

# **What's New in MultiSurf 8.5**

The new functionality added in the release of MultiSurf 8.5 is summarized as follows:

- 64 bit version available
- New Hydro program needed for 64 bit
- \*UNIFORM Relabel
- Reprise License Manager
- New Command Window Commands
- IF Function bug fix

## **MultiSurf– Now in 64 Bit**

To keep pace in the always changing software business we had to make the move to 64 bit architecture. This move was also needed to be compatible with SolidWorks 64. The SolidWorks integration has been revived with this development.

## **New Hydro Program**

The Hydro program has been completely rebuilt. It may not look a great deal different, but much work has been done to enable it in the 64 bit environment. Some enhancements were added like better reports and printing, but the main goal was an up to date program, where enhancements can easily be added in the near future.

## **\*UNIFORM Relabel**

All curves and snakes have a *relabel* attribute, used to distribute the parameter *t* along the curve (or snake). The default *relabel*, *'\**', produces the "natural" labeling for the curve. This natural distribution of the parameter *t* along a particular kind of curve is described in the Entity Description for that curve (or snake).

In most instances, the default labeling is quite satisfactory. If you choose to relabel a curve, you must create a Relabel entity that specifies the new labeling and include the Relabel entity's name in the curve's definition.

Now there is another option. You can choose \*UNIFORM, from the set of System Entities, as a relabel parent. The curve or surface will be relabeled with uniform *t* distribution along the entire arclength. This is a useful tool in controlling the U and V distribution on a surface. If the control curves are relabeled with \*UNIFORM the UV lines of a surface will fall in a very predictable pattern. This is useful with lofted surfaces with multiple lofting curves or with curves with very different "natural" *t*-distribution. Relabeling parent snakes with \*UNIFORM in a Blended Surface "fillet" is a good application as well.

## **Reprise License Manager**

## Built-in Licensing Software

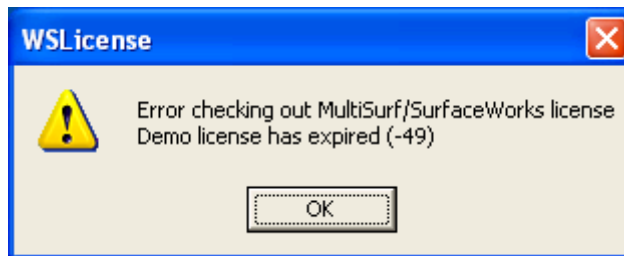
MultiSurf has a built in software licensing system to protect you and AeroHydro from unauthorized use of MultiSurf we have chosen this licensing system for its ease of use and the elimination of problems associated with hardware locking. Authorization is only an e-mail or phone call away.

## Authorizing Your MultiSurf License

Your MultiSurf software comes preauthorized for a specified number of days (as found in your MultiSurf License dialog), the clock beginning when you first run MultiSurf after the expiration of the initial demo period, MultiSurf will not run until you have re-authorized your license. This means you can use the program immediately (or beginning at any time) for the specified period of consecutive days, but for continued use you must get your full authorization. You can apply for your full authorization at any time, even after the preauthorization period has expired. The basic process is: you give us your "hostid", then we issue you an "license file" (details below).

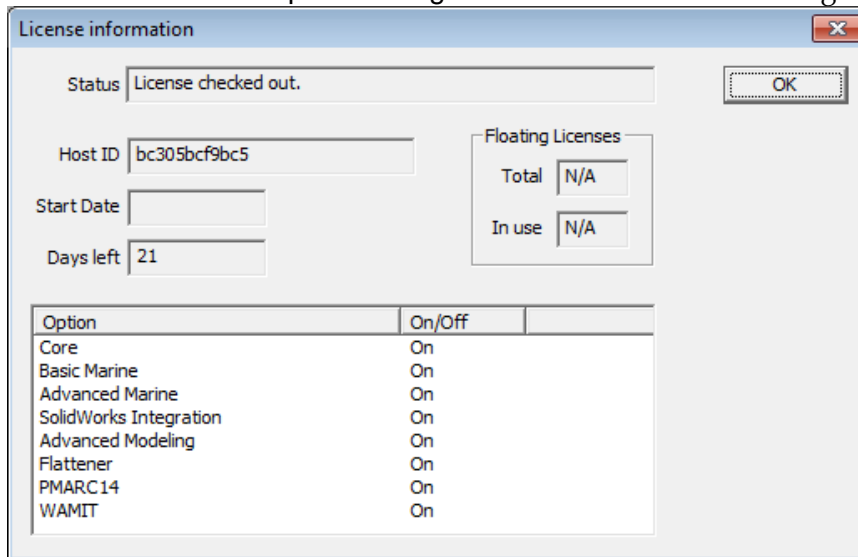
### To Authorize Your License:

- 1a If your authorization or pre-authorization period has expired, the next time you start MultiSurf a message will appear on your screen:



Click <OK> to close the program. You may now continue with step 2 below.

