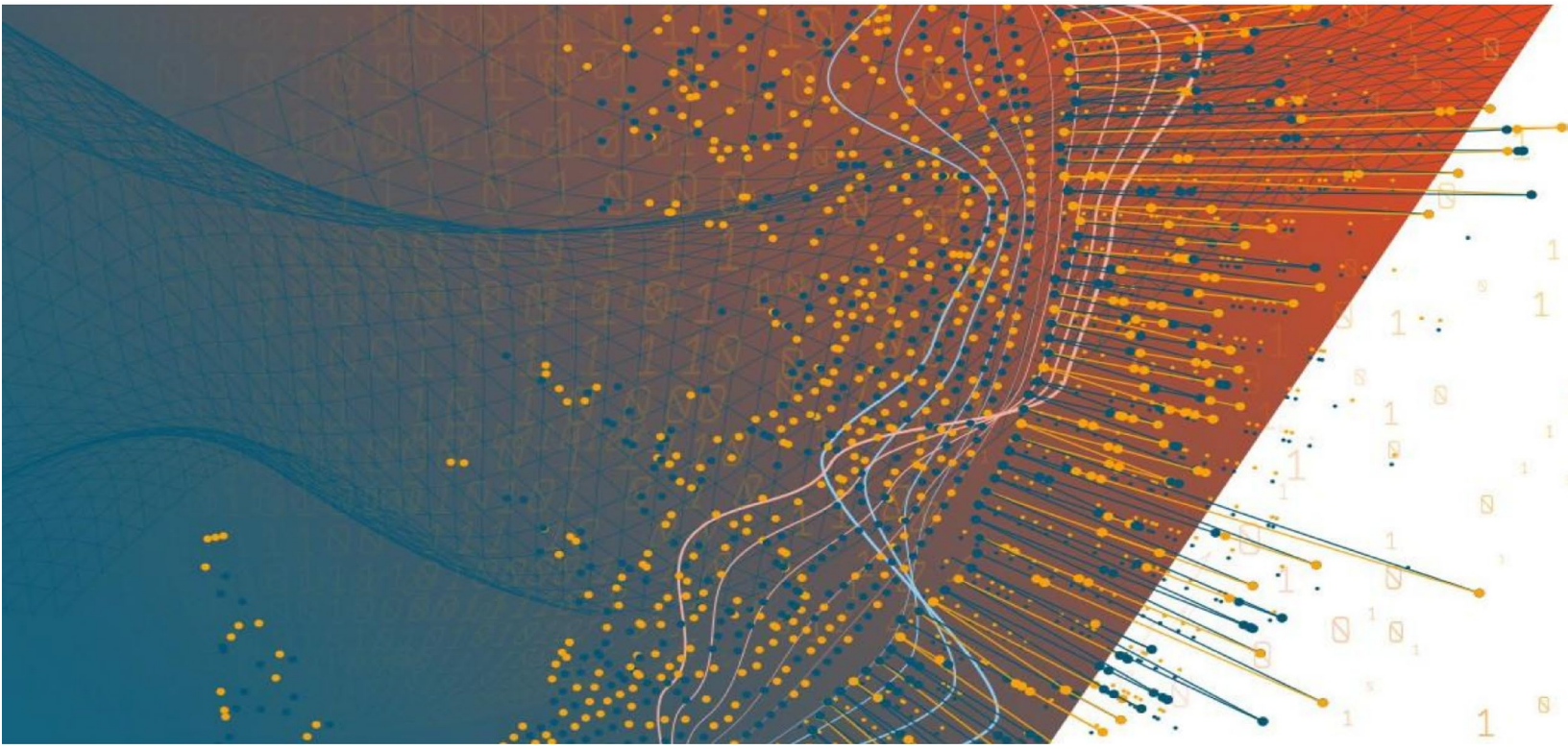


Altair® Inspire™ 2026.0

RELEASE NOTES

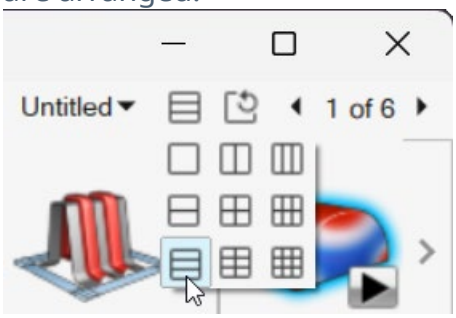
NEW FEATURES

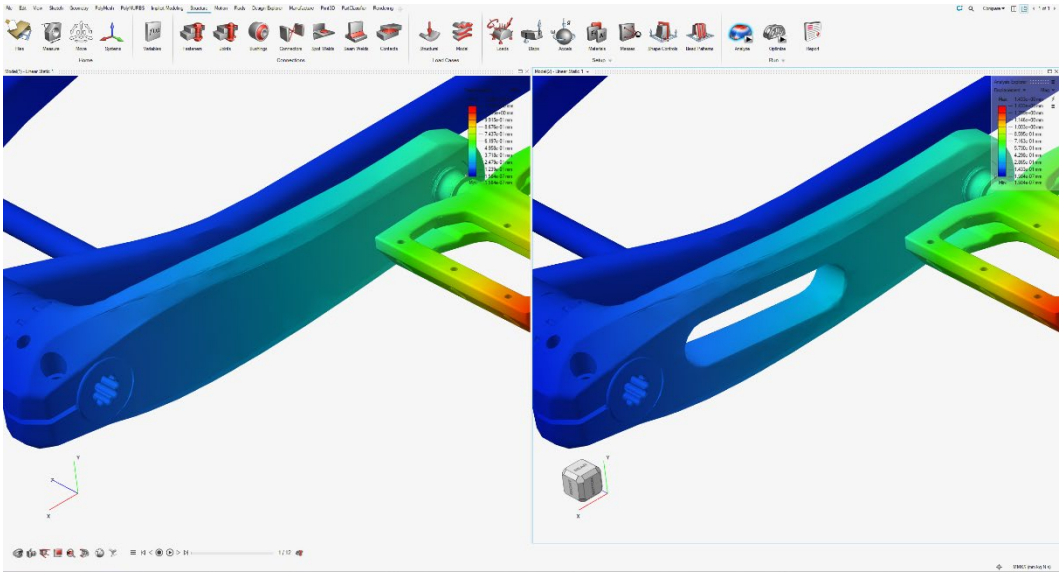
General

Multiwindow Results

Visualize analysis and optimization results with multiple modeling windows that show the results of each run.

Use the **Set Page Layout** button in the top-right corner of the workspace to choose how windows are arranged.





For more information, see Multiwindow Results.

Direct Links to Tutorial Models

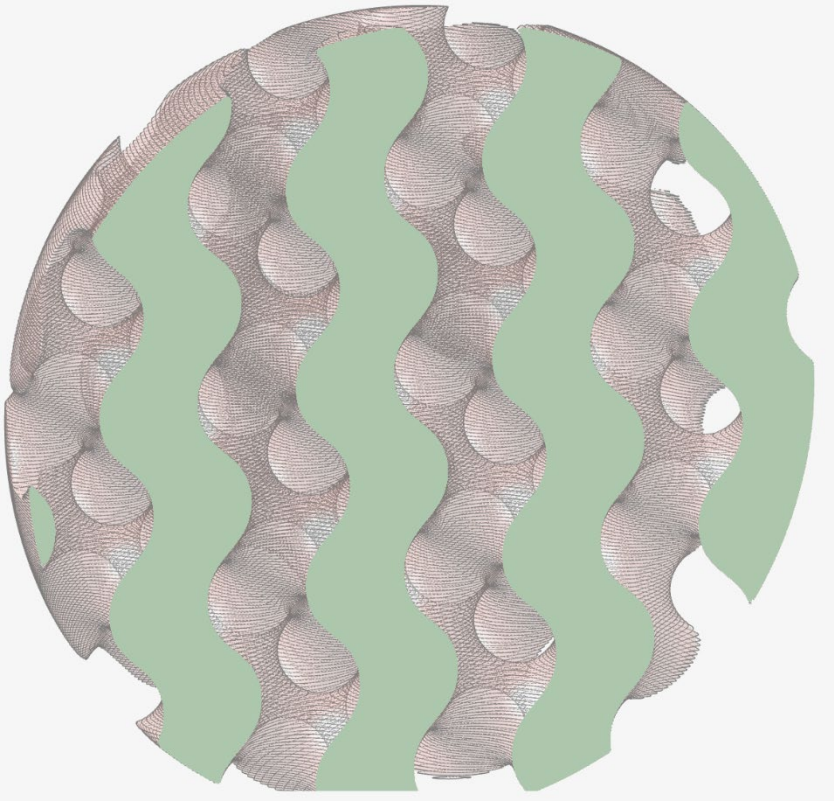
Tutorials in the application help now include direct links to models that are used by the tutorials to help you follow along.

For more information, see Tutorials.

Implicit Modeling

Export Slice Data

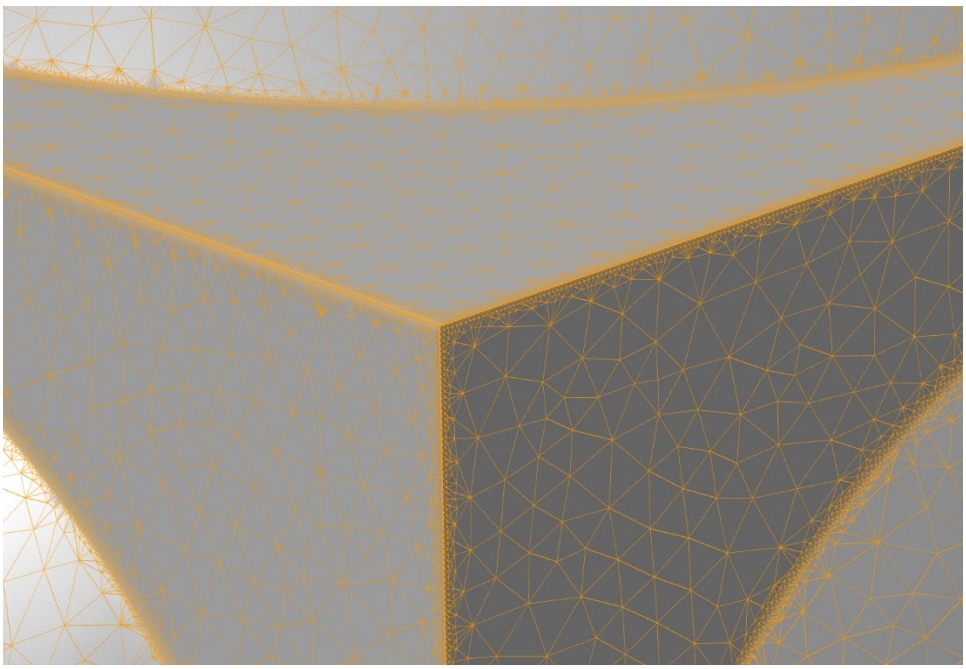
Implicit parts can now be exported as slice files (.cli and .3mf). Exporting slices the native implicit model and does not require any meshing.



