

Simmod 8.6 Changes and Enhancements

- The user interface has been entirely recompiled in the 64-bit Java 17 language. Many code changes have been made to improve runtime efficiency, future operability, and adherence to Java coding best practices.

Simmod 8.5.x Changes and Enhancements

Engine Change Descriptions

- **Corrected runtime feedback logic.** In very rare situations, the simulation would crash when writing optional messages to the output. Fixed.
- **Corrected simulation termination logic.** The simulation would not terminate properly if aircraft were still occupying a de-icing or departure staging area at the time the simulation ends. Fixed.
- **Enhanced taxi logic.** Taxiing aircraft can recalculate a taxiplan from their current ground node each time they finish traversing a ground link depending on the new “use_depq_qi_ordering” GLOBAL data input value. By default, no recalculation happens. Setting this value to 1 causes a recalculation at every node after traversing a ground link, and setting this value to 2 causes a recalculation only if a SETAFLINK has occurred which effects the parameters of a ground link in the remainder of an aircraft’s current taxiplan.
- **Corrected Speed Fit logic.** In some situations, the computation of the earliest possible time of arrival to an airspace node was excessively early. Fixed.

User Interface Change Descriptions

- The Simmod system folder structure was modified such that, by default, the installer places the system files in the C:\Program Files\Simmod folder or the equivalent for a different language-specific version of Windows. It is still possible to install Simmod in any folder on a local letter drive. Scenarios are stored in any folder for which the user has read/write privileges.
- A network licensing option has been added as an alternative to the USB device as a license management method.
- **Network Builder:** The blocking and blocked lists of the Gate Use Builder were not populated with data. Fixed.
- **Network Builder:** The list of Gate-Plan-Runway Combinations did not clearly show which entry was selected. Fixed.
- **Network Builder:** The Cross Hair Tool has been corrected to show gate names (rather than node names) when the Gate type is selected.