Deprecated Assets Policy

As the VehicleSim products BikeSim®, CarSim® and TruckSim® databases continue to grow and evolve, Mechanical Simulation will be cleaning up the animator assets database. Many assets were moved to reorganize the animator database; however, there are some assets will be deprecated and fully removed from the product installation. The deprecation cycle will be 2 releases or 1 year from the time an asset is moved to the deprecated assets directory until the time it is removed from the release.

This document will describe a few methods to link to or install the deprecated assets. The following methods will typically be performed by users who are updating their current database from an older version of VehicleSim to the current version. After a database is installed with deprecated assets, it will be easier to locate and update old animator file paths.

How to Find Deprecated Assets

All VehicleSim products have a new entry in the **Tools** menu. **Find Deprecated Assets in the Database…** ① will search the database for animator screens that use assets located in the **VehicleSim_Prog/Resources/Animator/Deprecated_Assets/** directory.
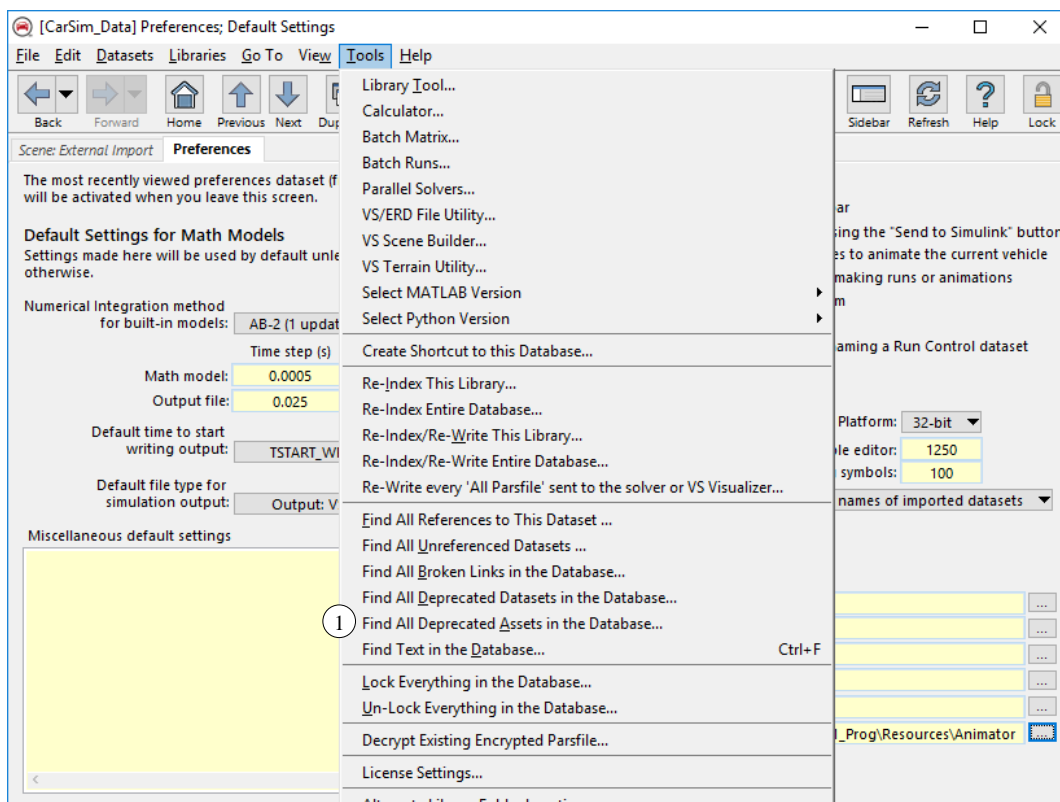

Figure 1: Find Deprecated Assets Tool.

