

AnyLogic 8: Latest features and Roadmap

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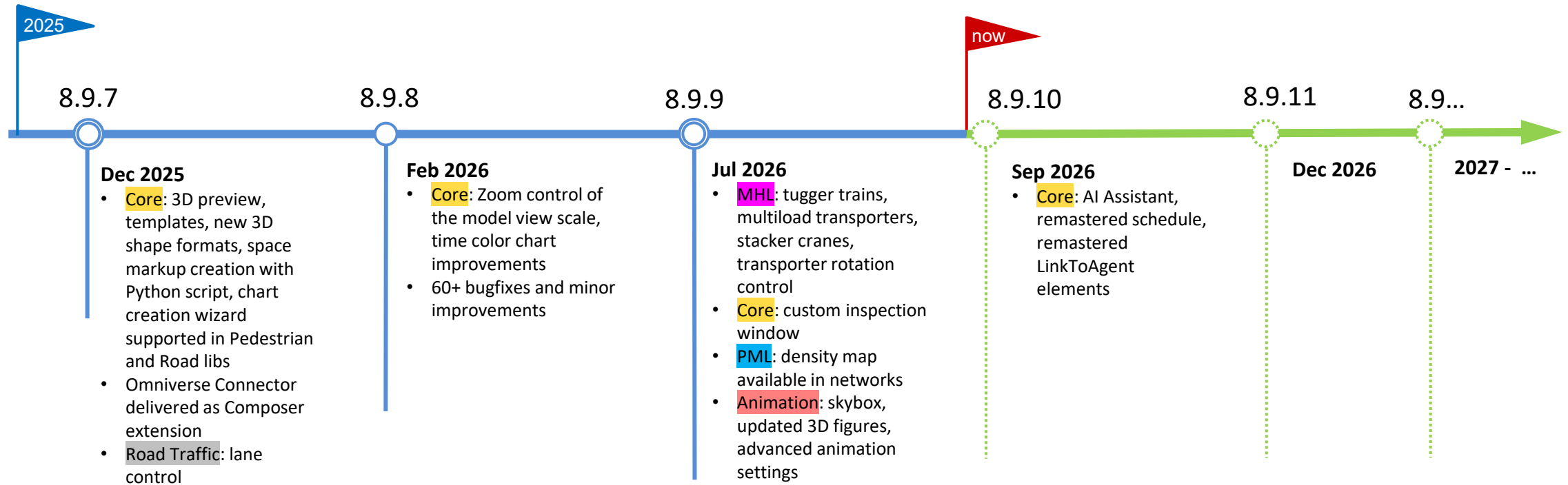
AnyLogic Conference Online

September 15, 2026



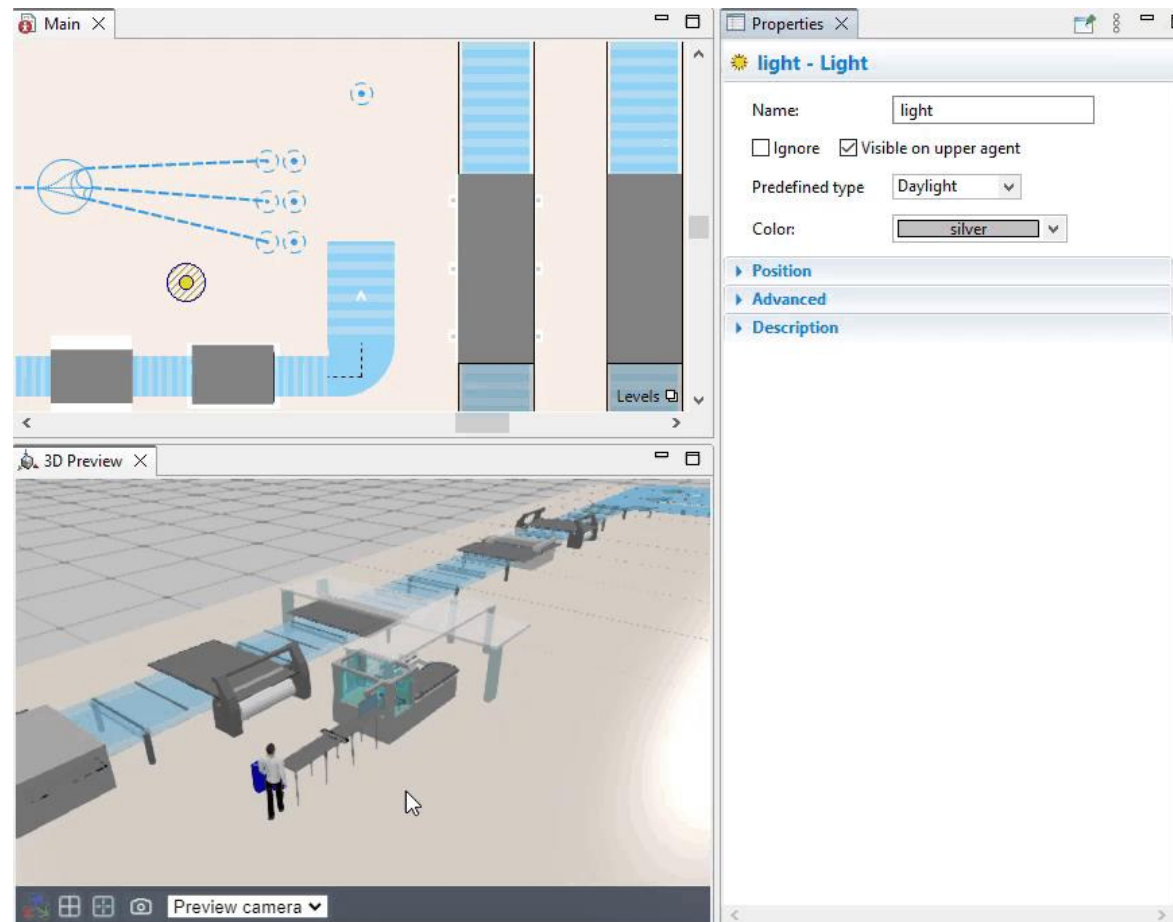
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AnyLogic roadmap (2025-2026)



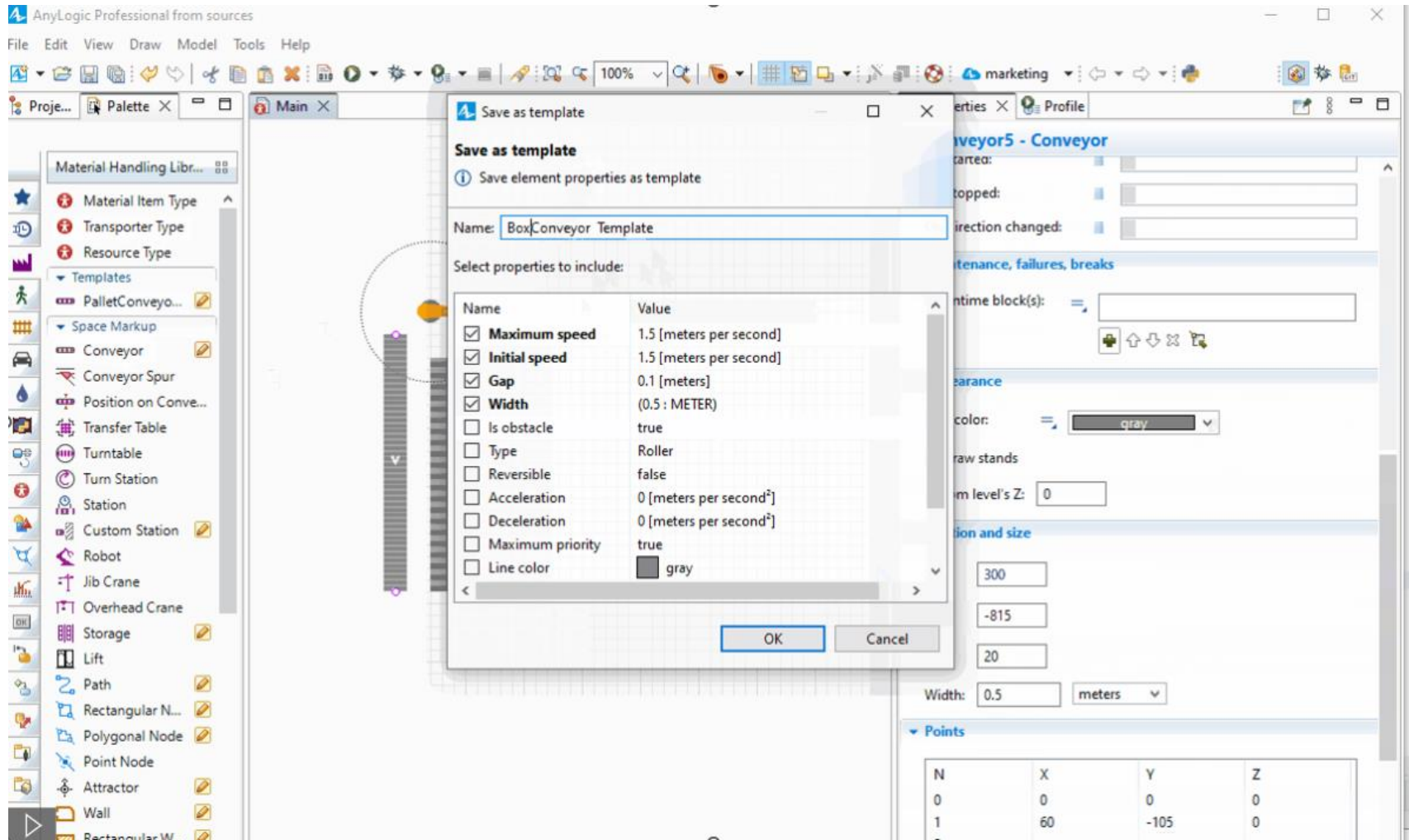
[released] 3D preview in design time

- Radically simplifies creation of 3D scenes
- Verifies location of shapes and markup elements without starting the model



[released] Parameter set templates

- Speeds up the model creation by reusing sets of parameter values across palette elements

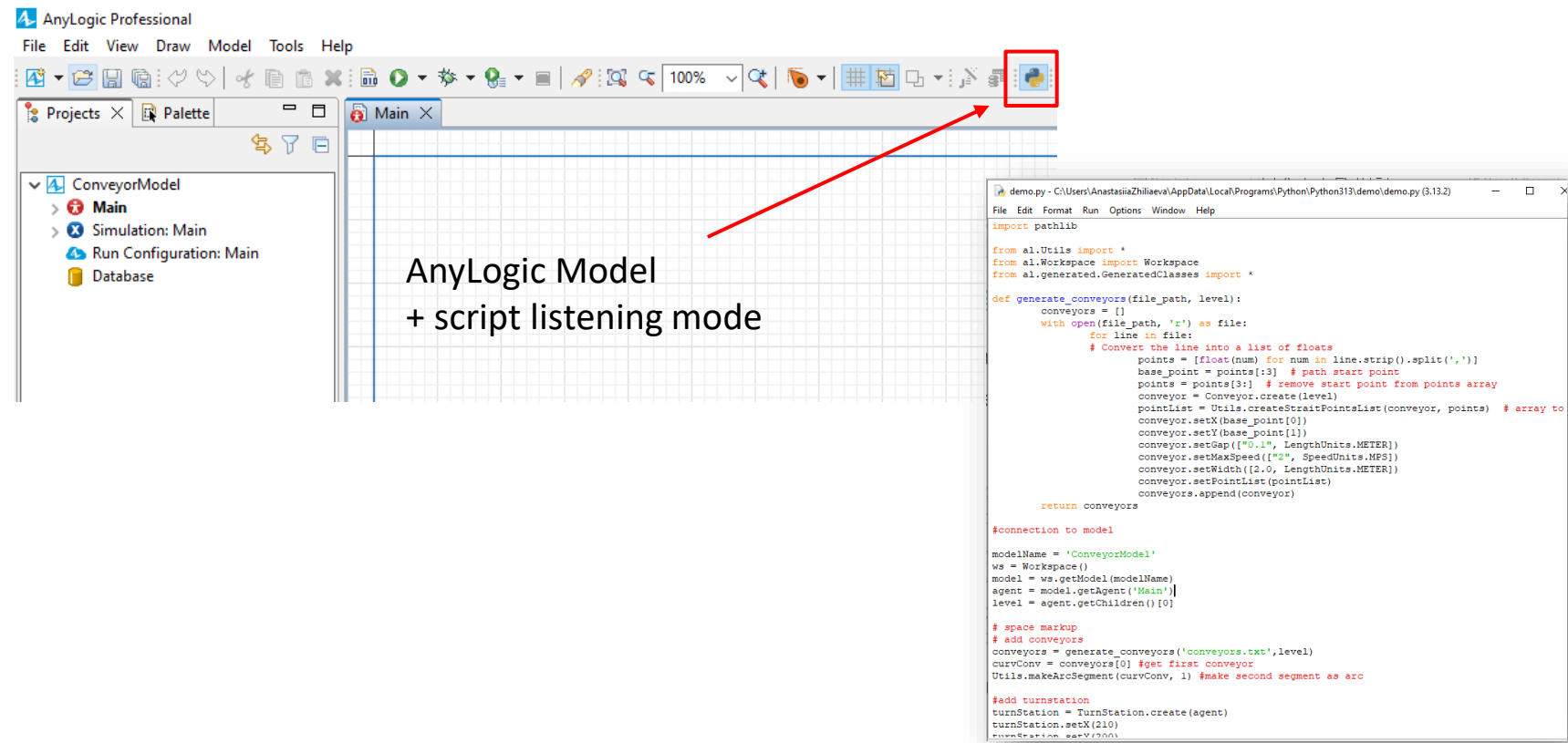


[released] Markup creation using scripting

- Simplifies creation of large layouts
- Created networks and markup elements are changeable in design time

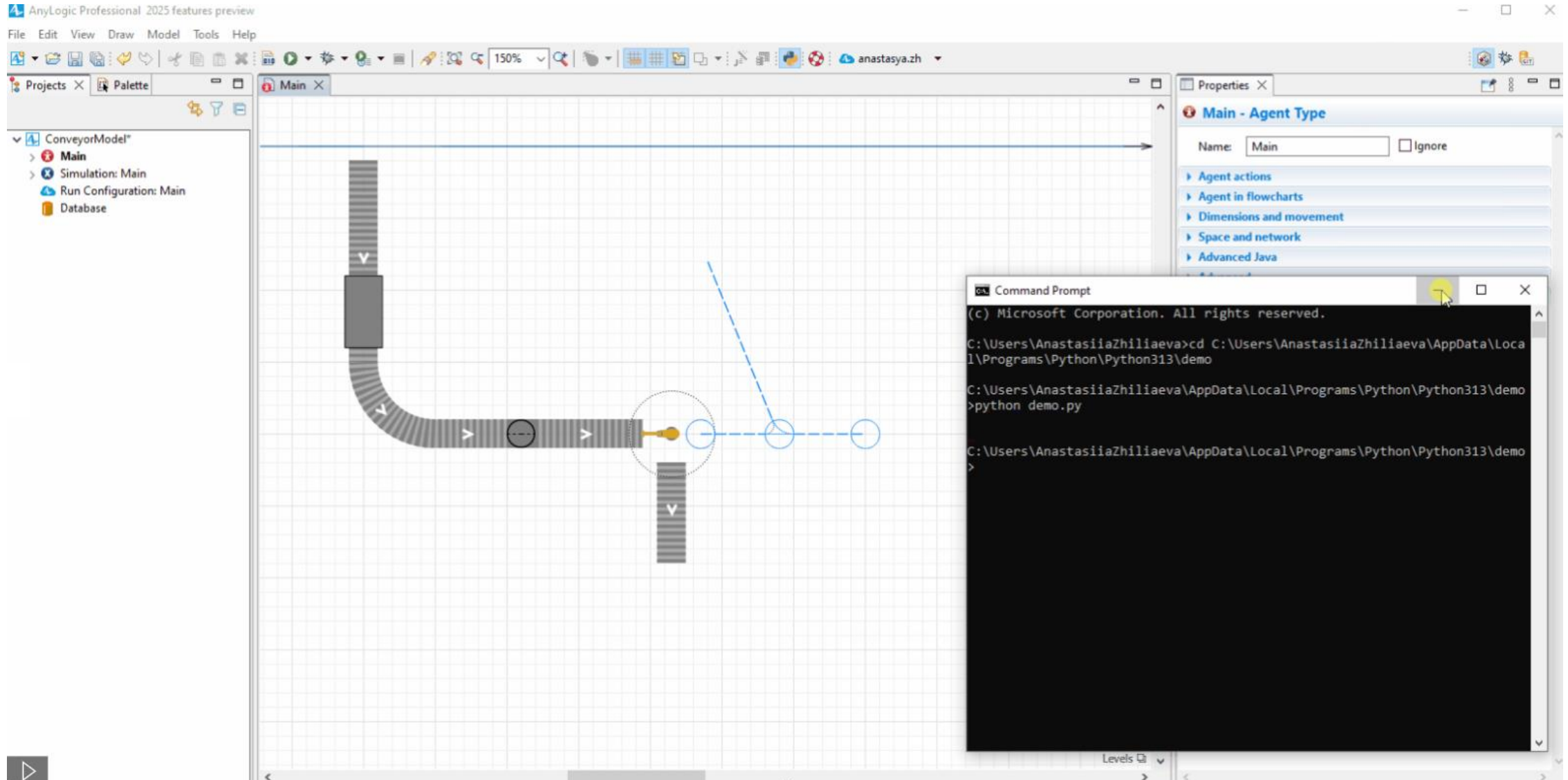
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        "end_point": {"x": 10, "y": 0}
      },
      {
        "id": "transfer_table_1",
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        "width_meters": 2
      },
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        "type": "conveyor_segment",
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      }
