

Recording a Flight Path in TNTsim3D

DID YOU KNOW . . . you can record a flight path as you fly through the simulation in TNTsim3D using the Advanced Flight Recorder script?

What Recording a Flight Path in TNTsim3D Gives You

- Playback your flight or run it in a continuous loop.
- Save current flight path to a text file
- Open saved flight path for making movies, smoothing path, etc.
- Record a new flight path that replaces the last recorded.

Select this script to open TNTsim3D Advanced Flight Recorder and Smoothing Process window.



Click on this button to start recording the flight and activate the dimmed buttons on this panel.

Click to stop recording the flight.

Click to playback. Click to pause playback.



Click to save the last recorded flight path as a text file.



The illustration to the left shows the flight path saved as text file, imported to TNTmips as 3D vector lines, and displayed in a 3D group.

How to Record a Flight Path in TNTsim3D

- Save Advanced Flight Recorder script into your Landscape File in TNTmips.
- In TNTsim3D, Select Open from the File menu or click on the Open icon to display the 3D simulation of your geospatial data (*.sim).
- Select 3DFlightRecorder from the Script menu to open the TNTsim3D Flight Recorder and Smoothing Process window.
- On the Flight Recorder tabbed panel, click on the Record button.
- On the TNTsim3D Main window, start moving through on your 3D simulation and when you complete your flight, click on the Stop button on the Flight Recorder tabbed panel.
- Click on the Save button to save the flight as a text file.

WANT TO KNOW MORE?

See the Technical Guide entitled: TNTsim3D:

Smoothing Flight Paths