- 1b If your pre-authorization period has not expired, choose Help>Licensing. The MultiSurf License dialog will appear.



- 2 Look in the folder C:\Temp for the file 'hostid.txt'. Email, or fax, or your file to AeroHydro. A license file will be returned with instructions of the proper location the file is to be placed. (MultiSurf application folder)

Along with your hostid file, we also need:

- Program **name**, **Version #** and **Option Type** (i.e. MultiSurf , Advanced Marine, Flattener, ...). Program name and version can be found in **Help>About** MultiSurf or if this is not available, it can be found in the file **version.txt** found in the same folder as your program files.

- Your name

email: **support@aerohydro.com**

phone: **207-244-4100**

**3 By authorizing your software you are agreeing to all terms of the software license agreement. You're now ready to roll with a fully authorized copy of MultiSurf! Welcome aboard.**

Once authorized, you can review your current licensing status at any time by selecting **Help>Licensing**.

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**Note:** Your MultiSurf license is site-specific to the particular folder on the particular machine in which you authorized it. If you want to move your copy to another machine, there is a specific procedure you need to follow, You may have your copy authorized in only one location at a time.

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## Network License Instructions

There are two install files. One for the Server and the other for the Clients. If the server needs to run MultiSurf/SurfaceWorks, both install files should be used.

### Server:

**32 bit:** [http://aerohydro.com/test/RLM\\_Server32.exe](http://aerohydro.com/test/RLM_Server32.exe) OR

**64 bit:** [http://aerohydro.com/test/RLM\\_Server64.exe](http://aerohydro.com/test/RLM_Server64.exe)

1. Download the appropriate installation file for the OS on your server.
2. Run the install file which will create a sub-folder "AeroHydro\License Info" in your \Users\AppData folder and copy some files. If a different location is desired, you will be prompted in the process for any change you require.
3. The install creates an RLM Server and installs it as a service. The service is started after the process.
4. Created in the previous step is a file called 'hostid.txt' in your C:\Temp folder.
5. Send the "hostid.txt" file to AeroHydro so it can be used to generate your permanent license file.
6. Go to this address on your web browser: [http://<COMPUTER\\_NAME>:5054](http://<COMPUTER_NAME>:5054) to open the Server Admin Page.
7. Bookmark this address.
8. A license file will be returned with further instructions for the server and clients.
9. That should be it for the server.

### Client:

1. Download and Install MultiSurf.
2. MultiSurf should run in evaluation mode for 21 days.
3. Included with a new license file for the server, will be an additional file for the client.
4. Please place this file in the MultiSurf/SurfaceWorks application folder.
5. MultiSurf/SurfaceWorks should open as a client.

MultiSurf is now enabled for software licenses that work over a network. In this scheme, a user group purchases a shared license for X number of users.

## License Transferal

### **Transferring Your License: From retired computer**

If you require your license to be moved from an old computer, destined to be retired for MultiSurf use, simply remove MultiSurf and all of its program folders. It will now be necessary to install MultiSurf on the new computer and apply for a replacement license file.

### **Transferring Your License: Temporary Transfer for Travel**

Sometimes you want to transfer a MultiSurf license to a computer that already has a MultiSurf installed for the purposes of traveling. The way we facilitate this move is through an additional feature, called Roaming, of the Network License. An network license, along with its associated extra cost would be required.