The four primary screens that contain animator assets will have a red text notification warning showing the asset is deprecated. The text field will also change the asset text color to red.
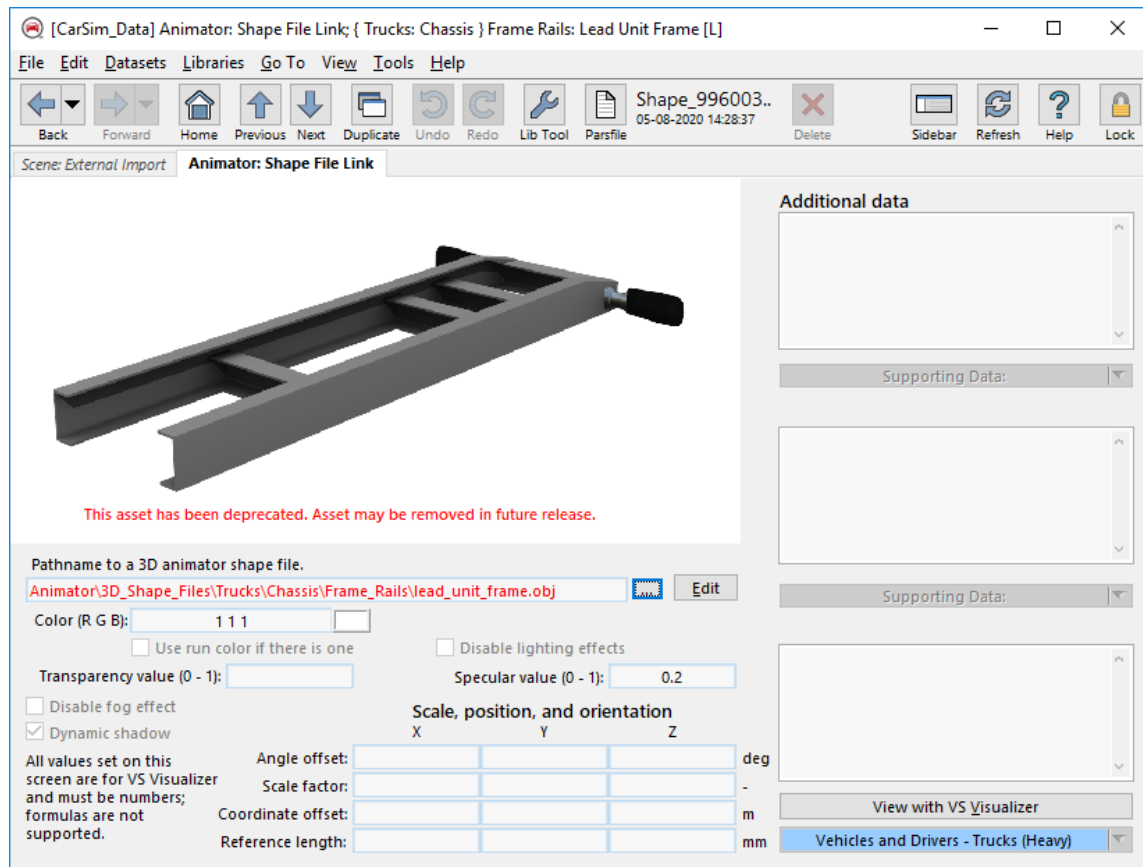

Figure 2: Animator: Shape file link screen with deprecated asset.

Database conversion and CPAR import

When VehicleSim products open a database or import a CPAR, a full re-write of all the included datasets will be performed if the data is from an old version. During the re-write, the **Road: Animator Surface Shapes** screen will trigger a popup (Figure 3) if the MTL file does not exist. This is to prevent corruption of the table data. The most common solution will be to select Default for all remaining datasets. If you are a user who adds custom MTL files to the resources directory, then you can select the old resources directory from the previous database version. Once the import or database conversion process concludes, the *Secondary Resources* field on the **Preferences** screen should be updated. This will ensure any other assets will be found.
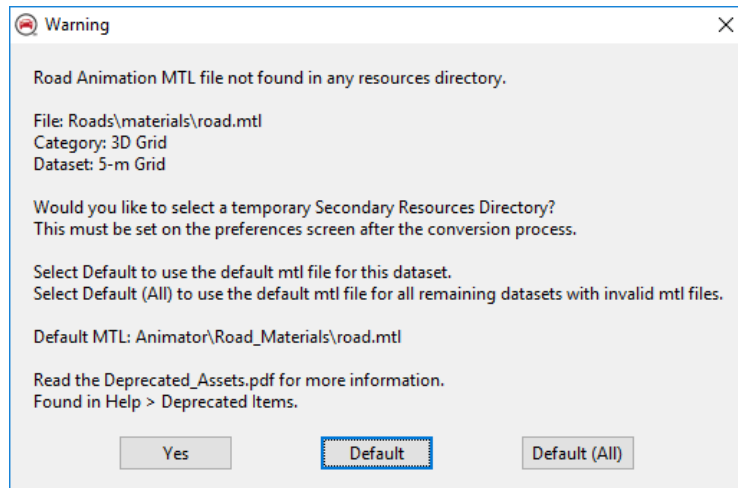
Figure 3: Road: Animator Surface Shapes screen popup during import and upgrade.

Restore or Include Deprecated Assets

Method 1: Include deprecated assets during installation

The deprecated assets for each product will be available during the installation process in products after 2020.0. On the Components screen of the installer, check the box for Deprecated Animation Assets ①. During the installation, the deprecated assets will be copied into the **VehicleSim_Prog/Resources/Animator/Deprecated_Assets/** folder. After opening the database users can now search for assets that have been deprecated.
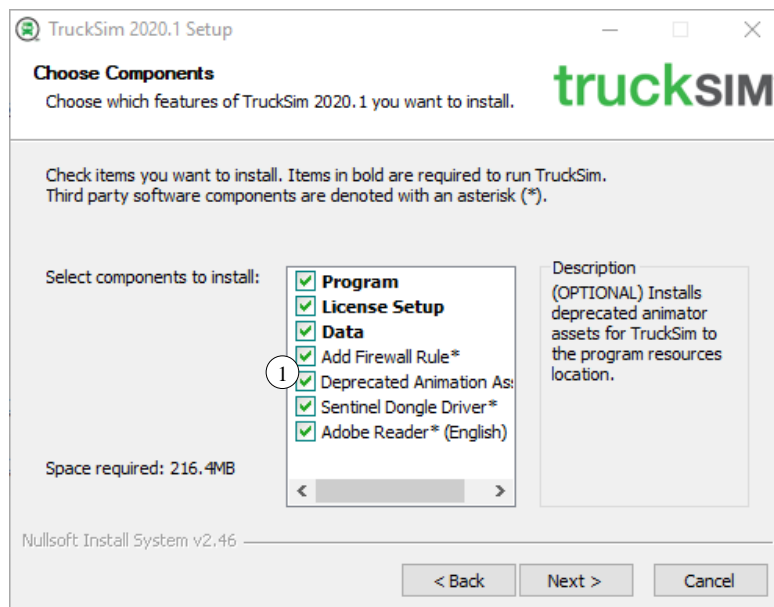