    ]
  }
}
```

Markup data



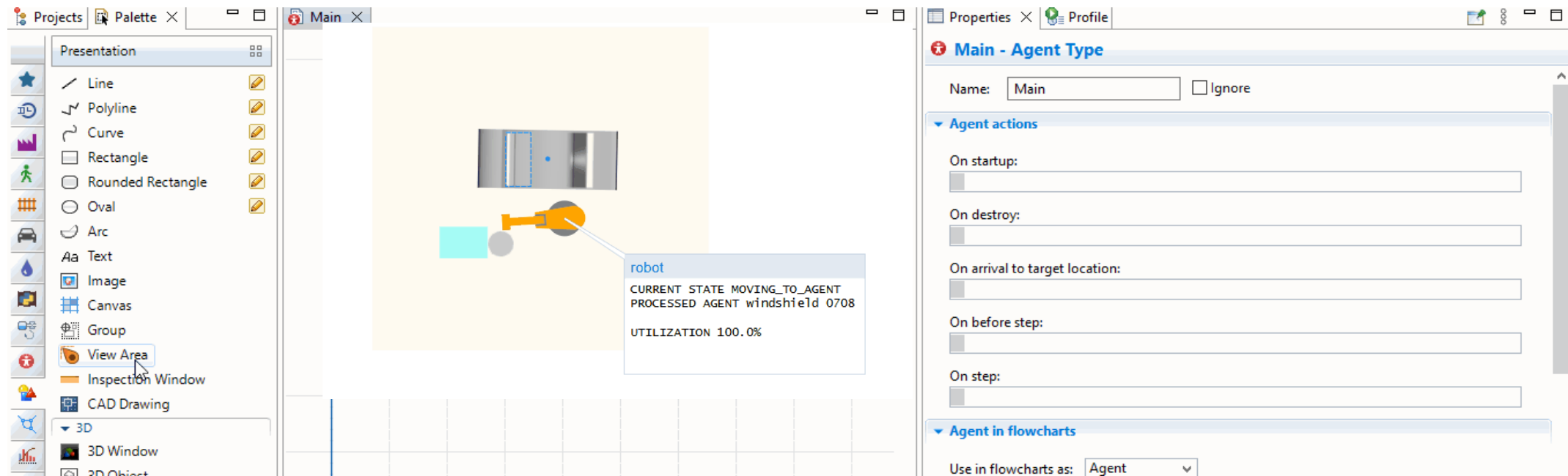
Python code with specific API running outside AnyLogic

[released] Markup creation using scripting



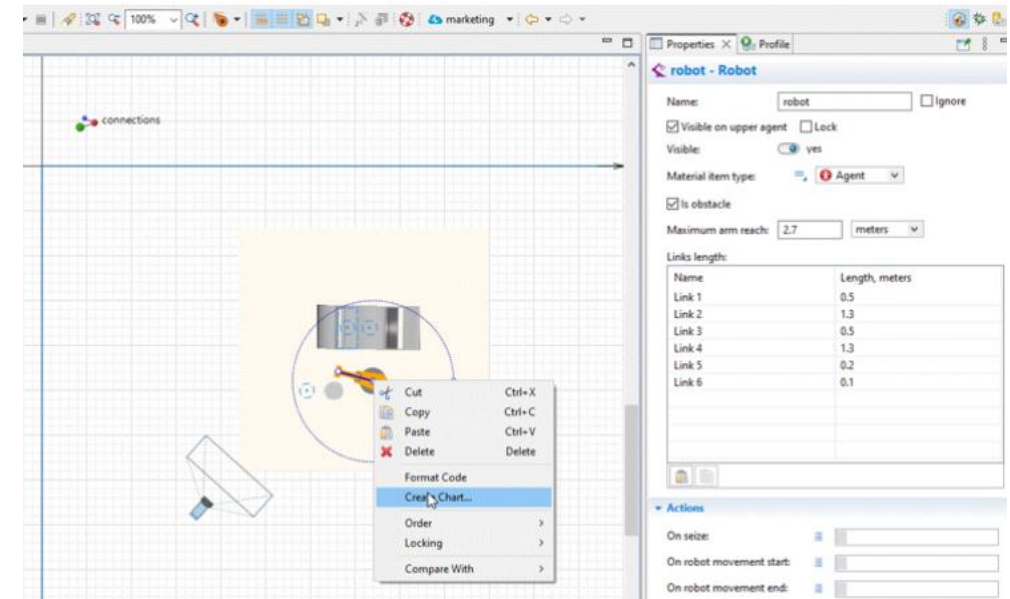
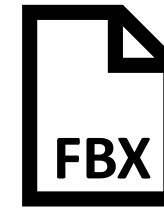
[released] Customizable inspect window

- Separated element attached to any object (block, markup, shape etc)
- Features
 - *custom content inside the window*
 - *location of window defined in design time*
 - *color settings*



[released] Other core improvements

- New 3D formats support
 - glTF\glb, obj, fbx
 - Collada stays with us :)
- Simplified chart creation (Chart Creation wizard)
 - Available for markups and blocks in all libraries except Fluid Library
- NVidia Omniverse update
 - Connector is now delivered as a Composer Extension
- API to get/set current zoom of the model's presentation



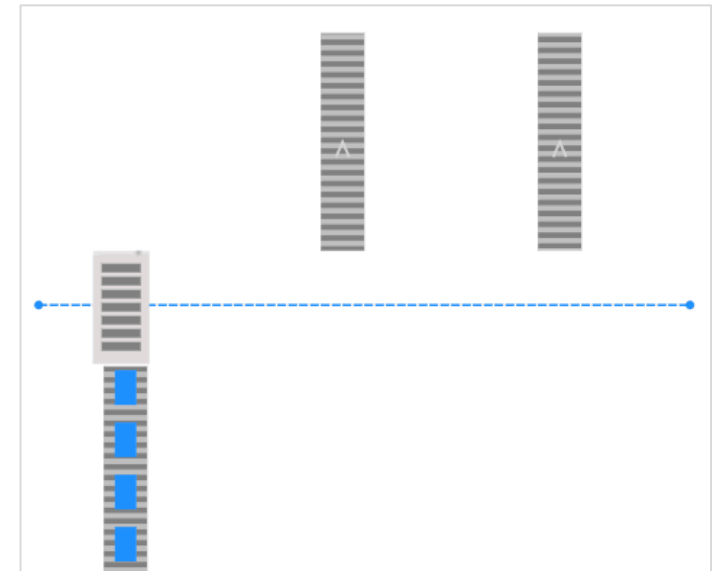
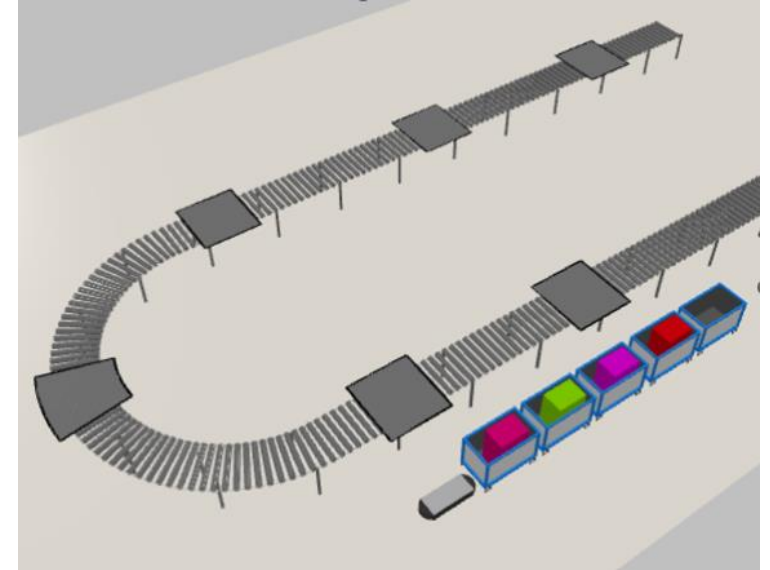
[released] Animation improvements

- Shadows in 3D view
- Sky view
- 3D objects library update
 - Improvement of current animation
 - New 3D figures
 - Different poses for people figures
- Switch between simplified and advanced animation
 - “Realistic & detailed” or “faster”