For more information, see Exporting Slice Data.

Adaptive Remeshing

When converting implicit parts to a mesh representation with one of the remeshing options, a new remeshing algorithm has been implemented to create adaptive meshes where the element size remains small near features and larger on flatter regions.

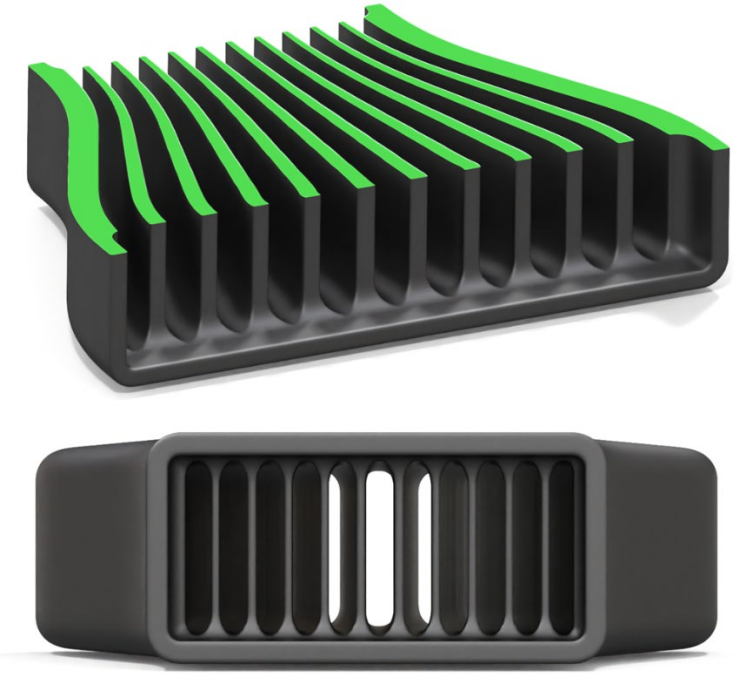


This will allow the user to reduce the mesh element count while preserving better tolerance of the surface.

For more information, see Preferences: Inspire.

Midsurface

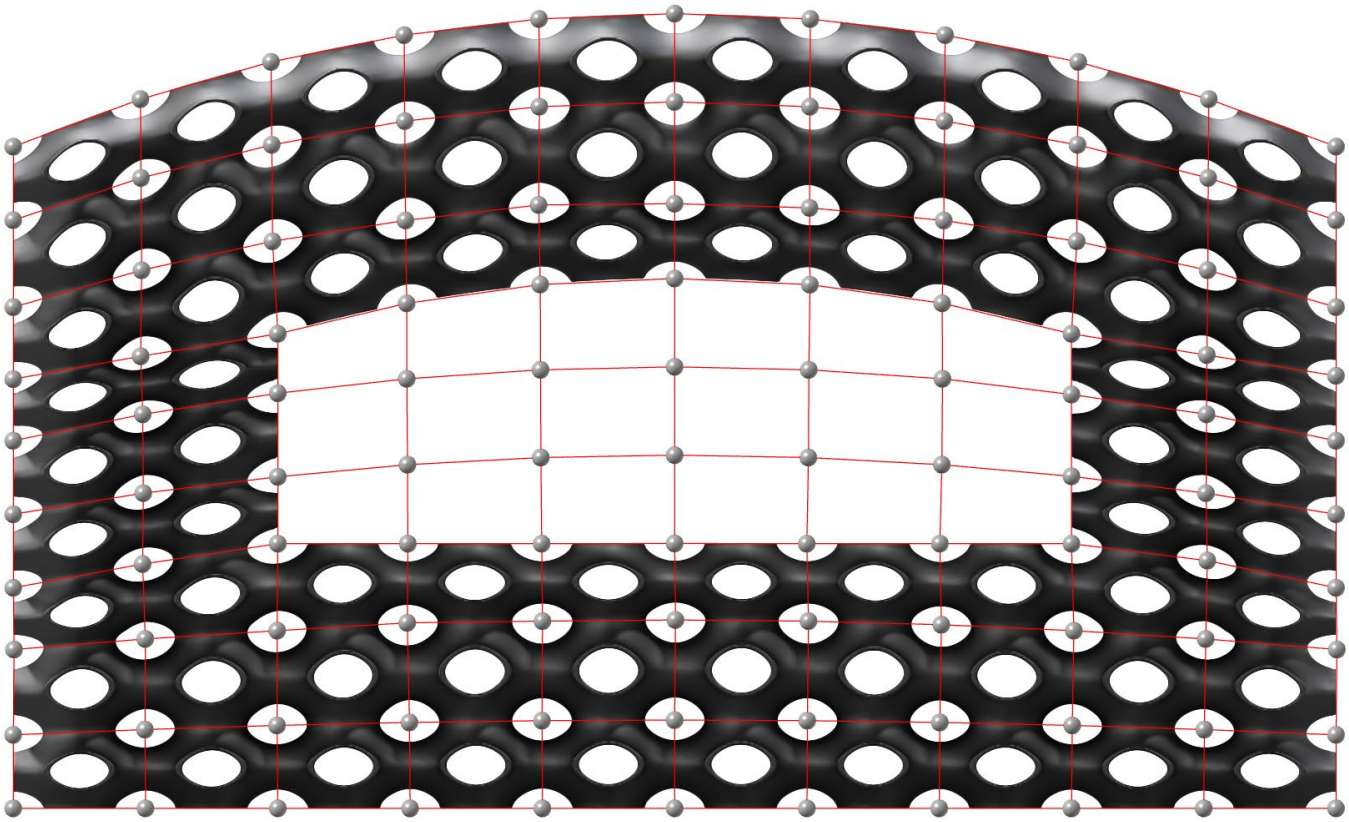
The Midsurface tool allows users to create one or more surfaces or volumes that sit between two implicit parts. This is useful for creating field-driven effects between two parts/surfaces or to create evenly spaced surfaces between two parts/surfaces.



For more information, see Create an Implicit Midsurface.

Conform Lattice with Custom UV Grid

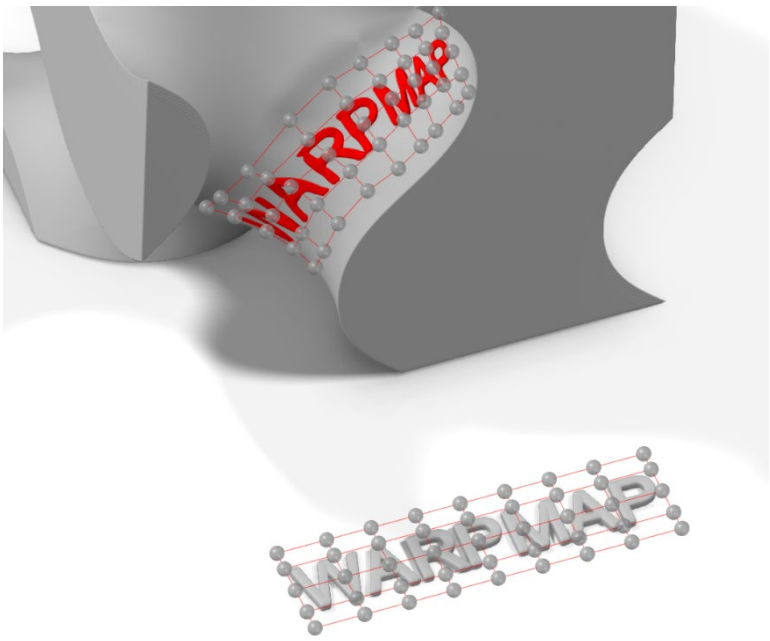
Users can now convert an existing surface parametrization or create a new one with complete control over the spacing/layout/position of the lattice unit cells to more easily map a lattice coordinate space onto a target surface.



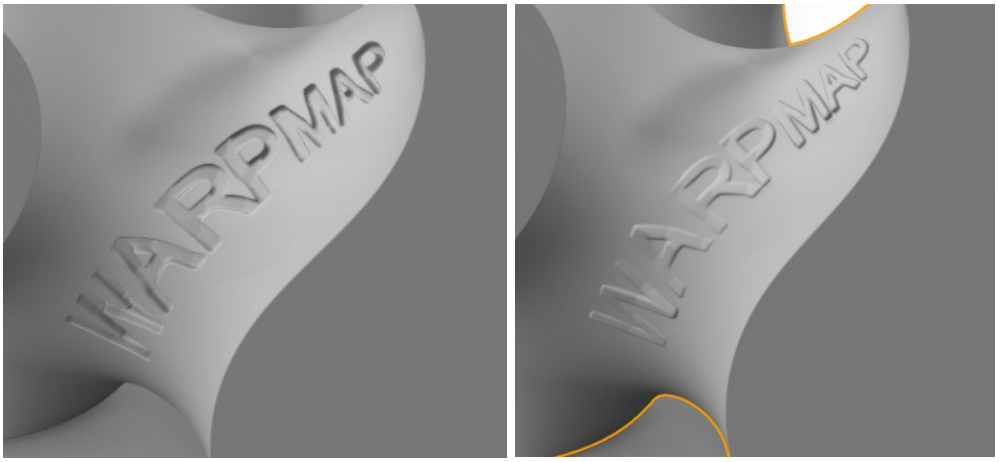
For more information, see Conform a Lattice with a Custom UV Grid.

Warp Map

The implicit Warp Map tool allows a user to take a 2D object and map it to 3D coordinates by specifying the warp via two linked UV grids. One grid defines the UV parametrization of the 2D object, and the other grid defines its position in 3D space.



