

# Virtual Reality Toolbox Release Notes

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The Chapter 1, “Virtual Reality Toolbox 4.2.1 Release Notes” describe the changes introduced in the latest version of the Virtual Reality Toolbox. The following topics are discussed:

- “New Features” on page 1-2
- “Major Bug Fixes” on page 1-3
- “Known Software and Documentation Problems” on page 1-4

The Virtual Reality Toolbox Release Notes also provide information about previous versions of the product.

- Chapter 2, “Virtual Reality Toolbox 4.2 Release Notes”
- Chapter 3, “Virtual Reality Toolbox 4.1 Release Notes”
- Chapter 4, “Virtual Reality Toolbox 4.0.1 Release Notes”
- Chapter 5, “Virtual Reality Toolbox 4.0 Release Notes”
- Chapter 6, “Virtual Reality Toolbox 3.1.1 Release Notes”
- Chapter 7, “Virtual Reality Toolbox 3.1 Release Notes”
- Chapter 8, “Virtual Reality Toolbox 3.0 Release Notes”
- Chapter 9, “Virtual Reality Toolbox 2.0 Release Notes”

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



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# Virtual Reality Toolbox

## 4.2.1 Release Notes

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## **New Features**

No significant new features have been introduced for Version 4.2.1 of the Virtual Reality Toolbox. Except for bug fixes, the product is essentially unchanged from Version 4.2.



## Major Bug Fixes

To view major bug fixes made in R14SP3 for the Virtual Reality Toolbox, use the Bug Reports interface on the MathWorks Web site.

Note that if you are not already logged in to Access Login, when you link to the Bug Reports interface (see below), you will be prompted to log in or create an Access Login account.

After you are logged in, use this link. You will see the bug report for the Virtual Reality Toolbox. The report is sorted with fixed bugs listed first, and then open bugs.

If you are viewing these release notes in PDF form on the MathWorks Web site, you can refer to the HTML form of the release notes on the MathWorks Web site and use the link provided.

For bug fixes added prior to R14SP2, see “Major Bug Fixes” on page 3-6 in the Virtual Reality Toolbox 4.1 release notes.

## **Known Software and Documentation Problems**

To view important open bugs in R14SP3 for the Virtual Reality Toolbox, use the Bug Reports interface on the MathWorks Web site.

Note that if you are not already logged in to Access Login, when you link to the Bug Reports interface (see below), you will be prompted to log in or create an Access Login account.

After you are logged in, use this link. You will see the bug report for the Virtual Reality Toolbox. The report is sorted with fixed bugs listed first, and then open bugs. You can select the Status column to list the open bugs first.

If you are viewing these release notes in PDF form on the MathWorks Web site, you can refer to the HTML form of the release notes on the MathWorks Web site and use the link provided.

# Virtual Reality Toolbox 4.2

## Release Notes

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## New Features

Virtual Reality Toolbox 4.2 is a Web download release. This section introduces the new features and enhancements added since Version 4.1 (Release 14SP2).

### Virtual Reality Toolbox Support of MATLAB Compiler

The Virtual Reality Toolbox now supports the MATLAB Compiler. With this capability, you can use the MATLAB Compiler to take M-files as input and generate redistributable, stand-alone applications that include Virtual Reality Toolbox functionality, including the Virtual Reality Toolbox viewer. The Virtual Reality Toolbox does not support the MATLAB Compiler for the HP-UX platform.

### Virtual Reality Toolbox Viewer

The following changes were made to the viewer:

- The Virtual Reality Toolbox viewer **Recording** menu has changed to support frame captures in addition to animation recording.
- The Virtual Reality Toolbox toolbar now has a camera icon that you can click to capture a frame of the current virtual scene.

### Virtual Reality Toolbox Preferences Dialog

The Virtual Reality Toolbox preferences dialog, available through the MATLAB desktop **File -> Preferences** dialog, has been updated as follows:

- The **Virtual Reality Figure** pane is now organized by tabs.
- The Virtual Reality Toolbox preferences dialog now provides frame capture preferences. These are available through the **Frame Capture** tab of the **Virtual Reality Figure** pane.

### vrsetpref and vrgetpref Changes

The `vrfigure` set and get functions now include the following properties to support frame capturing:

- `CaptureFileFormat`

- `CaptureFileName`

## Space Mouse Block Enhancement

The Magellan Space Mouse block now allows you to specify upper and lower position coordinate limits for the mouse. The following parameters were added:

- **Limit position** — Determines whether you can limit the upper and lower positions of the mouse.
- **Lower position limit** — Position coordinates for the lower limit of the mouse.
- **Upper position limit** — Position coordinates for the upper limit of the mouse.

