

Release Notes for Simulink® 3D Animation™

How to Contact MathWorks



www.mathworks.com Web
comp.soft-sys.matlab Newsgroup
www.mathworks.com/contact_TS.html Technical Support



suggest@mathworks.com Product enhancement suggestions
bugs@mathworks.com Bug reports
doc@mathworks.com Documentation error reports
service@mathworks.com Order status, license renewals, passcodes
info@mathworks.com Sales, pricing, and general information



508-647-7000 (Phone)



508-647-7001 (Fax)



The MathWorks, Inc.
3 Apple Hill Drive
Natick, MA 01760-2098

For contact information about worldwide offices, see the MathWorks Web site.

Release Notes for Simulink® 3D Animation™

© COPYRIGHT 2002–2012 by HUMUSOFT s.r.o. and The MathWorks, Inc.

The software described in this document is furnished under a license agreement. The software may be used or copied only under the terms of the license agreement. No part of this manual may be photocopied or reproduced in any form without prior written consent from The MathWorks, Inc.

FEDERAL ACQUISITION: This provision applies to all acquisitions of the Program and Documentation by, for, or through the federal government of the United States. By accepting delivery of the Program or Documentation, the government hereby agrees that this software or documentation qualifies as commercial computer software or commercial computer software documentation as such terms are used or defined in FAR 12.212, DFARS Part 227.72, and DFARS 252.227-7014. Accordingly, the terms and conditions of this Agreement and only those rights specified in this Agreement, shall pertain to and govern the use, modification, reproduction, release, performance, display, and disclosure of the Program and Documentation by the federal government (or other entity acquiring for or through the federal government) and shall supersede any conflicting contractual terms or conditions. If this License fails to meet the government's needs or is inconsistent in any respect with federal procurement law, the government agrees to return the Program and Documentation, unused, to The MathWorks, Inc.

Trademarks

MATLAB and Simulink are registered trademarks of The MathWorks, Inc. See www.mathworks.com/trademarks for a list of additional trademarks. Other product or brand names may be trademarks or registered trademarks of their respective holders.

Patents

MathWorks products are protected by one or more U.S. patents. Please see www.mathworks.com/patents for more information.

R2012b

VRML syntax highlighting for MATLAB Editor	2
Mac OS support for Joystick Input Block and joystick object	3
Multiple nodes selection and parent node creation, facilitating hierarchical scene edits in 3D World Editor	4
Interactive color selection for SFColor and MFColor fields using color palette in 3D World Editor	5
Use of MATLAB expressions to enter 3D World Editor's numeric field values	6
Additional grids for Components library	7
vredit function for opening 3D World Editor	8
MATLAB buttons for editor and animation player	9
Simulation Stepper support	10

R2012a

VR Tracer Block Enhancements	12
3D World Editor Enhancements	13
stl2vrml Function Accepts Additional Units	14
Animation Recording Uses MATLAB VideoWriter Technology	15
New Demo For Global Coordinates	16

R2011b

VR Source Block	18
Triad of Coordinate Axes	19
Controlling Full-Screen Mode	20
Global Coordinates for vrnode Objects	21
3D World Editor Enhancements	22
Specify a Default Viewpoint From the Command Line ...	24

New or Enhanced Demos	25
Legacy Viewer	26

R2011a

Geometric and Background Objects Added to 3D World	
Editor Library	28
Switching Between Bindable Nodes	29
3D World Editor Accessible from the Start Menu	30
Preference Options for 3D World Editor Startup	
Position	31
3D World Editor Option to Hide Default Values	32
Node Fields Are Listed Before Node Children Fields in 3D	
World Editor	33
Setting Viewpoint Values in the 3D World Editor Based on	
Camera Position	34
Faster Texture Handling	35
New Demos	36

R2010b

3D World Editor	38
stl2vrml Function	41
Simulink 3D Animation Viewer Supported on Linux	42

R2010a

vrnode/getfield Now Returns Field values of SFNode and	
MFNode Types	44
VRML Field Data Types	45
Camera Bound to Viewpoint Shortcut Change	46
Navigation Method Changes	47
Updated vrphysmod	48
VR Sink Block Now Supports Setting Node eventIn	
Events	49
vrmorph Demo	50

