Differences Between SIMION 7.0 and 6.0

Introduction

Every attempt has been made to maintain logical continuity with SIMION 6.0. Version 7.0 is basically an enhanced Windows (*Win32*) based version of version 6.0. SIMION 7.0 maintains upward file compatibility with 6.0. The user interface is largely the same (*e.g. same GUI*) with a collection of refinements and enhancements. This appendix has been provided to summarize the changes between 7.0 and 6.0. Moreover, vertical bars are used throughout this manual to highlight paragraphs that discuss these differences and new features (*see example bar to right*).

The following material itemizes these changes and references where in the manual you can get more specific information:

Hardware and Software Compatibility

SIMION 7.0 is a Win32 program. This means that it must be run in Windows 95 or later or Windows NT 4.0 or later. SIMION 6.0 is an MSDOS program. Check **Appendix A** for the details on the specific hardware and software required to run SIMION 7.0.

File Formats

All file formats of version 6.0 are upward compatible with 7.0, and most 7.0 file formats are downward compatible with 6.0 (*the exception is .ION files*). Version 7.0 uses different file name for certain personality files. Details concerning these differences and compatibility issues can be found in **Appendix D**.

GUI Differences

SIMION 7.0 uses the 6.0's GUI interface and retains its look and feel. The main difference is that the GUI's screen is now contained in the *client* area of a Win32 Window. This does introduce certain use differences between the two programs (*For all the details about the features of the Win32 GUI see Appendix F*):

Accessing SIMION 7.0 Via Mouse and Keyboard

Access to SIMION 7.0 by mouse and keyboard <u>requires</u> that its window have input focus (it is the foreground window) <u>and</u> that the cursor is within the <u>client</u> area of the window (a GUI cursor is visible – e.g. a German cross like object). Move the mouse cursor into SIMION's client area (*GUI screen area*). If the cursor doesn't automatically change from a Window's cursor to a GUI cursor, click the left mouse button to establish input focus. Now the cursor will be the GUI cursor.

When the GUI cursor is active (*window has input focus and cursor is in client area*) many buttons will have their first character underlined. These buttons can be accessed directly from the keyboard as with version 6.0 (*when the cursor is in the window's client area*). When you move the cursor out of the window's *client* area the GUI cursor will be change back to the Window's cursor and the

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button underlines will be removed to tell you that the buttons are no longer keyboard accessible. *For more information on SIMION's GUI see Appendix F.*

Remember: Keyboard access requires that SIMION's window has both input focus and that the cursor is in the client area (GUI cursor visible).

Window Resizing

SIMION always comes up as a **full screen adjustable** window (*not maximized*). You can resize the window if you like by normal Windows *methods (by dragging the edges or clicking the maximize button)*. SIMION will automatically adjust its objects to fit the currently defined window size. Scroll bars will appear if you resize the window's *client* area below its minimum limits (*640 in x by 480 in y*).

Windows Screen Options Setting Issues

The minimum Windows screen resolution should be 800 x 600 to avoid scroll bars on the SIMION 7.0 Window. Higher screen resolutions are recommended (*1500 x 1200 or more are ideal*). Although a minimum of 256 active colors is required. You should be running 16K colors or above to avoid color palette changes (*color shifts*) as Windows shift from foreground to background.

Printing Issues

SIMION 7.0 can send printer output to Windows printers, clipboards, metafiles, and extended metafiles. The GUI printer language drivers of version 6.0 have also been retained, because they often provide higher quality output than Windows device drivers.

The GUI's annotator has been enhanced. It now supports TrueType fonts (for Windows output), and many new options exist including: Arrows, extended line, blanked areas, dimensions, and length labels. All the details on printing and annotation options can be found in **Appendix G.**

Potential Arrays

The maximum potential array size has been increased to 50,000,000 points. Remember there is no substitute for RAM. Arrays of this size should be created on computers with 512 Mb of RAM or more. Also you may encounter virtual memory issues. See **Appendix B** for more info on tuning virtual memory.

Fast Adjust Definition Arrays (.PA#) can now define fast scalable as well as fast adjustable electrodes/poles. The refining process