

# Panorama

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- **Note to this edition**

Often we receive questions, how the one or the other task can be achieved in **EMM-Check**, whether this or that functionality exists or will exist in future etc. Just as often, the answer by REKNOW is: "This feature is already available. Please click ...".

This shows you and us: **EMM-Check** has become a powerful application, which is no longer be completely manageable at first sight, despite the availability of online help and tutorials (REKNOW will inform you separately).

For this reason, the editorial team of **Panorama** has decided to turn the focus of our readers to selected functions in **EMM-Check** and their benefits from time to time. In this issue of **Panorama**, the function "Sequencer" as well as working with environment pictures are discussed.

We would also be pleased to discuss the topics and functions in **EMM-Check** you would like. Please do not hesitate to contact us in this case.

- **Function „Sequencer“**

The function „Sequencer“ is provided by the separately licensed add-on "Sequencer". You'll find the function in the menu "Tools".



With the sequencer, it is possible to define and execute timed sequences of kinematics in **EMM-Check**. The movements carried out from a part, assembly or the entire vehicle and its end positions will be defined by controls (and rules) on time line.

You can select between linear and cubic start-up and stop behaviour of the movement, to obtain a more realistic animation.

The following illustration shows the dialog of the sequencer on the example of a crawler excavator:



If the kinematic behavior for all vehicle components was determine on the time line by controls, the movement behavior over the time can be combined to one animation. Individual sequences can be repeated and/or superimposed with other sequences.

An animation will be created in the separate dialog "Animator", which can be opened from the sequencer dialog, as shown in the following screenshot:



The kinematic behavior can be reproduced in sequences or as an overall animation at any time.

All defines animations will be displayed under the node "Animations" in the tree structure. The desired animation can be started, paused and stopped though the corresponding contextual menu.

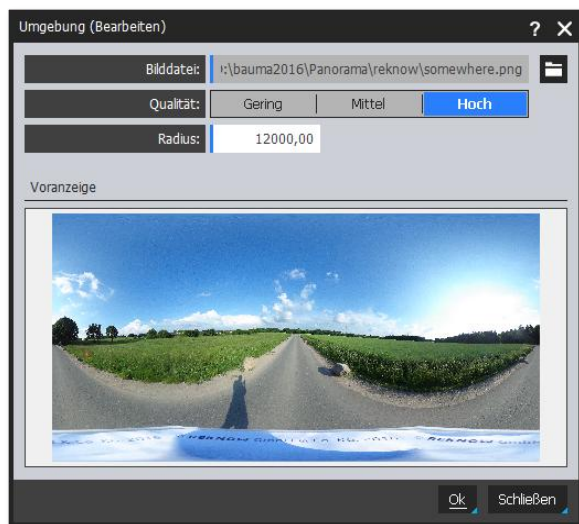
With the sequencer a realistic animation of the kinematic behavior of vehicles or vehicle components in **EMM-Check** is possible. Since animations can also be carried out in the driver mode and in the Oculus Rift® mode, reproducible movement scenarios can also be analyzed and evaluated from a subjective perspective.

A further benefit is to provide vehicle animations for sales and marketing (e. g. on the Internet or an exhibition).

If you are interested in this add-on, we will be happy to provide you a test license. Please contact us.

- **Work with environment pictures**

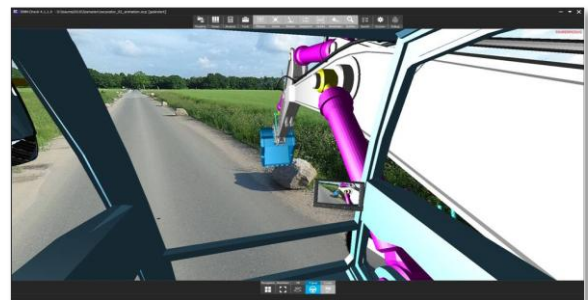
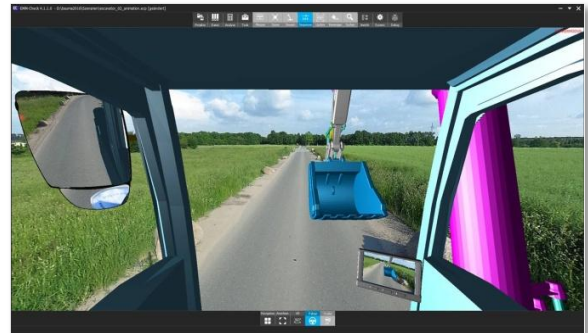
From Release 4.1.0.0 360° panorama images can be used for a more realistic feeling in Driver Mode and Oculus Rift®-Mode. You can add an "Environment" through the contextual menu on the vehicle node or any other component.



For a better VR experience the 360° image (equirectangular, ratio of width to height of the image = 2:1) will be projected onto a sphere and shown seamlessly around the vehicle:



For an excavator with this environmental image, the driver mode would thus offer, for example, the following subjective views:



- **Save the date**

Please note the following dates:

- EMM-Check Customer Days 2016
  - **14th of September 2016, Hannover (airport)**
  - **21rd of September 2016, Stuttgart (airport)**

- **Information / Contact**

You'll find current information about **EMM-Check** on our website: [www.reknow.de/emm-check](http://www.reknow.de/emm-check).

You can also give us a call directly:

+49 (0)40 98 76 00 02

or call our hotline:

0800 735 66 99

*(free from the German landline)*

You can also contact us by mail. Just send a mail to: [info@reknow.de](mailto:info@reknow.de)