

Carmenta Mobile

General

- Hybrid map loading system. Maps can be onboard device and / or loaded from server on demand
- Raster and vector data map handling
- Static background maps and dynamic application overlays
- 2D and 3D
- 3D landmarks and buildings
- Map presentation such as colors and line styles is defined in a XML map configuration file
- Map presentation can be changed at runtime
- Reads data from multiple spatial data sources simultaneously
- Flexible layer handling controls the drawing order of layers in run-time.
- Ability to mix raster and vector layers in arbitrary order.
- Drawing API for hardware accelerated custom GUI drawing
- 3d-hardware accelerated 2D and 3D visualization, optimized for dynamic presentations using smart caching on graphic processing units
- Rotatable maps
- Intelligent caching increases performance when re-reading data
- 3D parameters such as camera position and camera angles dynamically set
- High performance C++ core
- Symbian style C++ API
- Routing
- Geocoding
- GPS support

Visualization

- Text, symbols, lines and polygons in any color
- Text along lines, including curved lines
- Halo / outline effect on texts, lines and polygons
- 3D models in Alias/Wavefront .obj format
- Handles different kinds of dashed lines
- True transparency and alpha handling on all drawing operations
- Anti-aliasing of text, symbols, lines and polygons removes jaggedness in presentation
- Symbols from image files
- Resizable and rotatable symbols
- Multiple visualizations on objects such as multiple texts and symbols at a point or line
- Level of detail in 2D and 3D with automatic switching on/off of map layers based on scale and/or geographic area

Operating Systems and Environments

Carmenta Mobile is written in easy portable C++, so other operating systems than the listed below may be available on request.

- Symbian, with S60 or UIQ
- WinCE - planned for future versions.

Requirements

- OpenGL ES 1.1 Graphics Driver
- CPU: Complete set not decided yet, at least ARM9 will be supported
- Memory: Typically 2-4 MB of heap memory are needed

Data preparation

Raster and vector data is prepared using the fully featured, flexible and proven Windows version of Carmenta Engine.

For further information, please refer to the Carmenta Mobile product sheet, or contact Carmenta.