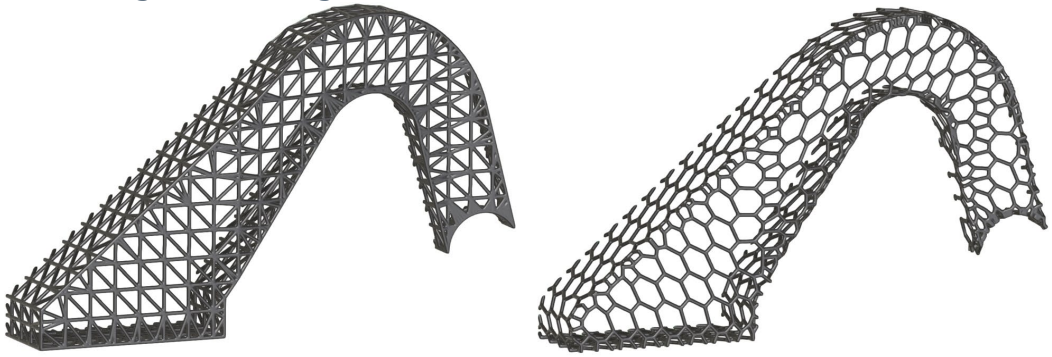
This allows users to engrave/emboss logos or text onto implicit parts or even deform flat objects over surfaces.



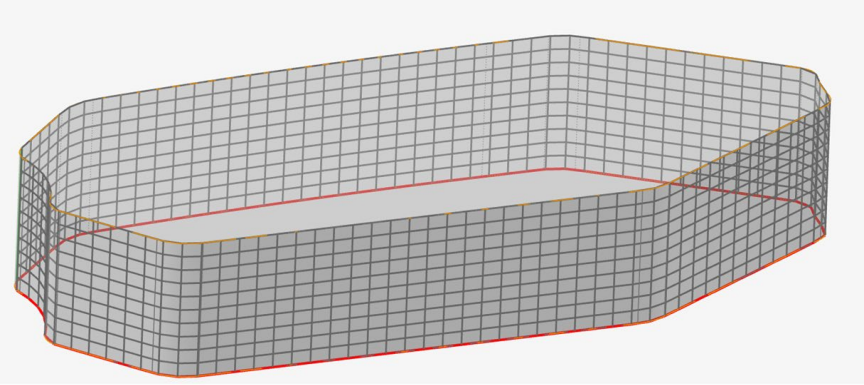
For more information, see Create an Implicit Warp Map.

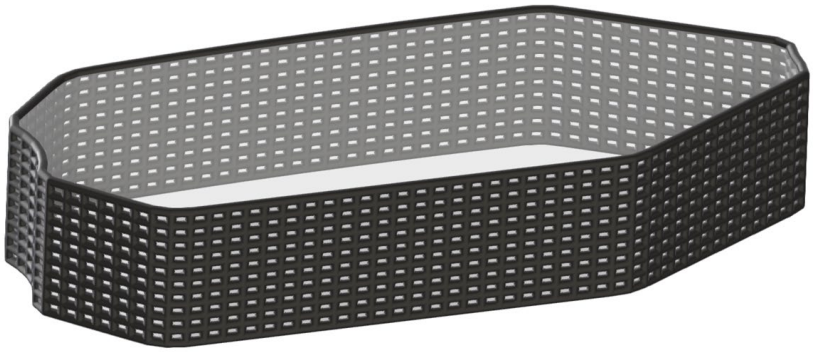
Point-Edge Set Improvements

When extracting vertices and edges from surface/volume meshes, you can now create the dual vertices and/or edges of the original mesh elements.

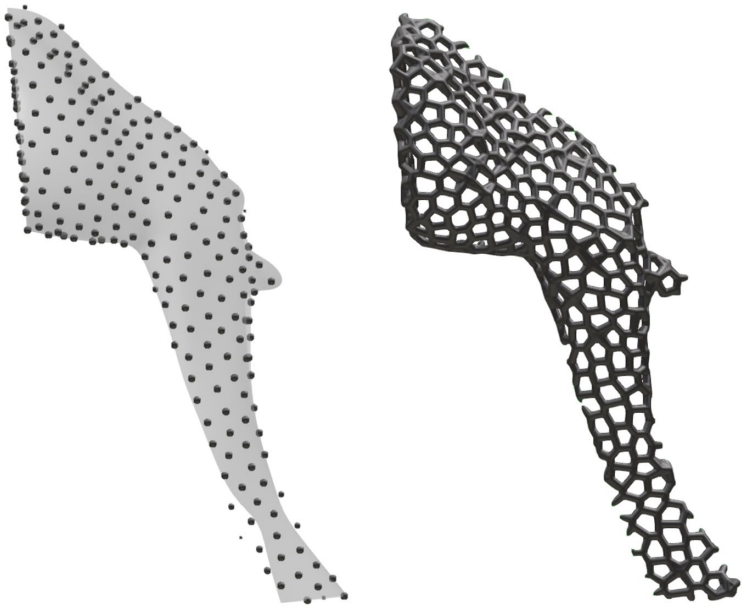


Point-edge sets can now sample the UVW parametrization from a conform object to convert into thickened struts.





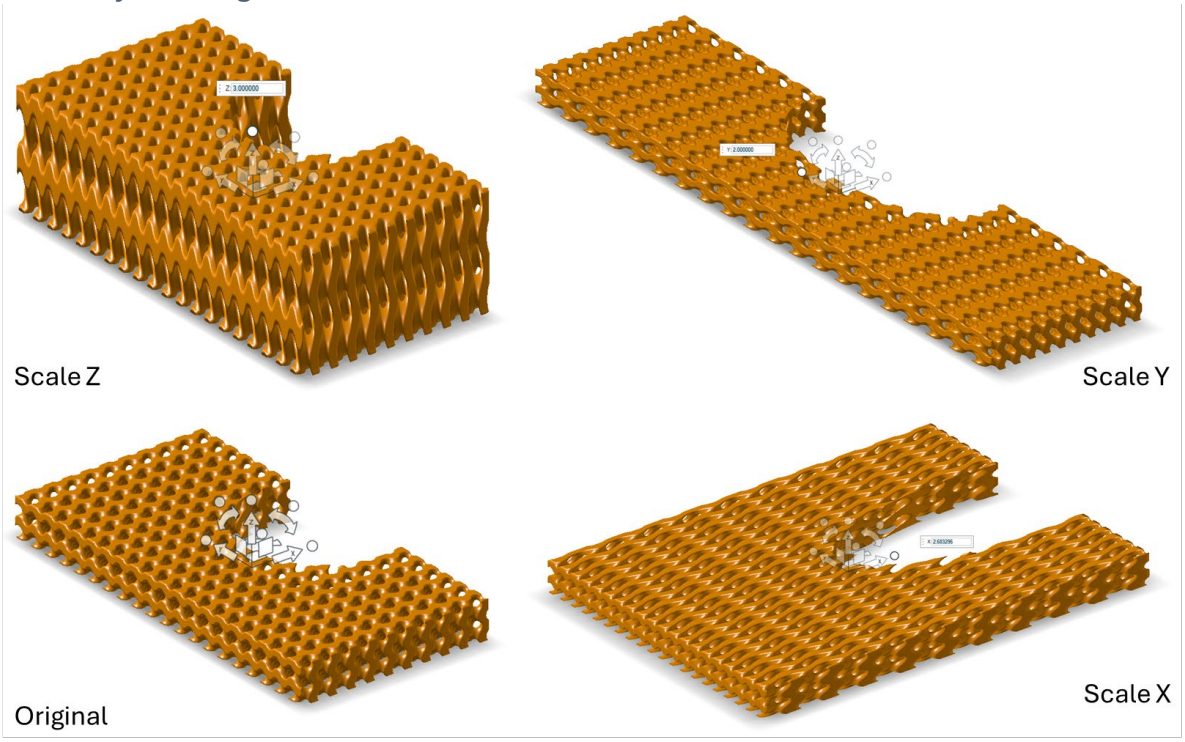
When generating points on a surface only, it is possible to generate a Voronoi-like structure that is geodesic as opposed to filling the enclosed volume.



For more information, see Point-Edge Sets - Advanced Design of Lattices and Other Truss Structures.

Scaling

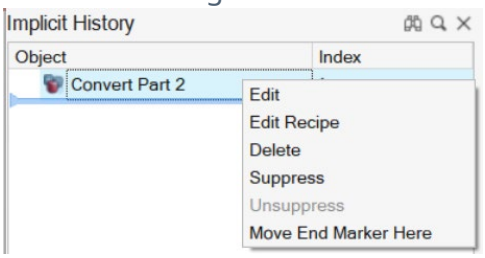
Scaling handles can be enabled in the Implicit Move Bodies tool by pressing **S**. Bodies can be scaled uniformly or along each axis.



For more information, see Move Implicit Geometry.

Edit Converted Implicit Objects

You can now right-click a converted implicit object in the History Browser to edit it.



For more information, see Convert to Implicit Geometry and History Browser.

Edit Without Rollback

You can now right-click an implicit object in the History Browser and select **Edit Recipe** to edit it without rolling back.

For more information, see History Browser.

Structural Analysis

Write Analysis Results to H3D Files

You can now save analysis results to H3D files to facilitate data interchange.

Export from the Analysis Explorer:

- Right-click the **Run** dropdown and select **Save Run as H3D**.
- Right-click the **Load Case** dropdown and select **Save Load Case as H3D**.
- Right-click the **Result Types** dropdown and select **Save Result Type as H3D**.

Export from the Model Browser:

- Right-click **Results** and select **Save Run as H3D**.
- Right-click **Results** and select **Save Load Case as H3D**.
- Right-click **Results** and select **Save Result Type as H3D**.

