CONTENTS IN DF 5.6 RELEASE (UPDATED 8/1/2007)

Pre-processing

Major features:

1. Multi-stage with CASE cards in AutoSetup. (Complete with some DYNA limitation)
2. SCP module based on DYNA cards. (No undercut repair)
3. Improved DFE.
4. Fast Tool Mesher.
5. Unfold flange/Trimline Development with MSTEP. (Automatic constraint is OK in Unfold. Manual constraint in Trimline needed.
6. MSTEP with sparse matrix.
7. Solid element support in AutoSetup, QuickSetup and Manual Setup. (Complete)
8. User material library with defined name and location (path). The user material library looks and works the same way as in the DF built-in material library.
9. Improved Surface Mapping with extended untrimmed surface.
10. Tube bending.
11. Super Plastic Forming. (In manual setup and AutoSetup)
12. Hot Stamping. (Supports thermal property cards in manual setup and AutoSetup)
13. Mesh to surface.
14. Auto Remesh.
15. New icons and menu arrangement.
16. Add Blank Trim/Lance in QuickSetup and AutoSetup.
17. Move Output New DYNAIN File from Analysis menu to Export drop down option.
18. New Blank Trimming function. Allow multiple lines in one operation. Add Outer Boundary and Inner Boundary function to select lines for trimming.
19. New Lancing function.
20. Add Trim and Lance function in Element menu. Use the same function in Blank Trimming and Lancing. The program will prompt the user to select elements to trim or lance.

There are also some minor items that are already included:

21. Add Geodesic function in Line/Point.
22. Update boundary line function.
23. Add S-line function in Line/Point New line transform function.
24. New modify line function.
25. Update Re-space Line function.
26. New line transformation function.
27. New surface transform function.
28. Add Check Surface function in Surface.
29. Update 2 line mesh and 4 line mesh function in Element.
30. Update Drag mesh function.

31. New element transformation function.
32. Add Offset function in Element.
33. New node transformation function.
34. Re-order Line/Point dialog, Surface dialog, Element dialog and Node dialog.
35. Add Mesh Surface Deviation in Model Check &Repair

Post-processing

1. Painted blank.
2. Tool Wear.
3. Support thickness/thinning for solid element blank.

Job Submitter

Support remote job submit to remote server (All platforms).