

# What's new in Cameo Simulation Toolkit 18.0 LTR SP4

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## Main Improvements in This Service Pack

- Constraint Properties can now be saved to InstanceSpecifications' Slots as "pass" or "fail" VerdictKind.
- In Parametrics simulation, the propagation of the value from '1' multiplicity to 'many' multiplicity has been fixed.
- Initialization has been fixed to ignore default values which are empty instance values.
- ReadStructuralFeatureAction is fixed to work with Association-owned ends.
- Animation has been fixed to work properly at high speed.
- The issue that the simulation stucks when encountering TimeEvents with very small delay time has been fixed.
- ExpansionNodes owned outside ExpansionRegion are supported now.
- When simulating a ConditionalNode, the result has been fixed to be placed on the ConditionalNode's "result" pin.
- LoopNodes will no longer unintentionally terminate when a ForkNode is present.
- The issue where ReadLinkActions misbehave in some cases has been fixed.
- SendSignalActions in Swimlane will ignore incorrect targets and will use Activity context as target instead.
- ActivityFinalNode inside StructuredActivityNode has been fixed to terminate only nodes inside, not the entire Activity.
- Tokens can now flow across StructuredActivityNodes.
- Null tokens are now supported.
- The resolution to OMG Issue 17391 has been applied (to fix the error when setting result pin values for CallActions).