# PTV Vissim & Viswalk 6 Release Notes

**PTV GROUP**

*the mind of movement*

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## 6.00-02 [42872]                                      2013-08-14

### ⊕ New Features and Changes

**3D Visualization:**

- ⊕ Faulty graphics drivers for the integrated graphics (HD4x00) of the 4th generation of Intel Core i CPUs don't crash anymore upon initialization of OpenGL (while Vissim displays the startup splash screen). Texture compression is now automatically deactivated for Vissim on this hardware. **(7854)**

- ⊕ Improved rendering for networks far away from origin.
(Better rendering performance in 3D mode when zoomed in.) **(7439)**

**External Driver Model:**

- ⊕ The DriverModel.DLL interface is available now for Vissim 6. The example project has been updated to Visual Studio 2010. **(6496)**

**Network Editor:**

- ⊕ After adding a 3D traffic signal through the context menu of a signal head, the dialog for editing the 3D signal opens now automatically after the selection of the mast/arm. **(7666)**

**Parking Lots:**

- ⊕ New calculated attributes:
Current Occupancy: Number of vehicles currently in the parking lot. This value is independent of the remaining demand. For abstract parking lots, the value is determined from the initial occupancy, incremented (decremented) for each vehicle arriving in (departing from) the parking lot. For zone connectors, the value is empty (unlimited capacity, no initial occupancy).
Remaining Demand: Number of vehicles (from matrices and trip chain files) waiting for their departure time (only in abstract parking lots and zone connectors - empty value for real parking spaces). (This value can be higher than the current occupancy if vehicles from a matrix file have not yet completed their previous trips with this parking lot as destination.)
Parking Availability: Relative number of free parking spaces, defined as ratio of the absolute number of free spaces divided by the highest number of free spaces in any destination parking lot in the same zone. These values are calculated only when a vehicle selects a destination parking lot from that zone (at departure from the origin parking lot or at a dynamic routing decision or when a route guidance system acts) and stay unchanged (even if vehicles leave/enter that parking lot) until this happens again. For zone connectors, the value is always 1.0. **(7874)**

**Simulation:**

- ⊕ Improved simulation speed, especially with activated 2D visualization on recent processors (Intel Core i family). **(7735)**

### ✓ Fixed Bugs

**ANM Import:**

- ✓ Vissim doesn't crash anymore upon import of a crosswalk over a channelized turn without ANM lane turn (e.g. exported from Vistro). If there is no lane turn available on a channelized turn, then no crosswalk is generated and a warning is written into the message window. **(7846)**

- ✓ Vissim PT lines and line stops now include all PT stop bays on the route, even if several ANM PT stop bays are defined for one link. (The previous version considered only the very first stop bay per link). **(7855)**

**COM Interface:**

- ✓ Colors in 2D screenshots are now correct. (The output was BGR where it should be RGB.) **(7838)**

**Dialogs:**

- The dialog for desired speed distributions now considers the settings for the units (mph). [In previous versions values were always shown in km/h, and all entered values were interpreted as km/h.] **(7863)**

**Graphics:**

- Preview windows are now automatically closed when AVI recording ends. **(7704)**

**Language:**

- If the Vissim license doesn't include English, parts of the user interface (e.g. the network object sidebar) were displayed in English anyway, and it was not possible to set a language in the User Preferences dialog. This bug has been fixed. **(7862)**

**Read Additionally:**

- Additional reading of *.inpx files is no longer aborted if mandatory references cannot be resolved. Now, objects with such references are simply skipped. **(7851)**

- Vissim crashed when overwriting pedestrian inputs during additional reading of *.inpx files. This bug has been fixed. **(7852)**

**Signal Control:**

- Block signalization is now completely supported. **(7750)**

- When reading an *.inpx file, the signal time table and SC/detector record configuration read the port numbers for detector entries correctly now. [Previously, the controller number was used instead, and after the *.inpx file was saved again, the port numbers in the configuration were corrupted.] **(7871)**

**Simulation:**

- The simulation is now reproducible even if there is a stop sign with a vehicle class specific dwell time distribution or if there is a PT vehicle with user-defined doors and a waiting area using a location distribution for boarding passengers. **(7841)**

- Vehicle class specific lane closures work correctly now. Vehicles don't change anymore to lanes which are closed for their vehicle class, and they are not inserted on such lanes at vehicle inputs. **(7860)**

- Vissim doesn't crash anymore after a vehicle has selected a parking space with an adjacent parking space to the left (with left side traffic: to the right). **(7859)**

**Viswalk:**

- The simulation doesn't crash anymore if a pedestrian area measurement doesn't start at simulation time zero. **(7845)**

## 6.00-01 [42713]                                                    2013-08-06

### ⊕ New Features and Changes

**Dialogs and Messages:**

- A progress bar is shown when results are being read from the databases. **(7731)**

**Viswalk:**

- At a partial routing decision of type 'service point' pedestrians choose among all shortest queues the one which is closest to their current position (and not closest to the routing decision). **(7303)**

### ⊘ Fixed Bugs

**\*.inp Conversion:**

- While converting data from Vissim 5.40, lane closure information is now considered correctly. Previously the settings of lane 1 where applied for all other lanes. **(7833)**

**Dialogs and Messages:**

- Activating 'Don't show this message anymore' for warnings that appear before a simulation run will suppress all further warnings of any type. Errors will still be displayed. **(7780)**

**Graphics:**

- ✅ The color and width of lane markings is now also considered correctly in 3D display mode if multiple network editors are active. **(7652)**

**Public Transport:**
- ✅ While converting data from Vissim 5.40 the setting 'all PT lines' of partial PT routing decisions is now considered correctly. **(7843)**

**Viswalk:**
- ✅ Editing the OD matrix dialog does no longer cause a crash if the time intervals for pedestrian routes and pedestrian inputs differ. **(7784)**

- ✅ The gradient of an escalator/moving walkway is now considered for the speed of pedestrians travelling on it. **(7830)**

- ✅ The values of the pedestrian attributes 'Speed' and 'DesSpeed' are now displayed correctly in the quick view and pedestrian list. Previously values were shown in m/s instead of km/h. **(7834)**

- ✅ While converting data from Vissim 5.40, the operational speed of escalators and moving walkways is now imported correctly. **(7832)**