Some Dialog Boxes Are No Longer Modal	51
---	----

R2009b

Alternate Mode of Virtual Scene Viewer Now Default	54
Support on the 64-Bit Intel Macintosh Platform	55
VRML Files Recognized in MATLAB Current Folder Browser	56
Changed vr.canvas Units Property Default	57
Improved Performance of Orbisnap in Remote Configuration	58

R2009a

Alternate Mode of Virtual Scene Viewer Integrated with MATLAB Figures	60
vrplay Updated	61
New Functions	62
New Object	63
Virtual Scenes Now Open Automatically	64
Product Files Moved	65
Saving and Restoring the Complete SimState	66

R2008b

New VR Tracer Block	68
Updated vrnode Method	69
New vrworld Method	70
New Demo	71

R2008a

VR Sink Block Now Supports Matrix Signals as Input ...	74
--	----

New vrworld Object Option	75
Enhanced vrplay Shortcut Keys	76
New Demos	77

R2007b

New VR To Video block	80
Joystick and Space Mouse Input Functionality Added to MATLAB Toolbox Interface	81
Joystick and Space Mouse Input Support Added for Linux	82
New Axes Transformation and Math Functions	83
Magellan Space Mouse Block Renamed to Space Mouse Input	84

R2007a

Full-Screen Mode in Virtual Reality Toolbox Viewer and Orbisnap Stand-Alone Viewer	86
---	----

R2006b

VR Text Output Block Added	88
Frames Per Second Added to AVI File Playback Options ..	89
New 3Dconnexion Devices	90
Joystick Input Block	91

R2006a

New Utilities Library	94
VR Animation Playback Controls	95

R14SP3

R14SP2+

Virtual Reality Toolbox Support of MATLAB Compiler	
Product	100
Virtual Reality Toolbox Viewer	101
Virtual Reality Toolbox Preferences Dialog	102
vrsetpref and vrgetpref Changes	103
Space Mouse Block Enhancement	104

R14SP2

Virtual Reality Toolbox Stand-Alone Viewer	106
Virtual Reality Toolbox Viewer	107

R2012b

Version: 6.2
New Features: Yes
Bug Fixes: Yes

VRML syntax highlighting for MATLAB Editor

The MATLAB® Editor displays VRML syntax highlighting for .vrml files. For details, see “VRML Syntax Highlighting in the MATLAB Editor”.

Mac OS support for Joystick Input Block and joystick object

You can use the Joystick Input block and the joystick objects (vrjoystick) on all supported platforms, including Mac OS platforms.

Multiple nodes selection and parent node creation, facilitating hierarchical scene edits in 3D World Editor

In the 3D World Editor, on the **tree structure** pane, you can select multiple nodes to:

- Delete the nodes.
- Wrap the nodes as children of another node.

Interactive color selection for SFCo1or and MFCo1or fields using color palette in 3D World Editor

In the edit panel for SFCo1or and MFCo1or nodes, you can interactively select the color using the palette of colors, as an alternative to specifying the RGB values explicitly.

Use of MATLAB expressions to enter 3D World Editor's numeric field values

When you enter a numeric field value in the 3D World Editor, you can use MATLAB expressions and MATLAB variables. For example, to convert an angle from degrees to radians, enter a MATLAB expression such as $25*\pi/180$.

Additional grids for Components library

The Components library includes some additional grids for more control of granularity.

vredit function for opening 3D World Editor

You can use the new `vredit` function to open a virtual world in the 3D World Editor.

MATLAB buttons for editor and animation player

You can open the 3D World Editor or the Simulink® 3D Animation™ animation player by using MATLAB Toolstrip buttons.

From the MATLAB Toolstrip, in the **Apps** tab, click the down arrow on the right side of the tab. Scroll down to the **Simulation Graphics and Reporting** area and click either the **3D World Editor** or the **3D Animation Player** button.

Simulation Stepper support

You can use the Simulink Simulation Stepper with the VR Sink and VR Source blocks.

Note You cannot use the Simulink Simulation Stepper with the VR Tracer block.

R2012a

Version: 6.1
New Features: Yes
Bug Fixes: No

VR Tracer Block Enhancements

The VR Tracer block supports specification of a projection plane and projection point for better visualization of an object's trajectory. In the VR Tracer block parameters dialog box, you can access these enhancements with the new **Marker Projections** tab.