 - Configurable settings: shadows, level of details etc



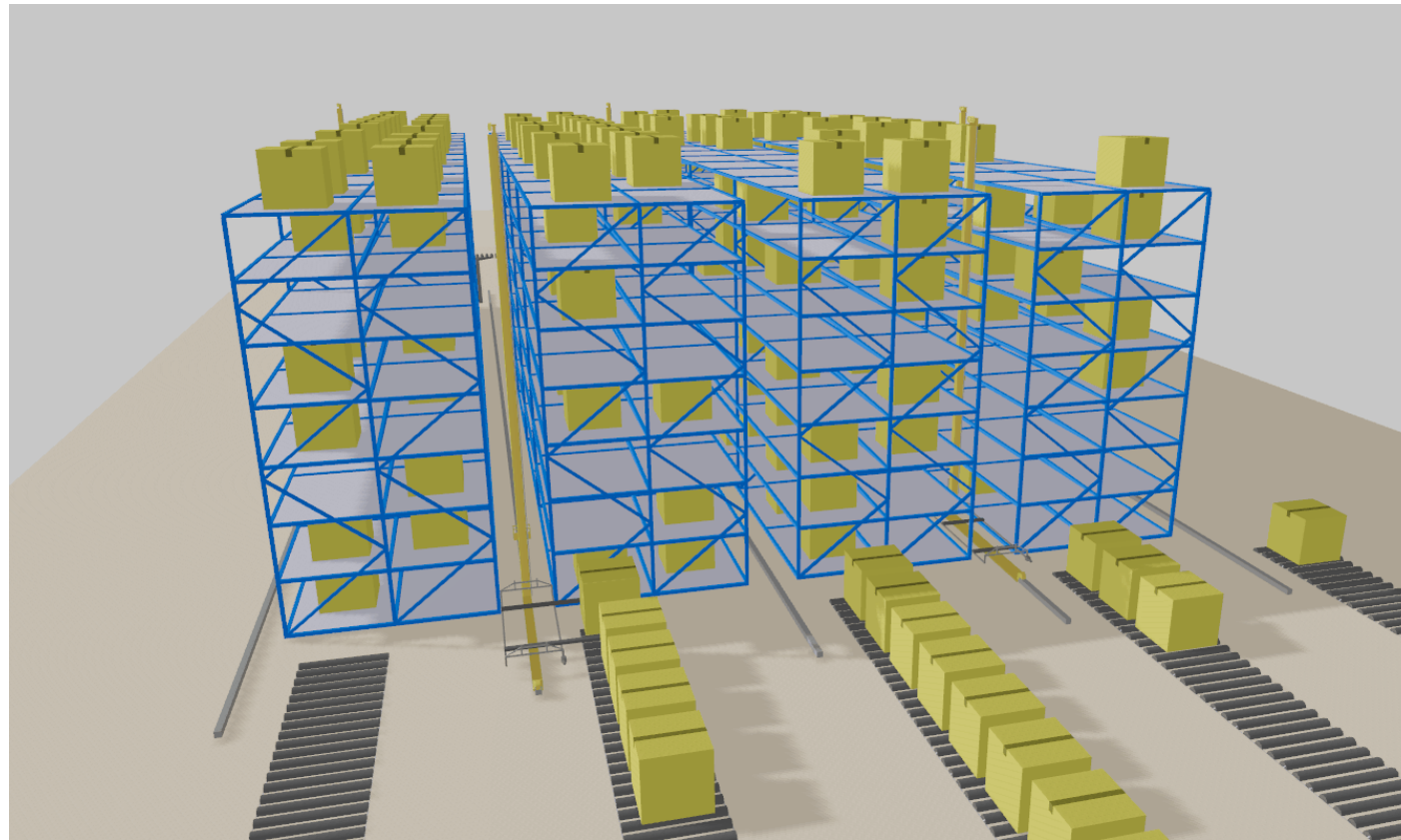
[released] Transporter improvements

- Multiload transportation
- Tugger trains
 - Train-alike movement
 - Pickup and delivery of multiple agents
 - Fixed and adjustable number of trailers
 - Different policies to start delivering
- Advanced rotation control
 - Rotation in the middle of path
 - Rotation speed
 - Disabling rotation towards movement
 - Orientation according to attractor/setRotation() call



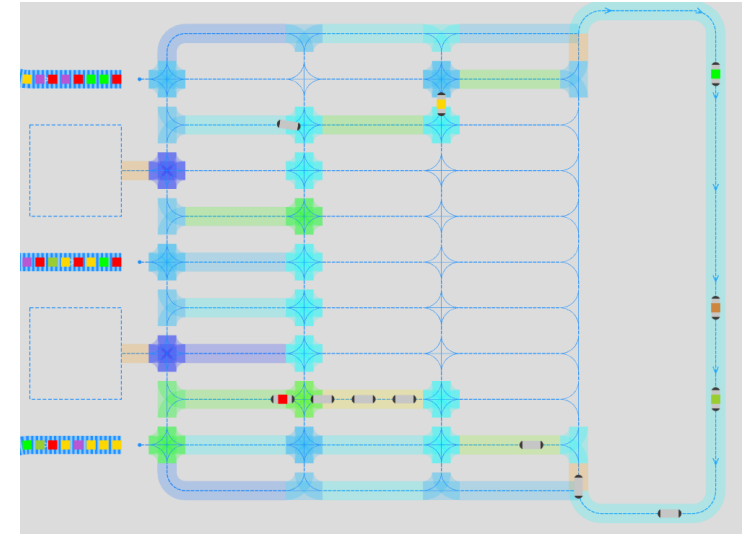
[released] Stacker crane

- Automatically created in each aisle of Storage
- Compatible with Store, Retrieve blocks
- Automatic definition of input/output stations and conveyors



Other improvements in libraries

- Material handling, Process modeling and Rail libraries
 - Density map for path-based movements



- Road Traffic Library
 - Movement along the preferred lane
 - Forced lane change via API

ambulanceSource - CarSource

Name: ambulanceSource

☒ Show name ☐ Ignore

Arrivals defined by: Rate

Arrival rate: 500 per hour

Set agent parameters from DB: ☐

Limited number of arrivals: ☐

Appears: ☒ on road ☐ in parking lot

Road: road

Enters: ☒ forward lane ☐ backward lane

