FIRE MARSHAL

Traffic Module V2.0

Traffic Module Operation Procedures

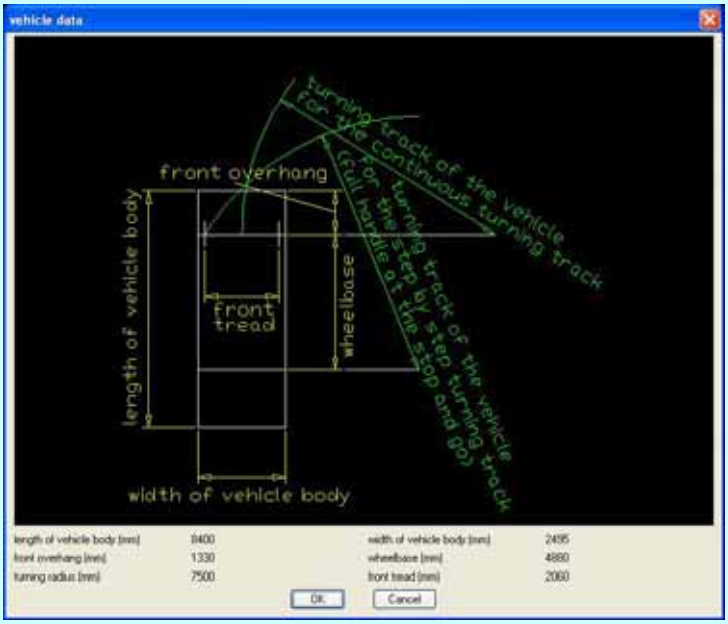
Two simulation modes are available in the traffic module. One is manual driving simulation, in which a vehicle goes ahead step by step by mouse click of the icon, and the other is automatic driving simulation, in which a vehicle goes ahead automatically along the predetermined driving route.
Operation procedures are described separately for each simulation mode.

1.Allocation of vehicle

① Open 3D graphic layout, and click the icon
② Select the vehicle from the pull down menu

④ Point cursor at the location for allocation of the vehicle and decide by left click, the point is matched with a center of the vehicle front head.
⑤ Point cursor to determine the direction of driving vehicle. Then the vehicle is allocated.
The picture below is an example of a case fire truck is allocated on the plant road.

③ Confirm the vehicle data on the dialogue and press OK bottom.



Delete vehicle

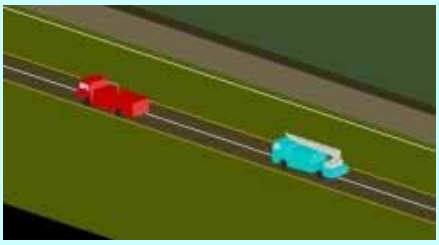
Delete the vehicle having been allocated.

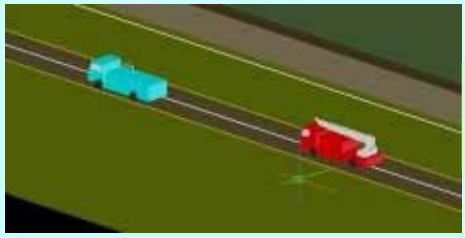
Select the vehicle by left click and then Press Enter Key.

2.Select vehicle

In case that two or more vehicles have been allocated, the vehicle for driving simulation must be selected.
※Only one vehicle can be simulated at a time

① Click the icon
② Select the vehicle by left click for driving simulation and press Enter Key.
Then color of the vehicle is changed to red color. (selected vehicle for the simulation is always in red color, otherwise in blue color.)



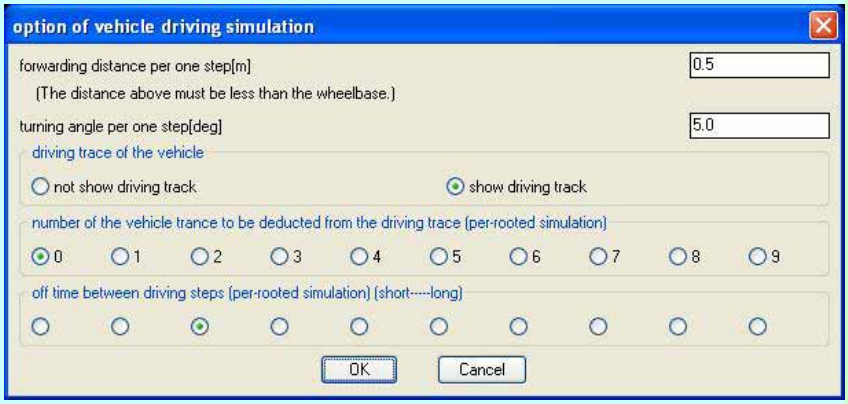


In this example, the fire truck is a vehicle for the driving simulation

3.Options (vehicle)

① Click the icon

Change the default setting as required.



