



Carmenta Engine 5.4

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.
- 32-bit and 64-bit versions. Supports development of native 64-bit applications on 64-bit Windows.
- Fast kernel developed in optimised C++.
- .Net, C++ and Java APIs.
- All APIs have fast direct access to the kernel, i.e. no middle layer such as COM is used.
- 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. ^{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. ^{NEW}
- 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.
- Unicode support for rendering non western right-to-left text, such as Arabic.

VISUALISATION

- Visualises points, lines and polygons. Handles different kinds of line styles, pattern fills and textures.
- Built-in support for making advanced multicolored linestyles for road networks and similar.
- Predefined common map symbols, line styles and patterns.
- Transparency on all drawing operations, including raster data.
- 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.

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.
- Sample applications with source code for .Net C# WinForms and WPF, C++ for Qt, MFC, Win32 and X11.
- 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
ARINC ^{2 4}	Erdas LAN/GIS	OGC WMTS
ASRP	GeoSoft raster	OGC WCS
AutoCAD DXF ^{4 7}	GeoTIFF ¹	PolGASP
AutoCAD DWG ^{4 7}	GIF ¹	PNG ¹
AUX	GridASCII	Raw
BIL, BSQ, BSP	HDR	RPF ⁴
BSB Nautical	Integrph raster	S57 Nautical Charts ^{2 3 4}
BMP ¹	Japanese DEM	SDTS DEM
CADRG ⁴	C-MAP CM93 ^{3 4 5 6 7}	SQL Server ^{4 7}
CEOS (Spot)	JPEG (.jpg) ¹	TIFF ¹
CIB ⁴	JPEG2000 (.jp2)	USGS ASCII
CMRG (PCMap) ⁴	MapInfo TAB	USGS DOQ
DEM	MapInfo MIF	USRP
DFAD ⁴	MFF	VTP BT elevation
DTED	MFF2	VPF
ECW	MrSID	VMAP
Envisat N1	MySQL ^{4 7}	VVOD
ESRI Shape (.shp) ^{1 2}	NITF	WVS
ESRI Binary ADF	NOAA	SRTM HGT
ESRI ASCII Grid	Oracle Spatial ^{4 7}	WMO GRIBI

¹ Reads and writes

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

³ With optional S52 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.
- 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.
- 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.
- Raster value type.
- 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.
- Terrain accessibility analysis for terrain vehicles.
- Transformation of line objects to polygons and vice versa.
- Smoothing of line and polygon shapes.

SYSTEM REQUIREMENTS

Operating Systems:

Windows 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 LTS and SUSE Linux Enterprise Server 11 SP1.

Android: ARMv7 compatible CPU,

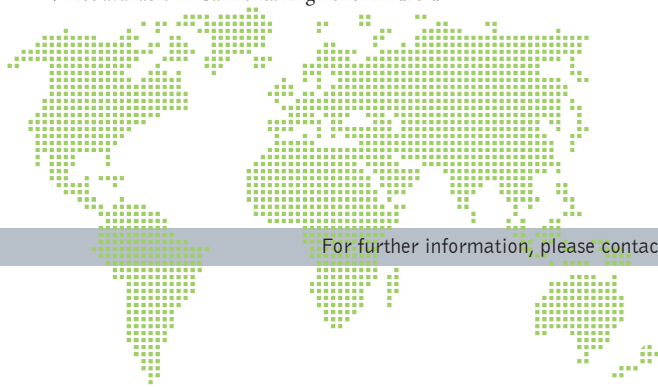
Android 2.3.3 or later.^{NEW}

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 or 2012 (Windows).



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