



NEW RELEASE CREATOR 4.0 \

NOW AVAILABLE

Creator 4.0 has just been released! We've added many new features as well as made some major enhancements to our next generation software tool for rapidly developing highly optimized real-time 3D content.

CREATOR 4.0 \ NEW FEATURES & ENHANCEMENTS

- **Analyze Model** - A new tool Analyze Model helps you prepare your OpenFlight models to be imported into a **Common Database (CDB)**. It reports problems it finds and can optionally correct many of them automatically.
- **Convert to GIS Source** - A new tool Convert to GIS Source allows you to extract GIS source data from your existing **OpenFlight site models**. You specify an OpenFlight site model and select which GIS source data components to extract. The GIS source data extracted is done so into formats that can be then imported directly into a **Common Database (CDB)**.
- **CDB Model Attribution** - Several new tools have been added to help you attribute your CDB compliant models. These tools include: **CDB Lightpoint Palette Name**, **Assign FID/SMC for CDB Material**, **Set DOF Name for CDB**, **Set Switch Name for CDB**, **Assign FACC for Linear Network**, **Assign FACC for External Reference** and **Assign ICAO/Runway Designation for Lightpoint**.
- **Skirt Tool** - The Skirt tool, located in the Geometry toolbox creates a sloped "skirt" around your site models. A site skirt is sloped, textured geometry that extends below the bottom of a site and is useful to hide any cracks between it and the terrain onto which it might be placed.
- **License Borrowing** - Creator licenses associated to a License Server can now be "borrowed" using the **Creator License Borrowing Utility** (found in the Start menu) . Borrowed licenses can be configured to run on a remote laptop or other computer not connected to your Network License Server.
- **OpenFlight Extensions** - A new, simplified mechanism is now available for you to add custom extension data to existing nodes in your scene. You can do this completely within the Creator modeling environment with no programming required.
- **Operating System Support** - Creator now supports Windows Vista (32 and 64 bit) as well as Windows XP (32 and 64 bit) operating systems. When running on a 64bit system, Creator can take advantage of up to 4 Gb of RAM (if available).
- **And Much More**

CREATOR 4.0 \ MODULES

- **New optional module available called Creator Airports** - Enables users to rapidly generate high fidelity airport site models
- **Creator Buildings Enhancements** - Creator Buildings can now generate typical floor plans for you automatically for any footprint and several different building types, including residential house, aircraft hangar, factor, store/commercial building and storage shed/barn. It now supports the placement of furniture and features into your building levels. It includes many common furniture types and allows you to add your own. The tool can now also import DXF models to use as backgrounds to help you position elements in your building. It also allows you to specify different textures for any individual building element. This affords you much more control over the visual appearance of your building. Finally a copy/paste feature was added that helps you to more rapidly create elements in your building.

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