

# Virtual Reality Toolbox 3.1.1 Release Notes

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The Virtual Reality Toolbox 3.1.1 Release Notes describe the changes introduced in the latest version of the Virtual Reality Toolbox. The following topics are discussed in these Release Notes.

- “Changes from the Previous Release” on page 1-2

The other updates since Release 13 are summarized starting with “Virtual Reality Toolbox 3.1 Release Notes” on page 2-1. Those updates are available via Web download.

If you are upgrading from a release earlier than Release 13, you should also see “Virtual Reality Toolbox 3.0 Release Notes” on page 3-1.

## **Printing the Release Notes**

If you would like to print the Release Notes, you can link to a PDF version.



## Virtual Reality Toolbox 3.1.1 Release Notes

1

Changes from the Previous Release .....	1-2
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## Virtual Reality Toolbox 3.1 Release Notes

2

<b>New Features</b> .....	<b>2-2</b>
Cross-Platform Support .....	2-2
Improved Rendering .....	2-2
<b>Major Bug Fixes</b> .....	<b>2-3</b>
<b>Known Issue with the Virtual Reality Toolbox and Microsoft Internet Explorer 6.0 (Windows)</b> .....	<b>2-4</b>
<b>Platform Limitation for Mac OS X</b> .....	<b>2-5</b>
Patch Required for MATLAB Running Mac OS X 10.2 .....	2-5
<b>Platform Limitations for HP and IBM</b> .....	<b>2-8</b>
<b>Known Software and Documentation Problems</b> .....	<b>2-9</b>

## Virtual Reality Toolbox 3.0 Release Notes

---

### 3

<b>New Features</b> .....	<b>3-2</b>
Cross-Platform Support .....	<b>3-2</b>
Virtual Reality Toolbox Viewer .....	<b>3-2</b>
Improved Performance .....	<b>3-2</b>
Improved MATLAB Interface .....	<b>3-2</b>
<b>Platform Limitations for HP and IBM</b> .....	<b>3-3</b>
<b>Upgrading from an Earlier Release</b> .....	<b>3-4</b>
Customized V-Realm Object Libraries .....	<b>3-4</b>
<b>Known Software and Documentation Problems</b> .....	<b>3-5</b>

## Virtual Reality Toolbox 2.0 Release Notes

---

### 4

<b>Introduction to the Virtual Reality Toolbox</b> .....	<b>4-2</b>
Simulink Interface .....	<b>4-2</b>
MATLAB Interface .....	<b>4-2</b>
Virtual Reality Modeling Language (VRML) .....	<b>4-2</b>
VRML Viewing .....	<b>4-3</b>
VRML Authoring .....	<b>4-3</b>

# Virtual Reality Toolbox

## 3.1.1 Release Notes

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**Changes from the Previous Release . . . . . 1-2**

## **Changes from the Previous Release**

The VR Source block has been removed from version 3.1.1 of the Virtual Reality Toolbox. If you had models that made use of this block, you will need to remove any references to it before your model will simulate using this release.

If you are upgrading from a release earlier than Release 13SP2, then you should see “Virtual Reality Toolbox 3.1 Release Notes” on page 2-1 in the Release Notes for version 3.1.1.

# Virtual Reality Toolbox 3.1 Release Notes

---

<b>New Features</b> . . . . .	2-2
Cross-Platform Support . . . . .	2-2
Improved Rendering . . . . .	2-2
<b>Major Bug Fixes</b> . . . . .	2-3
<b>Known Issue with the Virtual Reality Toolbox and Microsoft Internet Explorer 6.0 (Windows)</b> . .	2-4
<b>Platform Limitation for Mac OS X</b> . . . . .	2-5
Patch Required for MATLAB Running Mac OS X 10.2 . . .	2-5
<b>Platform Limitations for HP and IBM</b> . . . . .	2-8
<b>Known Software and Documentation Problems</b> . . . .	2-9

## New Features

This section summarizes the new features and enhancements introduced in the Virtual Reality Toolbox 3.1.

For an overview of the Virtual Reality Toolbox, see “Introduction to the Virtual Reality Toolbox” on page 4-2.