## Virtual Reality Toolbox and Graphics Cards Drivers

For optimal performance, use Virtual Reality Toolbox on a computer with a graphics card that supports 3-D hardware acceleration and the OpenGL environment.

If you encounter issues with the Virtual Reality Toolbox rendering or the Virtual Reality Toolbox viewer display, ensure that you are using the latest version of your graphics card driver. You can obtain the latest version from the graphics card manufacturer.

To list general OpenGL information, such as the OpenGL version and vendor information, type

```
opengl info
```

If you are running Virtual Reality Toolbox on a Windows system and you are experiencing rendering problems, experiment with the graphics card hardware acceleration settings to reduce and turn off the hardware acceleration. There are a number of ways that you can access the hardware acceleration setting. One way is the following:

- 1** From the **Control Panel**, select **Display**.

The **Display Properties** window is displayed.

- 2** Select the **Settings** tab and click the **Advanced** button.

A configuration window for your graphics card is displayed.

- 3** Select the **Troubleshooting** tab.

- 4** Iteratively adjust the hardware acceleration setting lower and off. Try the results after each adjustment.

If lowering or disabling the hardware acceleration corrects the rendering issues, your graphics card does not properly support OpenGL. If you already have the latest version of the graphics card driver, you might need a new graphics card.

## Known Limitations

This section describes known limitations for Virtual Reality Toolbox Version 4.2:

- For UNIX systems, OpenGL must be working for the Virtual Reality Toolbox to run. This means that OpenGL libraries must be installed and working. Verify that OpenGL is running properly by typing, at the MATLAB Command Window,

```
opengl info
```

If this command returns messages that indicate missing or broken OpenGL links, Virtual Reality Toolbox will not work. As a workaround, you must ensure that your OpenGL installation is correct. This might require you to update the OpenGL video drivers or the OpenGL library.

- For some Linux window managers/desktop environments, the Virtual Reality Toolbox viewer does not save its position. This limitation occurs in the following:
  - K Desktop Environment (KDE)
  - Debian GNU/Linux ICE Window Manager
  - F Virtual Window Manager (FVWM) Version 2.0 and later
- Because of a limitation in the internal viewer, scenes that have large scaled worlds might not be displayed correctly.

The workaround is to edit your virtual world through the V-Realm Builder or a text editor. Increase the `visibilityLimit` field of the `NavigationInfo` node to a number that is greater than the longest distance in the virtual world. For example,

```
NavigationInfo
{
    ...
    visibilityLimit 1e7
    ...
}
```

- You might not be able to access a Virtual Reality Toolbox object method reference page from the MATLAB Command Window. To access a page, use the MATLAB Help window.
- This release provides online help documentation for the V-Realm Builder. Standard help operations such as syncing the help with the Contents tab are not supported. The ability to search for terms in the V-Realm Builder help is supported.



## **Known Software and Documentation Problems**

The MathWorks Web site includes a list of known software and documentation problems in the Virtual Reality Toolbox 4.2.

If you are viewing these release notes in PDF form on the MathWorks Web site, refer to the HTML form of the release notes on the MathWorks Web site and use the link provided.



# Virtual Reality Toolbox 4.1

## Release Notes

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## New Features

Virtual Reality Toolbox 4.1 is a Web download release. This section introduces the new features and enhancements added since Version 4.0.1 (Release 14SP1).

### Virtual Reality Toolbox Stand-Alone Viewer

The Virtual Reality Toolbox now includes Orbisnap. This is a free, optional, and multiplatform stand-alone VRML viewer that does not require you to have either MATLAB® or the Virtual Reality Toolbox. You can use Orbisnap to

- View prerecorded WRL animation files
- Remotely view, from a client machine, a virtual world loaded in a current session of the Virtual Reality Toolbox
- View and navigate, but not simulate, a VRML world or scene

### Virtual Reality Toolbox Viewer

The Virtual Reality Toolbox viewer now allows you to interactively set the `vrfigure` maximum texture size through the **Rendering** menu.

## Virtual Reality Toolbox and Graphics Cards Drivers

For optimal performance, use Virtual Reality Toolbox on a computer with a graphics card that supports 3-D hardware acceleration and the OpenGL environment.