Lane selection policy: ☐ Random lane ☒ Closest to median ☐ Closest to roadside ☐ Specified explicitly

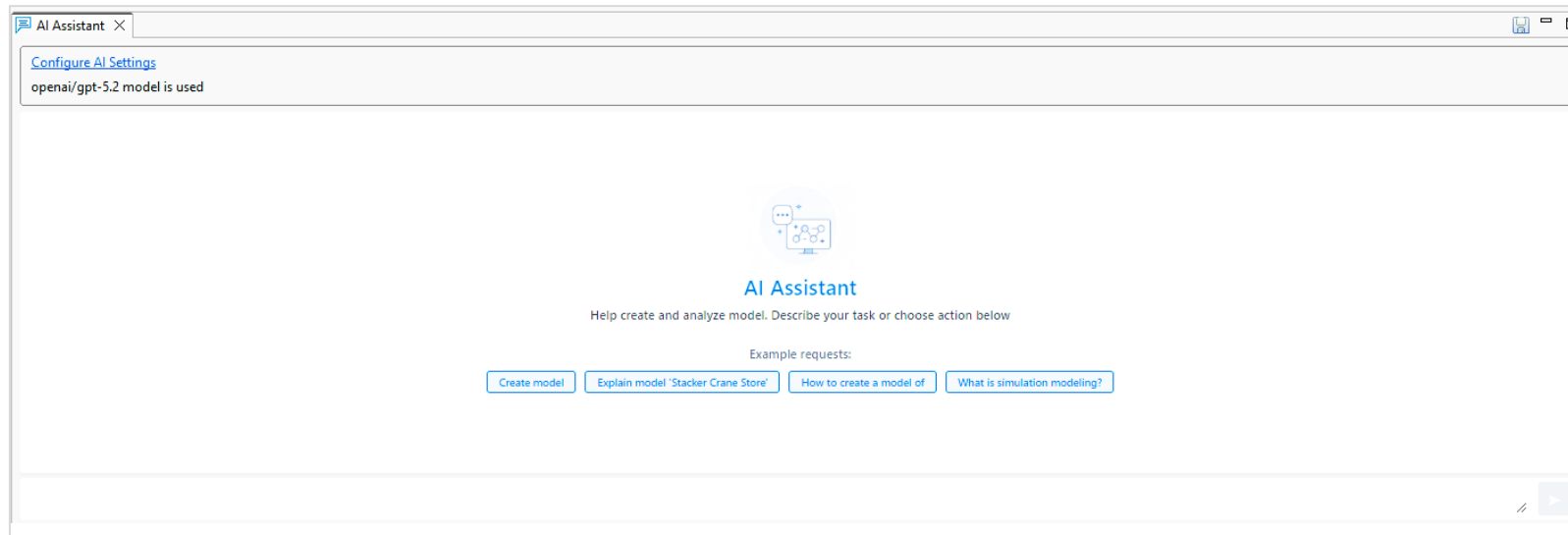


DEMO

UPCOMING 8.9.10

[coming soon] AI Assistant

- Key features
 - Draft model creation
 - *Especially useful for new users unfamiliar with AnyLogic elements*
 - Model explanation and description
 - Troubleshooting
 - Suggestions on model modification
 - ...and many more



*More features will be added in next releases...

[coming soon] Remastered Schedule element

- Presets for the most common scheduling patterns
- Basic occurrence periods
 - Daily
 - Weekly
- Dynamic values
 - Values are calculated at the start of period
 - Schedule parameterization support
- Any schedule can be loaded from database table

schedule - Schedule

Name: ☒ Show name

Visible: ☒ yes

Defines:

Unit:

Pattern: ☒ daily ☐ weekly

☐ Applies to all days of the week

☒ Monday ☒ Tuesday ☒ Wednesday ☒ Thursday ☒ Friday ☐ Saturday ☐ Sunday

☐ Loaded from database

Start	End	Value	Mon	Tue	Wed	Thu	Fri	Sat	Sun
8:00 AM	12:00 PM	morningShift	✓	✓	✓	✓	✓	□	□
1:00 PM	5:00 PM	dayShift	✓	✓	✓	✓	✓	□	□
5:00 PM	8:00 PM	eveningShift	✓	✓	✓	✓	✓	□	□

Default value:

Data

☐ Loaded from database

Start	End	Value
