

## What's New?!

With VMAX Project Simulator 1.5.0 come many new changes to get more out of your scenarios and software.

New to VMAX 1.5.0:

- General Bug fixes
  - Fixed an issue with the on screen FPS counter in networked mode which could have caused a invalid values to be displayed.
  - Fixed the XL and XLS tether counter to accurately display the length of the tether in the simulator.
  - Made multiple adjustments to better stabilize the 7-function manipulator.
  
- Added new VMAX Survey Screen
  - Developed a new selectable computer setup from the computer edit GUI
  - Allows for a bird's eye view of all the major scenario components
  - Easy to use scriptable interface for users to add their own custom objects to the survey screen
  
- Updated VMAX Training curriculum
  - New easy to use modules for scripting at any level (beginner or advanced)
  - Recorded modeling sessions soon to be made available online
  - Redesigned scripting interfaces to facilitate any in-house development
  - Updated Help File for scripting scenarios in Lua

- GUI and user interface adjustments
  - Fixed an issue with the camera tab in networked mode where drop down items would scale outside of the visible client area
  - Removed the integrated player from the recording tab and have provided the most up-to-date standalone player with every new release
  - Added version information to the all visible title bars for quick software identification
  - Added a new survey GUI tab for remote control of the survey screen
  
- Installation and updates
  - New single file installer package. Install all necessary software in a single executable.
  - Easy to use scenario manager for adding/removing and repairing scenarios
  - Introducing VMAX SDUI (scenario deployment user interface) for easy in-house scenario deployment. Following the new scenario creation standards and VMAX SDUI there will no longer be any discrepancies when releasing scenarios from the developer system to its final destination.
  - Proper and up-to-date documentation for all VMAX packages.
  
- Re-done standard scenarios
  - Through a vigorous QA process we have nullified most previous issues with all standard scenarios.
  - All new descriptions page for all scenarios
  - Accompanying SV (Scenario Verification) recordings to show the process and tasks required to be performed in each scenario – located in each scenario folder.
  - Verified device mapping and controls operation on XL/XLS/XLX systems.

- Shipwreck scenario
  - Adjusted physics of large objects to act more realistically when interacting with ROV
  - Removed some objects such as plates where the physics was unstable
  - Adjusted collision geometries with objects and the terrain for better performance
  - New accurate survey information added for survey screen
- Control Pod scenario
  - Fixed behaviors on the torque tool interacting with the SKID and modules
  - Adjusted collision penetrations between SKID probes and designated receptacles
  - Removed frame guards from ROV to allow easier access to the control pods
  - New accurate survey information added for survey screen
- STFL scenario
  - Fixed a major issue where the software would stop responding and the sonar computer would crash.
  - Adjusted collision geometry on the SFL and the tree receptacle
  - New accurate survey information added for survey screen
- Fiber Optic Connection scenario
  - Fixed an issue where on some systems the scenario would crash on startup
  - Made adjustments to the behavior of the Ballgrab clamp to facilitate the installation process
  - New accurate survey information added for survey screen
- Suction pile scenario
  - Adjusted the pile model for more accurate visual representation
  - Fixed behaviors on boar stab for easier installation and removal

- Corrected collision issues which would cause the pile to move around once inserted into the terrain.