If you encounter issues with the Virtual Reality Toolbox rendering or the Virtual Reality Toolbox viewer display, ensure that you are using the latest version of your graphics card driver. You can obtain the latest version from the graphics card manufacturer.

To list general OpenGL information, such as the OpenGL version and vendor information, type

```
opengl info
```

If you are running Virtual Reality Toolbox on a Windows system and you are experiencing rendering problems, experiment with the graphics card hardware acceleration settings to reduce and turn off the hardware acceleration. There are a number of ways that you can access the hardware acceleration setting. One way is the following:

- 1** From the **Control Panel**, select **Display**.

The **Display Properties** window is displayed.

- 2** Select the **Settings** tab and click the **Advanced** button.

A configuration window for your graphics card is displayed.

- 3** Select the **Troubleshooting** tab.

- 4** Iteratively adjust the hardware acceleration setting lower and off. Try the results after each adjustment.

If lowering or disabling the hardware acceleration corrects the rendering issues, your graphics card does not properly support OpenGL. If you already have the latest version of the graphics card driver, you might need a new graphics card.

## Known Limitations

This section describes known limitations for Virtual Reality Toolbox Version 4.1:

- For UNIX systems, OpenGL must be working for the Virtual Reality Toolbox to run. This means that OpenGL libraries must be installed and working. Verify that OpenGL is running properly by typing, at the MATLAB Command Window,

```
opengl info
```

If this command returns messages that indicate missing or broken OpenGL links, Virtual Reality Toolbox will not work. As a workaround, you must ensure that your OpenGL installation is correct. This might require you to perform operations such as update the OpenGL video drivers or the OpenGL library.

- For some Linux window managers/desktop environments, the Virtual Reality Toolbox viewer does not save its position. For example, this limitation occurs in the following:
  - K Desktop Environment (KDE)
  - Debian GNU/Linux ICE Window Manager
  - F Virtual Window Manager (FVWM) Version 2.0 and later
- Due to a limitation in the internal viewer, scenes that have large scaled worlds might not be displayed correctly.

The workaround is to edit your virtual world through the V-Realm Builder or a text editor. Increase the `visibilityLimit` field of the `NavigationInfo` node to a number that is greater than the longest distance in the virtual world. For example,

```
NavigationInfo
{
    ...
    visibilityLimit 1e7
    ...
}
```

- You might not be able to access a Virtual Reality Toolbox object method reference page from the MATLAB Command Window. To access a page, use the MATLAB Help window.
- This release provides online help documentation for the V-Realm Builder. Standard help operations such as syncing the help with the Contents tab are not supported. The ability to search for terms in the V-Realm Builder help is supported.

## **Major Bug Fixes**

The Virtual Reality Toolbox Version 4.1 includes important bug fixes made since Version 4.0.1. You can see a list of major Version 4.1 bug fixes on the MathWorks Web site.

If you are viewing these release notes in PDF form on the MathWorks Web site, please refer to the HTML form of the release notes on the MathWorks Web site and use the link provided.



# Virtual Reality Toolbox

## 4.0.1 Release Notes

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### Changes from the Previous Release

The VR Source block has been removed from Version 4.0.1 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 14SP1, then you should see Chapter 5, “Virtual Reality Toolbox 4.0 Release Notes”.

# Virtual Reality Toolbox 4.0

## Release Notes

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## New Features

This section summarizes the new features added to the Virtual Reality Toolbox for Release 14.

### Improved Overall Performance

Infrastructure changes have improved the overall performance of Virtual Reality Toolbox.

### Tracing and Offline Animation Files

Virtual Reality Toolbox enables you to record animations of virtual scenes that are controlled by Simulink® or MATLAB. You can then later play back these animations offline (in other words, independent of MATLAB, Simulink, or Virtual Reality Toolbox). You can save animation data in the following formats:

- 3-D VRML — Virtual Reality Toolbox traces object movements and saves that data into a VRML file using VRML97 timers and position/orientation interpolators. During the simulation, Virtual Reality Toolbox creates interpolators and saves key and interpolation data values for all the controlled movable objects in the scene. After the simulation is stopped, Virtual Reality Toolbox saves the entire original VRML scene with the added timers/interpolators into a user-specified VRML file.

