Asset Revamping v1.3

Release Notes v1.3.3
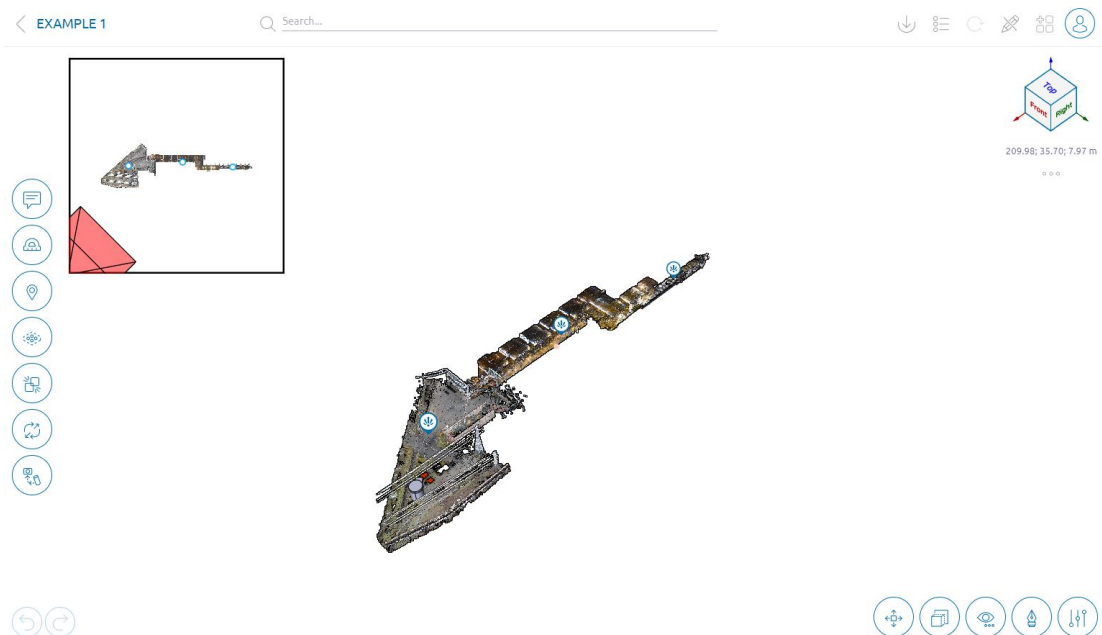August, 25 – 2020

Overview

This version concentrates on the Minimap and Content tree browser new features, improvement in the level of details (LOD) quality management, User Interface (UI) improvements and other bug fixes.

New Features and improvements in Asset Revamping

- Minimap is a small 2D top view displaying an overview of the complete scene with existing Points of Interest (POI). It also shows the position of the camera (pyramidal shape) currently set for the 3D view. By default, it appears on the upper left corner and it can be moved to any other place in the viewer or resized as expected.

From the 3D view, clicking any location or any POI in the minimap puts the camera closer to this position.

From the first person view, the action associated with the clicking on a POI in the minimap depends on the type of POI:
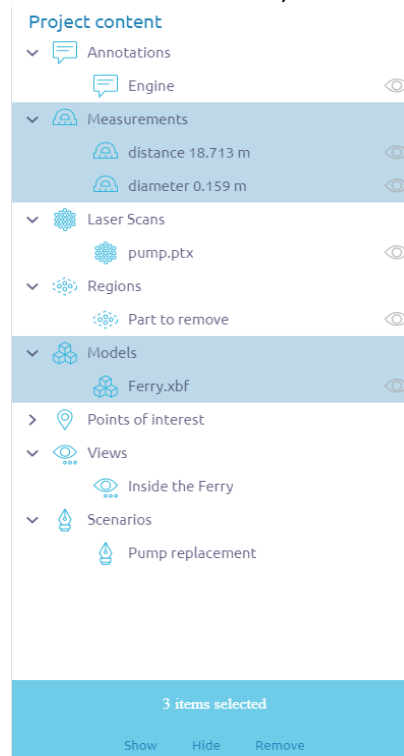
- Case of a Scanning Position: move to this new position still in the first person view
- Case of a custom POI: rotate the view to put the focus to the selected POI

- WebXR is now available for Chrome.
- A new Teleportation functionality is implemented in the Virtual Reality mode to make the navigation experience more convenient.
- A new tree view showing the list of all the elements of a project is now available instead of the previous flat list of the Content panel. It helps to navigate better and faster in the content of the project.

