



Licensed Program Specifications

3DVIA Virtools 5.0

Whether you're developing for online, PC, large-scale interactive digital mock-ups or videogame, use 3DVIA Virtools to deliver graphically stunning, interactive real-time experiences for industry or game production.

3DVIA Virtools is a complete **development and deployment platform** with an innovative approach to interactive 3D content creation.

The 3DVIA Virtools production process facilitates prototyping and robust development up to large-scale, immersive or online, lifelike experience delivery.

Breaking away from traditional environments, 3DVIA Virtools solutions help optimize timescales and budgets, meet your production requirements on schedule, while significantly reducing production costs and overall risks.

3DVIA Virtools' ground-breaking software solutions suit a wide range of production and trade-specific application needs, like design reviews, shopping experiences, simulation-based training, advergaming, sales configurators and more.

Imagine, Create and deploy 3D lifelike experiences within days thanks to 3DVIA Virtools

The 3DVIA Virtools portfolio contains the following products:

Authoring tools (creating your application):

- | | |
|---------------------------------------|---------|
| - 3DVIA Virtools | VTL |
| - 3DVIA Virtools Not For Resale (NFR) | VTL-NFR |
| - 3DVIA VR Complete Library | VRC |
| - 3DVIA VR Standalone Library | VRS |
| - 3DVIA AI Library | AIL |
| - 3DVIA Physics Library | PCL |
| - 3DVIA Multiuser Server | MTS |
| - 3DVIA Multiuser Library | MLL |
| - 3DVIA Extend & Connect Library | ETL |

Experience tools (deploying your application):

- 3DVIA Office Player	OFP
- 3DVIA XE Player Gfx Plug-in	GFP
- 3DVIA XE Player	XEP
- 3DVIA VR Publisher Classic	VR1
- 3DVIA VR Publisher Unlimited	VR3
- 3DVIA Custom Player	CTP
- 3DVIA Custom Player Add-in	CPY
- 3DVIA Multiuser Server	MLS
- 3DVIA Extend & Connect Server	ETS

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Hardware Requirements

- Pentium III or equivalent
- 1 Gigabyte (GB) of RAM
- DVD ROM drive
- Monitor capable of displaying 1024 x 768 in 16 bit color (65536 color/Hicolor)

- Pointing device (mouse, trackball...)
 - Direct3D or OpenGL compatible 3D graphic card with 128 MB of RAM
 - DirectSound compatible sound card (not a requirement but recommended)
 - You should ensure you have the latest official drivers for your graphics card
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Software Requirements

- Microsoft® Windows® (2000, XP, Vista, 7)
- Microsoft DirectX 9.0C redistributable version August 2007 (minimum)
- For OpenGL, an OpenGL 2.0 compatible graphics card and driver
- Microsoft Internet Explorer 6 or higher

Additional notes:

- Virtools Windows Seven support comes with 3DVIA Virtools 5.0 SP3. Previous versions of 3DVIA Virtools don't have official support of Windows Seven platforms.
 - 3DVIA Virtools supports 32 and 64 bits OS. Please note that native 3DVIA Virtools code only runs in 32 bits mode (on 32 or 64 bits OS). It is not possible to build native 64 bits Virtools applications. It is not possible to simply embed 32 bits 3DVIA Virtools component (ActiveX) within a 64 bits application.
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Programming Requirements

3DVIA Virtools is a complete development platform for creating rich interactive content. While developing application using text scripting language or graphical scripting language, you don't need any external compiler.

3DVIA Virtools also comes with C++ API to enable enhancement of native capabilities of the platform. Required compiler to compile C++ code is **Microsoft Visual Studio .Net 2005**.

Documentation

Full documentation comes with 3DVIA Virtools' DVD:

- Documentation for authoring tools
 - o Authoring platform
 - o Text scripting (VSL or Lua)
 - Reference
 - Samples
 - o Graphical scripting
 - Reference
 - Samples for each building block
 - Application samples
 - o C++ SDK
 - Visual Studio 2005 Wizards to help creating a new manager / building block
 - Reference documentation
 - C++ Sample of a CustomPlayer
 - C++ Samples of building blocks and managers
 - C++ source code of most of the native graphical building blocks

Licensed Program Materials Availability

- Restricted materials - No. This licensed program is available without source licensed program materials. It is available in object code only.

Supplemental Terms

Type/Duration of Program Services(also referred to as “Support Services”)

You will find all necessary information including processes on this website:

<http://3DVIA.com/support>

The License Management Model

Licensing system is different from standard CATIA products.

3DVIA Virtools delivers license management system based on FlexLM tools. Licenses can be generated:

- for one specific machine (nodelock), then based on the machine's Mac address or Disk ID,
- for a pool of machines (concurrent) through a FlexLM License Server. The license is then based on the servers's Mac address or Disk ID.
- Borrow features are available.
- Redundant servers are supported.
- Licenses are acquired at the beginning of the process (launch the product), and released at its termination (at product closure).

Authoring tools and players are under FlexLM licence management.

Additional Terms and Conditions

Specific terms and conditions applicable to 3DVIA Virtools PUBLISHING RIGHTS products are covered by a **PUBLISHING AGREEMENT**. The Publishing Agreement must be signed by the customer and accepted by DS. A customer needs to sign a PUBLISHING AGREEMENT each time that content made with 3DVIA Virtools is published online or offline without license check.

3DVIA Virtools Web Publishing Rights – VWP

3DVIA Virtools Web Publishing Rights Extended – VWE

Purchase of Publishing Rights Product is necessary to have the right to deploy content developed with 3DVIA Virtools on the Web

3DVIA Virtools Web Extend & Connect Publishing Rights – VWX

Purchase of Publishing Rights Product is necessary to have the right to deploy content developed with 3DVIA Virtools & 3DVIA Extend & Connect Library & Server

3DVIA Virtools Web Multiuser Publishing Rights – VWE

Purchase of Publishing Rights Product is necessary to have the right to deploy content developed with 3DVIA Virtools & 3DVIA Multiuser Library & Server

Publishing for PC – VGP-1, VGP-2, VGP-3, VGP-4, VGP-5

Purchase of Publishing Rights Products is necessary to have the right to deploy content on PC **via Customer Player Without Licence Check (CPY)**

Contact DS for more information regarding the Publishing Agreement.

Designated Machine Identification

No

Test Period

No

Use-Based Charges/Usage Restrictions

Charges for this program are based on the number of users logged on at any time. The total number of users logged on may not exceed the number for which you have been authorized. If the total number exceeds your authorization, you must notify Dassault Systemes and obtain additional authorizations.

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Warranty

This program is warranted as specified in the Dassault Systemes license.

Licensed Program Specifications may be updated from time to time and such updates may constitute a change in specifications.

Following the discontinuance of all program services, this program will be provided "As Is" as specified in the Dassault Systemes license.

Footnotes:

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