



Carmenta Engine 5.6

GENERAL

- Software Development Kit (SDK) for rapid development of interactive geographic applications on Windows, Linux and Android.
- High performance visualisation and processing of geographic data, both in 2D and 3D.
- Available in both 32-bit and 64-bit version.
- Fast kernel developed in optimised C++.
- Individually optimised .NET, C++ and Java APIs.
- Optimised internally for multi core CPUs.
- Hardware accelerated map rendering that offloads CPU.
- Parallel asynchronous processing that keeps the application's user interface responsive.
- Map controls for WPF, WinForms, Qt and QML, Win32, MFC, X11 and Android.
- Supports over 70 geographic data formats natively.
- Different layers can have different coordinate systems, reprojection is done on the fly.
- Maps can be accessed via remote servers (OGC WMS, WMTS and WCS).
- Efficient cache mechanism for handling large numbers of moving objects on the map.
- Dedicated radar plot functionality can handle millions of dynamic plots. ^{NEW}
- Component based architecture built around intuitive data flow paradigm.
- Easy deployment using runtime merge modules (.msm) or XCopy deployment.
- The kernel has a built-in profiler for measuring and tuning the performance of map and application layers.
- Built-in tiled map image file cache, suitable for optimising vector layers on low-end hardware.
- Map Package mechanism enables efficient, single-file geodata distribution.
- Presentation of map layers and application layers can be defined in map configuration files using Carmenta Studio, or in runtime using the APIs.
- Geographically correct spatial calculations such as projection, distance, great circle, scale factors, azimuth / angle calculations etc available for all reference systems.
- Multiple windows and views can present the same data with different visualisations simultaneously.
- Supports internationalisation - titles, descriptions and other metadata can be specified in multiple languages.
- Unicode support for rendering non western right-to-left text, such as Arabic.

VISUALISATION

- Supports custom line styles, pattern fills and textures.
- Predefined common map symbols, line styles and patterns.
- Semitransparency is supported on all drawing operations.
- Anti-aliasing of text, symbols, lines and polygons removes jaggedness in presentation.
- Raster filtering, bilinear or bicubic, improves visualisation of scanned maps etc.
- Off screen drawing to file or memory.
- Raster symbols from image files.
- Vector symbols (SVG) from file or string.
- Resizable, rotatable vector and font symbols. Halo and outline effects.
- Multiple visualisations on objects such as multiple texts and symbols at a point or line.
- Complex line styles with auto-placement of symbols or labels along lines or in nodes, texts or symbols that clip lines etc.
- Level of detail in 2D with automatic switching on/off of map layers based on scale and/or geographic area.
- Flexible layer handling controls the drawing order of layers in run-time. Ability to mix raster and vector layers in arbitrary order.
- Attribute data controlled visualisation, selection and discrimination.
- Automatic label placement of text and symbols that prevents overlapping and duplication.
- Visualisation can be configured to automatically adapt to displays with very high pixel density.
- Supports military tactical symbology (NATO App-6, MIL-STD-2525)

EXTENDING WITH CUSTOM COMPONENTS

- Developers can "plug-in" their own data reading, processing and visualisation code as components that fit seamlessly into the Carmenta Engine data-flow model.
- Custom visualisation can be developed either using native GDI or OpenGL or by using Carmenta Engine high-level graphics API.
- Custom processing written in Python script can be embedded into map configurations.

SOFTWARE DEVELOPEMENT KIT CONTENTS

- Carmenta Studio - a visual editor for map configurations.
- Carmenta Explorer - a map configuration viewer.
- Comprehensive documentation, including tutorials, technical articles and API documentation.
- Many sample applications with source code for .Net C# for Windows Forms and WPF, C++ for Qt, MFC, Win32 and X11 as well as Java for Swing and Android.
- Sample maps and map configurations.

COORDINATE SYSTEMS AND PROJECTIONS

- Configurable reference systems, projections and geodetic datums, support for EPSG IDs.
- Handles embedded reference system information.
- Supports more than 15 types of projections, including Mercator, Transverse Mercator, UTM, Lambert, Albers and Stereographic.
- Projections for georeferencing using control points.

