

VR-Design Studio SDK Ver8

(Formerly UC-win/Road)

Introduction

VR-Design Studio SDK Ver8 now supports Delphi XE2, not previously compatible in previous versions of the SDK.

Refactoring of the class structure

In VR-Design Studio, the class structure has been changed so that all of the resources can be managed and edited in the same manner. In the SDK V8, the super class of elements displayed within 3D space such as 3D models, trees, and texts, has been newly added. This class is called "Model resource class" and provides the common interface of the displayed element. The specification of the subclass has not been changed, however, some common processing can be now performed more easily.

Sharing OpenGL Resource

All the windows (camera view, view of the centre and on the left and right sides, 2D view etc.) can now share the resource of OpenGL automatically. The textured object, numbering, display list and each and every buffer object can all be managed a lot easier than ever before. The creating of the OpenGL screen independently and the time and effort required for development can now be reduced thanks to the automation of resource sharing.

Extension of Waypoint

A Waypoint can now be placed on a crossing. The Waypoint is added to the crossing by specifying the run route object on which you wish to place the waypoint. Moreover, you can now confirm whether the original Waypoint objects and commands are enabled or disabled by invoking a call-back when commands related to the Waypoint are executed.

Running Traffic Simulation

Until the previous version, traffic simulation could only be run from GUI. This is now possible via API. This is done by specifying the simulation time limit and then bringing it into operation. In addition, the progress ratio can now be acquired while the simulation is still running.

Traffic Light Control

The traffic lights at a crossing or intersection can now be controlled during a simulation. Specifically, while the colour of the traffic lights is changing according to the assigned signal phase, you can manage the signal phases themselves at your own discretion. Combining this function with the function for running traffic simulations allows you to run the traffic simulation using various patterns of signal phases and timings within a much shorter time.

Add Traffic Vehicle

Vehicles once generated on the road can be moved to an arbitrary crossing or intersection. Since the run route within the crossing is automatically recognized when a vehicle is generated on or moved to the crossing, the vehicle can be moved to the crossing only by specifying the position and the direction.

This function is useful when initializing traffic or when reproducing a saved traffic condition.

Acquisition of audio information

The sound (the whole synthetic sound) currently outputted from VR-Design Studio can now be acquired in real time.

This feature is useful for recording, for audio transmission in real time and for analysis purposes to name but a few.

Add project information

The thumbnail of the project object representing a data file can now be edited. A thumbnail was automatically saved at the time of saving a file, but in this new version, the thumbnail can now be added as a property of the project and acquired as data and edited.

Since images other than 3D space can also be saved, you can customize the visual property of the Explorer and the icon for re-opening the project.

In addition to the thumbnail, copyright and creator's name can now be saved.

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