

# GlastRelease v17r0

[Run Manager Summary](#)

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## System Tests Report Summary

No differences in comparison of v17r0 and [v16r1](#).

**Update February 12: This build was deleted.**

~~This is the merge of the overlay branch (at [v15r50p16](#)) into the main branch.~~

Note that although the overlay code is included, the overlays are not enabled in the default job options. This means that this is just testing that there are no ill effects on running the default non-overlay sims and not that the overlay code is working as expected.

## Changes

- Trigger - updates for overlays, test JO
- CalDigi, AcuDigi - updates for overlays, AcuDigi status word
- CalXTalResponse - trigger for overlays
- OnboardFilter - test JO
- GlastSvc - overlays, test crash fix
- facilities - OS big fixes