



RELEASE HIGHLIGHTS

Pedestrian Dynamics 4.2



Release Pedestrian Dynamics® 4.2

“SMALL IMPROVEMENTS MAKE A BIG DIFFERENCE”

As one of the major global simulation software companies, InControl Enterprise Dynamics continuously invests in software development. Since the release of Pedestrian Dynamics 4.1 beginning this year, we have solved various issues.

Pedestrian Dynamics 4.2 includes features and bug fixes based on feedback from our customers and Business Partners. In this document, the new features and improvements in the user-friendliness of the software are described. You can find a complete list of all the improvements and bug fixes [here](#)



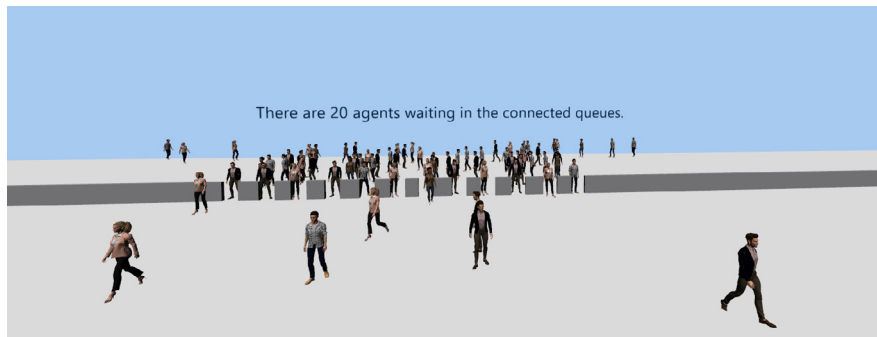
New Features

New TextBox element

Enhance your model by showing text or output in your 2D or 3D Visualization.

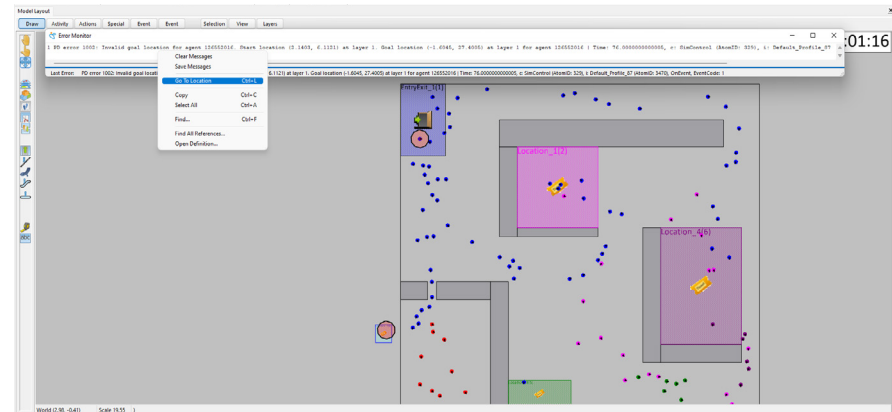
The new text box element can show predefined messages or dynamically updatable text. This tool brings extra functionality to help you analyze your environment during the simulation run and create videos to show your projects' results.

This element can be found on the draw toolbar of the 2D Builder. Draw the text box in your layout, adjust its size, font, and many other settings in the settings window, including the visualization in both 2D and/or 3D. Use the available predefined logics to define the text to be shown: a fixed text such as the name of an activity or its capacity, or even text that is updated dynamically during the run, such as the number of people in a queue line.



Show the location in your 2D/3D model layout directly from the location reported in the Error monitor


New functionality has been added to the error monitor and tracer window. In the context menu you can find a new function Go to location. Use this for example to easily find the location where an error is reported in the error monitor in your 2D/3D model layout.

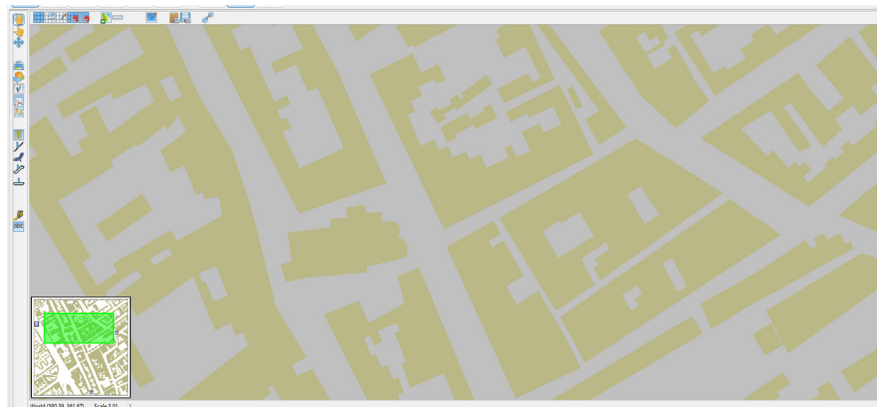


Debugging your model is now facilitated by this tool. Select the line in the error monitor which is reporting the location. Right-click on the error and the context menu opens, which shows the "Go to location" option. By selecting this option, a red circle pops up on the environment which indicates the location.

Miniature Map for easy navigation

A miniature layout of your entire model for easy navigation. When working with large models, the zoom in/out process to find a specific location can sometimes be cumbersome. The miniature map tool does not only give you extra information about which part of the model is shown in the view, but also makes it easier to move between different areas.

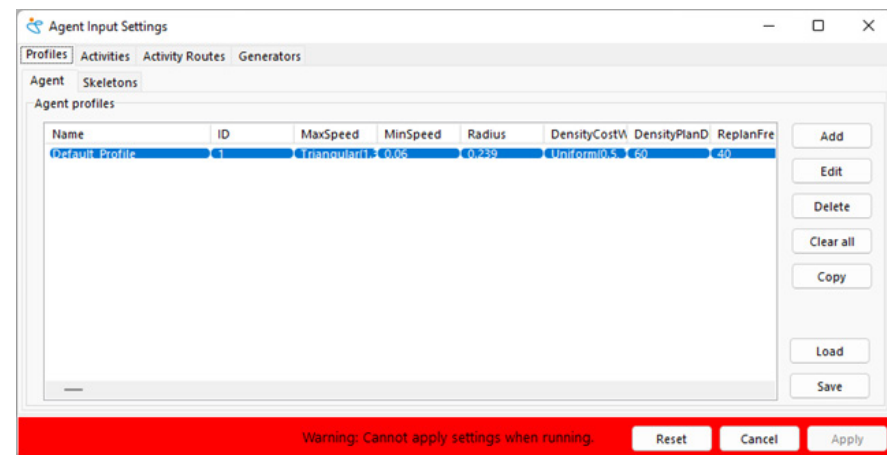
A new button  can be found on the View tab of the Model Layout. Click this button and a settings window will appear in which you can enable the miniature map. This map is shown in the bottom left corner of the 2D Builder windows. The green area shows the current area shown in the Layout. Click the image to move the view to the indicated location. The map can be updated via the settings window or on reset.



Improved user-friendliness

Reset button

Reset button directly on Agent Input window. You can easily reset the model without having to close the window and directly make changes to the Agent Input settings.



Sleep modus to avoid Pedestrian Dynamics closing down

With the sleep modus you can always pause your model development if you need a break or have an appointment. Your model is then frozen at that stage of development and Pedestrian Dynamics will not close if your computer goes to sleep mode. When you come back you can easily continue building your model without losing anything you have done.