GEOGRAPHIC DATABASES AND FORMATS

- Can generate low resolution variants ("pyramids") of raster data to improve reading performance.
- Support for spatial database queries.
- Indexing for efficient reading of large datasets.
- Reads directly (conversion is not needed) from a large number of formats:

ADRG	Erdas IMG	OGC WMS
AML ^{2 4} <small>NEW</small>	Erdas LAN/GIS	OGC WMTS
ARINC ^{2 4}	GeoSoft raster	OGC WCS
ASRP	GeoTIFF ¹	PNG ¹
AutoCAD DXF ^{4 7}	GIF ¹	PolGASP
AutoCAD DWG ^{4 7}	GridASCII	PostGIS ^{2 4} <small>NEW</small>
AUX	HDR	Raw
BIL, BSQ, BSP	Intergraph raster	RPF ⁴
BSB Nautical	Japanese DEM	S-57 Nautical Charts ^{2 3 4}
BMP ¹	CM93 C-MAP ^{3 4 5 6 7}	SDTS DEM
CADRG ⁴	JPEG (.jpg) ¹	SQL Server ^{4 7}
CEOS (Spot)	JPEG2000 (.jp2)	TIFF ¹
CIB ⁴	MapInfo TAB	USGS ASCII
CMRG (PCMap) ⁴	MapInfo MIF	USGS DOQ
DEM	MFF	USRP
DFAD ⁴	MFF2	VTP BT elevation
DTED	MrSID ⁷	VPF ²
ECW	MySQL ^{4 7}	VMAP ²
Envisat N1	NITF	VVOD ²
ESRI Shape (.shp) ^{1 2}	NOAA	WVS ²
ESRI Binary ADF	Oracle Spatial ^{4 7}	SRTM HGT
ESRI ASCII Grid	OGC GeoPackage ^{NEW}	WMO GRIB

¹ Reads and writes

² Uses advanced spatial indexing technology for fast access of large files

³ With optional S-52 nautical chart presentation

⁴ Functionality available as an additional Carmenta Engine Extension

⁵ Not available in Carmenta Engine Linux version

⁶ Not available in Carmenta Engine 64-bit version

⁷ Not available in Carmenta Engine for Android.

INTERACTION

- API calls for querying geographic objects on screen.
- High-level interaction tool interface that developers may use to "plug in" their own interaction handling.
- Developers may also handle low level event and use API to control interaction.
- Tool for navigating 2D and 3D maps.
- Tool for creating and editing 2D objects.
- Tools for multi-touch interactions such as pinch-to-zoom and twist-to-rotate.
- Overview window functionality.

DATA PROCESSING "ON THE FLY"

- Add elevation (z) from elevation raster to 2D objects.
- Buffer zone generation for raster data and vector data.
- Clipping of geographic points, lines, polygons and meshes by geographic polygons or viewing area.
- Connection / desegmentation of lines and polygons.
- Data reduction through line and polygon "thinning".
- Filtering using attribute value logical expressions.
- Geographic and UTM/MGRS grid generation.
- Generate circle and ellipse objects from point + radius.
- Hill shading with dynamic sun position.
- Slope and aspect calculations.
- Isoline, e.g. elevation contours calculation.
- Real time line-of-sight calculation.
- Merging heterogenous rasterdata with different resolutions into homogenous data.
- Rasterising 2D vector layers.
- Reclassification of raster values and vector attributes.
- Reprojection of vector and raster data.
- Resampling of raster data.
- Size calculations - polygon area/perimeter and line length.
- Accessibility analysis and routing calculations for terrain vehicles. NEW
- Transformation of line objects to polygons and vice versa.
- Smoothing of line and polygon shapes.

SYSTEM REQUIREMENTS

Operating Systems:

Windows 8.1 and 8, Windows 7 and Windows Vista SP2 32-bit and 64-bit (supports native 64-bit applications). Windows XP SP3 32 bit.

Linux: Red Hat Enterprise 6, Ubuntu 10.04 and 12.04 LTS and SUSE Linux Enterprise Server 11 SP1. 32 bit and 64 bit.

Android: ARMv7 compatible CPU, Android 2.3.3 or later.

Graphics devices:

Using OpenGL as renderer requires a device supporting OpenGL 1.1 and GLX 1.3 (Linux). Using DirectX renderer requires a device supporting DirectX 9.1 (Windows).

Development tools:

Visual Studio 2005, 2008, 2010, 2012 or 2013 (Windows).



For further information, please contact us: +46 31 775 57 00, info@carmenta.com, www.carmenta.com