

CREATOR 18

RELEASE NOTES

CONTENT CREATION

PRESAGIS

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Creator Release Notes

Welcome to the Release Notes for Creator 18.

Creator 18

This section describes the new features, enhancements, and fixes made in the Suite 18 release of Creator. It includes:

- [What's new](#)
- [Fixes](#)
- [Known Issues](#)
- [Changes](#)

What's new

This section provides an overview of the major new features and enhancements introduced in this release of Creator. For information on how to use these new or enhanced features, refer to the *Creator Help*.

NOTE

This version of Creator supports OpenFlight 16.7 and earlier.

New features

- Material names, previously limited to 11 characters, can be of unlimited length in OpenFlight 16.7. Names of materials in databases saved to previous versions of OpenFlight will be truncated to 11 characters.
- **Light Source Palette** items have a new attribute, **Light Source Type**, in OpenFlight 16.7. This lets you specify what kind of light is emitted from the light source. Light source types include Incandescent, Fluorescent, Halogen, LED, Sodium, IR 850nm, and IR 940nm.
- The **Texture Palette** includes new commands to more easily copy/paste subtextures between two different textures.
- The **Texture Palette** now enables you to customize the maximum size of the drawing area. This lets you visualize larger textures in the palette.
- Several new clutter placement options have been added to the **Building Wizard**.
- Several tools are now available in Creator Script:
 - Rounded Strip Face
 - Position By Transform
 - Copy GeoFeature Attributes
 - Paste GeoFeature Attributes
 - Create Curve
- A new preference, **Optimize External References**, has been added to the **OpenFlight** tab. It lets you specify how external references are loaded into the scene graph when read into master files. When the check box is selected, geometry of the external reference is optimized for rendering speed. Note that while this can improve the rendering speed of the **Graphics View** in

Creator, the hierarchy shown for the external reference in the context of the master file will not necessarily match that of the external reference on disk. The geometry of the external reference is converted to mesh in the scene graph.

Enhancements

- Enhanced **Revolve About Edge** to save/restore values from previous invocation.
- Enhanced **Revolve About Edge** to process faces with unlimited number of vertices.
- Enhanced several of the database exporters to report status and errors consistently.
- Enhanced **Radial Project Texture** to save/restore values from previous invocation.
- Enhanced **Customize Context Menu** to "Restore to Default" modified menus.
- Enhanced **Export FBX** window to display FBX File Format and SDK versions.
- Enhanced **Join Edges** to more rapidly process multiple edge groups.
- The responsiveness of tools launched in Creator has been improved. Interactions with the scene while the tool is active have been optimized as well.

Fixes

This section describes the fixes made to Creator since the previous release, as well as any known issues, limitations and other significant changes.

Case No.	Ticket No.	Description
CR-8093		Fixed Context Menu Ring labels to not get truncated when menu has few items
CR-8692		Fixed Bevel to assign consistent colors to beveled geometry
CR-10026		Fixed Line Style Palette to draw correctly for displays scaled more than 100%
CR-10236		Fixed Calculate Shading when run on model with hard edges so model does not become un-shadeable
CR-10267		Fixed Extended Material Reflection Map Record to correctly byte-swap Tint Color field on Windows platform (see "Changes" on page 17).
CR-10779		Fixed Texture Mapping Palette: Modify Texture Mapping works even if Texture Mapping Palette has not yet been opened
CR-10785		Fixed Mouse Wheel to scroll correct window for displays scaled more than 100%
CR-10786		Fixed crash when closing multiple windows simultaneously
CR-10788		Fixed F1 Context Help to work correctly for displays scaled more than 100%
CR-10812		Fixed several links in Tip of the Day window to display correct page in Help
CR-10823		Fixed tool dialogs to position themselves in same location as previous tool for displays scaled more than 100%
CR-10824		Fixed CDB Lightpoint Palette Name window to not truncate long descriptions
CR-10830		Fixed crash in Modify Texture Mapping window when texture not found
CR-10840		Fixed Toolbox pop-up sizing for displays scaled more than 100%
CR-10846		Fixed Texture paths in several Gallery models
CR-10854		Fixed Customize Context Menu to enable/disable buttons correctly

