



EON Reality Launches EON 6.0 Virtual Reality Enterprise Suite

Technical Data Update Sheet

The new EON 6.0 update includes enhanced versions of EON Studio, EON Professional, EON CAD and EON Raptor product solutions. Try EON 6.0 at EON Reality's brand new support site, www.eonreality.com/support.



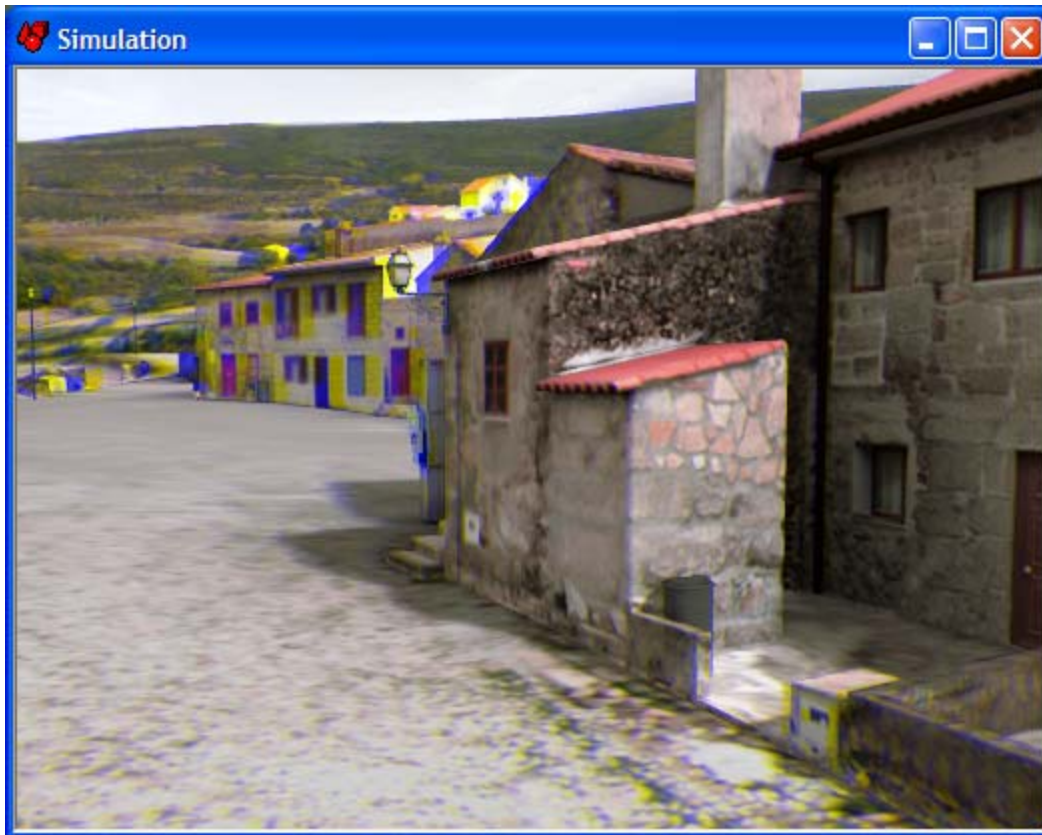
The following are some of EON 6.0 key updates:

EON Professional

- The high dynamic range (HDR) rendering has been improved to use floating-point precision throughout the rendering pipeline to increase image quality and enable greater visual effects. View the [HDR demonstration](#).
- FlashObjectNode - allows you to show Flash content inside the EON window.
- There has been a major update to our prototypes, adding approximately 86 new prototypes to the library.
- Improved rigid body dynamics support.
- Updated EON CAD now based on the new Deep Exploration 5.0.

EON Studio

- There has been a major update to our prototypes, adding approximately 24 new prototypes to the library.
- Support for ColorCode 3-D™ stereo (sold as a separate add-on). View the [Valve visualization demonstration](#).
- Updated with new import modules from Okino including support for Solidworks 2008.
- MeshBuilderNode - allows you to build up a mesh dynamically using EON scripting.
- New option added in the TextureUVMap node where you can modify existing texture UV coordinates in the mesh.
- MouseControl node - allows you to control the movement and simulate click events of the mouse device within the simulation. This is useful in certain computer-based training and HMD (Head-Mounted Devices) applications.
- OpenSaveDialog - Enables you to add a Windows Open/Save dialog in your application (mostly used with scripting).
- It possible to remove the loading bar in EonX.



Special ColorCode 3-D glasses are needed to be able to see the 3D to pop out of the screen

EON ICUBE/ EON ICATCHER

- The TrackD coordinate system has been adjusted.
- New stereo optimizer prototype that automatically adjust your stereo settings independent of your screen resolution.
- Two new EON ICUBE templates for use with A.R.T. and Intersense tracking system have been added.

EON Artificial I

- EON Artificial I comes with improved support for the Philips autostereoscopic display. The new version supports their updated firmware and it includes 4 new prototypes that add support for ClickSensor, stereo optimization, object navigation and detection of the Philips Display stereo mode.

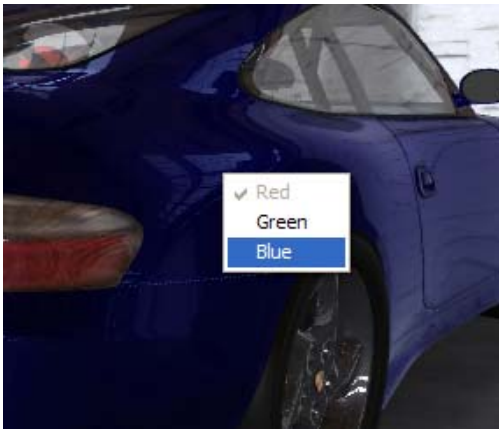
EON Raptor

- Added support for 3ds max 9 and 3ds max 2008.
- Conversion is now logged and you can inspect the result by pressing the Conversion Log button on the EON Raptor utility panel.
- New optimization that avoids the texture conversion if the source file has not changed since last conversion. This saves a tremendous time, especially if there are many large textures in .TGA format or other non-native formats.

New EON Prototypes

There has been a major update to our prototypes, adding approximately 110 new prototypes to the library to a new total of 253. Prototypes are encapsulated and programmed objects or functions created with EON nodes.

- The MenuSwitch prototype lets users switch objects using a right click popup menu. By just specifying a root node the prototype creates menu items from the root nodes children frames of which only one frame can be visible at a time.
- There is improved support for Joysticks with the JoyStickNav and 3 custom prototypes for specific Joysticks including the XBox360WirelessController.
- The TriggerTargetsChildren prototype will make it easier to create interaction for application like ICUBE where mouse is normally not used. It will still use the ClickSensor to create the interaction but use the ICUBE wand to interact with.



Menu switch adds easy-to-use GUI control



Microsoft 360 Wireless controller

Other improvements

- The problem with sound files not being included in the compressed prototype when saving to edp-file format is fixed.
- The files scriptcl.dll and scrchpg.dll are now being ignored when verifying the simulation dependencies.
- Using DDS/DXT files as External Resources outside the .edz file now works.
- Stability with multi-core CPU systems has been improved.
- Enhanced support for Web publishing with support for Microsoft Windows Vista[®] and Mozilla Firefox[®] browsers.
- Parallax mapping shader now works correctly from all viewing angles.
- Fixed the problem with Cluster visualization sometimes showing a message box without any text inside.
- The problem where objects with mirrored transform crashed Raptor is now solved.