### **Cross-Platform Support**

The Virtual Reality Toolbox 3.1 is now supported on the Mac OS X platform. See Supported Computer Platforms in the Virtual Reality Toolbox documentation for more information.

### **Improved Rendering**

The overall rendering of virtual worlds for the Virtual Reality Toolbox is improved.



## Major Bug Fixes

Virtual Reality Toolbox 3.1 includes several bug fixes made since Version 3.0. This section describes the particularly important Version 3.1 bug fixes.

If you are viewing these Release Notes in PDF form, please refer to the HTML form of the Release Notes, using either the Help browser or the MathWorks Web site and use the link provided.

If you are upgrading from a release earlier than Release 13, then you should also see “Upgrading from an Earlier Release” on page 3-4 of the Virtual Reality 3.0 Release Notes.

## Known Issue with the Virtual Reality Toolbox and Microsoft Internet Explorer 6.0 (Windows)

Microsoft Internet Explorer 6.0 might incorrectly interpret system Java library paths, preventing Virtual Reality Toolbox components (such as the Virtual Reality Toolbox Viewer) from running. Netscape users do not experience this problem.

If you are using Internet Explorer 6.0, you should manually edit the Java library path for Microsoft Internet Explorer 6.0. Alternatively, you can also use Microsoft Internet 5.5 with the Virtual Reality Toolbox.

### Editing the Java Library Path

To manually edit the Java library path for Microsoft Internet Explorer 6.0:

**1** Run the regedit command.

**2** Go to

`HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\JavaVM`

A list of value names and their values appears.

**3** Replace each instance of %systemroot% with the system root path. For example

`C:\WINNT`

**4** Restart the computer.

## Platform Limitation for Mac OS X

The Virtual Reality Toolbox requires MATLAB running Mac OS X 10.2.

### Patch Required for MATLAB Running Mac OS X 10.2

To install the Virtual Reality Toolbox on Mac OS X, you must first install a patch available from The MathWorks. To get the patch, go to <ftp://ftp.mathworks.com/pub/tech-support/solutions/s33053>. Refer to this location for any updates. Refer to <http://www.mathworks.com/support> for updated instructions. The instructions for this patch are below.

You should download this patch if you match one of these scenarios:

- You want to install MATLAB Release 13 on a Mac OS X 10.2 system that does not currently have MATLAB installed.
- You want to update an installation of MATLAB that was installed on a system with Mac OS X 10.1.x, but has subsequently been updated to Mac OS X 10.2.
- You want to update an installation of MATLAB that is installed on a system with Mac OS X 10.1.x.
- You already updated MATLAB installed on a system with Mac OS X 10.1.x, as in scenario III above, and have subsequently updated to Mac OS X 10.2.

Depending on which scenario you choose, please follow the directions below.

The first step is to download the MathWorks Jaguar Updater disk image from <ftp://ftp.mathworks.com/pub/tech-support/solutions/s33053>. This file is named `MathWorks_Jaguar_Updater.dmg`. Place this file on your desktop. Double-click the file to start the Disk Copy utility, which will mount the disk image as a virtual disk named **MathWorks\_Jaguar\_Updater**. You will use this **MathWorks\_Jaguar\_Updater** virtual disk in the following installations.

Next, locate your scenario and follow the steps listed for that scenario.

#### Scenario I

You want to install MATLAB Release 13 on a Mac OS X 10.2 system that does not currently have MATLAB installed.

- 1 Insert the MATLAB Release 13 install CD titled **CD 1 of 3** into your CD drive.

- 2 Wait a few moments for Mac OS X to mount the CD. When the **MathWorks\_R13\_1** volume appears on your desktop, you can proceed.
- 3 Double-click on the **Install for Mac OS X** icon in the **MathWorks\_Jaguar\_Updater** virtual disk.
- 4 Follow the instructions presented by the installer.
- 5 After the installer finishes, drag the **MathWorks\_R13\_1** volume to the trash to eject the CD, and repeat steps 1 through 4 with CD 2 of 3 and CD 3 of 3.