CR-10856	Fixed Customize Context Menu to resize correctly the second and subsequent times it is launched
CR-10884	Fixed Customize Context Menu to save/restore modeling mode properly
CR-10933	Enhanced to read 16 bit TIFF image files
CR-10939	Fixed Texture Palette window to disallow resizing too small
CR-10940	Fixed Texture Mapping Palette window to disallow resizing too small
CR-10941	Fixed Light Point Palette window to disallow resizing too small
CR-10971	Fixed roof generation for degenerate footprints in Building Wizard, Building with Interior Wizard, and Roof tool
CR-11004	Fixed Import FBX to set default Reflection color correctly
CR-11011	Added tool tips for Road Tessellation Tool window controls
CR-11012	Fixed Export X-plane to not report success on failure
CR-11016	Fixed errata in help for Road Tessellation Tool
CR-11035	Fixed Quick Palettes to position correctly for displays scaled more than 100%
CR-11036	Fixed double click in Units Status Bar to open the Db Header Attributes page
CR-11037	Fixed Post Constructor in Construct Along Path to create shaded objects with vertex normals
CR-11052	Fixed Building with Interior Wizard to save GENERAL_DAMAGE_FRACTION attribute for room in layout file
CR-11061	Fixed the buttons in Edit DED Header window to process <ENTER> properly
CR-11068	Fixed layout of Wall tool dialog so labels are completely visible
CR-11073	Fixed crash in Fracture 3D when radius of Shatter fracture is set to 1.0
CR-11074	Fixed crash in Fracture 3D when radius of Saw fracture is set to 1.0
CR-11083	Fixed the buttons in Find External Resources window to process <ENTER> properly

CR-11095	Fixed crash in Clean Texture Palette when pressing Set Master or Include buttons when no duplicate selected
CR-11096	Fixed crash in Clean Material Palette when pressing Set Master or Include buttons when no duplicate selected
CR-11100	Fixed Creator to write empty curve nodes to file properly
CR-11101	Fixed GeoFeature > New Feature Search to format AND and OR items properly
CR-11106	Fixed Combine Light Points to report correct number of light points processed
CR-11108	Fixed View > Background Image > Read Image to not mark database modified
CR-11127	Fixed Sign Wizard to correctly reject non-sign Layout Files
CR-11128	Fixed Sign Wizard to re-launch on previously built sign correctly
CR-11131	Fixed Modify Attributes to only launch on double click when no modifier keys pressed
CR-11137	Fixed Sign Wizard to re-edit existing sign correctly
CR-11138	Enhanced Sign Wizard to confirm file overwrite on Save Layout to existing file
CR-11145	Fixed Loft Constructor in Construct Along Path to map UVs contiguously in V along loft direction
CR-11146	Fixed Cross Strip Constructor in Construct Along Path to map UVs contiguously in V along strip direction when Height is 0
CR-11148	Fixed GeoFeature > Export MVF to not create empty MVF file when no geofeatures present
CR-11164	Fixed Construct Along Path to correctly reject non-constructor Layout Files
CR-11242	Fixed crash in Multiple External Reference when placing multiple files with random option
CR-11244	Fixed crash in Wall tool when clicking Next when run with no selection
CR-11245	Fixed crash in Peak tool when clicking Next when run with no selection
CR-11246	Fixed Join Edges to create Path nodes correctly as unclosed wireframe

CR-11248	Fixed Sign Wizard to save background shape in layout file for Parking Numbers
CR-11249	Fixed Sign Wizard to update dialog correctly when loading layout file
	Fixed several Context Sensitive Help links to reference correct page in help
CR-11251	Improved Extrude Edge when Direction is set to Free 3D
CR-11256	Fixed Context Menu to properly disallow Priority Items to be inside nested menus
CR-11266	Fixed Creator to save/restore color names applied to mesh nodes
CR-11272	Fixed Material From Face to reject Point Nodes correctly
CR-11273	Fixed Texture From Face to reject Point Nodes correctly
CR-11275	Fixed Insert Color to reject Point Nodes correctly
CR-11276	Fixed Insert Texture to reject Point, Light Point, and Text Nodes correctly
CR-11277	Fixed Insert Material to reject Point Nodes correctly
CR-11278	Fixed Insert Line Style to reject Point and Light Point Nodes correctly
CR-11279	Fixed Insert Shader to reject Point, Light Point and Text Nodes correctly
CR-11280	Fixed Insert Material to work on Text Nodes correctly
CR-11281	Fixed Material From Face to work on Text Nodes correctly
CR-11282	Fixed Line Style From Face to work on Text Nodes correctly
CR-11284	Fixed Reorganize Hierarchy crash when run on databases that contain zero dimension objects and groups
CR-11286	Fixed Tape Measure to display greater numeric resolution when converting to/from Nautical Miles
CR-11287	Fixed Tape Measure to display greater numeric resolution when converting to/from Miles
CR-11288	Fixed Color From Face to work on Text Nodes correctly

Known Issues

This section describes any known issues and limitations of the current version, as well as any pending issues from previous versions.