8:00 AM	10:00 AM	uniform(20,40)
10:00 AM	11:00 AM	uniform(30,45)
11:00 AM	12:00 PM	uniform(50,60)
1:00 PM	3:00 PM	uniform(50,60)
3:00 PM	5:00 PM	uniform(30,50)
5:00 PM	6:00 PM	uniform(20,30)

[coming soon] Remastered Schedule element

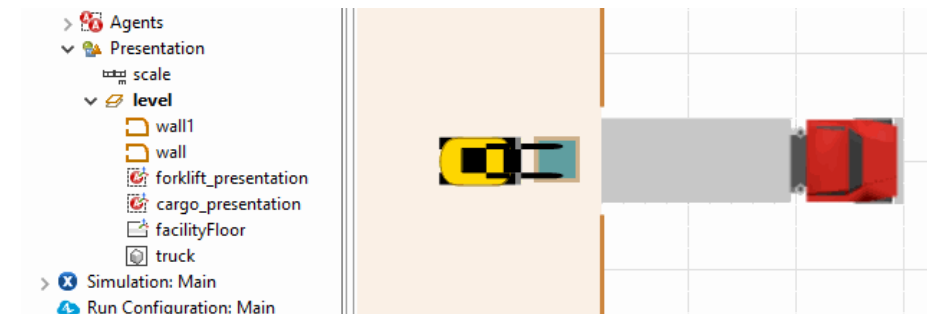
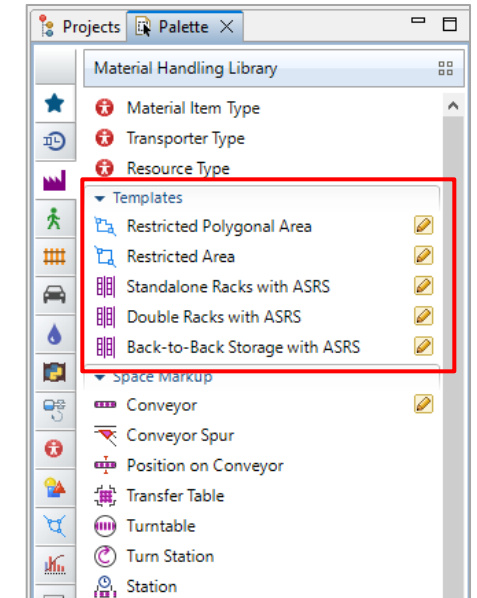
- Presets for the most common scheduling patterns
- Basic occurrence periods
 - Daily
 - Weekly
- Dynamic values
 - Values are calculated at the start of period
 - Schedule parameterization support
- Any schedule can be loaded from database table
- Custom schedule for the greater flexibility
 - Custom occurrence periods
 - Schedule pattern without daylight
 - Snap to specified date
- Moments schedule are supported through
 - Arrivals schedule
 - Custom schedules where start of the next interval coincides with the end of preceding interval

The screenshot shows the 'schedule - Schedule' configuration window. It includes fields for Name (schedule), Visible (yes), Defines (Custom schedule), Type (int), Snap to (Reference date), Reference date (15/09/2026), Repeat every (4 days), and Default value (0). Below these is a 'Data' section with a checkbox 'Loaded from database' and a table with columns 'Start', 'End', and 'Value'.