Several sections are available in this tree: annotations, measurements, point clouds, extracted regions, CAD models, points of interest, views and scenarios.
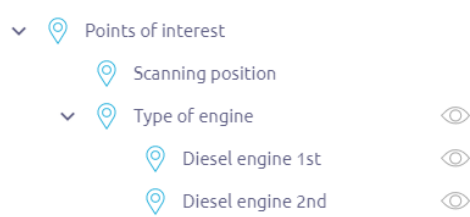

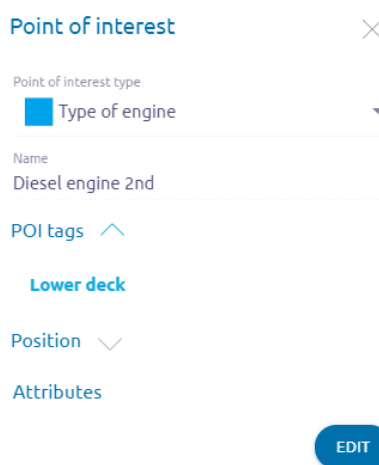Sections are collapsed by default. Clicking on the section name expands it.

Show, Hide and Remove buttons appear after selecting some elements in the viewer or in the tree (multi-selection is available via CTRL button).
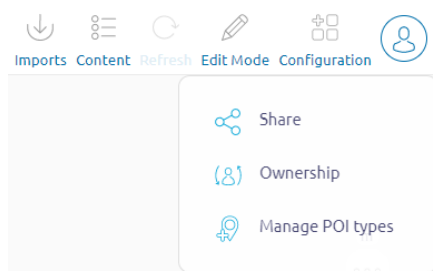
The Points of Interest section consists of two levels: the first defines the Type of POI and the second the content (i.e. it includes all instances of each POI of the related type.)

- The quality of displayed LODs is improved.
  If the part of a model is very close to the camera, the LOD with the best quality will be shown without additional zooming.
- Tag property is available now for all types of POI.

- Search functionality is extended to POI objects by name and tag.
- New configuration menu is added to manage POI types, shared projects and project ownership.

- All elements visibility states are saved for each user per project. This means that all users will find their projects in the same state when reopening them in a further session.
- AVEVA RVM format support is added (available as an option).
- E57 reader interface now supports the definition of points coordinates in a spherical coordinate system (in addition to cartesian CS).
- JavaScript API versions 1.0.0 and 1.1.0 are now officially available.
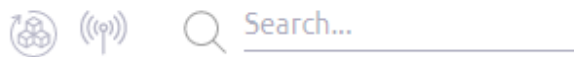
⚡ Maintenance patch #2

- Views and Scenario buttons operations behavior is changed:
  - When user presses the Views button creation view menu appears
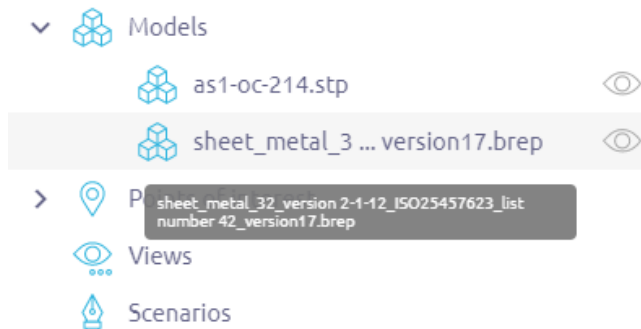 - When user presses the Scenario button recording starts immediately

- Requests for getting LODs are modified. Server receives the path to the model or point cloud one time, keeps it in memory and uses this path to required LOD without additional requests to the database.
- Right panel with buttons for selected elements is shown in the first person view mode. Appropriate buttons appear when a model, region or measurement is selected.
- Hide button is used as a toggle button to hide and show the selected element.

