What's New in DI-Guy 12.5

DI-Guy

HUMAN SIMULATION SOFTWARE

- NEW "ADAPTIVE" GUIDE
- MORE VISUAL VARIATION
- DYNAMIC STANDING

DI-Guy 12.5 | Release Notes

DI-Guy SDK

Note that many features here propagate into Scenario, ECO Sim, and other DI-Guy offerings which use SDK as their foundation.

- **New "Adaptive" Guide:** Guides are used when DI-Guy characters are updated infrequently from external sources such as a DIS/HLA connection. The "Adaptive" guide eliminates dead reckoning moon walking using stepping and strafing motions. See the "guide" programming example for demonstration. DI-Guy recommends upgrading most guides to Adaptive.
- **Multi-threaded Motion Engine:** DI-Guy's underlying motion engine has been stream-lined and multi-threaded for improved performance. DI-Guy leverages multi-core/multi-processor systems to parallel process characters' motion behavior simultaneously. Related functions for controlling multi-threading have been added to the diguyApp class.
- **Modular Heads:** Latest character appearances feature more modular heads. While previous DI-Guy versions might have 10 visual appearances of a male suit character, version 12.5 now offers 10 head appearances that can be matched to 10 body appearances, resulting in 100 unique combinations.

- **Variation System:** The new GPU-based DI-Guy variation system creates low cost unique colored appearances to allow large crowds to be populated by uniquely clothed characters.

The Variation System can be sampled in DI-Guy Character Viewer as shown here

- By combining Modular Head appearances, randomizing character scaling, and the Variation System, a visually disparate and more realistic crowd results.

- **Multi-threaded Asynchronous Texture Loading:** A new asynchronous texture loader has been added to the SDK, allowing DI-Guy to load quicker at startup and during runtime.
- **Advanced Lighting Effects:** New lighting system triggered by particle effects and weapons fire.

Point Light Shader Samples

- **Hundreds of bug fixes and enhancements:**
  See *$(DIGUY)/doc/diguy_sdk_reference/doxygen/changelog.html* for a complete list.
- **Expanded Shader Technique API:** Users can compile shaders on the fly with customized functionality and callbacks allowing runtime selection of shaders.
- **DI-Guy SDK Reference manual upgrade:** Doxygen for improved user experience.
- A ***Transition to DI-Guy 12/12.5*** guide has been added as the final appendix to the DI-Guy SDK User Guide. Users porting DI-Guy solutions from earlier versions are strongly encouraged to review this documentation. Topics include:
  - Shader Uniform Binding
  - Shader Techniques
  - Multitexturing and texture binding
  - Multitexturing and compressed texture maps
  - Linear lighting and gamma correction
  - 4x3 Matrix Skinning
  - Informing DI-Guy of shader-supported texture maps
  - Shader LODs
  - Linear Draw Pipeline is now the default

- Simplified Parented Character Drawing
- Shader GL_POSITION change
- Data driving shaders via configuration files
- How to leverage DI-Guy bump map support
- Segmented and skinned models supported with Collada – new vertex formats

DI-Guy Author - beta

DI-Guy Author lets customer applications embed the popular DI-Guy Scenario user interface for scenario creation, enabling advanced human simulation authoring and AI capabilities to be directly resident in the application. Interactive waypoints, paths, PeopleBlitzing™, CrowdBlitzing™, and region editing supported. Sample implementation to OSG provided in programming examples. Talk to a DI-Guy salesman to explore if DI-Guy Author is the right solution for adding human character authoring capabilities to your 3D simulation environment.

- **Arbitrary Vertex Input into Octtree and Navmesh generators:** DI-Guy octtree and navmeshes can be created from user supplied arbitrary vertex information.

DI-Guy AI

- **Dynamic Standing:** AI Characters (Agents) that are standing with "normal" variant will cycle randomly through all standing actions labeled as such. Resulting characters have eye-pleasing rich behavior instead of static standing or repetitive single action repetition.
- **Improved Agent Turning Behavior:** Automated stepping behavior is invoked.
- **AI State Inspector Debugging Tool:** Right-clicking on Agents accesses State Inspector user interface for monitoring Lua and C++ Mind activity.
- **High Performance Crowd Collision:** Significant performance as compared with 12.0.x.
- **Crowd Profiles leverage new Variation System:** See above for variation system description.

DI-Guy Licensing

- We have incremented the licensing version from 12 to 12.5, so existing DI-Guy 12 and earlier licenses will not work with DI-Guy 12.5. Contact us at diguy@diguy.com to obtain new licenses if you do not receive your new licenses automatically. A 30 day grace period for old licenses is built into the code.

DI-Guy Version Information

Operating System	Windows 32	Windows 64	Linux 64	Linux 32
Latest Version	12.5.0	12.5.0	12.0.2	11.0.2[2]
Compiler	MSVC10 (2010) MSVC9 (2008)	MSVC10 (2010) MSVC9 (2008)	gcc 4.4 RHE5	gcc 4.3 RHE5
Renderers	OpenGL OpenGL GAPI[1] OSG GAPI[1] DirectX9 GAPI[1]	OpenGL OpenGL GAPI[1] OSG GAPI[1]	OpenGL OpenGL GAPI[1]	OpenGL OpenGL GAPI[1]

[1] *DI-Guy Graphics API Open Source Renderer Integration*

[2] Final Version of Linux 32

DI-Guy 12.0 Release Notes

The release of DI-Guy 12.0 included many advancements in the products. For more information detailing these advancements see DI-Guy 12.0 Release Notes.

New Content

The following pages illustrate the new characters, expressive faces, props and vehicles available in DI-Guy 12.5. Some motions were added to the ch47 character type including talk1-5, look_at_watch, move_bag and more. Please use Character Viewer to enjoy these motions for yourself.

DI-Guy 12.5

CHARACTERS*

*Characters using Expressive Faces™

Boston Dynamics
78 Fourth Avenue
Waltham, MA 02451 USA
617.868.5600 PHONE
617.868.5907 FAX
www.DIGuy.com
diguy@diguy.com

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Boston Dynamics
78 Fourth Avenue
Waltham, MA 02451 USA
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617.868.5907 FAX
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diguy@diguy.com

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PROPS & VEHICLES

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www.DIGuy.com
diguy@diguy.com