



# TerraExplorer®

## Version 6.5 Comparison Table

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## Features and Functionality

The TerraExplorer Comparison Table below compares the different capabilities of each of the products in the TerraExplorer family. All products are based on TerraExplorer Pro, with each offering a different subset of TerraExplorer commands.

TerraExplorer Pro commands are accessible programmatically either from the standard API or from the ICommand interface. ICommand is an API call that simulates a user click on the TerraExplorer Pro ribbon or menus, activating a TerraExplorer command.

Most operations can be performed by both of the methods. To create a polygon, for example, you can use the `Creator.CreatePolygon(...)` API to create a polygon and set all the parameters programmatically. Alternatively, you can call `ICommand.Execute (1012,5)` (the equivalent of clicking Create Polygon on the ribbon). This call opens the Properties Sheet and lets the user add the polygon and set its properties manually, like in TerraExplorer Pro.

A few commands (e.g., Publish Project) are only available via the GUI or the ICommand interface, and not programmatically from the standard API.

## Run Time Pro

Run Time Pro provides full TerraExplorer Pro functionality for incorporation in OEM applications, using its ActiveX components, the standard API, and the ICommand interface. Run Time Pro cannot be used as a standalone application and it does not provide the TerraExplorer Pro ribbon user interface.

## TerraExplorer Plus

TerraExplorer Plus, available as a stand-alone application, or as integrated ActiveX components, offers similar capabilities to TerraExplorer Pro with the following limitations:

- Advanced objects can be created and edited only by using the regular API, and not by ICommand:
  - Buildings
  - Dynamic objects
  - Video (on terrain and billboard)

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- Modify terrain
- Hole on terrain
- Feature layer operations can be performed only by using the regular API, and not by ICommand:
  - Spatial and attribute queries
  - Feature editing (modifying geometry or attribute values)
  - Creation of new layers
- A project cannot be bound to the TerraCatalog (the catalog can be searched but not updated automatically with project changes).
- A project cannot be published as a Viewer Kit.
- The terrain cannot be extracted to MPT or VRML.
- No access is available to the advanced Drawing Tools (Duplicate Objects, Create Power Line etc).
- No access is available to the MakeXPL tool.

## SG Viewer

The SkylineGlobe Viewer is a standard TerraExplorer Viewer that provides advanced API capabilities only when it is embedded in a SkylineGlobe web application. After installation, TerraExplorer Viewer can be run either as a stand-alone application, providing only standard capabilities, or from SkylineGlobe web application, using the Internet License to provide advanced API.

## Comparison Table

✓ - Available in the User Interface and the API

API – Available only via standard API commands (not including the ICommand interface)

UI - Available only via the User Interface or the ICommand API (not available via standard API commands)

C2MP – Available only in the C2MP extension

	<b>Viewer</b>	<b>SG Viewer</b>	<b>Plus</b>	<b>Pro</b>
3D Fly-through with Six Degrees of Movement	✓	✓	✓	✓
Load Fly and KML/KMZ projects	✓	✓	✓	✓
View all supported objects, layers and features	✓	✓	✓	✓
Save project to Fly, KML and KMZ formats	✓	✓	✓	✓
Measurement Tools	✓	✓	✓	✓
Terrain Analysis tools	✓	✓	✓	✓
Shadow Analysis	✓	✓	✓	✓
Add and Edit basic objects (label, line and polygon)	UI	✓	✓	✓
Add and Edit all 2D and 3D objects		API	✓	✓
Add and Edit Advanced objects (Building, Video on Terrain, Terrain Modification, Hole on Terrain and Dynamic Objects)		API	API	✓
Load imagery and elevation layers		API	✓	✓
Load feature layers		API	✓	✓

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Spatial and attribution queries		API	API	✓
Create new Feature Layer		API	API	✓
Edit and update feature layers geometry and attributes		API	API	✓
Create Groups and manage Project Tree	✓	✓	✓	✓
Create locations and presentations	✓	✓	✓	✓
Create movie	✓	✓	✓	✓
View Navigation Map	✓	✓	✓	✓
Add and edit Navigation Map			✓	✓
Snapshot Creation	✓	✓	✓	✓
Indoor editing and viewing	✓	✓	✓	✓
Navigation tools (GPS tracking, target and Multiple coordinate system)	✓	✓	✓	✓
Search TerraCatalog			✓	✓
Bind project to TerraCatalog				✓
Change project settings		API	✓	✓
Publish projects (create TerraExplorer Kit )				✓
Create snapshots	✓	✓	✓	✓
Collaborate	✓	✓	✓	✓
Draw tool	C2MP	✓	✓	✓
Extract Terrain				✓
Advance drawing tools (Duplicate Objects, Create Pipe Lines, Create Power Lines)				✓
Create raster pyramid			✓	✓
MakeXPL				✓
Make3DML				✓

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C2MP tools : <ul style="list-style-type: none"> <li>• MultiTracking (Cursor-on-Target, Predator, Blue Force Tracking)</li> <li>• FalconView Interface</li> <li>• MilStd2525B Annotator</li> <li>• ACO Import</li> <li>• GRG Creation</li> <li>• Coordinate Marker</li> </ul>	C2MP	C2MP	C2MP	C2MP
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## System Requirements

<b>Operating System</b>	Windows® XP / Vista / 7/ 8.
<b>System Memory</b>	1GB of RAM (4 GB or more recommended).
<b>Video Card</b>	256MB of video memory (1024 MB or more recommended). Pixel and vertex shader v3.0.
<b>Processor</b>	Pentium Dual-Core or equivalent.
<b>Internet Connection</b>	Broadband connection (recommended).
<b>Browser</b>	Microsoft Internet Explorer 7 or higher.
<b>Additional Software</b>	.Net Framework 4.0 extended deployment or later is required for the Make3DML and extract & publish tools. .Net Framework 2.0 extended deployment or later is required for Catalog and Resolution Pyramid tool.