3D World Editor Enhancements

R2012a includes the following 3D World Editor enhancements:

- Full editing of VRML `PROTO` and `EXTERNPROTO` definitions.
- Faster refreshes.
- You can specify coordinate plane grid templates, which provide orientation information to improve navigation of a virtual world. To specify a grid template, select **File > New From Template > Grid**.

stl2vrm1 Function Accepts Additional Units

In previous releases, the `stl2vrm1` function accepted only meters as the unit for the SimMechanics™ model to be converted to VRML. In R2012a, the SimMechanics model can include additional units, including a mixture of units.

Animation Recording Uses MATLAB VideoWriter Technology

Virtual world AVI animation recording now uses the MATLAB VideoWriter technology. The VideoWriter technology supports:

- Creating animation recording files that exceed 2 GB
- Platform-independent Motion JPEG compression

New Demo For Global Coordinates

The new “Manipulator Moving a Load with Use of Global Coordinates” demo (`vrmanipul_global`) illustrates the use of global coordinates in Simulink 3D Animation models. You can use global coordinates in a model in many ways, including:

- Object tracking and manipulation
- Simple collision detection
- Simulation of haptic effects

R2011b

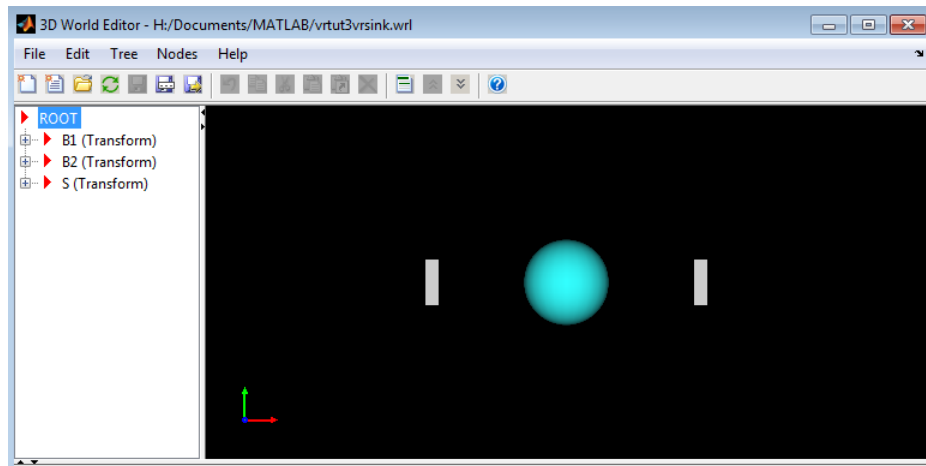
Version: 6.0
New Features: Yes
Bug Fixes: No

VR Source Block

The VR Source block provides access to values from virtual world fields that you specify in the Block Parameters dialog box as inputs during simulation. This functionality supports activities such as using the VR Source block to register user interactions with the virtual world. You can pass to the model those values that can affect the simulation of a model.

Triad of Coordinate Axes

To help you visualize changes in the orientation (coordinate axes) of nodes in a virtual world, the 3D World Editor **virtual world display** pane includes a triad of red, green, and blue arrows. These arrows are always parallel with global x, y, and z coordinate axes. The triad displays changes in orientation as you navigate in a virtual world.




Also, you can add a triad to the Simulink 3D Animation Viewer.

For details about using the triad in the 3D World Editor, see [Coordinate Axes Triad](#).

For details about using the triad in the Simulink 3D Animation Viewer, see [Display a Coordinate Axes Triad](#).

Controlling Full-Screen Mode

The Simulink 3D Animation viewer navigation panel now includes a full-screen mode toggle button () to facilitate moving in and out of full-screen display mode.

You can also enable full-screen mode using the new **View > Fullscreen Mode** menu option.

Global Coordinates for vrnode Objects

When you read the positions and rotations of vrnode types such as `Transform` and `Viewpoint`, you can now use global coordinates. Global coordinates are very useful, for example, when you are tracking a robot end-effector using tracers that you create independently from the VRML hierarchy of the robot. For details, see the documentation for the `vrnode` function.

3D World Editor Enhancements

Template Files

The 3D World Editor includes template VRML files that you can use as a starting point for creating virtual reality worlds. Some examples of templates are the Earth, roads, sea, and terrains virtual world templates. For details, see [Template VRML Files](#).