Floating/Docked Windows

If you dock multiple windows within a single floating window in the Creator user interface and subsequently close that floating window, you will not be able to reopen that floating window again. You may open the individual windows that were previously docked in that floating window, but the other docked windows will not be displayed correctly.

Select Neighbor Ring and Loop: Triangle geometry

These tools function best when used with polygons with four or more edges. When used with triangles, continuous “rings” and “loops” are difficult to detect and often ambiguous when used and may lead to unexpected results.

Wizards: Auto LOD Generation

When used to build levels of detail, these wizards create impostor texture files to capture the details of the higher-resolution model in the low-resolution geometry. By default these new texture files are created in the same folder as the database you are working on. For new databases (those not yet saved to disk) this folder may be your system temp folder. Since you can override the folder into which the impostor texture file is created, it is recommended that you select a more suitable location for these files. Alternatively, you can save new files before running these wizards to avoid this problem altogether.

FBX

When using the FBX SDK version of the DAE importer, textures may not be imported if either the path or the texture filename includes spaces.

VBS2/P3D Export Filter

OpenFlight support

When using the VBS2/P3D Export Filter, be aware of the following issues:

- P3D requires all geometry to have texture applied. Geometry that does not have texture applied is ignored by the exporter.
- P3D does not support “overlapping” geometry as you might find with subfaces in OpenFlight. If you export overlapping geometry (such as subfaces), you will see Z-fighting in VBS2.
- P3D supports only “textured” geometry, not “colored” geometry. If you export geometry with color applied, the colors are ignored.
- The P3D exporter does not support OpenFlight extended materials, BSP, Light Source, Light Point, or Sound nodes.
- When exporting geometry containing Switch nodes, only the nodes that are currently “ON” are exported.
- The P3D exporter creates only Resolution, Geometry, Fire, Shadow, Roadway, and Memory LODs for P3D.
- When exporting articulated Doors using OpenFlight DOF nodes built with the Building Interior Wizard (or by hand), the door may be opened and closed correctly but players in VBS2 can walk through closed doors.
- The following P3D LODs are not created but are not required. If desired, load the exported P3D file into the VBS2 Modeler Oxygen2 and add them manually:
 - Hit-points
 - Paths
 - LandContact
 - ViewGeometry
 - View - Cargo
 - View - Cargo - Fire Geometry
 - View - Cargo - Geometry
 - View - Commander
 - View - Commander -Fire Geometry

- View - Commander -Geometry
- View - Gunner
- View - Gunner - Fire Geometry
- View - Gunner - Geometry
- View - Pilot
- View - Pilot - Fire Geometry
- View - Pilot - Geometry

Texture Paths

When exporting a Creator model to P3D, it is recommended that you export the P3D file directly to the model folder within your VBS2 environment, typically `P:\vbs2\Customer\MyModel` (where *MyModel* is the name of the model you are exporting). If you do this and you keep the default Texture Path location (which in this case would be `P:\vbs2\Customer\MyModel\data`) during the export process, VBS2 should be able to locate your texture and material files correctly.

If you export the P3D file to a different folder location (which may be the case when your VBS2 environment is not installed on the same computer as Creator), you will have to copy the resulting P3D files (and texture and material files) into the VBS2 environment manually. When you do this, your texture and material files may not be located by VBS2. If this happens, you can use Oxygen to modify the texture and material file paths in your P3D model.

Save Database file before using Wizards

Many wizards create new files that are companions to the OpenFlight file. These include impostor textures for LODs and XML files for UHRB definitions. These companion files are created in the same folder as the OpenFlight file by default. However, if your database is untitled (never been saved to a location), these companion files can easily be misplaced. Before running a wizard, it is recommended that you save the file. This will help keep all of the companion files in known locations.

Building with Interior Wizard

Topology problems in geometry

The geometry produced sometimes contains undesirable topology. This problem is usually associated with enclosures that do not contain at least one wall connecting to the exterior of the building. This situation can often be corrected by simply creating a new wall that connects the isolated enclosure to another non-isolated enclosure. This new wall can then be deleted. The problem often corrects itself when the new wall is deleted.

