

PSVPlus 6.0 RELEASE NOTES

The following notes apply to Release 6.0 of PSVPlus™, January 2009 and earlier versions.

Backward Compatibility with earlier releases:

The [calculation files](#) with extensions [.vap](#), [.liq](#), [.stm](#), [.mxa](#), [.mxc](#), [.mxd](#), prepared with previous versions of PSVPlus™ can be immediately opened and used with this new release.

The [MS Access databases](#) (extension .mdb) created with versions from 5.1 and newer will be converted upon opening. The databases created with PSV Plus 4.2 or earlier are not immediately compatible with this version, due to the revised software architecture. You may contact support@psvplus.com to recover version 4.2 or earlier databases.

New features of Releases 5.1, 5.2, 5.3 and 6.0

- ü Interface to Aspen HYSYS to allow automatic import of physical properties;
- ü Interface to Aspen Flarenet to allow automatic import / export of PSV's data and calculation results;
- ü Added valve browser form to show all valves included in a database and open their calculations directly;
- ü Improved Database Environment User Interface;
- ü Added % orifice used field to give more visibility to available design margin;
- ü Added Vessel / Safety valve Design Code field;
- ü Added Total Backpressure calculated field;
- ü Added pv^2 calculation for Vapour and Steam PSV's;
- ü Added toolbar with icons on Vapour, Steam, Liquid and Mixed phase calculation forms;
- ü Revised Fire calculation form to include up to three vessels in the fire load computation;
- ü Added new extended on-line manual in HTML format;
- ü Added Equivalent Length calculation form;
- ü Added Fluid Properties calculations;
- ü Added Line Sizing for two-phase inlet and outlet lines sizing;
- ü Added 'Global Settings' form to set the general calculation defaults to be used for all valves included in a database.
- ü Included Compressibility Factor in the control valve failure form;
- ü Added the 'Calculated Scenario' menu to give better visibility to the scenario's for which the relieving rate can be computed;