Add and Paste Nodes Throughout the Hierarchy

In the **Tree structure** pane, you can add or paste nodes at the beginning or end of the node list, as well as at the end of a node. See [Adding Objects and Copying and Pasting a Node](#) for more information.

Copy Nodes Between VRML Files

You can copy nodes between VRML files. For details, see [Copying and Pasting Between Virtual Worlds](#).

Sensing Objects Added to Components Library

The Components library now includes sensing objects. Some examples of sensing objects are:

- Push buttons
- Toggle buttons
- 2D setpoint area

For information, see [Add VRML Sensors to Virtual Worlds](#).

Improved VRML Script Editing

The 3D World Editor includes enhancements to make VRML script editing easier. You can:

- Add script interface elements by right-clicking a Script node.
- Edit URL code in an edit box.

For more information, see [Editing VRML Scripts](#).

Improved VRML Tree Structure Pane

The **Tree structure** pane displays icons to visually distinguish between node field types (`field`, `eventIn`, `eventOut`, and `exposedField`).

Specify a Default Viewpoint From the Command Line

You can now specify a default viewpoint at the command line, using the `vrview` function with a pound sign (`#`), followed by the name of a viewpoint. For example:

```
vrview('vrlights.wrl#Ocean')
```


New or Enhanced Demos

The new `vrcrane_panel` demo uses an operator control panel to set the setpoint. The setpoint is the desired position of the load. The demo uses the VR Source block.

The demo previously named `vrbuttons` is now `vrdemo_panel`. The `vrdemo_panel` demo uses sensing objects that are now available in the 3D World Editor Components library. You can place the example control panel in your virtual worlds. You can control a simulation or visualize certain virtual world properties by using signals from virtual world sensors in a simulation model.

Legacy Viewer

The legacy viewer is not recommended. Use the Simulink 3D Animation Viewer or other supported VRML viewer instead.

R2011a

Version: 5.3
New Features: Yes
Bug Fixes: Yes

Geometric and Background Objects Added to 3D World Editor Library

The 3D World Editor library includes geometric objects, such as a Sphere object. Access the geometric objects from the **Nodes > Insert From > Components Library > Shapes** menu.

The 3D World Editor library also includes background objects, such as a two-tone blue background object. Access the background objects from the **Nodes > Insert From > Components Library > Backgrounds** menu.

Switching Between Bindable Nodes

You can switch between multiple Bindable nodes of the same type (Background, Fog, NavigationInfo or Viewpoint nodes) in the 3D Work Editor. By default, the first node of multiple instances of a Bindable node is active.

For Background, Fog, and NavigationInfo nodes, right-click the node that you want to make active and select the **Bind** menu item.

As you could in releases prior to R2011a, to make an instance of a Viewpoint node active, right-click the node that you want to be active and select the **Go to viewpoint** menu item.

3D World Editor Accessible from the Start Menu

You can open the 3D World Editor using the MATLAB **Start** button. Select **Simulink > Simulink 3D Animation > 3D World Editor**.

Preference Options for 3D World Editor Startup Position

The Simulink 3D Animation Preferences pane includes the following two options for specifying the startup position of the 3D World Editor:

- To specify the default location for the 3D World Editor, select **3D World Editor > Position**, and specify the pixel location for the upper-left and the lower-right corners (for example, [96 120 862 960]).
- To have the 3D World Editor open in the same location where the editor was last exited, select **3D World Editor > Save position on exit**.

3D World Editor Option to Hide Default Values

To simplify the tree view in the 3D World Editor, you can hide default VRML values. To hide default values, select the **Tree > Hide Default Values** menu item. To return to viewing default values, clear the **Hide Default Values** option.

Node Fields Are Listed Before Node Children Fields in 3D World Editor

Node fields appear at the top of the list of nodes in the tree structure pane of the 3D World Editor.

In the R2010b version of the 3D World Editor, node children appeared before the node's own fields. However, virtual worlds created in R2010b do not require any changes to work in R2011a.

Setting Viewpoint Values in the 3D World Editor Based on Camera Position

You can use the current camera position to interactively specify a viewpoint in the 3D World Editor. Right-click a Viewpoint node in the tree structure pane and select the **Copy values from current camera** option.

- 1** Navigate to a position in the scene that you want.
- 2** In the **tree structure** pane, right-click a Viewpoint node .
- 3** Select **Copy values from current camera**.