### Scenario II

You want to update an installation of MATLAB that was installed on a system with Mac OS X 10.1.x, but has subsequently been updated to Mac OS X 10.2.

- 1 Double-click on the **XFree86\_4.2.0.1-10.2** icon in the **MathWorks\_Jaguar\_Updater** virtual disk.
- 2 Follow the instructions presented by the XFree86 updater. Accept any default values presented.
- 3 Double-click on the **MATLABR13\_Jaguar\_patch** icon in the **MathWorks\_Jaguar\_Updater** virtual disk.
- 4 Follow the instructions presented by the MATLAB updater. When asked to choose the folder where MATLAB is installed click **Next** unless MATLAB is not installed the default location (/Applications/MATLAB6p5). If MATLAB is not installed in the default location, click the **Choose...** button and navigate to the folder where you installed MATLAB.

### Scenario III

You want to update an installation of MATLAB that is installed on a system with Mac OS X 10.1.x.

- 1 Double-click on the **MATLABR13\_Jaguar\_patch** icon in the **MathWorks\_Jaguar\_Updater** virtual disk.
- 2 Follow the instructions presented by the MATLAB updater. When asked to choose the folder where MATLAB is installed click **Next** unless MATLAB is

not installed the default location (/Applications/MATLAB6p5). If this is the case, then click the **Choose...** button and navigate to the folder where you installed MATLAB.

### **Scenario IV**

You already updated a MATLAB installed on a system with Mac OS X 10.1.x, as in scenario III above, and have subsequently updated to Mac OS X 10.2.

- 1** Double-click on the **XFree86\_4.2.0.1-10.2** icon in the **MathWorks\_Jaguar\_Updater** virtual disk.
- 2** Follow the instructions presented by the XFree86 updater. Accept any default values presented.

## **Platform Limitations for HP and IBM**

The Virtual Reality Toolbox is not supported on HP and IBM platforms.

## **Known Software and Documentation Problems**

This section includes a link to a description of known software and documentation problems in Version 3.1.

If you are viewing these Release Notes in PDF form, please refer to the HTML form of the Release Notes, using either the Help browser or the MathWorks Web site and use the link provided.





# Virtual Reality Toolbox 3.0 Release Notes

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<b>New Features</b> . . . . .	3-2
Cross-Platform Support . . . . .	3-2
Virtual Reality Toolbox Viewer . . . . .	3-2
Improved Performance . . . . .	3-2
Improved MATLAB Interface . . . . .	3-2
<b>Platform Limitations for HP and IBM</b> . . . . .	3-3
<b>Upgrading from an Earlier Release</b> . . . . .	3-4
Customized V-Realm Object Libraries . . . . .	3-4
<b>Known Software and Documentation Problems</b> . . . . .	3-5

## New Features

This section summarizes the new features and enhancements introduced in the Virtual Reality Toolbox 3.0.

For an overview of the Virtual Reality Toolbox, see “Introduction to the Virtual Reality Toolbox” on page 4-2.

### Cross-Platform Support

The Virtual Reality Toolbox 3.0 is supported on both PC and UNIX platforms. See Supported Computer Platforms in the Virtual Reality Toolbox documentation for more information.

### Virtual Reality Toolbox Viewer

The Virtual Reality Toolbox 3.0 now contains a VRML viewer. You can use this viewer on all supported operating systems. With the Virtual Reality Toolbox viewer, you can move between predefined viewpoints in a virtual scene. You can also control the navigation method, speed, and rendering of the virtual world. From the MATLAB interface, you can control the Virtual Reality Toolbox viewer better than other VRML-enabled Web browsers.

### Improved Performance

The communication between the Virtual Reality Toolbox and VRML-enabled Web browsers is improved. You are now able to perform such tasks as controlling multiple objects in a virtual scene or setting multiple field values faster than before.

### Improved MATLAB Interface

It is now easier to access and manipulate virtual world objects from the MATLAB command line. You can use dot notation to change object properties. Also, multiple field values are transferred between MATLAB and the Virtual Reality server in a form consistent with their VRML representation.

## **Platform Limitations for HP and IBM**

The Virtual Reality Toolbox is not supported on HP and IBM platforms.