Auto-generated floor plans

The floor plans generated automatically with the Building with Interior Wizard may contain some anomalies. Some minor editing may be required to produce a fully functional building.

Analyze Models

CDB validation not complete

While this tool validates most of the problems that may prevent a database from being CDB compliant, it does not catch everything. For example, it does not yet validate CDB node names such as those on DOF or Switch nodes. And while it can automatically correct many defects it finds, some defects must be corrected manually in Creator. For example, if your model has more than the allowable number of vertices in its lowest LOD, you must correct this manually (using Generate LOD Plus in Creator, for example).

Analyzing databases open on Creator desktop

If you analyze models that are currently open on the Creator desktop, be aware that only the “current” (or top) database will be modified in memory. Other non-top databases will be modified on disk only. So if you have made modifications to other non-top databases on the desktop, save your changes before including them for analysis.

Performance/memory usage

The tool may noticeably slow down or exhibit other memory related problems when large numbers (250,000+) of defects are reported. If you notice this, select a smaller number of models to analyze or limit the number of Results reported.

Duplicate node names

Many of the defects corrected by this tool may be limited if your model contains multiple nodes with the same name. In this case, one of the nodes may be “fixed” but the others may not. If the tool reports failures during fixing that otherwise should have been fixed, first validate and fix Duplicate Node Names, then retry the other “failed” fixes.

Project Objects

Projecting on mesh nodes or non-planar polygons

Project Objects will not project on mesh nodes, and projection onto nonplanar polygons may produce unexpected results.

Importing KMZ or Collada files

Import of some KMZ or Collada (dae) files can result in an empty hierarchy. This is usually associated with files that have been produced by *Google Sketchup*, and affects only the **Collada Files (*.dae)** and the **KML Model Files (*.kml; *.kmz)** import options.

Workaround

- If you are importing a dae file, use the **Collada Files (fbxsdk) (*.dae)** import option.
- If you are importing a kmz file, first rename the extension to .zip and extract the contents of the .zip file. You can then import the dae file using the **Collada Files(fbxsdk) (*.dae)** import option.

Google Earth

Capture Google Earth Screenshot

Capture Google Earth Screenshot queries the Google Earth interface to interactively provide elevation values and imagery. When the Google Earth interface receives a large number of queries in succession, it throttles the querying process by imposing longer and longer delays before it returns a value. You may notice this delay if you try to Import 3D with a large number of Subdivisions or try to capture more than one screenshot successively. To minimize this delay, try to Import 3D with a smaller number of Subdivisions or try waiting between the capture of successive screen shots. If the delay becomes prohibitive, exit and re-start Google Earth. The delay is not a defect in the Capture Google Earth Screenshot process.

Google Earth COM

Google Earth has removed their COM api in recent versions of Google Earth. It has been confirmed that version 7.1.2 of Google Earth still works with Creator. Please note that this is not a problem inherent to Creator. Customers wishing to use Google Earth will need to install Google Earth version 7.1.2 or below.

Changes

- By default, Creator 18 writes OpenFlight Format Revision 16.7. Use **File > Export** to save older versions of OpenFlight.
- The **Extended Material Reflection Map** record was introduced in OpenFlight 16.3 as part of the **Extended Material Palette** record set. Since that time (and until OpenFlight 16.6), the **Tint color** field has been stored in the OpenFlight file incorrectly when created by Presagis products *Creator* and *OpenFlight API* on the Windows platform.

Unlike all other data in the OpenFlight file, the 4-byte floating point values of the **Tint Color** field were not byte swapped correctly before being written to disk. As a result, the byte ordering of these floating point values was little endian in the OpenFlight file. Beginning in OpenFlight 16.7, the problem has been corrected. As a result, the byte ordering of the values of this field in OpenFlight 16.7 and later is big endian format in the OpenFlight file.

If the OpenFlight file is version 16.3 through 16.6 and was created by a Presagis product running on Windows, the **Tint Color** values are expected to be in big endian byte order. If the OpenFlight file is version 16.7 or later, these values will be correctly stored in big endian byte order on all platforms.

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The logo for Presagis, featuring the word "PRESAGIS" in a bold, sans-serif font. The letter "P" is blue, while the remaining letters "RESAGIS" are grey.