

LIBAT Viewer Feature List

General Features

- Simple installation and easy to use
- Loading of 3D Data Generated by LIBAT
- Incorporation of terrain data
- Geo-referenced coordinate system
- Standard UTM WGS84 coordinates
- Full textured model support
- High quality texture filtering
- Save and Load Scenarios
- Display UTM grid (2D and 3D views)
- Configurable view background colour

Viewing Features

- View from specified Geo-location
- Split-pane 2D and 3D Viewing
- Interactive 3D Viewing (OpenGL Hardware Accelerated)
- 3D Pan and Walking Modes
- Mouse Centred Orbiting in 3D
- View re-levelling
- Interactive 2D Top-down Viewing (OpenGL Hardware Accelerated)
- Zoom (in 2D mode)
 - Mouse Wheel
 - Window Zoom
- Pan modes for 3D and 2D views
- View placement by camera icon
- Configurable camera icon size
- Configurable field of view
- Toggling of visualisations individually

Tactical Analysis

- Placement of Virtual Observers
- Multiple Observer Locations
- Visualisation of Weapons Ranges
- Visualisation of Visibility Volumes
- Configurable Transparency and Colour
- Observer positioning via geo-location
- Distance measurement tools

Daylight Shadow Analysis

- Sun position by date/time
- Accurate simulation of solar shadowing
- Full shadow volumes computation
- Hotkey based animation of time of day

Line Based Annotations

- Simple line drawing functionality
- Configurable colour and thickness
- 3D lines with terrain following height adjustment
- Edit line vertices and move lines
- Support for multiple lines with different settings

Symbol Based Annotations

- Standards based military symbol library
- 2D icon placement for planar viewing
- 3D bill-boarded signs for perspective viewing
- Edit symbol locations with click and drag
- Configurable symbol scaling (3D and 2D)

System Requirements

Software Requirements

- Supported Release of Microsoft Windows
- Update to date Graphics Drivers (NVIDIA/ATI)
- Screen Resolution of 1152x864 or greater
- 24-bit Colour Depth Required

Hardware Requirements

- Processor of 1.6Ghz or greater
- 1GB of RAM
- Up to 25MB of available hard-disk space
- Graphics Card Supporting OpenGL 1.2
- 128MB of Texture Memory
- Recent Cards from NVIDIA or ATI Recommended

