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DiSTI

PRESS RELEASE



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GL Studio 3.0 Released at ITEC

DiSTI announces release of GL Studio 3.0 PC Simulation content development made easy

Orlando, FL – April 20, 2004 - Distributed Simulation Technology, Inc. [DiSTI] a leading provider of software tools and components for the development of advanced visual and simulation applications, today announced that it has released Version 3.0 of GL Studio. So what's new with GL Studio?

If your manager asks, tell them:

GL Studio 3.0 is the fastest and most innovative way to create 2D/3D PC simulation content on the market. This new environment makes the developer's job easier, increasing their productivity. Build photorealistic instruments such as altimeters, ADI, Air Speed,... in hours, not days. Build electronic instruments such as MFD, PFD and EFIS in days, not years. Build content like you've never seen before.

Build it once, build it fast - deploy it to many places. The same simulation can run stand-alone, on the web, in courseware, or in embedded systems. Runs in Windows, Linux, Irix and LynxOS. Runs in electronic classrooms, via HLA, DIS, LAN or WAN.

Courseware developers – add PC Simulation to your CBT. Why make page turners when you can add level 3 / 4 content at the same price. Are you giving your customers 2D animation when you can have full interactive 3D simulation at the same price? GL Studio generates SCORM conformant content, tested on NMCI and several LMS and LCMS.

Low cost – high ROI - Fixed pricing for unlimited deployment – know how much you are spending before you get into it and don't get hassled with licensing each system you deploy. New Lease Option gives you a single price for multiple developers and unlimited deployment.

If your developer asks, tell them:

GL Studio 3.0 contains a number of features, GUI redesigns and capabilities that are a direct result of customer requests.

New Features for 3.0

- [Lighting and Materials Support](#)
 - Including importing materials from DWB, FLT and 3DSMAX files
- [JPEG Compression Capability](#)
 - Ability to select the compression of your inline textures from the GL Studio editor
- [Plug-in architecture](#)
 - Ability to have new functionality in GL Studio without needing a new version of GL Studio and without needing to reinstall the software
- ["Pickable" attribute](#)
 - "Pickable" attribute allows objects to be designated as non-pickable. This reduces picking overhead and improves drawing time. 3D picking is now over 600% faster.
- [Methods and Variables Enhancements](#)
 - You can now add Comments and create Class Properties.
 - Duplicate existing Methods, Variables and Properties.
 - Methods, Variables and Properties are now all alphabetized.
- [Create Live Components](#)
 - Live Components are GL Studio designs that run in the editor allowing you to test your instrumentation values on the fly. You can also use Live Components to easily integrate GL Studio design with other software tools.
- [Code generation improvements](#)
 - Easier to use generated code
- [Dynamic Coordinate System \(DCS\)](#)
 - Allow each object to maintain its own coordinate system independent of the world coordinates.
- [GL Studio runtime library source code](#)
 - Ability to compile on non-standard platforms (embedded systems).
- [Lock Objects](#)
 - Ability to lock objects into place in the editor keeping them from being selected or accidentally moved.
- [Object or Vertex Location](#)
 - You can specifically move objects or individual vertices by typing in specific values.
- [API Guide](#)
 - There has been substantial cleanup on the API method guide for version 3.0.
- [New Documentation & New Help System](#)
- [C++ .NET project Wizard](#)
 - 7.0 & 7.1 .NET project wizards included as well as the MSVC++ 6.0 project wizard.

New Built-Ins included with 3.0

- [Light Source](#)
 - Creates an OpenGL light source
- [Eye Point](#)
 - The eye point can now be directly controlled as any other object. Multiple eye points can exist. The view from each eye point can be previewed in the editor.
- [Spheres and Cylinders](#)
 - Creates a sphere as a single object. Textures can then be easily wrapped around the object.
- [Anti-aliased Text Object](#)
 - Generates texture map from true type / open type fonts so the anti-aliased textured text becomes generated inline. This promotes better portability of text.
- [GLS Utility library](#)
 - Knobs, Switches and Push Buttons.

New Plug-Ins included with 3.0

- [GLS Utility library](#) - Existing utility functions have been extended using plug-in technology so the user can create them without writing code.
 - [Knobs](#) - Create discrete, free rotating or end point knobs in a point and click GUI manner.
 - [Switches](#) - Create multi position switches in a point and click GUI manner.
 - [Push Buttons](#) - Create push buttons in a point and click GUI manner.

About DiSTI



DiSTI is a software development and research company providing a wide range of services to support development of simulation content for courseware, distributed simulation and real time visual applications. DiSTI has a strong management team, knowledgeable staff of software developers, IT professionals and graphic artists capable of designing, implementing and delivering a full range of training, simulation and networking solutions. DiSTI is located in Orlando, FL, neighboring US Army PEO STRI, NAVAIR and University of Central Florida research facilities. GL Studio is sold directly and through its distributors worldwide. www.simulation.com