Faster Texture Handling

Simulink 3D Animation renders textures more quickly than previously. The performance improvement is especially noticeable for 64-bit Windows® platforms.

New Demos

R2011a includes the following new demos:

- Vehicle Dynamics Visualization with Live Rear Mirror Image
(vr_octavia_mirror)

Illustrates the capability of the VR Sink block to process a video stream on input. The demo also creates the impression of a live reflection.

- Vehicle Dynamics Visualization - Simulation of a Double Lane-Change Manoeuvre (vr_octavia_2cars.mdl)

Illustrates multiple-object scenario visualizations.

R2010b

Version: 5.2
New Features: Yes
Bug Fixes: Yes

3D World Editor

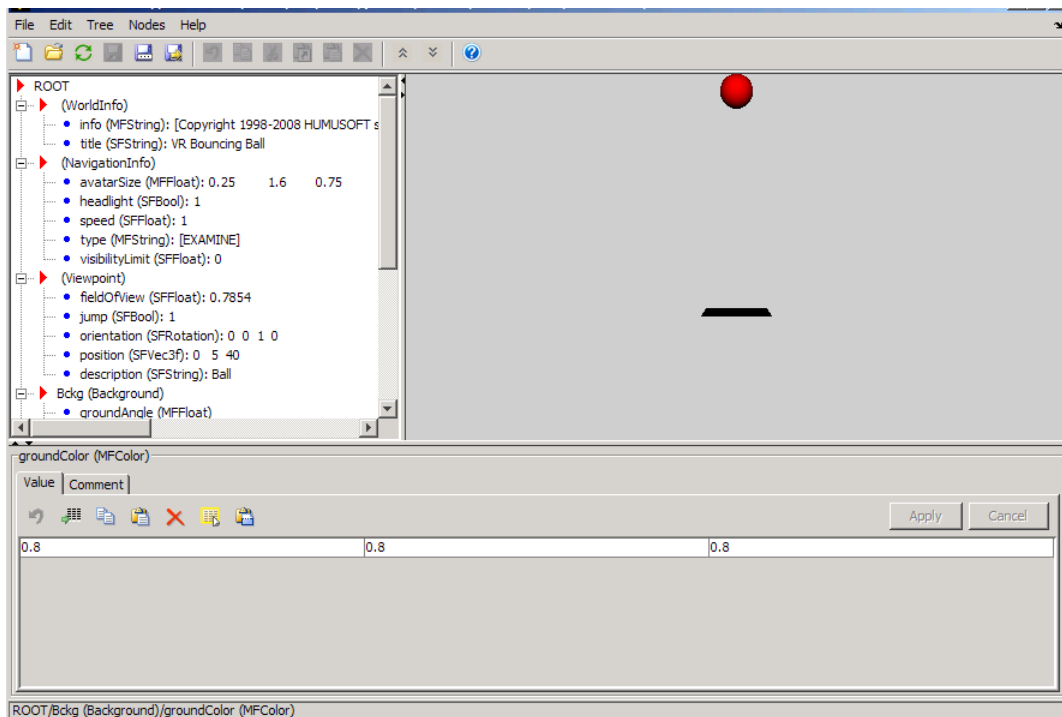
Compatibility Considerations: Yes

R2010b introduces the 3D World Editor, which is a built-in VRML editor that works on all platforms supported for the Simulink 3D Animation product.

You can use the 3D World Editor instead of, or in addition to, the V-Realm Builder editor (which also is included with the Simulink 3D Animation product) or with another VRML virtual world editor.

The 3D World Editor includes three panes:

- Tree structure pane, which shows the hierarchy for the virtual world you are editing
- Virtual scene display pane, which reflects your edits
- Edit pane, where you can change values for node items



For details about using the new editor, see [Using the 3D World Editor](#).

Compatibility Considerations

When you install R2010b in a different location from where any previous MATLAB releases are installed, the 3D World Editor is the default editor. If you are upgrading from a previous release, then you need to change your preferences, please read this section.

The **VRML Editor command line** preference in R2010b is now ***BUILTIN**.

Also, in R2010b the **Antialiasing** preference check box is enabled. To access the **Antialiasing** preference,

If you are upgrading from a previous release to R2010b, we recommend that you reset your preferences. You can use one of these approaches:

- Reset all your preferences to match the default preference settings for R2010b.
- Explicitly reset the **VRML Editor command line** and **Antialiasing** preferences.