Distance of proceeding ahead by one step

Input the distance of proceeding ahead by one click of the icon (the distance must be less than wheel base)

Turning angle by one step

Input turning angle by one click of the icon

Vehicular swept path

Select whether vehicular swept path is displayed or not.

Number of step to be deducted at display of the path (automatic driving simulation)

Select number of the step. By the deduction, overlapping of the vehicle picture can be reduced.

Time between steps (automatic driving simulation)

Select the time between steps.

4.Manual driving simulation

Manual driving forward

Click the icon , then the vehicle proceeds forward one step of the distance

Manual driving turn to the right

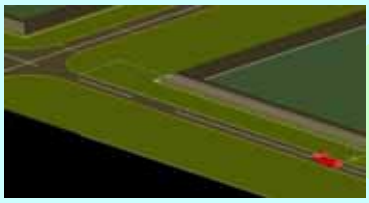
Click the icon , then the vehicle turns to the right one step of the turning angle.

Manual driving turn to the left

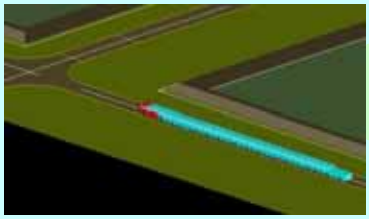
Click the icon , then the vehicle turns to the left one step of the turning angle.

Options (vehicle)

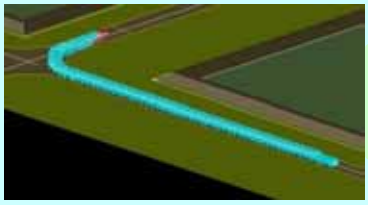
By this option , distance or turning angle per step, how to display the driving trace, time between steps can be set as required



The vehicle in red color is a vehicle for the driving simulation.



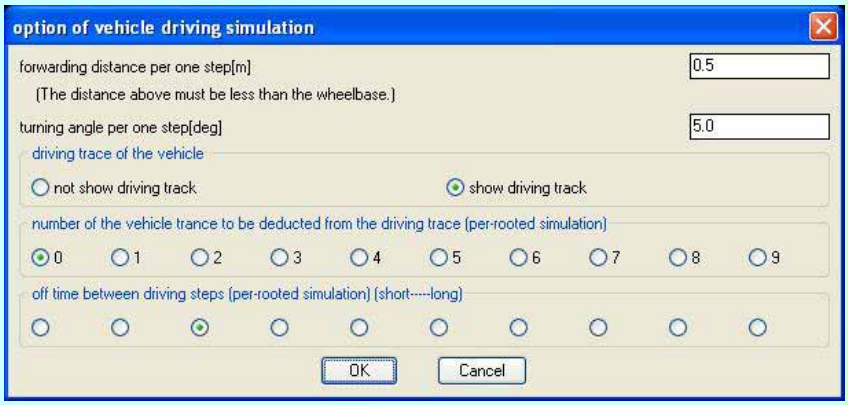
Click the icon successively to proceed the vehicle to near crossing.



Lick the icon successively to turn the vehicle to the right at the crossing.

1.Options (vehicle)

① Click the icon
Change the default setting as required.



Distance of proceeding ahead by one step
Input the distance of proceeding ahead by one click of the icon (the distance must be less than wheel base)

Turning angle by one step
Input turning angle by one click of the icon

Vehicular swept path
Select whether vehicular swept path is displayed or not.

Number of step to be deducted at display of the path (automatic driving simulation)
Select number of the step. By the deduction, overlapping of the vehicle picture can be reduced.

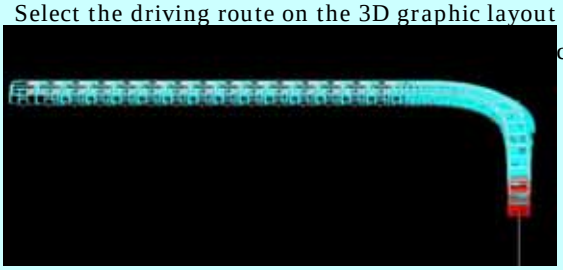
Time between steps (automatic driving simulation)
Select the time between steps.

2.Input the driving route

①Click the icon
②Point the cursor at the starting location of the route and left click.
③Point the cursor at the second location of the route and left click
④Point the cursor at the third location of the route and left click and so on as required.
⑤When pressing Enter key, then finish the input of the route and the the route is displayed.

3.Driving along the route

① Click the icon
② Select the vehicle from the pull down menu.
③ Confirm the vehicle data on the dialogue and press OK bottom.
④ Select the driving route on the 3D graphic layout and press Enter key
⑤ cally.



※In case that the vehicle cannot turn with the minimum turning radius along the route, error message appears.

⑥ When the vehicle is arrived at the end of the route, the driving simulation will be stopped automatically.

Options (vehicle)

By this option , distance or turning angle per step, how to display the driving trace, time between steps can be set as required