Start	End	Value
Day1 8:00 AM	Day1 12:00 PM	4
Day1 1:00 PM	Day1 8:00 PM	4
Day2 8:00 AM	Day2 12:00 PM	4
Day2 1:00 PM	Day2 8:00 PM	4

[coming soon] Various core and libraries improvements

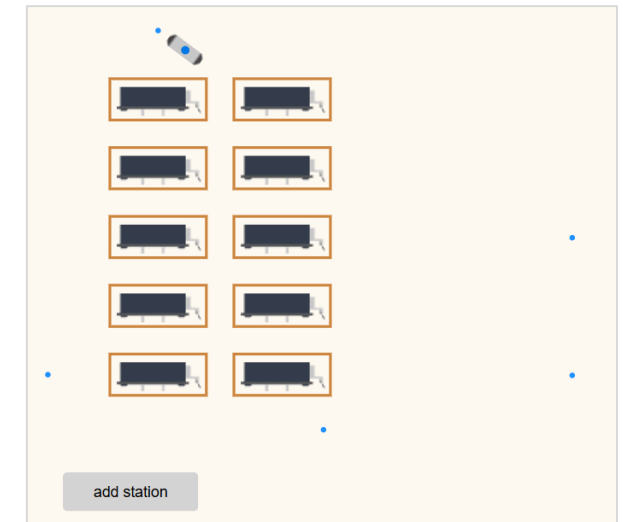
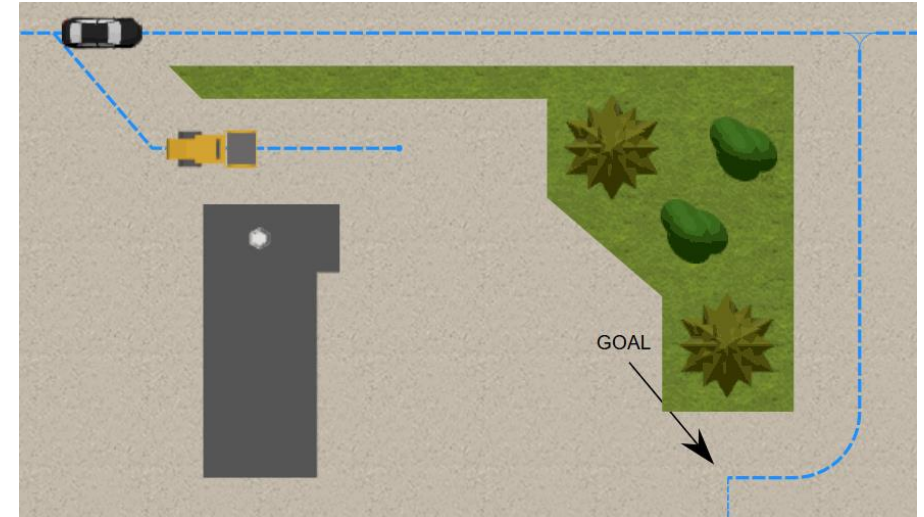
- LinkToAgents element remastering
 - Represented by 1-Way and 2-Way links elements
- Predefined templates for commonly used objects
 - Storages with ASRS, restricted areas, sloped areas are now available in palettes
- Transporter improvements
 - New routing policy: fastest route
 - Task priorities recalculation using API
 - Immediate move to other location with jump() function
- 2D animation order
 - Order is based on position of element in model tree
 - Elements can be reordered by dragging in project tree view
 - API to reorder presentation elements in runtime



FUTURE RELEASES

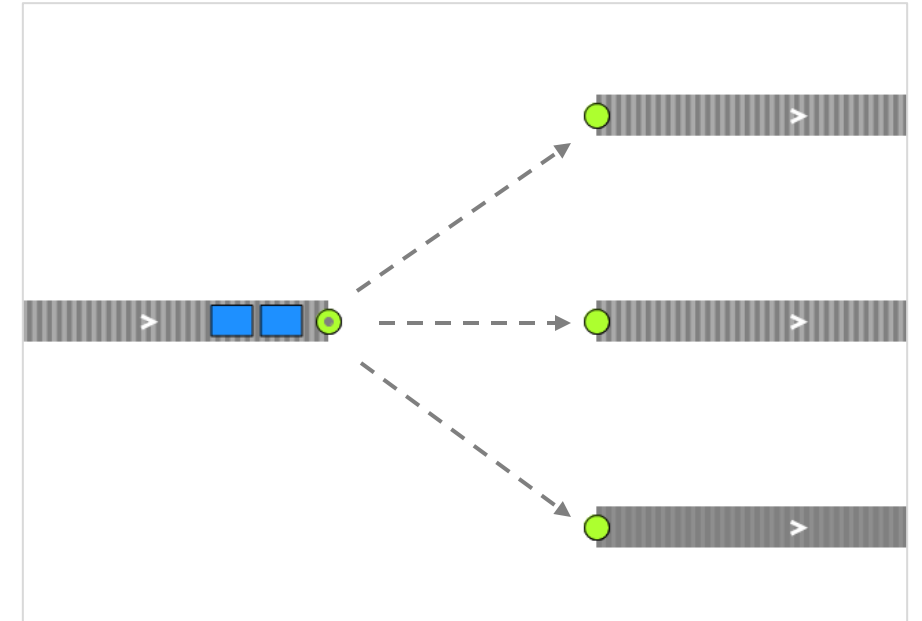
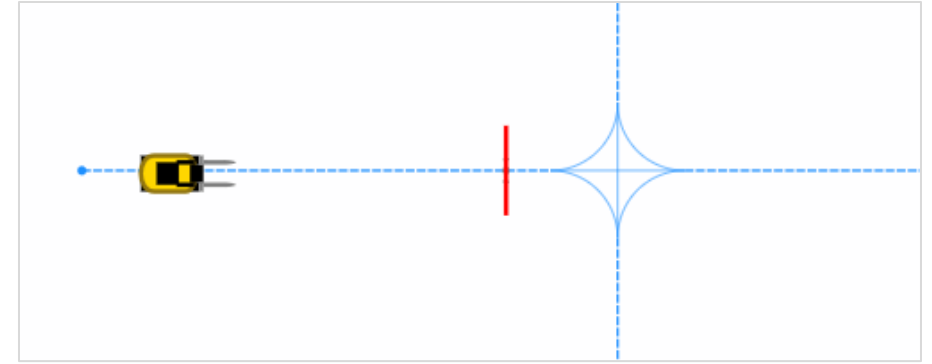
[in development] Markup modification in a model runtime

- New extend() and destroy() functions
 - Modify network, add or destroy obstacles in runtime and parameterize layout for each model run
 - Available in level, basic network and conveyor network
 - Support creation and destruction of
 - *Basic network elements*
 - *Conveyor network elements*
 - *Separated level elements: walls, storages, level gates*
- When layout changes, moving agents...
