

Leica Geosystems

What's New in Leica Virtual Explorer 3.1

New Feature	Affects Leica Virtual Explorer				
		Architect	Pro Client	Client	Server
Import Model Coverage		✓	✓		
This feature brings the ability for the user to import and place a group of models using an existing vector coverage to define the locations. This functionality is similar to that provided in IMAGINE VirtualGIS in that the user can have digitized GIS layers representing where their models are located, with attribute fields defining the per-feature model type, number of models and size range. Once digitized, the GIS layer can be loaded into Leica Virtual Explorer to randomly place models within the individual feature extents. This feature is useful for populating areas with tree and other vegetation models.					
Tile texture for 3D Vectors		✓	✓		
This feature brings the ability to more realistically tile textures along the sides and roofs of 3D vectors rather than simply stretching a texture to fit each face. This leads to a more eye appealing experience.					
3D roofs for extruded vectors		✓	✓		
This feature allows the user to select a roof type to use for extruded buildings. There is an approximated 3D roof type which can be used to automatically give your 2D digitized buildings a realistic 3D roof.					
Pull Symbols from a vector attribute		✓	✓		
Symbol material can now be pulled from an existing vector file attribute. This allows the user to specify texture attributes when creating their shapes so that they are automatically ingested at import time.					
Unicode support		✓	✓	✓	
This release brings Unicode support which will allow users to customize the default Leica Virtual Explorer GUI in their native language, as well as place Unicode aware text into the scene. This includes support for 2-byte character sets.					
ActiveX Control				✓	
The ActiveX control provides a mean of embedding Leica Virtual Explorer Client functionality into 3 rd party applications. It contains a basic API for customizing and visualizing LVE scenes. With this control, users can embed an LVE scene directly into a web page which is viewable from Internet Explorer.					
Toolkit API		✓	✓	✓	
The C/C++ allows 3 rd party developers to have more advanced control over LVE tools. They can write their own applications, tools or create their own GUI's with this API. This API will be downloadable from the Leica Toolkit Developers' Network website.					
Oracle and ArcSDE support		✓	✓		
The proxy files generated by ERDAS IMAGINE for Oracle and ArcSDE databases are now useable in LVE. This gives the architect and pro clients a means of building scenes and accessing data directly stored in a geospatial database.					
Updated Spherical Navigation Mode		✓	✓	✓	
Spherical Navigation has been updated to enhance the user experience based on user feedback.					
Server geocoding					✓
This feature allows any of the Leica Virtual Explorer geocoders to be used on the server to provide thin clients with geocoding services when connected to a Leica Virtual Explorer Server.					
North Arrow		✓	✓	✓	
This feature allows the user to specify a north arrow image to be displayed while roaming the scene. The user is allowed to change the image to incorporate any north arrow that they might have.					
Percentage Based Look Up Tables		✓	✓		
Stretching of an ERDAS IMAGINE image can now be set to use a percentage based look up table with user definable ranges. This allows greater control over the visual output of images embedded into a scene.					