

What's Changed?

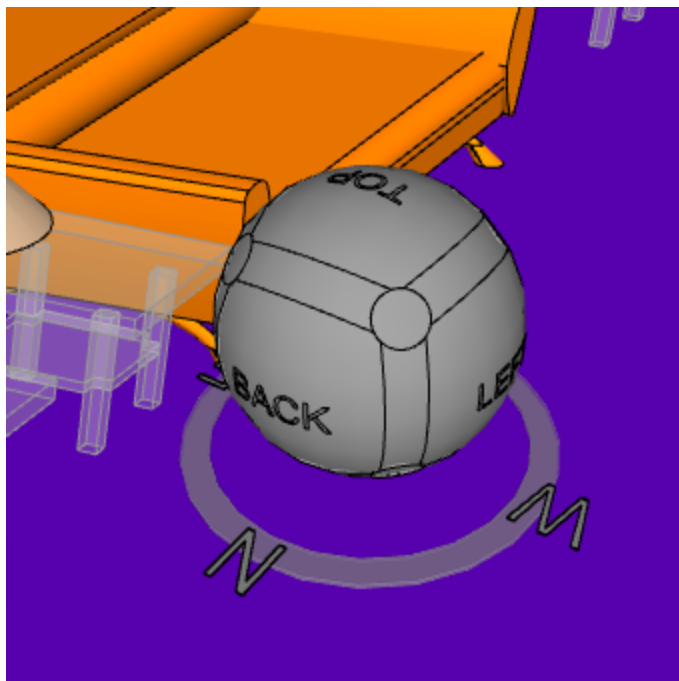
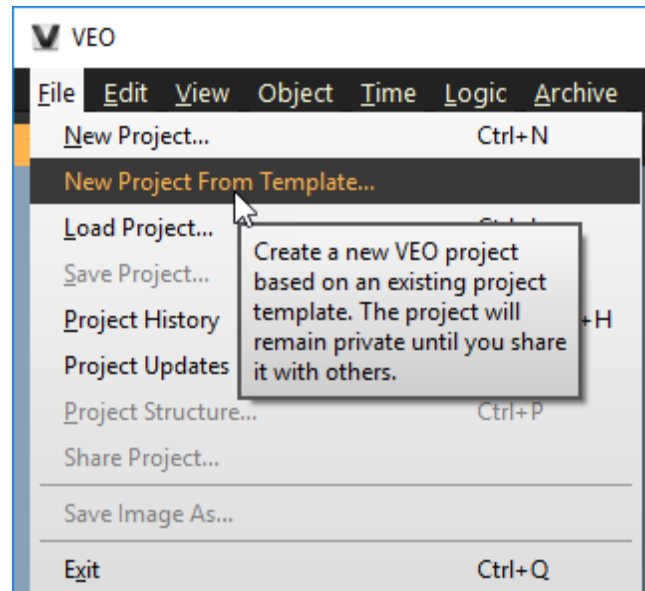
- ▶ Updated graphics engine to improve stability and scalability.
- ▶ Exiting the VEO Viewer application is now faster.
- ▶ Various bug fixes and more.

New Project from Template

Administrators can now create new Projects using existing Projects as templates.

This option will copy the existing:

- Archive Library folder structure
- Master Preset folder structure
- Project Structure model groups
- User-created Style Sets and Styles
- User-created Tags



Navigation Widget

Navigating the 3D environment is easier than ever with the new Navigation Widget.

In addition to acting as a visual aid, users can interact directly with the Navigation Widget by clicking on its different zones to quickly change their viewpoints.

The Navigation Widget will only be visible when a Project is loaded and Model Streams are active.

Walk Speed Indicator

A visual indicator now appears in the bottom left corner of the 3D window while walk speed is being changed.



Angular Velocity for First Person Navigation

While navigating in First Person mode, the viewpoint will continue to turn based on how far to the left or right the user has moved the cursor. This should provide a more familiar navigation experience for new VEO users.

Bug Fixes

- Fixed a bug that could cause slow Project load times for Projects that contain a high number of Coordination/Clash Issues.
- Fixed a bug that caused exported Coordination/Clash Issue reports to appear incomplete in some cases.
- Fixed a bug that caused clash results to sort in a strange order.
- Fixed a bug in the Account Management window that caused User Accounts to still appear in the “Write” access group after being removed from the “Read” access group.
- Fixed a bug that could cause the Object menu to get out of sync with the Project Structure.
- Fixed a bug that could cause AFS to get caught in an infinite download loop when AFS settings were edited while offline.