↯ Maintenance patch #3

- Added the possibility to upload files by Link using a URL from the Google Cloud File Storage or from any other servers that perform redirects is added.
- All emails sent from the application (information, notification) are formatted using the same template which contains ASRV instance URL, version, user name and user email.
- A new state icon providing information to the user that the selection is not yet available in the viewer has been created. It is visible only when the viewer data model is still loading, otherwise it disappears. This icon and network indicator are placed on the left of the search panel.

- Tooltips for long names are shown in the content tree when the user hovers the mouse on the appropriate element.

Noticeable fixes

- 2712 – Measurement cannot be broken during moving.
- 2942 – Clash is now detected between model parts after switching from dynamic mode to detailed.
- 3020 – Panoramic images in the POI objects are sorted in the alphabetical order.
- 3026 – Visual defect with too faceted surfaces has been eliminated.
- 3063 – Visibility is saved in the duplicated projects.
- 3064 – Visibility is changed correctly during scenario recording.
- 3113 – Visibility after moving some parts of the model and entering the project is fixed.
- 3127 – If there is not enough CPU memory the geometry data will not be loaded by viewer.
- 3129 – CAD models conversion time is improved.
- 3150 – Alignment of the panoramic view image is saved in the copied project.

⤵ Maintenance patch #1

- 706 – Number of maximum allowed point clouds per project is limited to 500.
- 3176 – Initial viewer memory is increased.
- 3228 – Only non-empty POI types are shown in the content tree now.
- 3275, 3358 – Visibility of point clouds in the viewer and in the content tree is synchronized during switching between POI objects in FPV mode.
- 3282 – Parts of model are not displayed in blue color when the viewer is loading more detailed LODs for them.
- 3286 – Measurements are displayed correctly in the content tree.
- 3291 – PMI objects are displayed in the viewer after closing the Clipping Box.
- 3301 – List of uploading files can be scrolled in the Imports panel now.
- 3318 – POI objects are hidden in the viewer after Show only operation for any other element.
- 3326 – Correct transparency for sub-faces on some models is shown now.
- 3328 – Hidden POI objects are not shown in the minimap after project reopening.
- 3331 – Scroll bar of the content tree in the Firefox browser is working correctly now.
- 3341, 3345, and 3357 – Scenario recording is synchronized with the content tree.
- 3346 – Content eye in the content tree shows the correct state of visibility for all elements.
- 3351, 3359 - CATIA V5 (.catpart) and RVM + ZIP formats are now available in the UI if the option has been purchased
- 3379 – Camera is rotated towards the custom POI object selected in the content tree.

⤵ Maintenance patch #2

- 3277 – Position inside the minimap is saved after updates in the viewer.
- 3356 – Switching between Imports and Content panels is working now.
- 3394 – Minimap is updated after moving part of the model.
- 3405 – Minimap is displayed correctly after changing visibility of POI objects or POI types in the panoramic view mode.
- 3408 – Attachments can be added to the attributes of POI objects of a custom type.
- 3414 – XBF models with empty parts can be successfully converted by the application.
- 3418 – POI objects of custom POI type with mandatory attributes can be created.
- 3429 – Viewer is not crashed after creation of PMI objects or changing visibility of POI types in the first person view mode.
- 3432 – Selection of annotations and measurements in the viewer is corrected.
- 3435 – Minimap is not updated now in the first person view and panoramic view modes.
- 3445 – Files with .txt extension can be attached to the annotations and POI objects as a file attribute.

⤵ Maintenance patch #3

- 3438 - Initial model loading time is decreased. New socket channel for transferring LOD geometry data is created.
- 3490 – Content from the previous project is not shown in the viewer after fast switching between projects.
- 3515 – Viewer is not crashed after hiding and showing huge models.

- 3529 – Progress bar is not hanging during navigation in the huge models. If web socket connection is closed client can save the requests and data and get them through another socket channel.
- 3533 – Operation time of commands Show all and Show is optimized.
- 3539 – Parts of models are not disappearing in the viewer after model refresh operation.
- 3564 – Windows in the models are shown with correct transparency and they don't disappear in the viewer after hide and show operations.
- 3632 – ASRV backend can process file upload with long URL parameters.