You can then view these files with the Virtual Reality Toolbox viewer. 3-D VRML files typically use much less disk space than Audio Video Interleave (AVI) files. If you make any navigation movements in the Virtual Reality Toolbox viewer while recording the animation, Virtual Reality Toolbox does not save any of these movements.

- 2-D AVI — Virtual Reality Toolbox traces object movements and writes animation data into an Audio Video Interleave (AVI) file using the Virtual Reality Toolbox `vrfigure/capture` method and the MATLAB `avifile` function. Because `avifile` can record the exact 2-D snapshot of each figure window, the recorded 2-D animation reflects exactly what you see in the viewer window. It includes any navigation movements you make during the recording.

This functionality has been integrated into the Virtual Reality Toolbox viewer. See “Viewing Virtual Worlds” in the Virtual Reality Toolbox User’s Guide documentation for complete details.

You can also save animation data through the MATLAB interface. This functionality has been integrated into the `vrworld` and `vrfigure` methods. See “MATLAB Interface” in the Virtual Reality Toolbox User’s Guide documentation for procedures on how to save animation data. For updates to the `vrworld` and `vrfigure` methods, see “vrworld Object Property Updates” on page 5-11 and “vrfigure Object Property Updates” on page 5-12 respectively.

Notes when working with animation data:

- If you distribute the resulting VRML animation file, be sure to also distribute all the inlined object and texture files referenced in the original VRML world file.
- While recording 2-D AVI animation data, always ensure that the Virtual Reality Toolbox viewer is the topmost window and fully visible. Graphics acceleration limitations might prevent the proper recording of 2-D animation otherwise.
- For the creation of animation files, timing is an important issue. When you create animation files that are controlled from Simulink, the timing properties that control when the recording is started and stopped, and when each data snapshot (3-D) or animation frame (2-D) is saved, are related to the Simulink time. To better capture the scene dynamics, you might want to change the **Sample time** parameter of the VR Sink block parameter.

When you create animation files that are controlled from MATLAB, you need to programmatically advance the time in the virtual scene. See “Improved Timing Control” on page 5-5 for further details.

## Improved Virtual Reality Toolbox Viewer

The Virtual Reality Toolbox viewer has been completely updated and improved. In addition to the original Navigation Panel at the bottom of the window, the Virtual Reality Toolbox viewer now has a menu bar and associated toolbar. These additional areas allow you to perform a number of operations on the loaded virtual world, including

- Start the V-Realm Builder editor

- Perform navigation and rendering operations
- Work with, add, and remove viewpoints
- Start and stop model simulation
- Edit VR block parameters
- Record animations of the model simulation. You can later play back the animation files without Virtual Reality Toolbox or other MATLAB product.

In addition, Virtual Reality Toolbox has been enhanced for better VRML 97 compatibility, including:

- Proper handling of PROTO nodes
- Improved VRMLScript processing
- Improved texture rendering, allowing for resolution to the hardware limit of your video card
- Improved rendering of transparent images

In addition, the Virtual Reality Toolbox viewer keyboard navigation has changed. See “Viewing Virtual Worlds” in the Virtual Reality Toolbox User’s Guide documentation for further details.

### **Double-Clicking VR Sink Blocks Behavior Changed**

The behavior of a VR Sink block when you double-click it has changed as follows:

- 1** The first time you add a VR Sink block to a model, double-clicking that block displays the block parameter dialog for that block.
- 2** After configuration is complete and you make an association with a virtual world, double-clicking the VR Sink block displays the Virtual Reality Toolbox viewer for that model.

To display the block parameter dialog for the VR Sink block in the Virtual Reality Toolbox viewer, select the **Simulation** menu, then **Block Parameters**.

## Extended Support of Data Types

Virtual Reality Toolbox now supports a number of MATLAB data types. In earlier releases, Virtual Reality Toolbox only supported a data type of double. Virtual Reality Toolbox provides an interface between the MATLAB and Simulink environment and VRML scenes. With this interface, you can set and get the VRML scene node field values. The `setfield` and `getfield` `vrnode` methods have been updated to work with these new data types. See VRML Data Types in the Virtual Reality Toolbox User's Guide documentation for further details about data types.

