

# PTV Vissim & Viswalk 6

## Release Notes

Last modified: 2013-09-19

[http://vision-traffic.ptvgroup.com/en/support\\_vissim](http://vision-traffic.ptvgroup.com/en/support_vissim)  
[http://vision-traffic.ptvgroup.com/en/support\\_viswalk](http://vision-traffic.ptvgroup.com/en/support_viswalk)

6.00-04 [43441]

2013-09-19

### + New Features and Changes

#### COM Interface:

- + New attributes (read-only) for Simulation:  
SimSec: current simulation second.  
SimTmOfDay: current simulation second as time of day (relative to start time). **(7894)**
- + New COM methods for vehicles:  
AddVehicleInZone: Places a new vehicle in the specified zone.  
AddVehicleInParkingLot: Places a new vehicle in the specified parking lot.  
AddVehicleAtLinkCoordinate: Places a new vehicle on the specified link, lane and coordinate.  
AddVehicleToPTLine: Places a new PT vehicle in the specified PT line.  
RemoveVehicle: Removes the given vehicle from the network.  
MoveToLinkCoordinate: Places a vehicle, that currently is in network, on the specified link, lane and coordinate.  
GetArrived: Returns vehicles that have reached their destination parking lot in the last simulation step.  
GetParked: Returns vehicles that are parked in parking lots.  
GetDeparted: Returns vehicles that have left a parking lot in the last simulation step. **(7269)**

#### Graphics:

- + When inserting a background image file into Vissim including details to position and size of the image, this information can optionally be considered during import. This information can be included e.g. in CAD and BGR files. **(7880)**

### ✓ Fixed Bugs

#### Evaluation:

- ✓ Moving labels does not cause the evaluation results to be discarded anymore. **(7934)**
- ✓ The link results (when collected per link segment) are now correctly loaded and displayed after reading a network with result. **(7954)**

#### Graphics:

- ✓ Graphic artifacts do not appear anymore on 3D net editor view when dragging a splitterbar onto this view. **(7783)**

#### Open network file:

- ✓ Vissim does not excessively allocate memory on reading a network with lots of detectors. **(7958)**

#### Signal controller dialog:

- ✓ Vissim does not crash anymore on inserting new signal controllers and signalgroups. **(7963)**

#### Simulation:

- ✓ If the status line is updated again in single step mode after a time step has been completed, it shows correctly the current simulation time between the two time steps now (and does not show the end of the next time step anymore). The same problem has been fixed for the attribute simulation second in the vehicle list and pedestrian list. COM access to the simulation time between time steps works correctly now, too. The simulation resolution can now be changed only at full simulation seconds. **(7903)**
- ✓ The simulation speed with networks containing many PT calling points is now speed-up. **(7925)**

#### Viswalk:

- ✔ Pedestrians who start and finish a travel time measurement in the same time step are always correctly measured. **(7942)**

## 6.00-03 [43343]

2013-09-13

### + New Features and Changes

#### 3D Visualization:

- + References to obsolete 3D model filenames (e.g. 911.v3d) are replaced automatically by the new systematic filenames of the same models (e.g. "Car - Porsche 911 (198x).v3d"). **(7870)**

#### COM Interface:

- + New attributes (read-only) for dynamic assignment:  
ConvCondMet: True if all active convergence conditions are met.  
ConvTravTmEdgDiffMax: Current maximum percentage difference between old and new edge travel times [%].  
ConvTravTmPathsDiffMax: Current maximum percentage difference between old and new path travel times [%].  
ConvVolEdgDiffMax: Current maximum absolute difference between old and new edge volumes (NOT percentage!). **(7124)**
- + New COM methods "ReadChannel" and "WriteChannel" for signal controllers to read/write data from/to the given SC communication channel (from the previous / for the next controller time step). **(7261)**

#### Data Model:

- + Almost all driving behavior parameters can now be changed during the simulation, except the safety distance reduction factor distances for signals (SafDistFactSigStart, SafDistFactSigEnd). **(7117)**
- + Vehicle types have three more (optional) color distributions now (which are used for specific parts of the vehicle model, defined in the \*.v3d file). Each single vehicle based on a 3D model now supports in 3D mode up to 4 colors that are determined by Vissim. **(7886)**

#### Evaluation:

- + The automatic queue counters for the node evaluation now also consider conflict areas (where vehicles must yield), in addition to signal heads and priority rules, for their position (first stop line inside the node). **(4141)**

### ✔ Fixed Bugs

#### 2D Visualization:

- ✔ Indirect attributes (of objects accessed through relations) and evaluation attributes are now displayed as label when no simulation is running, too. **(7887)**
- ✔ The number of decimals for labels as defined in the graphics parameters is now applied correctly. **(7879)**

#### COM Interface:

- ✔ The attribute ContrByCOM of signal groups can now be set to false, too (previously, the attribute was always set to true). **(7884)**

#### Dialogs:

- ✔ Priority Rule dialog: Incorrect handling of the stop line position if the length unit is set to feet has been fixed. **(7940)**

#### Graphics:

- ✔ A crash upon reading a layout file (\*.layx) with floating list windows is fixed. **(7897)**

#### List Windows:

- ✔ Editing of departure times of PT lines or boarding volumes of PT stops or start times of keyframes doesn't cause incorrect behavior during a subsequent simulation run anymore. **(7923)**

#### Network editor:

- ✔ The context menu item "Show in List" for vehicle and pedestrian routes works now. **(7931)**

- ✔ Deactivating the selectability of a level now correctly prevents the selection of backgrounds belonging to that level. **(7872)**
- ✔ The name of the Quick View window does not change anymore after reading of a layout file (in previous versions the name was wrongly set to List). **(7929)**

#### Open network file:

- ✔ A crash upon reading an \*.inp or \*.inpx file which contains invalid data (e.g. a reduced speed area past the link length) is now fixed. **(7888)**

#### Read additionally:

- ✔ When a connector is read additionally to an existing link, the operation is canceled if the link does not contain enough lanes. Previously, this resulted in a crash. **(7933)**

#### Rotate/Translate Network:

- ✔ Camera positions are now adjusted, too. **(7865)**

#### Signal Control:

- ✔ The trace file written by a VAP controller doesn't have a random filename anymore (including special characters which could cause a crash of the controller). **(7926)**

#### Signalization:

- ✔ If there is no user-defined configuration for the signal times table, the new signal controller attribute "Signal times table auto-configuration" is set automatically. As long as this attribute is set, the signal times table configuration contains all signal groups and then all detectors of the controller (as in Vissim 5.40) and it cannot be modified. **(7759)**

#### Simulation:

- ✔ The simulation stops now reliably when the defined simulation period is reached. (In previous versions the simulation could run past the simulation period in some cases: with single steps executed from COM scripts and in Vissim in single step mode if the space key was pressed.) **(7837)**
- ✔ Warning messages about incomplete vehicle inputs are written to the \*.err file again. (Previously, these warnings were shown in the messages window instead.) **(7921)**

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 to 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 were 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)**