Figure 4: Include Deprecated Animation Assets.

Method 2: Define Secondary resources in Preferences

When upgrading an old database, there is a chance some animator assets at the very least will have a new location in the animator database. The fastest way to make these assets available is with the *Secondary Resources* field on the preferences screen. Figure 5, Shows the *Secondary Resources* with the Animator directory from the 2017.1 version of CarSim. Now the VS Browser and VS Visualizer will be aware of the deprecated assets from the old database.
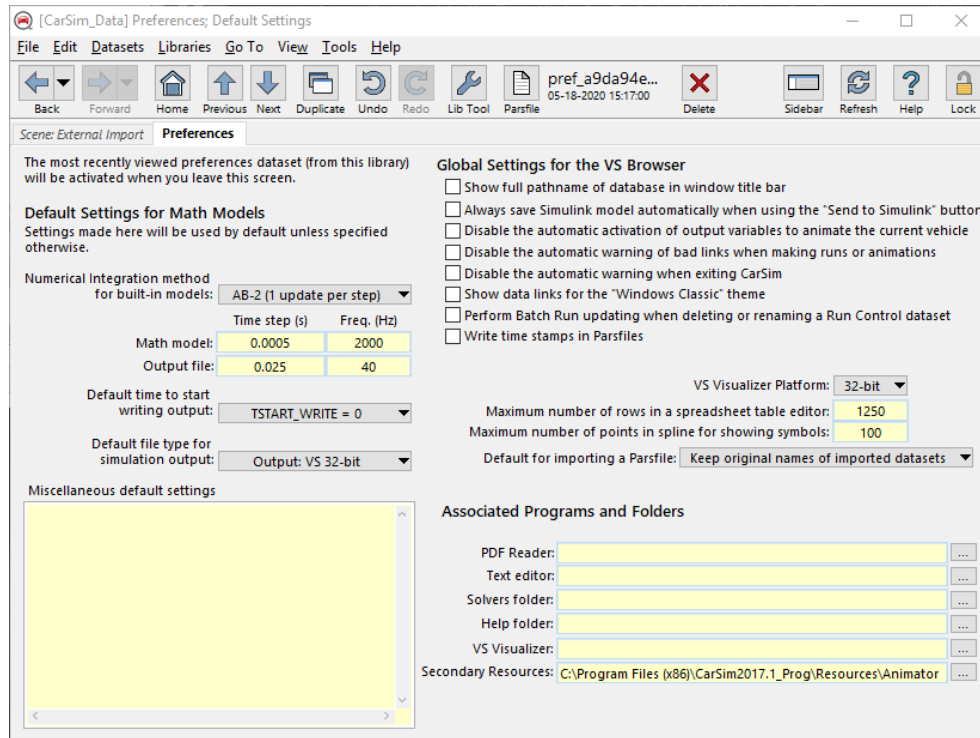

Figure 5: Secondary Resources on the Preferences Screen.

Method 3: Download deprecated assets from website

Users can download a zip file containing all the deprecated assets from the carsim.com download page. The contents of the zip file can be used in a couple ways. The first method will be to unzip the contents directly into the VehicleSim_Prog/Resources/ directory or the database directory. This method depends on having write permissions in the VehicleSim install directory. If those permissions are not available, then unzip the contents into any new directory. The new directory will be used the same as Method 1. Add the new directory to the Secondary Resources field on the Preferences screen.

Method 4: Copy assets from old installation

Users can copy the assets from the VehicleSim_Prog Resources directory of an old installation. The files can be copied into either the Database or the VehicleSim_Prog Resources directory of the new installation. Do not overwrite existing files if there are names that match. This will prevent overwriting a new asset with an old asset.

Pros and Cons: Database vs Prog/Resources

Database Pros

- No potential for conflicts with Prog/Resources directory

- Animator assets can be shared via CPAR if other users do not have the assets.

Database Cons

- Database size grows quickly with animator assets.

- Animator assets need to be shared with every database that shares data.

- CPAR file size also increase with included animator assets.

Prog/Resources Pros

- Maintain smaller database without animator assets.

- CPAR size remains smaller without animator assets

Prog/Resources Cons

- Mechanical Simulation does not recommend editing Prog directory contents.