## Improved Timing Control

The time in virtual scenes advances independently of MATLAB and Simulink interfaces. As a result, if you define dynamic actions directly in the VRML world, these actions cannot interact appropriately with object actions controlled by Virtual Reality Toolbox through MATLAB or Simulink. To compensate for this, Virtual Reality Toolbox now provides two `vrworld` properties, `Time` and `TimeSource`. The `Time` property contains the current time in the virtual world. The `TimeSource` property defines the source of the time for the virtual world. The `TimeSource` property can take the following values:

- 'external' — This is the default value. This property value specifies that an external source controls the time in a virtual world (in other words, all Virtual Reality Toolbox viewer windows). This external source can be either from Simulink, using the simulation time, or from MATLAB, using the `vrworld` method `set(w, 'Time', time_value)`. The 'external' property value eliminates the unpredictable interferences between Simulink and internal virtual world time and ambiguities in interpreting the time in the virtual world.
- 'freerun' — This property value specifies that the time in virtual worlds advances independently based on the system timer. You can still set the time from which the virtual world clock starts advancing with the `vrworld` method `set(w, 'Time', time_value)`.

## HP-UX Platform Support

The Virtual Reality Toolbox is now supported on Hewlett-Packard UNIX (HP-UX) 11.00.

## New vrfigure Object Functions

The vrfigure object has two new methods:

- `vrgetcf` — Gets the handle for a currently active virtual reality figure. It is most useful to query and set virtual reality figure properties.
- `vrgetcbf` — Gets the current callback virtual reality figure.

## Joystick Input and Magellan Space Mouse Block Updates

When you place the Joystick Input and Magellan Space Mouse blocks in disabled subsystems, these blocks no longer require that actual hardware be connected to the computer for the model to run. This allows you to create models with alternative user interfaces, switchable according to the actual hardware configuration.

## New and Updated Demos

New and updated demos in Release 14 are listed in the table below. You can open the demos by entering the corresponding model names in the MATLAB Command Window.

<b>Title</b>	<b>Model Name</b>
Portal Crane with Joystick Control	<code>vr_crane_joystick</code>
Portal Crane with Predefined Trajectory	<code>vr_crane_traj</code>
Heat Transfer Visualization with 2-D Animation	<code>vr_heat_anim</code>
Vehicle Dynamics Visualization	<code>vr_octavia</code>

## Virtual Reality Toolbox Simulink Blocks Updates

The Simulink block library for the Virtual Reality Toolbox has the following block updates:

- VR Sink blocks now accept all meaningful data types as input. It converts these data types to natural VRML types as necessary. These data types



include logical values, many types of signed and unsigned integers, singles, and doubles. See VRML Data Types in the Virtual Reality Toolbox User's Guide documentation for further details about data types.

- VR Source blocks now output signals of data types corresponding to the natural VRML data types of the associated fields. These data types include logical values, many types of signed and unsigned integers, singles, and doubles. See VRML Data Types in the Virtual Reality Toolbox User's Guide documentation for further details about data types.
- Space Mouse Input blocks now support USB devices (such as the SpaceBall input device), and the SpaceTraveler motion controller.
- Joystick Input blocks now support force-feedback devices such as force-feedback joysticks, steering wheels, and haptic devices. To use this functionality, you must install Microsoft DirectX Version 8.0 or later.

## VR Sink and VR Source Block Source File

The behavior of the VR Sink and VR Source block Source file text field has changed as follows:

- Browsing to a file enters that filename in the text field, with a path relative to the Simulink model location. For example, if the VRML file resides in `<Simulink model location>\vrml\vrbounce.wrl`, the filename that appears in the text field is `vrml\vrbounce.wrl`.
- If a model has a VRML file associated with it, Virtual Reality Toolbox searches the path associated with that file. If Virtual Reality Toolbox does not find the file on this path, it then searches for the filename using the MATLAB path value.
- If you enter an absolute and fully qualified path for the VRML file, Virtual Reality Toolbox searches just that path for the file.

## MATLAB Interface Updates

Associated with the support of extended data types (see “Extended Support of Data Types” on page 5-5), the MATLAB interface `vrsetpref` and `vrgetpref` functions now set and get the following new preferences in addition to earlier preferences.

## Preferences Changes

Virtual Reality Toolbox lets you specify preference settings so that you can define the default behavior of Virtual Reality Toolbox. The preferences functionality has the following changes:

- The ability to set Virtual Reality Toolbox preferences has moved from the VR Sink/Source blocks to the standard MATLAB preference system accessible through the MATLAB main window **File -> Preferences** menu item.

For this release, you can set only the preferences for **HttpPort**, **VrPort**, **Editor**, and **TransportBuffer** preferences using the MATLAB **Preferences** menu. To get or set the full set of preferences, use the functions `vrgetpref` and `vrsetpref`.