 - keep initial route unless it is lost
 - can be rerouted using standard methods right after the layout was changed
 - interact with created elements like walls, restricted areas etc.



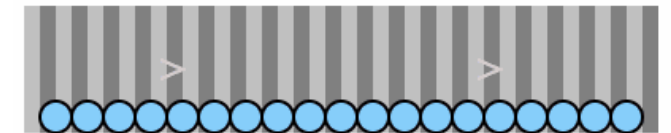
[in development] Basic network improvements

- New PositionOnPath markup element
 - Suspends agent's/transporter's movement
 - Calls an action when agent/transporter passes through
 - Can be moved in runtime
- NetworkPort improvements
 - Basic agents can travel through NetworkPorts
 - Ability to reconnect to another port in a runtime
- Ability to set default size of intersections in Network



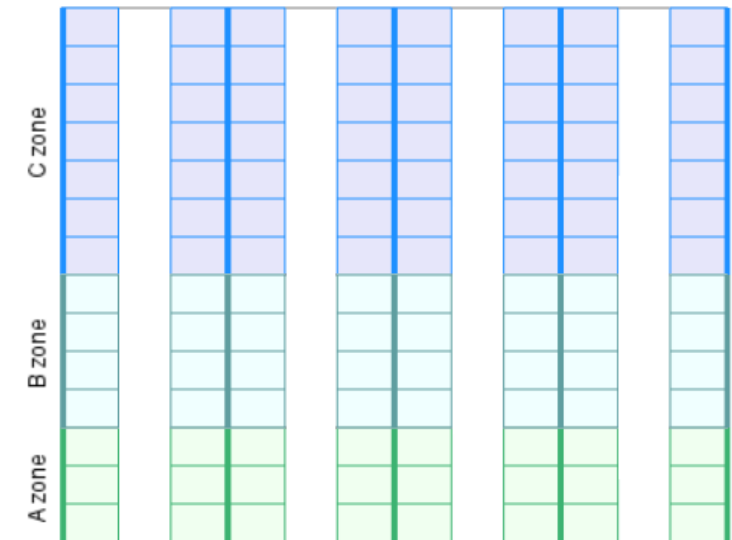
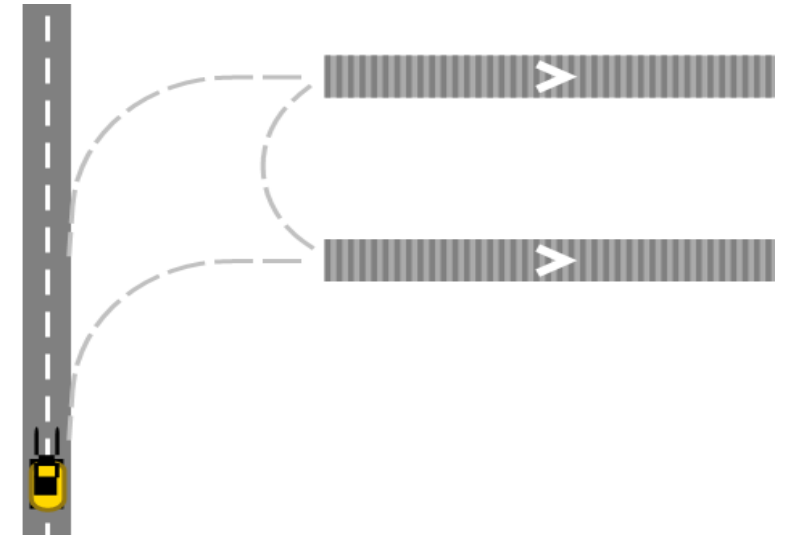
[in development] MHL improvements

- New floor Storage markup element
 - Simplifies block stacking and container terminal yard modeling
 - Compatible with Store and Retrieve blocks
 - Currently support only regular placement
 - Occupied areas are avoided by transporters/resources
- Mass Flow Conveyor
 - Simplifies modeling transportation of large number of items through conveyors and accumulation tables
 - Items are represented by “mass”, not as individual agents for the sake performance
 - Items may travel side to side, accumulate or disperse
 - Items are represented by predefined or custom figures



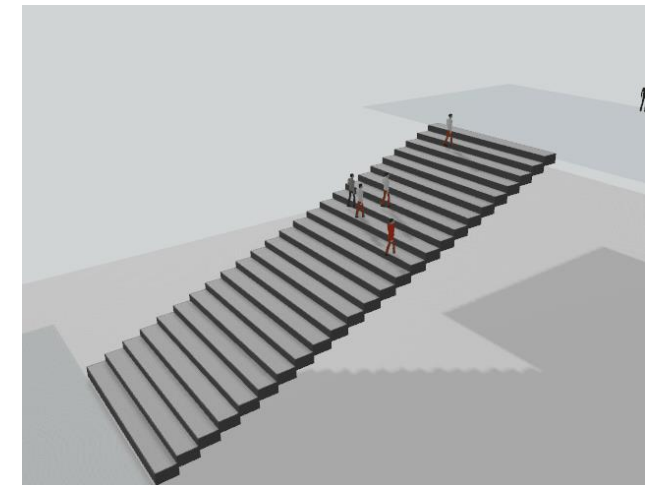
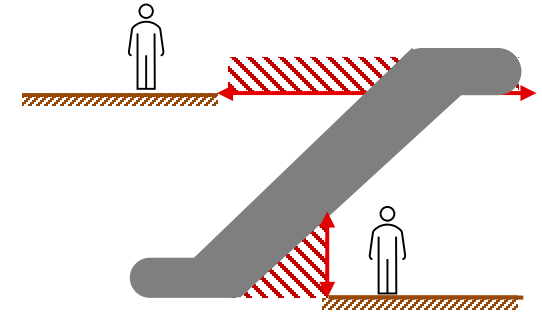
[in development] MHL improvements

- Transporter improvements
 - Switch between path-guided and free space navigation
 - Predefined route for tugger train
 - Improved collision control
 - Improved Route Data API
- Storages improvements
 - Simplified modeling of moving agent from one rack to another
 - Ability to set behavior of an agent in case there are no cells in storage
 - Various slotting policies



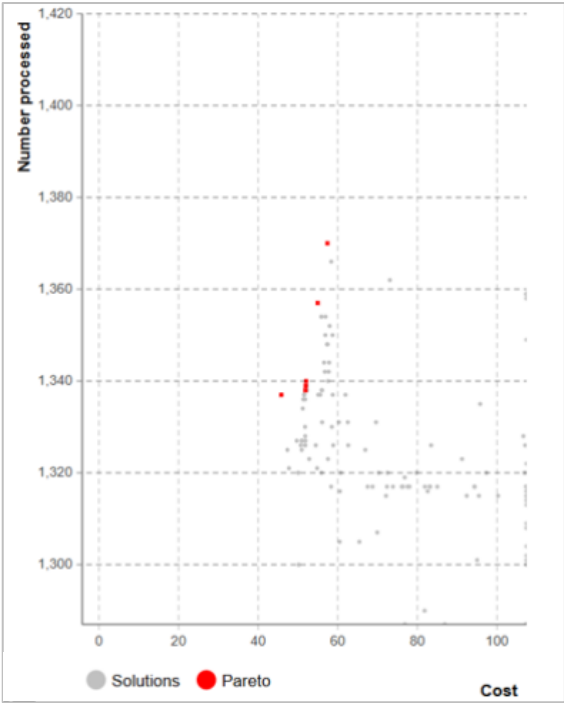
[in development] Pedestrian Library improvements

- Various escalator improvements
 - Pedestrian can move above/beneath escalator
 - Ability to cancel pedestrian movement on escalator
 - Speed modification for ascending/descending agents
 - New On escalator enter action