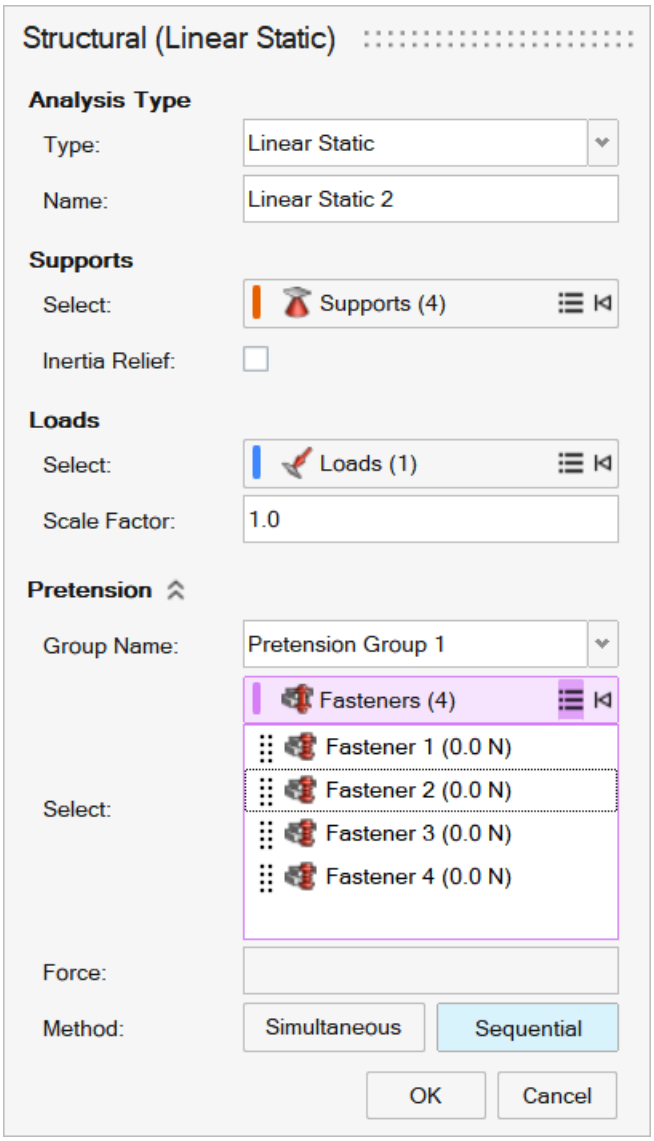
File > **Save As** and select **H3D (.h3d)** from the **Save as type** dropdown.

For more information, see Analysis Explorer Options or Loading Analysis Results.

Structural Load Cases with Sequential Preloading

The Structural Load Cases guide panel has been redesigned and includes controls to adjust sequential preloading.

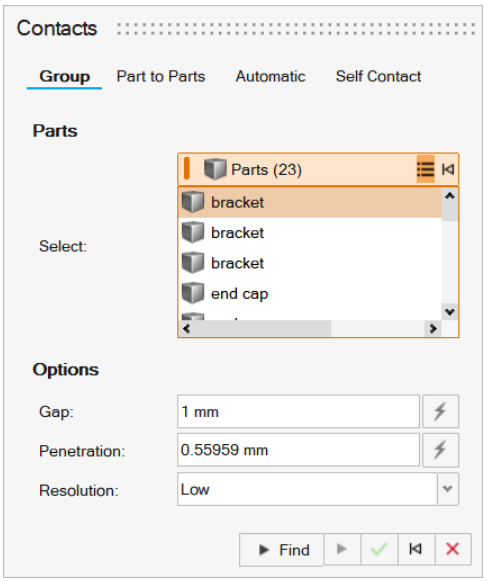
When using the **Sequential** method, you can click **Expand/Collapse** to show the list of selected fasteners and drag fasteners to change their order. When using OptiStruct, loads are applied sequentially. When using SimSolid, forces are applied to all fasteners simultaneously.



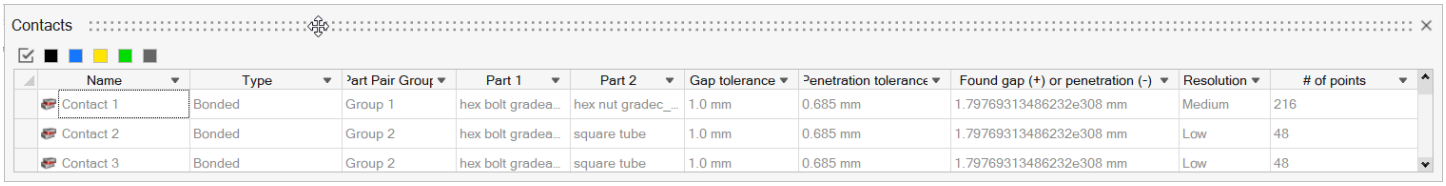
For more information, see Structural Load Cases.

New Contact Methods and Workflows

Updated contacts workflows and tools.



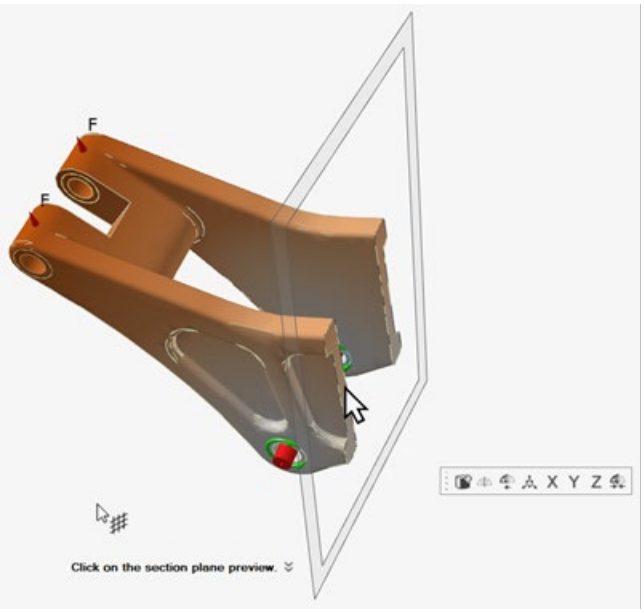
Added filtering to the Contacts table. Select a quick filter at the top of the Contacts table to display contacts of that type.



For more information, see Contacts.

SimSolid Analysis Results in Section Cuts

When using SimSolid as the solver, creating a section cut displays analysis results in the section plane.

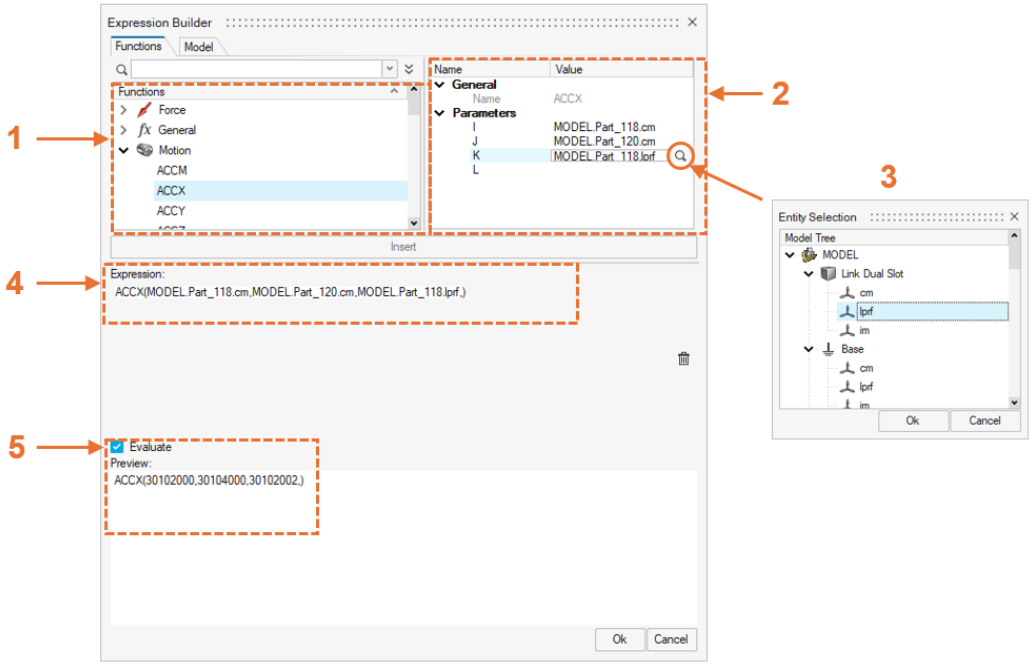


For more information, see Create a Section Cut.

Motion

Expression Builder (Analyst)

This interactive tool enables quick access to model data, as well as solver and mathematical functions, allowing you to build custom expressions. These expressions can be applied across various entities, such as controlling hard point locations, defining variables, or creating custom inputs.



1 – MotionSolve function library

2 – The function builder template guides you on building the function.

3 – The model entity selector allows you to browse all model entities.

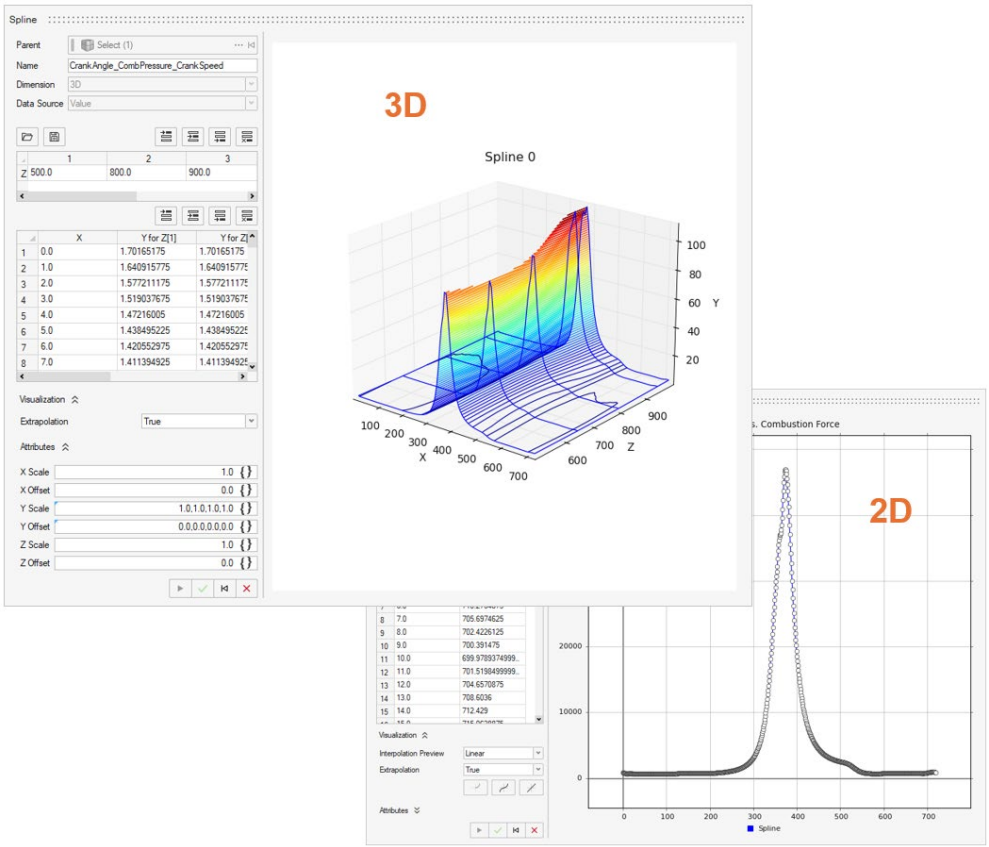
4 – Preview the function/expression as it is being created.

