MIKE Powered by DHI

Release Notes 2021 **MIKE Animator Plus**

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Introduction

Welcome to MIKE Animator Plus 2021 Update 1

In this Release Note, you will find information about new features of MIKE Animator Plus, and what you need to know in order to install and get started with Release 2021.

MIKE Animator Plus is a 3D visualisation and animation environment supporting many kinds of spatial and temporal data. In addition to visualisation, it provides tools for creating flight paths through the data-space and generating output in digital movie format.

System requirements

The recommended minimum system requirements are:

Fully supported Windows operating systems *	Windows 10 Pro, version 20H2/2009 (64 bit) Windows Server 2016 Standard (64 bit) Windows Server 2019 Standard (64 bit)
Processor	x64, 2.2 GHz (or higher)
Memory (RAM)	2 GB (or higher)
Hard disk	40 GB (or higher)
Monitor	SVGA, resolution 1024x768 in 16-bit color
Graphics adapter	64 MB RAM (256 MB RAM or higher recommended), 32-bit true color
File system	NTFS

Software requirements	Microsoft .NET Framework 4.7.2 or later

*   Fully supported operating systems are systems that have been tested in accordance with MIKE's Quality Assurance procedures and where warranty and software maintenance agreement conditions apply.

Colours and resolutions: The user interface of MIKE Animator Plus is designed in a way that resolution of 1024x768 and 24 bit true colour are required to view the full contents of all dialogues and to fully profit from the graphical tools. It is possible to run MIKE Animator Plus with smaller resolution and less colours, but certain parts of the dialogues and graphics may not be optimal.

MIKE Animator Plus is based on the OpenGL 3D library and requires at least a 16-bit colour graphics adapter to run, but true colour (32 bit) is recommended. MIKE Animator Plus will run on any 2D graphic card with 24 bits, but significant performance enhancements can be achieved by using graphics cards with 3D OpenGL rendering capabilities. Using cards with graphic accelerators speed up the displaying and refreshing of images on the screen and computation of details and special effects, in response to user input, occurs with a speed that makes the user feel involved with the scene without compromising performance

Installation   top

DHI License Management - If you are installing on a computer or server where you will also install the license file, please also install the DHI License Manager. It must be downloaded separately.

To install MIKE Animator Plus, please go to the 'MIKE Animator Plus' product folder and execute the setup.exe file either on the MIKE 2021 USB or from the downloaded, un-zipped installation files. Press the 'Install' button to begin installation.

The setup program will automatically install all necessary files and folders on your computer. Additionally, an entry is created in the Start Menu for MIKE Zero.

License file and dongle

To use MIKE software in licensed mode, please refer to the DHI License Manager Release Notes. (License Manager Release Notes)

Product invocation

Launch 'MIKE Animator Plus' from the Windows Start menu.

Starting the program without a DHI configured hardware key (dongle) and valid license files will cause the program to run in demo mode. If this happens, a message box will inform you during program initialization.

Support

For general support, please refer to our FAQ.

If you experience any difficulties, or if you have questions, please contact our Customer Success team by e-mail or phone:

Customer Success
DHI A/S
Agern Allé 5
DK-2970 Hørsholm
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You can also contact your local Customer Success team for support in your local language. You can find the list here.

New features and fixed issues   top

Every new release of MIKE Animator Plus consists of new modules, new features and/or corrections to problems or significant inconsistencies discovered in previous releases. There are no significant modifications in Release 2021 Update 1.