To reset your preferences to the R2010b default settings, at the MATLAB command line, enter:

```
vrsetpref factory;
```

To set the individual preferences explicitly:

- 1** In MATLAB, select **File > Preferences > Simulink 3D Animation**
- 2** In the Simulink 3D Animation Preferences dialog box, set the **VRML Editor command line** preference to *BUILTIN.
- 3** In the Simulink 3D Animation preferences tree view, select the Figure node and then open the **Rendering** tab.
- 4** Clear the **Antialiasing** check box.

stl2vrm1 Function

You can use the new `stl2vrm1` function to convert STL files to VRML format.

Simulink 3D Animation Viewer Supported on Linux

You can now use the Simulink 3D Animation viewer on Linux platforms. You can use MATLAB Handle Graphics features with this viewer.

R2010a

Version: 5.1.1
New Features: Yes
Bug Fixes: Yes

vrnode/getfield Now Returns Field values of SFNode and MFNode Types

The `vrnode/getfield` function now provides access to the SFNode and MFNode field values. This access improves virtual scene node management. It enables you to access the entire virtual world structure and get the properties of all nodes present in the scene, including unnamed nodes. This capability is most useful for advanced scene manipulations. For example, adding nodes to unnamed nodes or setting properties for these nodes. See VRML Field Data Types in the Simulink 3D Animation User's Guide.

In previous releases, this capability was available only for nodes named using the DEF keyword.

VRML Field Data Types

The software now supports the `SFImage` VRML field data type. This support enables dynamic object texturing and playback of video sequences in the virtual scene. See `VRML Field Data Types` in the `Simulink 3D Animation User's Guide`.

Camera Bound to Viewpoint Shortcut Change

The Camera Bound to Viewpoint shortcut is now **Ctrl+F10**. In previous releases, this shortcut was **F10**.

Navigation Method Changes

You can now select **None** for the **Navigation > Method** context menu. This option disables mouse navigation in the virtual scene viewer. The **Shift+N** keyboard command provides this option.

Updated vrphysmod

The `vrphysmod` function has been enhanced to automatically link multiple SimMechanics models imported through SimMechanics Link to a single virtual scene that contains these components. This means that if your model contains several VR Sink blocks that refer to the same VRML file, this function attempts to consolidate the animation signals of that virtual scene into one VR Sink block.

VR Sink Block Now Supports Setting Node eventIn Events

The VR Sink block now supports setting node eventIn events that do not have any field or exposeField associated with them. This improves the ability to control virtual scene, in particular using scripts and interpolators. For example, you can now define an object trajectory using a VRML PositionInterpolator. During simulation, you can define the current position of the object on the trajectory by setting the set_fraction eventIn event of that interpolator.

vrmorph Demo

The vmorph demo has been updated to reflect support for Simulink variable-size signals.

Some Dialog Boxes Are No Longer Modal

The Capturing and Recording Parameters and Create new viewpoint dialog boxes are no longer modal dialog boxes. This means that you can access other windows while these dialog boxes are active. For example, you can now change recording parameters or create viewpoints while a simulation is running.

R2009b

Version: 5.1
New Features: Yes
Bug Fixes: Yes

Alternate Mode of Virtual Scene Viewer Now Default **Compatibility Considerations: Yes**

The alternate mode of virtual scene viewer introduced in Version 5.0 (R2009a) is now the default viewer for all supported platforms (except for Linux® platforms). Using `vrsetpref` to set the `DefaultViewer` property to `'internal'` enables this version of the virtual scene viewer.

To reactivate the legacy (former) viewer, use `vrsetpref` to set the `DefaultViewer` property to `'internalv4'`.

Note If you are running the Simulink 3D Animation software on a Linux platform, the default viewer continues to be the legacy viewer. The legacy viewer does not support MATLAB figures. If you have a Linux platform and want to access the MATLAB figure capability for the viewer, install the hardware-accelerated OpenGL® rendering engine first. Otherwise, the Simulink 3D Animation software cannot properly display the viewer window. You can then activate the new viewer by typing `vrsetpref('DefaultViewer','internalv5')` in the MATLAB Command Window.

