

## **PIPE2 2.7 New features (w.r.t PIPE 2.5)**

- New server semantics: besides 'single server', a timed transition can now also be 'multiple servers' or 'infinite server'.
- Simulation module
  - The computation of the average number of tokens has been fixed.
  - New performance indexes: throughput of timed transitions, token density probability and utilization of places
- Experimenter
  - The experimenter was added in version 2.6 but this version was not made publicly available (besides the source code at sourceforge).
  - In version 2.7:
    - As the simulation module has been enhanced, the experimenter has now the option of solving an experiment not only analytically but also by simulation.
    - Experiments generate an xls file with its results.
    - Experimenter's GUI has been slightly improved.
- PIPE can now import PMIF models
- Some other little improvements:
  - Minimal siphons and minimal traps has been fixed (it was computing basis siphons and traps, not minimal siphons and traps)
  - Animation mode has been fixed (the transition to be fired in a random firing wasn't chosen correctly when all the enabled transitions were timed),
  - Miscellaneous bug fixes.