PRESAGIS

What's New: M&S Suite 22

Presagis is pleased to announce the M&S Suite 22 release.

From social distancing and working at home, to lockdowns and shutdowns, you have faced and overcome these obstacles and adapted to the world's new realities.

Like you, Presagis has reacted to these challenges and changed our approach to ensure that you can keep performing at the highest level – year in and year out. By re-aligning our version 22 releases of all the products in the M&S Suite, Presagis intends to bring new features to you more quickly through frequent minor releases. This approach will not only provide you with more timely new features and improvements, but also gives you faster resolutions through software patches, and longer support for your Suite version.

CREATOR 20

NEW FEATURES

\ Detail Texture Extended Material Technique allows you to add details to a low resolution base texture
\ glTF file to OpenFlight Importer
\ OpenFlight to glTF file Exporter
\ Support for Python 3.x as well as Python 2.7x

ENHANCEMENTS

\ Backward Compatibility for FBX exporter
\ Runway wizard CAT approach lighting system

CREATOR 22

WIZARD IMPROVEMENTS

\ Runway Wizard: custom center line spacing and length
\ Launch Modify UVs without texture applied
\ Real world Scale tolerance

TERRA VISTA 20

NEW FEATURES

OGC CDB 1.0 improvements

\ Support for Specular Maps (Gloss Maps)
\ GS Feature Limit Compliancy
\ Performance and stability
\ Bathymetry flattening

OPEN STREET MAP IMPORTER

\ Improved attribution Support

USER INTERFACE AND TOOLS

\ 2D Editor – Ruler Tool
\ 2D Editor – Copy Location
\ 2D Elevation Editor – post values in the status bar
\ Asset selection – improve usability of the asset property selection

PERFORMANCE AND ALGORITHMIC IMPROVEMENTS

ADDITIONAL IMPROVEMENTS

\ Supports geotiff files as raster material.
\ GT model light maps are now visible in the 3D Viewer.
\ Terra Vista Health page now includes improved validation for wizard building templates

TERRA VISTA 22

NEW FEATURES

\ Detail Texture Extended Material
\ Unreal Output compiler

IMPROVEMENTS

\ Imagery improvements (Alpha Channel)
\ 2D viewer now supports alpha channel in imagery
\ Allow the services to be reset as non-admin

SECURITY UPDATES

HELISIM - FLIGHTSIM 22

LIQUID TANKS

\ Define liquid tanks with substance mixture density. Ideal for fire-retardant aerial drop, the new model will simulate impact of the liquid load on flight dynamics, and compute the spread over the ground.
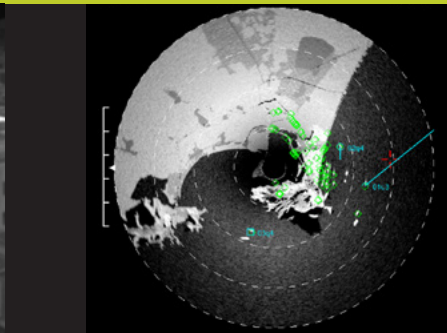
NEW MODEL

\ Now provided with a Grob G12TP-A0 aircraft sample. It is a great starting kit to simulate a single engine, turboprop trainer supporting aerobatic maneuvers.

JOYSTICK CALIBRATION

\ Calibrate your joystick through a simplified UI, streamlining your device integration.

VISUAL STUDIO 2019

\ Now compatible with your development environment on Visual Studio 2019.

ONDULUS IR/NVG/LLLTV 22

LOW-LIGHT-LEVEL TELEVISION

\ Simulate Low-Light-Level Television (LLLTV) camera. The Intensified Charge-Coupled Devices (ICCD) simulation computes the measured illumination in the visible to near-infrared spectral range. More affordable than infrared cameras these sensors are typically used on lighter platforms.

PHYSICS-BASED NIGHT-VISION GOGGLE

\ New Night-Vision Devices (NVD) simulation improves our physics-based Night-Vision Goggle (NVG) display by adding an additional degree of realism. It handles various atmospheric conditions, reflections, materialization, noises, blurring, and light sources beyond the visible spectrum

THERMAL REFLECTIONS

\ Simulate thermal reflections, a common source of problems when interpreting infrared thermal images.

HALOS IN NVG

\ Halo effects are complex optical phenomenon observable around bright spots or light sources, especially when the light is amplified by an Image Intensifier Tube (IIT) system.

DISTRIBUTED APERTURE SYSTEM

\ With the Distributed Aperture System (DAS) It is now possible to create, for example, a panoramic 360-degree view around the aircraft with 6 infrared cameras.

SPLIT SCREEN DISPLAY

\ Arrange multiple camera images within the display window screen.

VISUAL STUDIO 2019

\ Now compatible with Visual Studio 2019.

ONDULUS RADAR 22

NAVIGATION MODES

\ Use Terrain Avoidance (TA), and Air-to-Ground Ranging (AGR) modes in our radar simulation.

INTERFERENCE

\ Control radar interferences and simulate unwanted radio energy from other radars on the same frequency.

BEACONS

\ Simulate radar beacons, receiver and transmitter transponder devices for navigation aid or identification.

TRACK MULTIPLE TARGETS

\ "Multi-Target Track" (MTT) allows you to track multiple targets simultaneously. Going from "Situational Awareness Mode," "Dual target search or track," to "Single Target Track"

ARTICULATED PARTS

\ Use Spot SAR to detect moving elements on a target. This is crucial for target identification and recognition. I.e. identify if a helicopter is about to take off by focusing on the Spot SAR image of the rotor slowly spinning.

VISUAL STUDIO 2019

\ Now compatible with Visual Studio 2019.

VEGA PRIME 22

MULTI-GPU FOR DISTRIBUTED RENDERING

\ Use multi-GPU platform with Quadro graphics card. Parallelize your rendering on separate graphic cards or computers.

MARINE SIMULATION

\ Highly accurate modeling of wave transition from deep to shallow waters with surf zones, and improved vessel dynamics system and geometric wakes.

IMPROVE RENDERING PERFORMANCE

\ More control to boost performance and improve visual effects. Through T2D level of detail, better management of virtual textures, detail textures, and gloss textures.

ARTICULATED PARTS

\ Use appearance states and articulated parts from the Distributed Interactive Simulation standard.

DETAILED TEXTURES

\ Loading OpenFlight models with detailed textures will provide you with highly detailed models and environments.

VISUAL STUDIO 2019

\ Now compatible with Visual Studio 2019.

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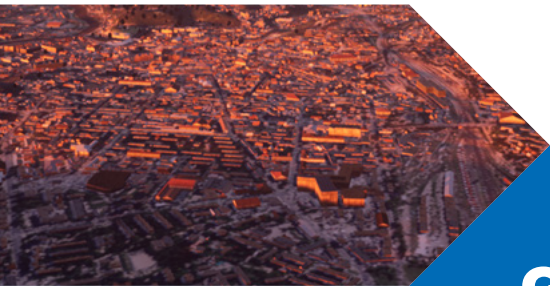*All features and tools listed in this document are subject to change*

EDS
T·E·C·H·N·O·L·O·G·I·E·S

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