## Upgrading from an Earlier Release

This section describes an upgrade issue involved in moving from the Virtual Reality Toolbox 2.0 to Version 3.0.

### Customized V-Realm Object Libraries

If you are on a PC platform and you created your own object libraries in V-Realm while using the Virtual Reality Toolbox 2.0, deleting MATLAB deletes these custom libraries. You need to save these libraries before uninstalling the older version of MATLAB:

- 1 Save the contents of the `<MATLAB root>\toolbox\vr\vrealm` directory to another location on your system.
- 2 Uninstall the older version of MATLAB.
- 3 Install MATLAB 6.5 (Release 13).
- 4 Install V-Realm using the command  
`vrinstall -install editor`
- 5 Save the files from your old `vrealm` directory into the new `vrealm` directory.

MATLAB 6.5 should have the same directory structure as your previous version of MATLAB. If the directory structure is not identical, search your system for `vrbuild2.ini`. Edit the relative paths within this file to reflect the directory structure of MATLAB 6.5.

After you have moved your files into the new `vrealm` directory and customized your `vrbuild2.ini` file, do not reinstall the V-Realm editor. The command

```
vrinstall -install editor
```

replaces the existing `vrbuild2.ini` file with the default template file.

## **Known Software and Documentation Problems**

This section includes a link to a description of known software and documentation problems in Version 3.0.

If you are viewing these Release Notes in PDF form, please refer to the HTML form of the Release Notes, using either the Help browser or the MathWorks Web site and use the link provided.



# Virtual Reality Toolbox 2.0 Release Notes

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<b>Introduction to the Virtual Reality Toolbox . . . . .</b>	<b>4-2</b>
Simulink Interface . . . . .	4-2
MATLAB Interface . . . . .	4-2
Virtual Reality Modeling Language (VRML) . . . . .	4-2
VRML Viewing . . . . .	4-3
VRML Authoring . . . . .	4-3

# Introduction to the Virtual Reality Toolbox

The Virtual Reality Toolbox extends the capabilities of MATLAB and Simulink into the world of virtual reality graphics. Using standard Virtual Reality Modeling Language (VRML) technology, you can create animated three-dimensional scenes that are driven from the MATLAB and Simulink environment.

## Simulink Interface

You can observe a simulation of your dynamic system over time in a visually realistic three-dimensional model.

Most of the Virtual Reality Toolbox features can be implemented with Simulink blocks. Once you include these blocks in a Simulink diagram, they allow you to select the virtual world, which you connect to Simulink signals. The Virtual Reality Toolbox automatically scans the virtual world for available VRML nodes that can be driven by Simulink.

## MATLAB Interface

The Virtual Reality Toolbox provides a flexible MATLAB interface to a virtual reality world.

## Virtual Reality Modeling Language (VRML)

The Virtual Reality Modeling Language (VRML) is an ISO standard that is open, text-based, and uses a Web-oriented format. You use VRML to define a virtual world that you can display in a Web browser and connect to a Simulink model.

The Virtual Reality Toolbox uses many of the advanced features defined in the current VRML97 specification. The term VRML, in this chapter, always refers to VRML as defined in the VRML97 standard ISO/IEC 14772-1:1997. This format includes a description of three-dimensional scenes, sound, internal actions, and Web anchors.



## **VRML Viewing**

If you install a VRML plug-in, you can view a virtual world in your preferred Web browser. For PC platforms, the Virtual Reality Toolbox includes the popular VRML plug-in, blaxxun Contact.

The Virtual Reality Toolbox connects MATLAB and Simulink with a VRML enabled browser to display a simulated process using the TCP/IP protocol. This allows you to watch a simulated virtual world not only on the computer where MATLAB and Simulink are running, but also on other computers connected through the Internet.

## **VRML Authoring**

For PC platforms, the Virtual Reality Toolbox includes the leading VRML authoring tool, V-Realm Builder, by Ligos Corp. With the addition of this VRML authoring tool, the Virtual Reality Toolbox provides a complete authoring, development, and working environment for carrying out three-dimensional visual simulations.

