsGDI this is because some machines have been failing during start-up when using OpenGL. Users who already have existing installations will not be affected by this change since this setting is saved in the users ini file. It will only effect new users or users who delete their ini file. |
| 4 | Enhancement | Turning circle | Now include in the steer section of the SDF file is the approximate turning circle with steering lock. |
| 5 | Enhancement | Compliance coeffs. | A new results display type has been added that allows the user to define multiple external force sets and associated coefficients. These coefficients are displayed as a series of bar charts compared to user definable target values. Any calculated results variable can be displayed. Seven default load cases are pre-defined. Switch on via Results pull down menu. |