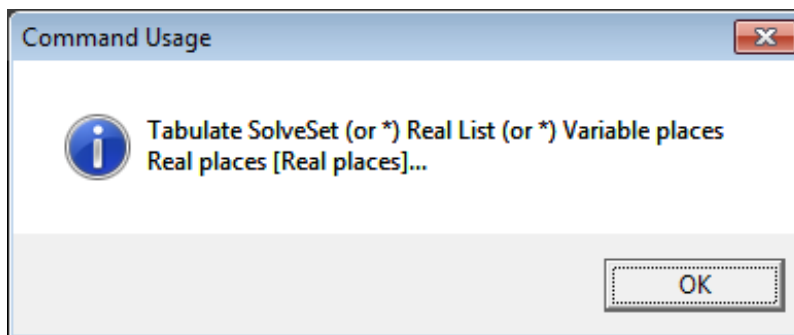
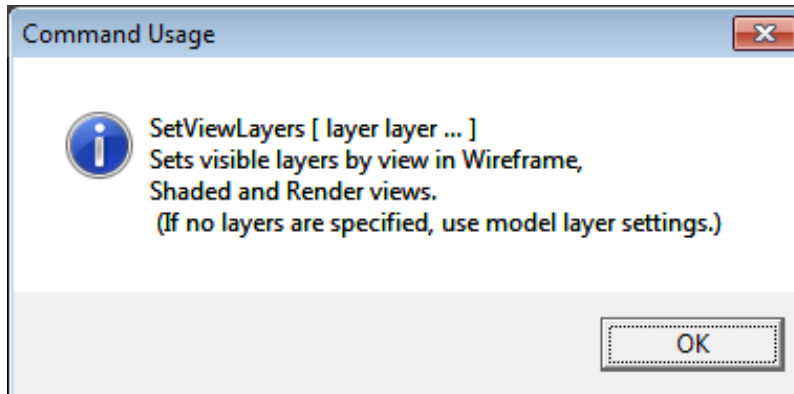
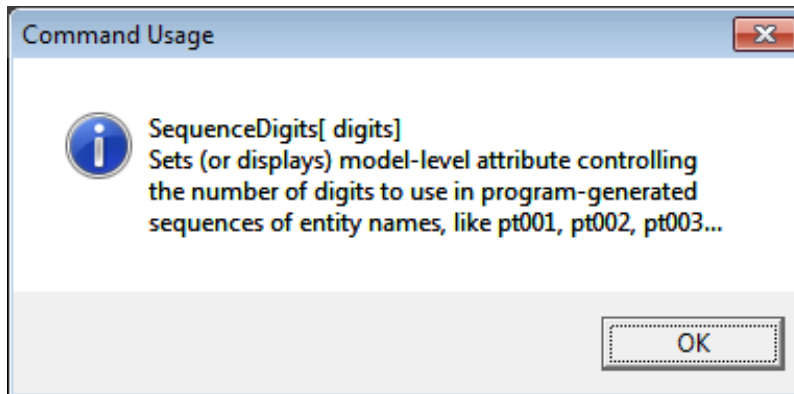
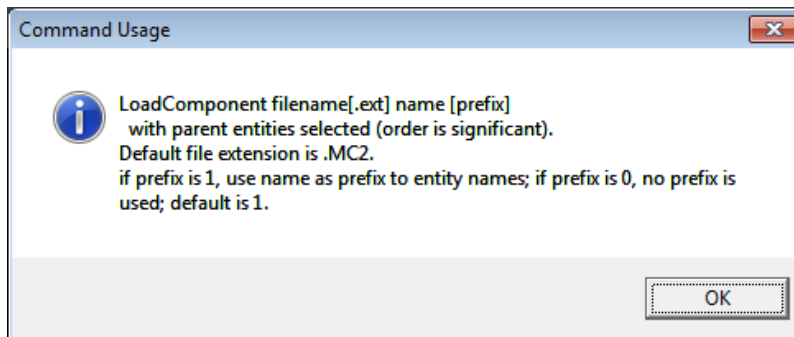
The directions to allow roaming are as follows:

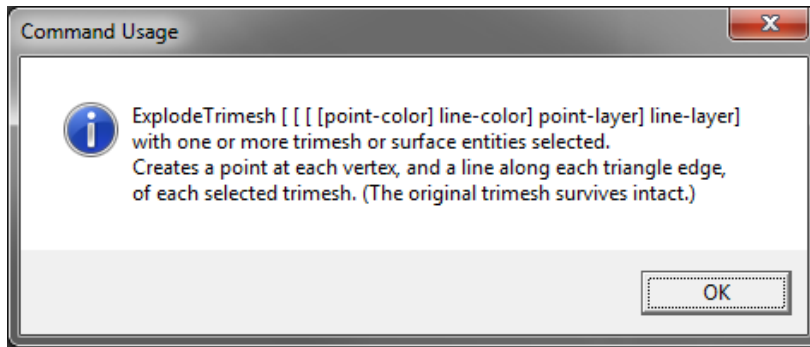
Let's call the computer which is to roam the "laptop". The process involves editing the computer's Environment Variables. (EV) These can be found here:  
Control Panel\System and Security\System\Advanced System  
Settings\Environment Variables

1. Close all instances of MultiSurf
2. With the laptop connected to the local network, either wired or wirelessly, open the EV dialog.
3. The RLM\_ROAM EV is located with the "System" EV's.
4. Edit RLM\_ROAM and change the value to the number of days you wish to roam.
5. Open MultiSurf on the laptop and check the license through Help/Licensing. You should see a reference to one roaming license checked out.
6. The laptop can be disconnected from the local network with no loss of the MultiSurf license.
7. To check the license back in:
8. Connect the laptop to the local network.
9. Change the RLM\_ROAM EV to -1.
10. Start MultiSurf on laptop and an error will appear.
11. Close MultiSurf
12. Change the RLM\_ROAM EV to 0
13. Open MultiSurf on the laptop and check license to see that normal network license has returned.

## **New Commands**

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## IF Function Bug Fix

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Any model that uses IF will need to be edited, reversing the order of arg2 and arg3, or the sign of arg1.

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