What's New in TerraExplorer® Suite v4.6.2

This release of TerraExplorer Suite provides significantly improved terrain streaming performance and rendering quality capabilities. Video on Terrain and Extract Terrain to VRML tools were added and the API was expanded to support additional features.

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1   Video On Terrain

The Video On Terrain feature plays a video file, from local or remote sources, draped on the terrain. You can control the video projector's position to project the video onto any location on the terrain. You can also use a telemetry file to move the projected video based on recorded readings.

Usage:
1.   Select the video on terrain icon from the Toolbox "2D Objects" or the Create Menu.
2.   Select a video file in the Browse for Image Dialog Box "2D Objects" or the Create Menu.
3.   Select a video file in the Browse for Image Dialog Box that has opened.
4.   To open streaming MMS content, type the URL in the File Name field in the Properties Sheet (e.g. mms://mms.skylinesoft.com/).
5.   Set the use of a Telemetry file.

2   Performance and Quality

A Set of new features improves the quality and performance of TerraExplorer in numerous situations.

▪   **Improved access time to terrain files in local hard-disk cache.**

▪   **Improved terrain-streaming performance when working with remote TerraGate servers.**

▪   **Ability to improve terrain polygonal model when working with high-resolution elevation data.**

Usage:
1.   Open the Options dialog box (F9).
2.   Select Terrain Model Quality High or Best to sharpen the terrain model.

▪   **Make a Group Sorted –** Keep group sorted when adding new objects.

3   Tools

- **Extract Terrain to VRML -** creates a VRML model from a local or remote MPT database to your local machine. Using the Extract Terrain tool, you can create a VRML model for display in VRML viewers, 3D printing etc. The extracted terrain includes the elevation and imagery information from the terrain database, buildings created by TerraExplorer Pro and other 3D models. You can control the size of the VRML model by defining the export area, and the Image and Elevation quality.

Usage:
1. Open the Extract Terrain to VRML tool from the Tools menu.
2. Set the Project file name and location.
3. Select the area to extract and the output dimension and quality.
4. Create the VRML model.

- **Multiple coordinate Systems tool -** projects the current camera/cursor coordinates to a user-selectable coordinate system.

- **Navigation Aid tool -**
  - **Navigation Modes -** lock the camera in 2D mode (facing down) and 2D mode Face North.
  - **Target Locator** – set a target point and get real-time distance and direction to it, based on the current position of the camera.
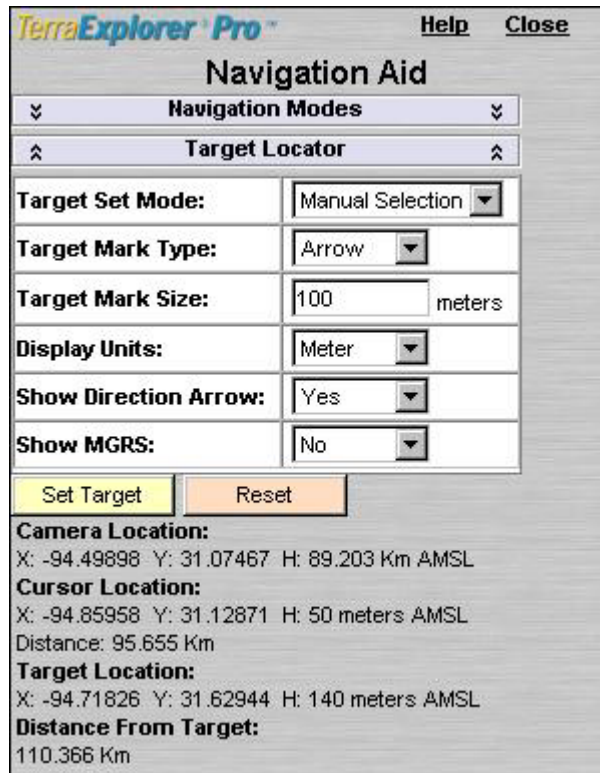
4   API Enhancements

- **Extensive API for the Imagery Layer object**

- **Extensive API for the Point Cloud object**

- **Extensive API for the Video on Terrain object**

- **Additional methods to the ICoordSys interface**

- **Additional methods to the ISnapShot interface**

- **Message Bar events**

- **Access Message object from the TerraExplorer Viewer**

- **Additional methods to the ITerrain interface**