



Bladed

Release notes for Bladed 4.5.0.61

19/11/2013

New features in 4.5 include:-

Base module:

- Brand new batch facility:
 - Make use of multiple cores without having to open multiple instances of Bladed*
 - More reliable network batch options with automatic failover in case of network glitches*
 - Add/Remove nodes from the batch network remotely*
 - Refer to the "Batch Framework Usermanual.pdf" in the batch installation folder or - access from the batch*
- Extreme load extrapolation:
 - Option for aggregation before fitting*
 - Binomial and Bootstrapping options for confidence intervals*
- Evolving turbulence – important when modelling Lidar
- Wind veer – vertical direction shear
- Performance coefficients can now be run across multiple pitch angles in one go
- User defined applied blade loads
- Auto set default parameters for IEC Kaimal turbulence
- Option to generate and use a sea state file for some sea conditions rather than generate the sea state at run time
- Option to turn on or off the geometric stiffening calculation on the support structure

Control module: (used to be Linearisation module)

- Lidar (access from the "Specify" – "Control systems" menu item)
 - Lidar mounted on blade, hub, nacelle or support structure*
 - Fixed, circular or rosette scan modes*

Offshore support structure module:

- Ability to turn off Morrison loads or specify viscous drag only for specified support structure members

Hardware test module:

- Ability to define and execute Test Sets (an ordered collection of test procedures with configurable start-up and clean-up actions)
- Support for parameterized procedures with optional parameters – Allows for better reuse of utility procedures
- Better device life cycle management – easier to detect changes in and reload auto-generated devices
- Improved plug-in interface
- Improved license handling. Uses the new HASP licensing framework.
- Support for use of relative paths in devices and other settings

Tidal Bladed:

- Auto-tune for PI controllers for pitch-speed and torque-speed control