Compatibility Considerations

The alternate mode of virtual scene viewer introduced in Version 5.0 (R2009a) is now the default viewer for all supported platforms (except for Linux platforms). At a minimum, this viewer provides the same functionality as the legacy viewer.

Support on the 64-Bit Intel Macintosh Platform

The Simulink 3D Animation software now supports the 64-bit Intel® Macintosh platform.

VRML Files Recognized in MATLAB Current Folder Browser

The MATLAB Current Folder browser now supports `.vrml` files. This support enables you to perform standard MATLAB file operations on the `.vrml` file in the Current Folder browser. For example, double-clicking a `.vrml` file in the Current Folder browser now starts the Simulink 3D Animation viewer for that `.vrml` file. In previous releases, double-clicking a `.vrml` file in the current folder browser started the MATLAB editor for that file.

Changed vr.canvas Units Property Default

The `vr.canvas` method `Units` property default is now `'normalized'`. In the previous release, the default was `'pixels'`. The `vrgetpref` function `DefaultCanvasUnits` property controls the default of the `vr.canvas` `Units` property.

Improved Performance of Orbisnap in Remote Configuration

The performance speed of the Simulink 3D Animation Stand-Alone Viewer (Orbisnap) has been improved.

R2009a

Version: 5.0
New Features: Yes
Bug Fixes: Yes

Alternate Mode of Virtual Scene Viewer Integrated with MATLAB Figures

Alternate mode of virtual scene viewer integrated with MATLAB figures, enables you to combine the following in the same figure:

- Virtual scenes and Handle Graphics® objects
- Multiple views of a virtual world
- Views of different virtual worlds

This feature also allows for the docking of these figure windows, each of which can contain different worlds, into split screen MATLAB figure windows.

See Viewing Virtual Worlds in the Simulink 3D Animation User's Guide for details on this alternate viewer mode, including how to activate it (use `vrsetpref` to set the `DefaultViewer` property to `'internalv5'`).

vrplay Updated

The `vrplay` function now contains virtual scene and player controls in a single MATLAB figure window.

New Functions

The Simulink 3D Animation product has the following new functions:

- `vrcadcleanup`
Processes VRML files created by CAD tools for use with Simulink 3D Animation environment. In previous releases, you manually processed these files before using them in the Simulink 3D Animation environment.
- `vrphysmod`
Automatically adds a Simulink 3D Animation scene to SimMechanics models created from CAD tools. In previous releases, you manually processed these files before using them in the Simulink 3D Animation environment.

New Object

This release provides a new object, `vr.canvas`. This object allows for the placement of a virtual scene view into a MATLAB figure, with full control of its position and ability to be combined with other Handle Graphics objects into one GUI.

Virtual Scenes Now Open Automatically

The associated virtual scene now opens automatically when you open the model. This behavior occurs even if the Simulink 3D Animation block associated with the virtual scene is in a subsystem of the model. In previous releases, the ability to automatically open virtual scenes did not work for VR Sink blocks in subsystems.

Product Files Moved

The Simulink 3D Animation files have moved from *matlabroot*\toolbox\vr to *matlabroot*\toolbox\s13d.

Saving and Restoring the Complete SimState

Use the new SimState feature to save the complete simulation state. Unlike the final states stored in earlier versions of Simulink, the SimState contains the complete simulation state of the model (including block states that are logged). You can then restore the state at a later time and continue simulation from the exact instant at which you stopped the simulation. See [Saving and Restoring the Simulation State as the SimState](#) in the Simulink User's Guide.

R2008b

Version: 4.8
New Features: Yes
Bug Fixes: Yes

New VR Tracer Block

New VR Tracer block enables visualization of trajectories in virtual scenes.

Updated vrnnode Method

The vrnnode method now reflects support for the VRML USE reference.

New vrworld Method

The `vrworld/addexternproto` method is new for `vrworld`. This function enables the addition of an `EXTERNPROTO` declaration to the virtual world.

New Demo

The `vrtekoff_spacemouse` demo is new in this release. It illustrates how to use a space mouse compatible device via the MATLAB interface. This demo requires a space mouse or compatible device.

R2008a

Version: 4.7
New Features: Yes
Bug Fixes: Yes

VR Sink Block Now Supports Matrix Signals as Input

The Virtual Reality Toolbox™ product now supports matrix-type data input for the VR Sink block. Previously, only the MATLAB interface supported matrices (MFxx fields). The Simulink interface supported only vectors (SFxx fields). Now, both MATLAB and Simulink interfaces support matrices (MFxx fields).