5 – Validate the final form of the function or expression.

For more information, see Expression Builder.

Spline Editor (Analyst)

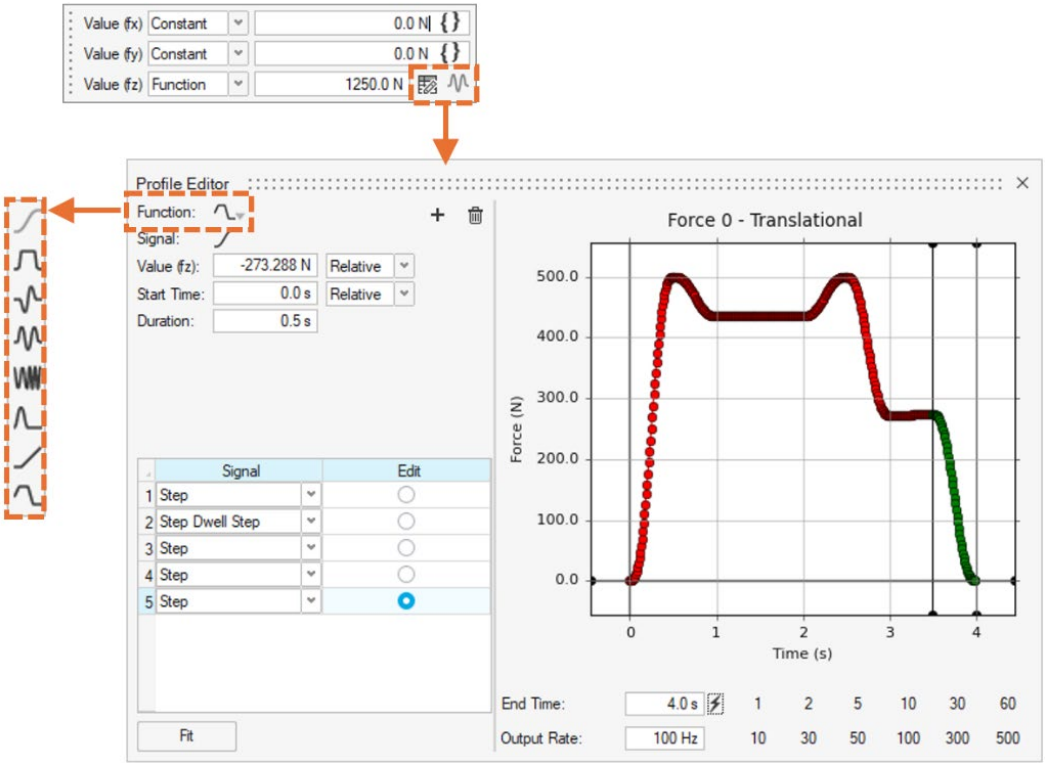
The Spline Editor is an interactive tool for creating and viewing two- and three-dimensional data splines. Spline data can be populated either by entering values, reading a .csv file, or by defining math-based expressions. Data can be offset, scaled, and converted from a linked file to values for local editing.



For more information, see Edit a Spline.

Functions

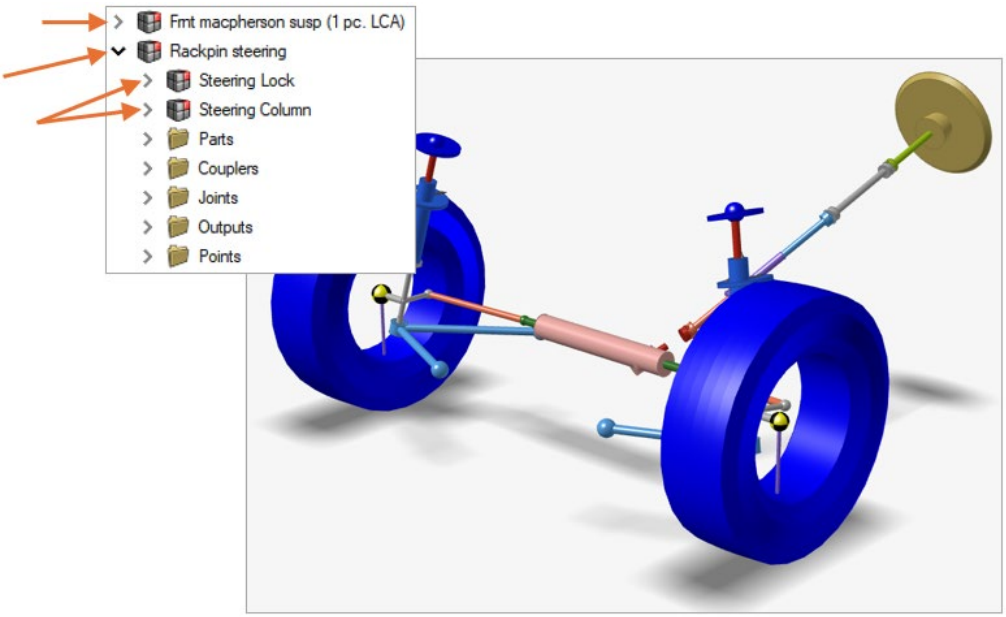
Functions are now available as input types for forces and motions under the Motion-Analyst persona to streamline input creation. Similar to the Motion-Designer persona, Motion-Analyst provides a Profile Editor tool that allows you to interactively define common functions such as Step, Step-Dwell-Step, Impulse, Oscillating, and Multi-Signal.



For more information, see Profile Functions.

Systems (Analyst)

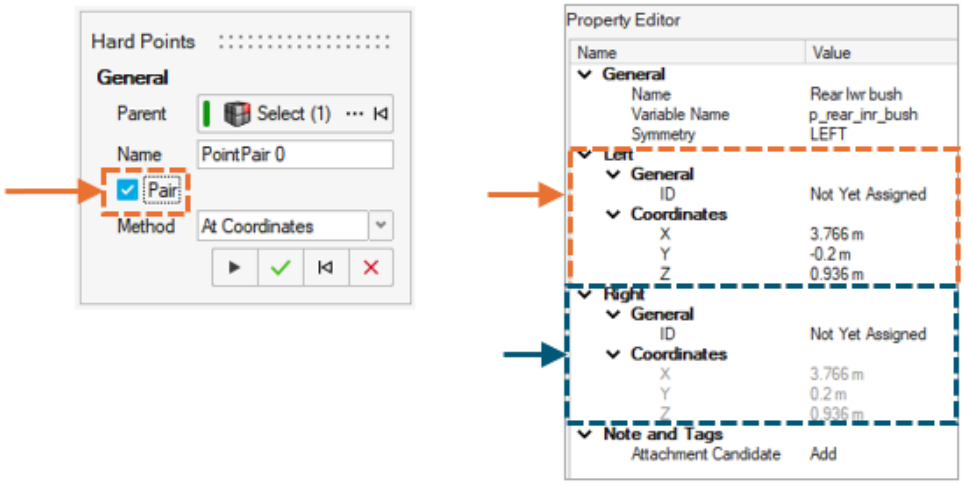
Systems are model entities, which act as containers that hold specific modeling entities such as parts, points, markers, joints, and forces, allowing you to organize the model into a parent-child hierarchy. Systems can be either embedded or referenced. Embedded systems are self-contained within a model, and changes to the systems affect only that model. Referenced systems are stored separately and linked to a common parent system. Changes made to the parent systems propagate to all children models. All systems are modular in that they can be ported out of one model and connected to other models using “attachments.”



For more information, see Systems and Attachments.

Pairs (Analyst)

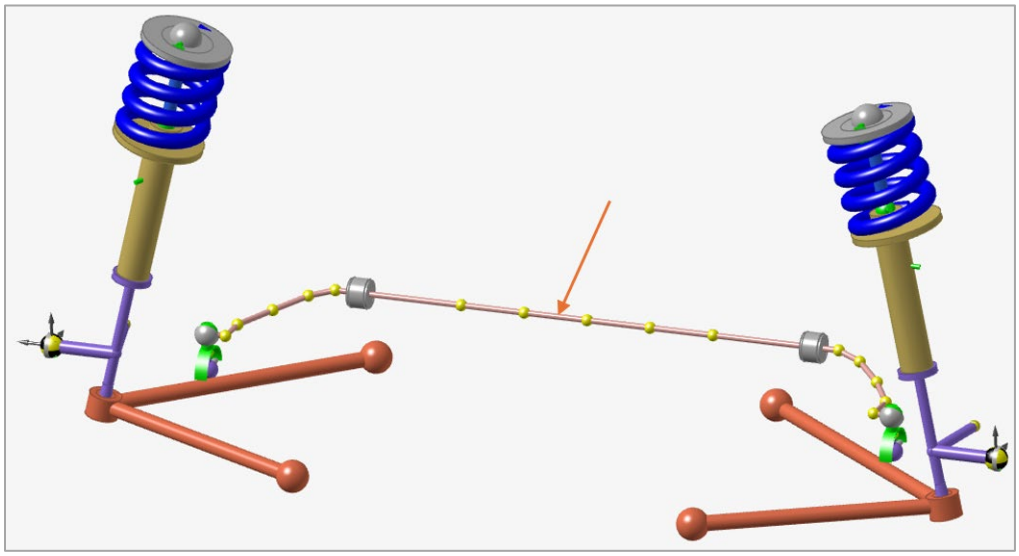
Pairs is an option available for many entities, such as points, markers, and joints, that allow for symmetrical modeling. For symmetrical pairs, a single entity is created in the Model Browser and two separate graphics are created in the modeling window. Changes made to one side of the symmetric pair are automatically reflected on the other side. For asymmetric pairs, a single entity is created in the Model Browser and two separate graphics are created in the modeling window but, unlike symmetric pairs, the sides are controlled independently.



For more information, see Pairs.

Polybeams (Analyst)

Polybeams are flexible modeling entities used to help characterize non-linear behavior of beam-like or cable-like components. Polybeams are composed of multiple discretized segments, connected through a series of hard points. Each segment can deform based on the polybeam's geometric and material properties.



Polybeam representation of an auto suspension stabilizer bar

For more information, see Polybeams.

Geometry

Blend Curves with Local Interpolation

Added new curve types with local interpolation to the Blend Curves tool.