- Simplified stairs modeling
 - New Stairs markup and PedStairs block
- New algorithm to support movement of the huge mass of pedestrians
 - Increased performance for modeling 10 000+ pedestrians moving simultaneously
 - Ability to switch between conventional Social Force model and new “Crowd” model
- Elevator group block



[in development] Optimization experiment improvements

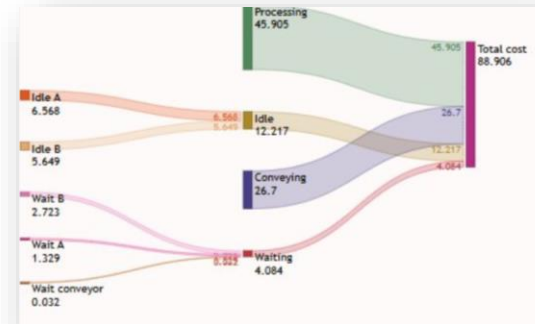
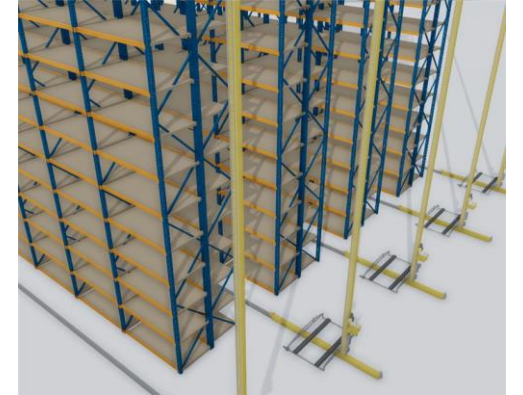
- Multi-objective optimization
 - Up to 5 objectives
 - Comes with automatically generated rich UI
- Sequence optimization
 - Ability to optimize the order of agents entering flowchart or proceeding forward from the queue
- New optimization experiments support both OptQuest and Genetic engines



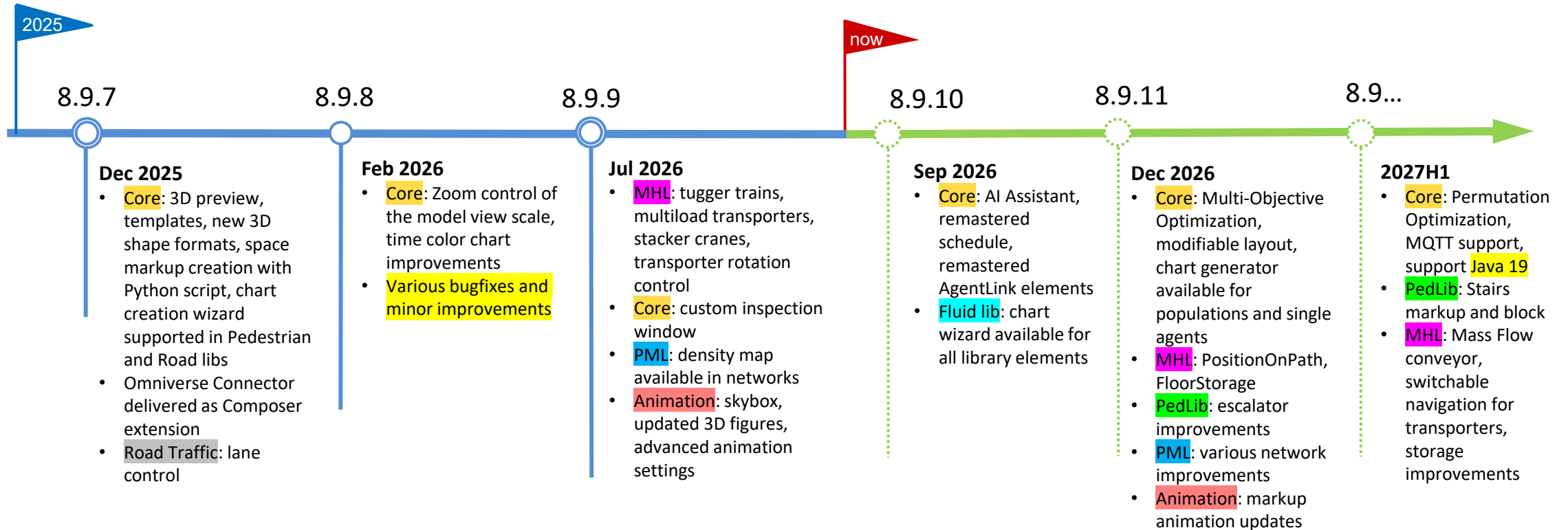
	Current	Pareto Frontier Values										< PREVIOUS	displayed 0...10 from 13	NEXT >
Iterations completed:	1,000													
null	↓ 45.877	52.618	45.896	45.876	52.287	52.622	54.247	54.029	54.171	53.253	54.125			
null	↑ 1,352	1,370	1,360	1,368	1,364	1,371	1,382	1,374	1,377	1,372	1,375			
Parameters		Copy	Copy	Copy	Copy	Copy	Copy	Copy	Copy	Copy	Copy			
Resource A busy cost per hour, \$	3	3	3	3	3	3	3	3	3	3	3			
Resource A idle cost per hour, \$	2	2	2	2	2	2	2	2	2	2	2			
Resource B busy cost per hour, \$	5	5	5	5	5	5	5	5	5	5	5			
Resource B idle cost per hour, \$	2	2	2	2	2	2	2	2	2	2	2			
Resource A capacity	3	2	3	3	2	2	2	2	2	2	2			
Resource B capacity	3	3	3	3	3	3	3	3	3	3	3			
Mean process delay, \$	2.743	2.115	2.756	2.747	2.082	2.115	2.124	2.123	2.123	2.125	2.123			

[in development] General application improvements

- MQTT protocol support
 - OPC protocol is also considered
- JAVA 21* support
- Design time Python API improvements
 - Shapes, parameters and variables can be added using script
- Animation updates (to be released step-by-step in several versions)
 - Improved 3D animation for conveyors, racks and other markups
 - Remastered built-in 3D figures
- Built-in analysis tools
 - Sankey diagram
 - Bottleneck analysis
 - Advanced Planning and Scheduling



AnyLogic roadmap (2026-2027)



thank you!