- The following preferences have been added to the Virtual Reality Toolbox. For preferences that begin with the string `DefaultFigure` or `DefaultWorld`, these values are the default values for the corresponding `vrfigure` or `vrworld` property.

Preference	Description
<code>DataTypeBool</code>	Specifies the handling of the VRML Bool data type for <code>vrnode/setfield</code> and <code>vrnode/getfield</code> . Valid values are 'logical' and 'char'. If set to 'logical', the VRML Bool data type is returned as a logical value. If set to 'char', the Bool data type is returned 'on' or 'off'. Default is 'logical'.

Preference	Description
DataTypeInt32	Specifies handling of the VRML Int32 data type for vrnnode/setfield and vrnnode/getfield. Valid values are 'int32' and 'double'. If set to 'int32', the VRML Int32 data type is returned as int32. If set to 'double', the Int32 is returned as 'double'. Default is 'double'.
DataTypeFloat	Specifies the handling of the VRML float data type for vrnnode/setfield and vrnnode/getfield. Valid values are 'single' and 'double'. If set to 'single', the VRML Float and Color data types are returned as 'single'. If set to 'double', the Float and Color data types are returned as 'double'. Default is 'double'.
DefaultFigureAntiAliasing	Determines whether antialiasing is used by default for new vrfigure objects. Valid values are 'off' and 'on'.
DefaultFigureDeleteFcn	Specifies the default callback invoked when closing a vrfigure object.
DefaultFigureLighting	Specifies whether the lights are rendered by default for new vrfigure objects. Valid values are 'off' and 'on'.

<b>Preference</b>	<b>Description</b>
DefaultFigureMax TextureSize	Specifies the default maximum pixel size of a texture used in rendering new vrfigure objects. Valid values are 'auto' and $32 \leq x \leq \text{video card limit}$ , where $x$ is a power of 2.
DefaultFigureRecord2D CompressMethod	Specifies the default compression method for creating 2-D animation files for new vrfigure objects. Valid values are '', 'auto', 'lossless', and 'codec_code'.
DefaultFigureRecord2D CompressQuality	Specifies the default quality of 2-D animation file compression for new vrfigure objects. Valid values are 0-100.
DefaultFigureRecord2D FileName	Specifies the default 2-D offline animation file name for new vrfigure objects.
DefaultFigureStatusBar	Specifies whether the status bar appears by default at the bottom of the Virtual Reality Toolbox viewer for new vrfigure objects. Valid values are 'off' and 'on'.
DefaultFigure Transparency	Specifies whether or not transparency information is taken into account when rendering for new vrfigure objects. Valid values are 'off' and 'on'.
DefaultFigureWireframe	Specifies whether objects are drawn as solids or wireframes by default for new vrfigure objects. Valid values are 'off' and 'on'.
DefaultWorldRecord3D FileName	Specifies the default 3-D animation file name for new vrworld objects.

Preference	Description
DefaultWorldRecordMode	Specifies the default animation recording mode for new vrworld objects. Valid values are 'manual' and 'scheduled'.
DefaultWorldRecordInterval	Specifies the default start and stop times for scheduled animation recording for new vrworld objects. Valid value is a vector of two doubles.
DefaultWorldRemoteView	Specifies whether the virtual world is enabled by default for remote viewing for new vrworld objects. Valid values are 'off' and 'on'.
DefaultWorldTimeSource	Specifies the default source of the time for new vrworld objects. Valid values are 'external' and 'freerun'.
TransportTimeout	Amount of time VR server waits for a reply from the client. If there is no response from the client, VR server disconnects from the client.

## vrworld Object Property Updates

Associated with the support of animation files, the vrworld object now supports the following new properties:

Property	Description
Record3D	Enables 3D animation recording. Read/write.
Record3DFileName	3D animation file name. The string can contain tokens that are replaced by the corresponding information when the animation recording takes place. Read/write.
Recording	Animation recording toggle. This property acts as the master recording switch. Read/write.

<b>Property</b>	<b>Description</b>
RecordMode	Animation recording mode. Read/write.
RecordInterval	Start and stop times for scheduled animation recording. Corresponds to the virtual world object Time property. Read/write.
Time	Current time in the virtual world. Read/write.
TimeSource	The source of the time for the virtual world. If set to 'external', time in the scene is controlled from MATLAB (by setting the Time property) or Simulink (simulation time), if set to 'freerun', time in the scene advances independently based on the system timer. Read/write.

