

## Release Notes

### TopologicBHoM v. 0.7.6 (Pre-Alpha Release)

27 June 2019

#### 1. Overview

TopologicBHoM provides an integration between Topologic and BHoM (<https://bhom.xyz/>). This release includes a major refactorization, and TopologicBHoM is now compliant with BHoM's programming convention. A few new methods as well as bug fixes are introduced.

#### 2. Pre-requisites

TopologicBHoM v. 0.7.6 has been developed and tested using Rhino 5 64-bit and Grasshopper build 0.9.0076. The BHoM DLL files were built from the source code which was up-to-date on the day of release at 16:47 (BST).

#### 3. New features:

- a. The Centroid method returns the average of the vertices.
- b. Subtopology is exposed. This method provides a third argument which filters the desired output type.
- c. VertexInCell returns a Vertex inside a Cell.

#### 4. Changes

- a. Graph Degree is now VertexDegree
- b. TopologyUtility Contains now accepts an allowOnBoundary argument
- c. TopologicBHoM is now under the BH.Engine.Topologic namespace to make it BHoM-compliant.
- d. Constructors' names now begin with their output type, e.g. TopologyByGeometry.
- e. Type methods begin with the associated class, e.g. EdgeType.

#### 5. Bugfixes:

- a. Some methods called themselves rather than the underlying Topologic counterparts. This is solved by removing the extension method.
- b. Type took inputs. This is solved by removing the arguments.
- c. Topologic methods were not discoverable from the BHoM methods browser (Ctrl + Shift + B). This is solved by the change in 4.b.ii.
- d. Topologic methods were not recognised when BHoM was updated. This is solved by the change in 4.b.ii.

#### 6. Known Bugs and Limitations

- a. Face.ByWire works only for planar wires.
- b. The Graph class does not currently support loops (edges with the same end-vertices), direction, and multiple edges connecting a pair of vertices.

- c. Only planar geometries are handled at the moment.
- d. A transformed box cannot yet be converted into a Topology by TopologyByGeometry.