**HOW TO MAKE ENVIRONMENT FILE FOR LGSVL SIMULATOR**

**Lgsvl Simulator Installation:**

If you not install lgsvl simulator already then follow document given below:

\*\*\*[LGSVL installation guide](https://www.svlsimulator.com/docs/installation-guide/installing-simulator/)

**Steps for Importing New Map(.FBX):**

**1.Simulator Build Instruction:**

Prerequisites for Simulator Build:

* Unity Editor
* Git LFS

Follow this document - [Document for Build Instructions](https://www.svlsimulator.com/docs/installation-guide/build-instructions/)

Link for simulator Project directory - <https://github.com/lgsvl/simulator/releases/tag/2020.06>

**Note:** Please checkout the "release-\*" branches or release tags for stable (ready features) and "master" branch for unstable (preview of work in progress). **– Use this branch (git checkout release-2020.06)**

Link for unity editor 2019.3.3f1 - <https://unity3d.com/get-unity/download/archive>

**2. Build environment file by adding fbx file in project.**

**Document For Add New Map:**

[**https://www.svlsimulator.com/docs/simulation-content/add-new-map/**](https://www.svlsimulator.com/docs/simulation-content/add-new-map/)

**Reference Video Example for above steps:** [**https://www.youtube.com/watch?v=S0w2ahhEPbE HYPERLINK "https://www.youtube.com/watch?v=S0w2ahhEPbE&list=WL&index=1&t=261s"& HYPERLINK "https://www.youtube.com/watch?v=S0w2ahhEPbE&list=WL&index=1&t=261s"list=WL HYPERLINK "https://www.youtube.com/watch?v=S0w2ahhEPbE&list=WL&index=1&t=261s"& HYPERLINK "https://www.youtube.com/watch?v=S0w2ahhEPbE&list=WL&index=1&t=261s"index=1 HYPERLINK "https://www.youtube.com/watch?v=S0w2ahhEPbE&list=WL&index=1&t=261s"& HYPERLINK "https://www.youtube.com/watch?v=S0w2ahhEPbE&list=WL&index=1&t=261s"t=261s**](https://www.youtube.com/watch?v=S0w2ahhEPbE&list=WL&index=1&t=261s)

**Note:**

**Pedestrains we need to build NavMesh mention in above document**

**For NPC we need to annotate hd map -** [**Link for HD Map annotation**](https://www.svlsimulator.com/docs/simulation-content/map-annotation/)

In annotation following elements should need to be drawn.

1. lane

2. boundary lines (mention left and right lane)

3. Yield to Lanes

4. Intersections (If Junctions are there)



Important:

**Mention latitude and longitude of map in UTM format in map origin.**



**After all above steps ,build your env file mention in document.**