## **vrfigure Object Property Updates**

The vrfigure object now supports the following new properties:

<b>Property</b>	<b>Description</b>
MaxTextureSize	Sets the maximum pixel size of a texture used in rendering vrfigure objects. The smaller the size, the faster the texture can render. Increasing this value improves image quality but decreases performance. A value of 'auto' sets the maximum possible pixel size. If the value you enter is unsuitable, a warning might trigger. Virtual Reality Toolbox then automatically adjusts the property to the next smaller suitable value. Read/write.
NavMode	Specifies navigation mode. Read/write.
NavSpeed	Specifies navigation speed. Read/write.
NavZones	Toggles navigation zones on/off. Read/write.
Record2D	Enables 2-D offline animation file recording. Read/write.

<b>Property</b>	<b>Description</b>
Record2DCompress Method	Specifies the compression method for creating 2-D animation files. The <code>codec_code</code> must be registered in the system. See the MATLAB function documentation for <code>avifile</code> . Read/write.
Record2DCompress Quality	Specifies the quality of 2-D animation file compression. Read/write.
Record2DFileName	Specifies the 2-D offline animation file name. The string can contain tokens that are replaced by the corresponding information when the animation recording takes place. Read/write.
StatusBar	Toggles the status bar at the bottom of the Virtual Reality Toolbox viewer. Read/write.
Toolbar	Toggles the toolbar on the Virtual Reality Toolbox viewer. Read/write.

## Virtual Reality Toolbox and Graphics Cards Drivers

For optimal performance, use Virtual Reality Toolbox on a computer with a graphics card that supports 3-D hardware acceleration and the OpenGL environment.

If you encounter issues with the Virtual Reality Toolbox rendering or the Virtual Reality Toolbox viewer display, ensure that you are using the latest version of your graphics card driver. You can obtain the latest version from the graphics card manufacturer.

To list general OpenGL information, such as the OpenGL version and vendor information, type

```
opengl info
```

If you are running Virtual Reality Toolbox on a Windows system, and you are experiencing rendering problems, experiment with the graphics card hardware acceleration settings to reduce and turn off the hardware acceleration. There are a number of ways that you can access the hardware acceleration setting. One way is the following:

- 1 From the **Control Panel**, select **Display**.

The **Display Properties** window is displayed.

- 2 Select the **Settings** tab.
- 3 Click the **Advanced** button.

A configuration window for your graphics card is displayed.

- 4 Select the **Troubleshooting** tab.
- 5 Iteratively adjust the hardware acceleration setting lower and off. Try the results after each adjustment.

If lowering or disabling the hardware acceleration corrects the rendering issues, your graphics card does not properly support OpenGL. If you already have the latest version of the graphics card driver, you might need a new graphics card.



## Known Limitations

This section describes known limitations for Virtual Reality Toolbox on Linux desktop or window management environments for Virtual Reality Toolbox Release 4.0:

- For some Linux window managers/desktop environments, the Virtual Reality Toolbox viewer does not save its position. For example, this limitation occurs in the following:
  - K Desktop Environment (KDE)
  - Debian GNU/Linux ICE Window Manager
  - F Virtual Window Manager (FVWM) Version 2.0 and later
- Due to a limitation in the internal viewer, scenes that have large scaled worlds might not be displayed correctly.

The workaround is to edit your virtual world through the V-Realm Builder or a text editor. Increase the `visibilityLimit` field of the `NavigationInfo` node to a number that is greater than the longest distance in the virtual world. For example

```
NavigationInfo
{
    ...
    visibilityLimit 1e7
    ...
}
```

- You might not be able to access a Virtual Reality Toolbox object method reference page from the MATLAB Command Window. To access a page, use the MATLAB Help window.

## **Major Bug Fixes**

Virtual Reality Toolbox 4.0 includes several bug fixes made since Version 3.1. This section describes the particularly important Version 4.0 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.

# Virtual Reality Toolbox

## 3.1.1 Release Notes

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## **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 Chapter 7, “Virtual Reality Toolbox 3.1 Release Notes”.

# Virtual Reality Toolbox 3.1 Release Notes

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## **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.

### **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.

## 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.



# Virtual Reality Toolbox 3.0

## Release Notes

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## **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 9-2.

### **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.



# Virtual Reality Toolbox 2.0

## Release Notes

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## 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.