New vrworld Object Option

The `vrworld` object has a new option, `new`. This option enables the creation of a new virtual world object, even if another `vrworld` object associated with the same VRML file already exists.

Enhanced vrplay Shortcut Keys

The vrplay function shortcut keys have changed as follows:

- The **Page Up** and **Page Down** keys have the same functionality as the **R** (rewind) and **F** (forward) shortcut keys, respectively. These keys perform rewind and forward operations on the animation file you are playing.
- The **p** shortcut key toggles between play and pause behavior.

New Demos

The following demos are new in this release:

- `vrmorph`
- `vr_octavia_video`
- `vrtkoff_trace`

R2007b

Version: 4.6
New Features: Yes
Bug Fixes: Yes

New VR To Video block

New VR To Video block allows RGB video stream output for further 2D video processing.

Joystick and Space Mouse Input Functionality Added to MATLAB Toolbox Interface

New `vrjoystick` and `vrspacemouse` objects can interface with joysticks and space mouse input devices.

Joystick and Space Mouse Input Support Added for Linux

Joystick and space mouse input support is added for both 32-bit and 64-bit Linux operating systems.

New Axes Transformation and Math Functions

New axes transformation and math functions are added to the MATLAB toolbox interface. These are:

- `vrdir2ori` to convert viewpoint direction to orientation.
- `vrori2dir` to convert viewpoint orientation to direction.
- `vrrotmat2vec` to convert rotation from matrix to axis-angle representation.
- `vrrotvec` to calculate a rotation between two vectors.
- `vrrotvec2mat` to convert rotation from axis-angle to matrix representation.

Magellan Space Mouse Block Renamed to Space Mouse Input

The Magellan Space Mouse block is renamed to Space Mouse Input.

R2007a

Version: 4.5
New Features: Yes
Bug Fixes: Yes

Full-Screen Mode in Virtual Reality Toolbox Viewer and Orbisnap Stand-Alone Viewer

Fullscreen mode, in which the menu bar and toolbar are switched off, is implemented in the Virtual Reality Toolbox viewer and the Orbisnap stand-alone viewer.

R2006b

Version: 4.4
New Features: Yes
Bug Fixes: Yes

VR Text Output Block Added

The VR Text Output block allows Simulink signal values to be displayed as text in VRML scenes.

Frames Per Second Added to AVI File Playback Options

It is now possible to specify the frames per second displayed during the playback of AVI files.

New 3Dconnexion Devices

SpacePilot and SpaceBall 5000 have been added to the list of devices supported by Magellan Space Mouse block.

Joystick Input Block

Compatibility Considerations: Yes

The Joystick Input block joystick yaw and throttle controls have switched behaviors.

Compatibility Considerations

If you have models that contain this block, and you want to use that model in a Virtual Reality Toolbox version later than 4.3, you must reorder the axes. You can do so by placing the Simulink Selector block after the Joystick Input block in the model.

R2006a

Version: 4.3
New Features: Yes
Bug Fixes: Yes

New Utilities Library

A new library `Utilities` is added to the Virtual Reality Toolbox block library `vrlib`. This library contains the blocks `Rotation Matrix to VRML Rotation`, `Viewpoint Direction to VRML Orientation`, `Rotation between 2 Vectors`, `Normalize Vector`, and `Cross Product`. See `Block Reference` for details.

VR Animation Playback Controls

A new `vrplay` GUI is added, which allows playback control of VRML animation files

R14SP3

Version: 4.2.1
New Features: No
Bug Fixes: Yes

R14SP2+

Version: 4.2
New Features: Yes
Bug Fixes: No

Virtual Reality Toolbox Support of MATLAB Compiler Product

The Virtual Reality Toolbox product now supports the MATLAB Compiler™ product. With this capability, you can use the MATLAB Compiler software to take MATLAB 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 product does not support the MATLAB Compiler product 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.

R14SP2

Version: 4.1
New Features: Yes
Bug Fixes: No

Virtual Reality Toolbox Stand-Alone Viewer

The Virtual Reality Toolbox product now includes Orbisnap. This is a free, optional, and multiplatform stand-alone VRML viewer that does not require you to have either MATLAB or Virtual Reality Toolbox products. 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 software
- 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.