Ongoing Developments

- Web GUI Integration

- Camera path recording and play back

- Moving Mars HiRISE GeoTIFFs onto the web servers

- New HDR star rendering method

- VR support

- Gamepad support

Features added since October

- New Asset management system
  - No more "Sync" application
  - Assets are synchronized on startup
  - Separate folder for heavy data
- Property Animation Framework
- Reduced startup and shutdown time by +50%
- Various runtime performance optimizations
- Stereoscopic rendering
- E&S Configuration Support
- Loading Screen
- Unique screenshot folder per application start
- Modified delta time sliders
- Synchronization from outside URLs
- Additional information on on-screen dashboard
- C-Troll application for remote application start

- Features
  - Feature completed atmospheric rendering
  - Fieldline rendering
  - New Mars color dataset
  - Added MOLA HRSC dataset
  - Added improved Earth WMS server from ESRI
  - Automatic fade-in of Digital Universe objects
  - Added scenes for Voyager 1 and 2
  - Added many... many moons
- Automatically recompute aspect ratio when window size changes
- Spout input into screen and world space objects
- QOL improvements for touch table interaction
- Added ability to hide scene graph nodes in the UI
- Support for fixed rotation and rapid prototyping
- New Parallel Connection that can work without a dedicated server