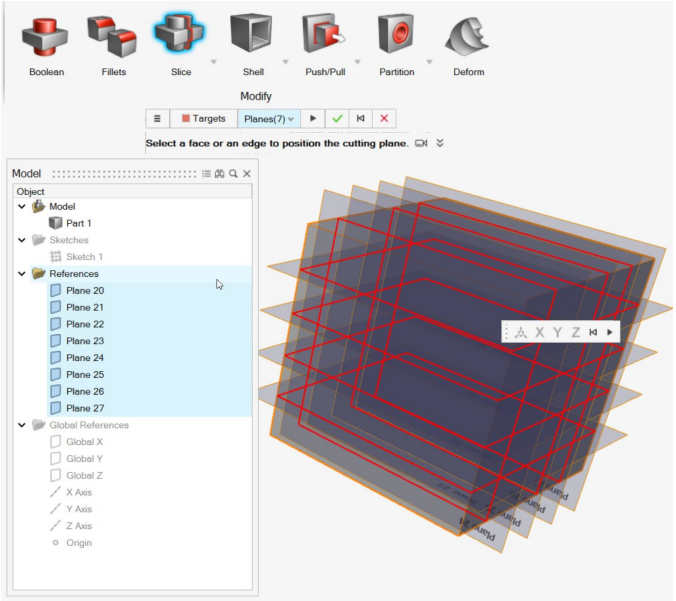
Choose **Degree 3 (Local)** or **Degree 5 (Local)** to apply curves with local interpolation.

When adjusting a curve with local interpolation, modifying a point affects only the sections of the curve adjacent to that point. When editing a global curve, modifying a point on the curve can affect the entire curve.

For more information, see Blend Curve.

Slicing Geometry with Multiple Planes

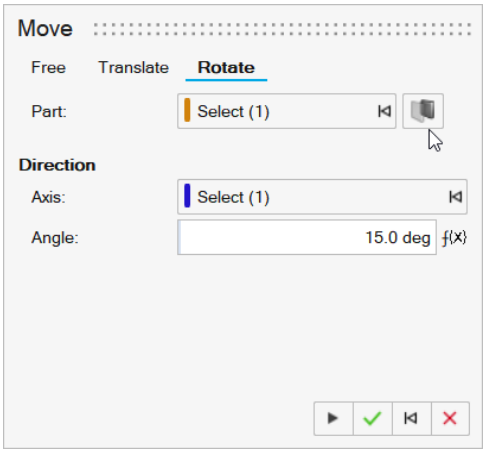
The Slice tool now allows you to slice geometry at any plane.



For more information, see Slice.

Show Original Position

A **Show Original Position** checkbox has been added to the Free, Translate, and Rotate tabs in the Move tool to make it easy to see the effects of moving an object.

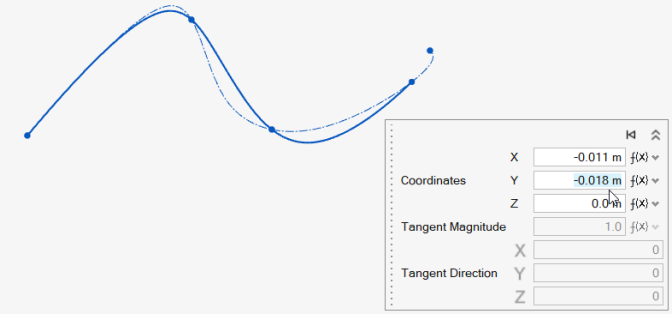


For more information, see Free Mode, Translate Objects, and Rotate Objects.

Curve Creation and Editing

Improved user experience for creating and editing NURBS and Blend curves.

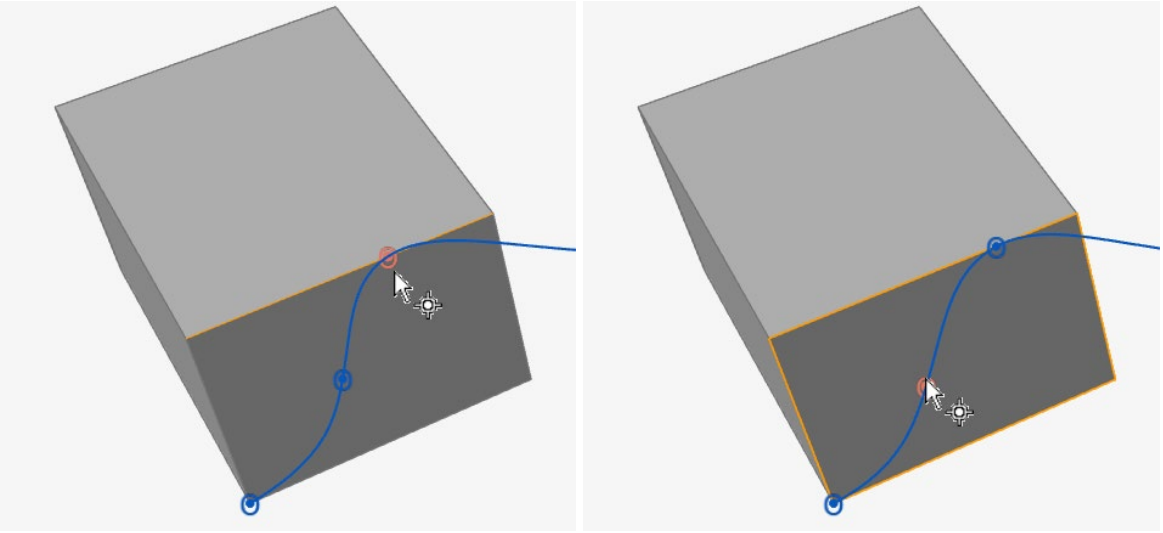
To edit points during creation, click the ⌄⌄ in the microdialog to expand it and type values in the **X**, **Y**, or **Z** boxes to fine-tune each point's coordinates. To add a variable to any coordinate, select the f(x) icon.



For more information, see NURBS Curve and Blend Curve.

Suspend Snapping for Points Along an Edge or Face

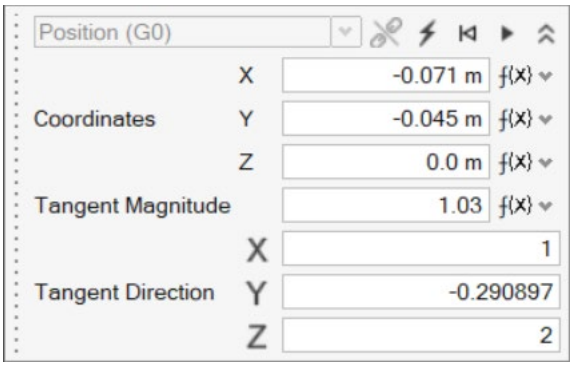
Hold **Alt** to suspend snapping. You can then move the point freely along its current face or edge.



For more information, see NURBS Curve or Blend Curve.

Parametrizing Tangent Directions in Blend Curves

The Blend Curves microdialog now allows you to parametrize tangent directions.



To set the tangent direction **Z** to be double the **X** value, enter 1 in the **X** value and 2 in the **Z** value. If you want **Y** to be double the **X** value, enter 1 in the **X** value and 2 in the **Y** value, and so on.

For more information, see Blend Curve.

Define an Offset Plane Using a Reference System

When you create a reference plane using the Offset method, offset the plane from a reference system.

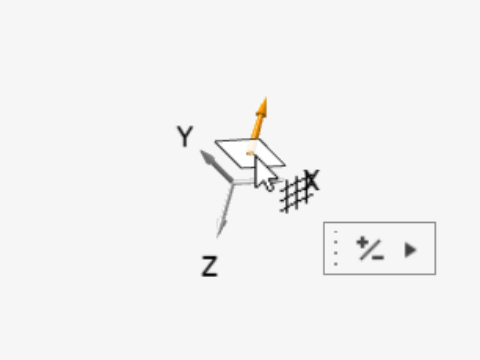
For more information, see Create a Reference Plane.

Sketching

Create Sketches on User-Defined Coordinate Systems

You can now create sketches on planes of user-defined coordinate systems.

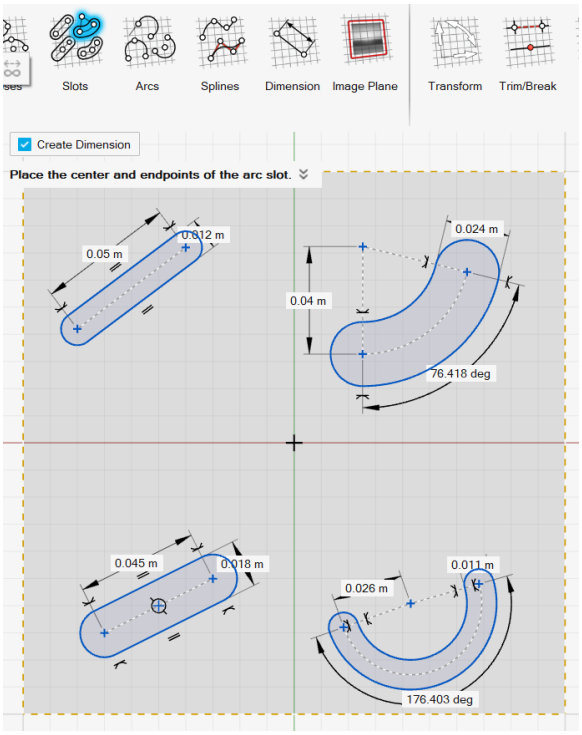
When you hover over a user-defined coordinate system, planes are displayed. Click a plane to select the sketch normal. A microdialog is displayed to allow you to change the sketch direction or click **Apply** to create the sketch.



For more information, see New Sketch.

Slots

Added a Slots tool to sketch straight slots, midpoint slots, center-point arc slots, and 3-point arc slots.



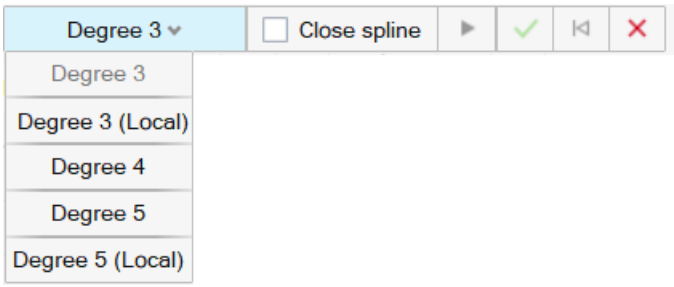
For more information, see Slots.

Splines with Local Interpolation

Added new curve types with local interpolation to the Splines tool.

Choose **Degree 3 (Local)** or **Degree 5 (Local)** to apply curves with local interpolation.

When adjusting a curve with local interpolation, modifying a point affects only the sections of the curve adjacent to that point. When editing a global curve, modifying a point on the curve can affect the entire curve.

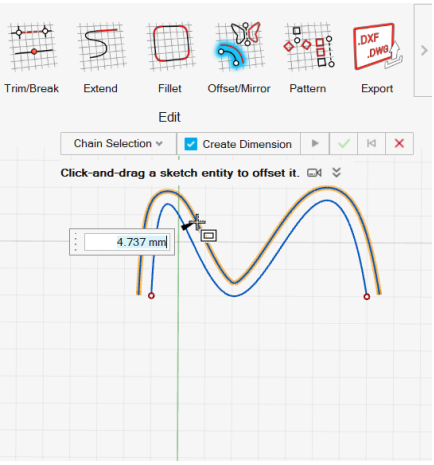


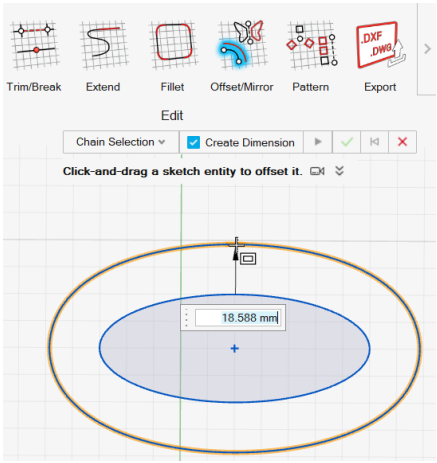
For more information, see Splines.

Offset Splines and Ellipses

The Offset tool on the Sketch ribbon has been extended to support splines and ellipses.

When the Offset tool is selected, click and drag a spline or ellipse (or type an offset value in the microdialog) to offset it.





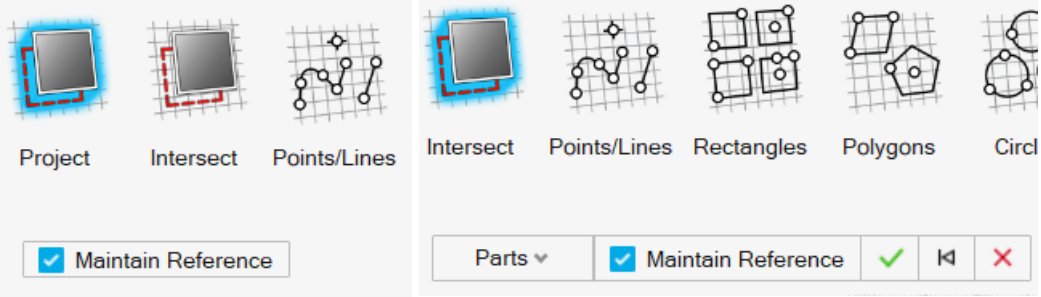
For more information, see Offset.

Maintain Reference to Original Geometry

Added a **Maintain Reference** checkbox to the Project and Intersect tools.

Select the **Maintain Reference** checkbox if you want the projected/intersected feature to retain a reference to the original geometry. Clear the checkbox to project/intersect without a reference to the original geometry.

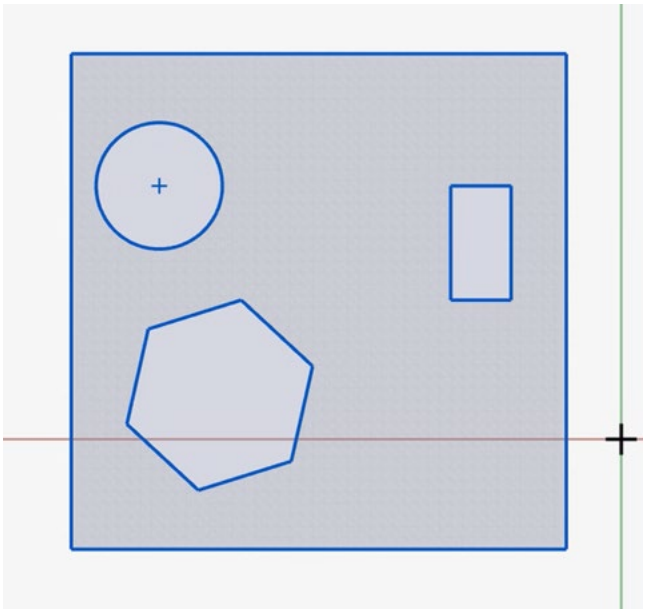
Referenced entities are displayed as dotted construction lines. Unreferenced entities are displayed as underdefined construction lines.



For more information, see Project and Intersect.

Extract Intersection Curves

If you intersect a sketch plane with a triangle mesh, imported STL, or optimized shape, curves are extracted where the shape intersects the sketch plane:

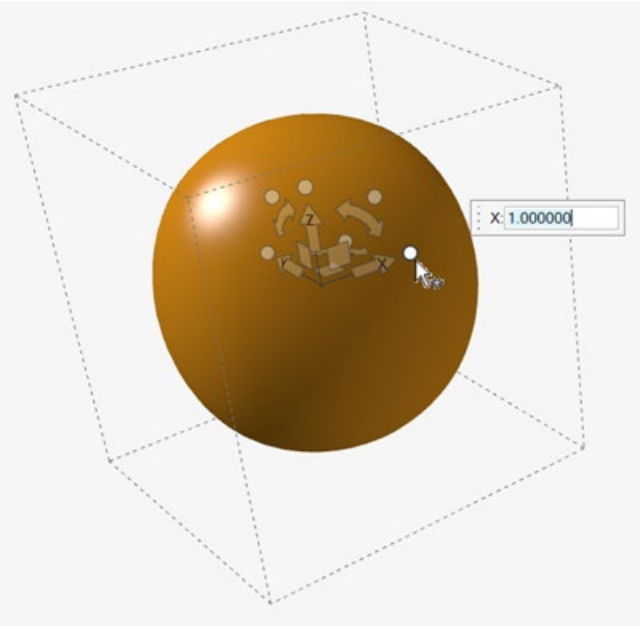


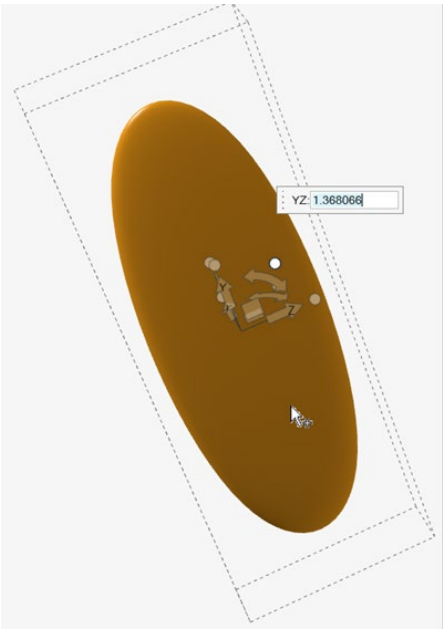
For more information, see Intersect.

PolyNURBS

Local Scaling with the Move and Move Bodies Tools

When using the Move Bodies or Move tools to edit PolyNURBS, press S to show or hide scaling handles.





Choose from the following options to apply local scaling:

- Drag a scaling handle.
- Click a scaling handle, and then enter a scale factor.
- Click a scaling handle on a curved arrow, and then enter a scale factor for each axis.

For more information, see Editing PolyNURBS or Move Bodies.

Fluids

Convergence Table Update

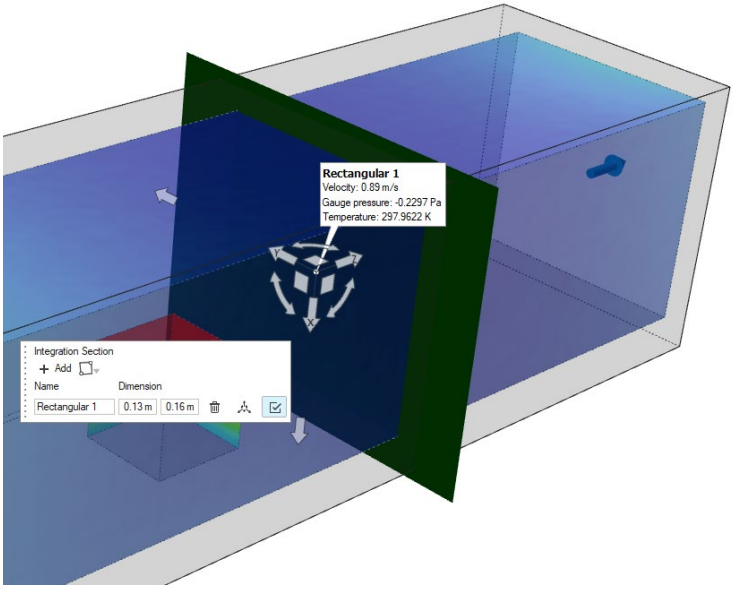
The convergence table now includes mass flow rate data on Inlets and Outlets.

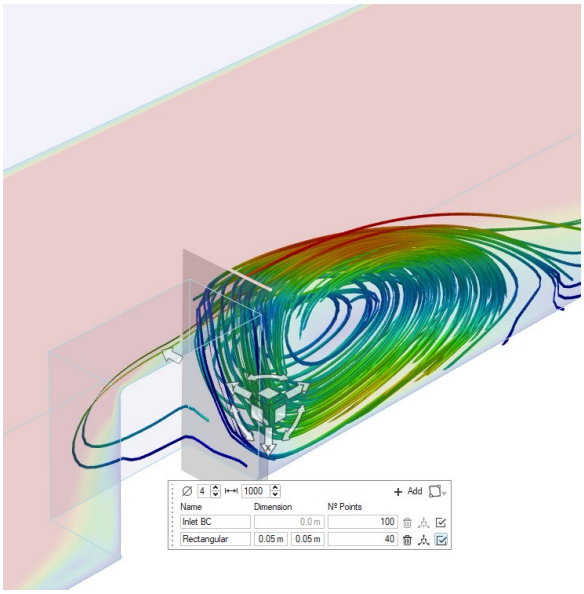
Convergence Table

Name	Average Pressure (N/m²)	Average Velocity (m/s)	Volumetric Flow Rate (m³/s)	Mass Flow Rate (kg/s)	Flow Fraction	Uniformity Velocity
Inlet BC 1	2026.37	25.1151	0.196485	0.240694	0.939647	0.757493
Inlet BC 2	2434.64	25.8105	0.0126202	0.0154597	0.0603531	0.8366
Outlet BC 1	0.0	27.6885	0.216617	0.265356	1.0	0.799346

Update for Streamlines, Particles, and Integration Sections

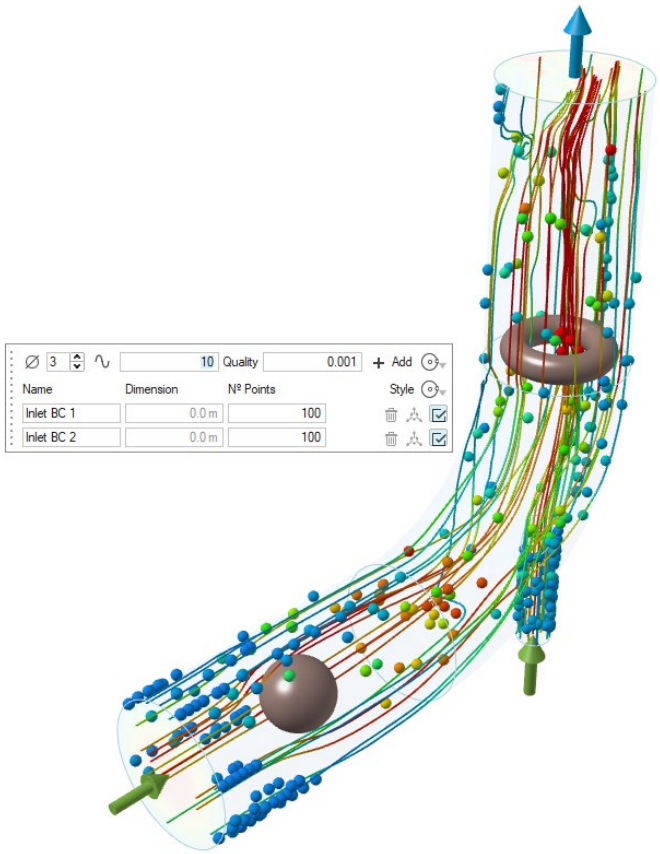
When viewing analysis results, you can now create rectangular origination regions for Streamlines, Particles, and Integration Sections. Also, you can now paste a copy of the last origination region you created into the analysis.





Particle Animation

When visualizing results with particles in the Analysis Explorer, you can now specify the number of steps between each particle emission batch, and the distance traveled by particles within a single step. With the updated controls, it is possible to create a more continuous stream of particles while also capturing the particle trajectory with greater accuracy.



Design Explorer

Sheet Thickness as Design Variable

Sheet thickness is now supported as a design variable in the Design Explorer.

For more information, see Design Variables.

Material Yield Linked to Stress Constraint

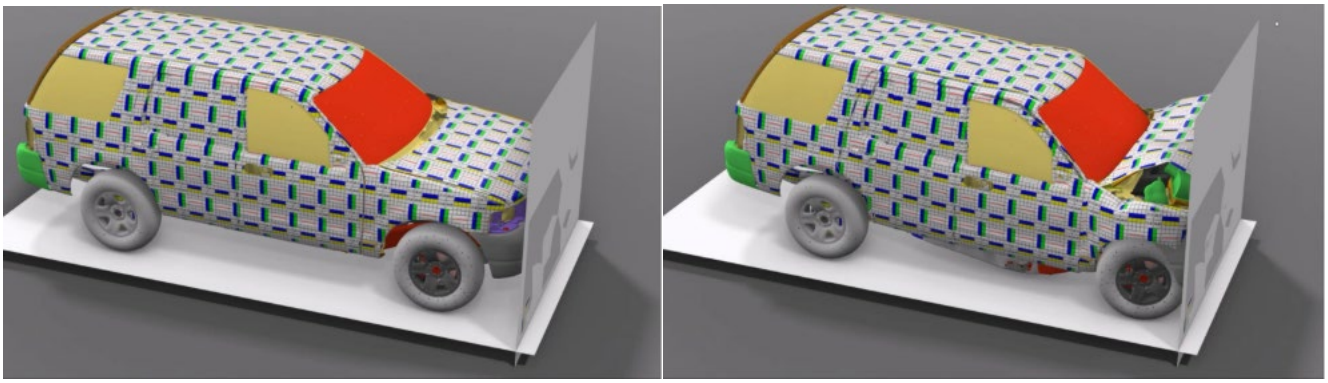
When materials are applied to parts, the material yield is automatically linked to stress constraints in the Design Explorer.

For more information, see Create Constraints.

Rendering

Textures Fixed to Mesh Objects

Textures are now fixed to the object's physical position, which allows the texture to follow the object during animations and deformations.



Python API

Sketching

- Added API support for midpoint slots, center point arc slots, and 3-point arc slots.
- Added API support for Spline with local interpolation.
- Added API support for offset Splines.

Geometry

- Added API support for Slicing geometry with multiple planes.

Implicit Modeling

- Added new options to create dual vertices and/or edges of the original mesh elements in Point-Edge set.
- Point-edge sets can now sample the UVW parametrization from a conform object to convert into thickened struts.
- Added API support for Implicit Midsurface.
- Added API support to Implicit Warp Map.
- Implicit parts can now be exported as slice files (.cli and .3mf).

Structure

- Supported Structural Load Cases with Sequential Preloading.
- Added API support to set sheet thickness value as Variable.
- Added API support to export H3D files from analysis results.

Enhancements

- Enhanced the TableView API with hiding columns, sorting by column options via API. [INSPIRE-47873] [INSPIRE-31402]
- Improved Temperature BC API, now you can get and set the initial and final temperature. [INSPIRE-48901]
- Added options to export fem files to desired units. [INSPIRE-49043]
- Enhanced importLoads API to accept generic paths. [INSPIRE-48900]
- Improved Spotweld API, now you can skip and add tolerance to the spotweld. [INSPIRE-49450]
- Added getSeamWelds API, to get the list of seam welds on parts or edges. [INSPIRE-48572]

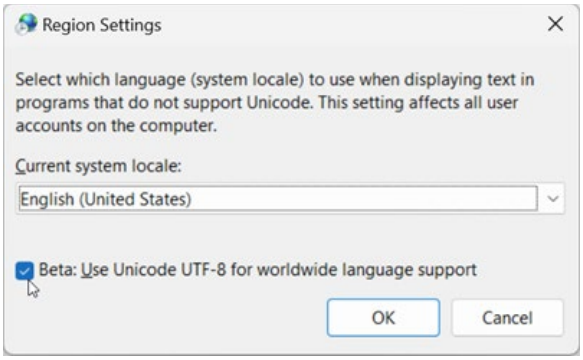
RESOLVED ISSUES

- MOTION - Fixed an issue where Flex Contact Plus was not working correctly in release 2025.1 [INSPIRE-49631]
- Edge fillet on faces is supported [INSPIRE-49900]
- Fixed an issue that caused a user-entered milling Access Angle to be ignored [INSPIRE-51303]
- Fixed an issue that caused the Design Explorer to fail when running Inspire in batch mode [INSPIRE-51108]
- Fixed an issue that caused OptiStruct runs to fail when displacement constraints are present [INSPIRE-51023]
- Fixed an issue that caused decreased quality in captured animation [INSPIRE-50898]
- Fixed an issue that could cause Inspire to crash when importing some .h3d files [INSPIRE-50028]
- Fixed an issue that prevented .h3d files from being generated [INSPIRE-35902]
- Fixed an issue that caused an error to be displayed when using Newtons to input pressure. Newtons are now converted to MPa. [INSPIRE-49867]
- Fixed an issue that prevented Inspire from reading displacement constraints that had been applied to colored surfaces via the Loads Table [INSPIRE-49542]
- [MOTION] Fixed an issue that prevented primitive shapes from displaying adjustment controls when running with a Japanese user interface [INSPIRE-49506]
- [MOTION] Fixed an issue that caused static and dynamic coefficients of friction to 1.0 after saving and loading a model [INSPIRE-49388]
- Fixed issues that prevented some solid models from importing [INSPIRE-48852, INSPIRE-41531, and INSPIRE-42462]

- Fixed an issue that caused HWX.exe to run in the background after Inspire was closed [INSPIRE-48837]
- Fixed an issue that prevented Repair Parts from completely repairing nonvalid CAD [INSPIRE-48471]
- Fixed an issue that could cause analysis to fail with a meshing error [INSPIRE-16881]

KNOWN ISSUES

- On October 14, 2025, Microsoft Windows 10 reached its end of support. Following Microsoft's messaging, all Altair 2026.0 applications no longer support Windows 10. Altair is providing this information to help our customers accommodate this change. Altair 2026.0 supports the Windows 11 operating system, along with our other Linux-based operating systems. Please contact your local Altair support team if you have any questions or concerns.
- Windows does not support Unicode characters in folder names by default. When using a run folder that contains Unicode characters, please enable **Beta: Use Unicode UTF-8 for worldwide language support** in the Windows system locale settings.
  - Select Start →Settings.
  - In Settings, select **Time & language**.
  - Select Language & region.
  - Select Administrative language settings.
  - Click Change system locale.
  - Select the Beta: Use Unicode UTF-8 for worldwide language support checkbox.



- PRINT3D - Print objects remain visible outside the Print3D tab after double-clicking a

support and can cause model corruption [INSPIRE-51630]

- PRINT3D – After defining the part and creating the oven for the print, double-clicking the print part opens the Push/Pull context and can cause model corruption [INSPIRE-51630]
- MOTION - Certain boundary entities such as grounded Pin and structural support are hidden when leaving the Review Flexible Body Results context [INSPIRE-35999]
- MOTION - Combined motion load case is missing in reanalysis results for optimization from motion loads [INSPIRE 48809]
- FLUIDS – The application can crash when running a simulation on a virtual machine with **Use RealTime Visualization** selected [INSPIRE-49340]
- FLUIDS – Real-time visualization of simulations is not working on Linux. [INSPIRE-48967
- FLUIDS – When viewing Design Explorer results, Styles and Create Fields options are not available in the Analysis Explorer window. [INSPIRE-51469]
- FLUIDS – Mass Flow Rate is not included in design explorer results. [INSPIRE-51669]
- FLUIDS – Results exports to .h3d files are not possible on Linux. [INSPIRE-48919]