# Chapter Eight: Contents

**(Output Visualizer – 13 July 2001 – LA-UR-00-1725 – TRANSIMS 2.1)**

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# Chapter Eight—Output Visualizer

## 1. INTRODUCTION

### 1.1 Overview

The TRANSIMS Output Visualizer module enables users to display various input and output data sets; it also provides tools to facilitate the analysis of these data sets. Among the data types the Output Visualizer displays/analyzes are the following:

- Plans—single aggregated or filtered overlaid on a given network.
- Vehicles—can be colored by velocity, type, etc., and animated on a given network.
- Signals—traffic controls are drawn and animated on a given network.
- Summary data – velocity and density data are drawn and animated on a given network.
- Intersection queues—queues are drawn and colored by the vehicles in a given queue.
- Variable size box data—any user-selectable data value can be drawn on any link of any size on a given network; this makes it possible to display data of vastly different types (from emissions levels to plans).
- Polygonal Region data – any user-selectable data value can be drawn on any region defined by a set of vertices; this makes it possible to display data aggregated into regional areas.

### 1.2 Requirements

The Output Visualizer currently runs under Sun Solaris and Linux operating systems. Hardware requirements include only a three-dimensional capable graphics board, such as a Creator3D or better for Sun workstations, or an OpenGL-compatible graphics board for systems running Linux.

OpenGL-compatible graphics boards for Intel/Linux systems add very little to the cost of machines; in fact, most laptops will run the Output Visualizer without the addition of a graphics-board upgrade. A three-button mouse is also required for Sun Solaris systems. A three-button mouse is preferred for Linux systems, although a two-button mouse may be configured to emulate a three-button mouse. Software requirements include the following:

- OpenGL or Mesa3D-graphics library
- GLUT, a multi-platform windowing system library

# 2. USING THE OUTPUT VISUALIZER

## 2.1 Graphical User Interface

The Output Visualizer's graphical user interface enables users to manipulate three-dimensional objects. As shown in Fig. 1 , the toolbar within the interface consists of buttons and sliders designed to achieve this purpose.

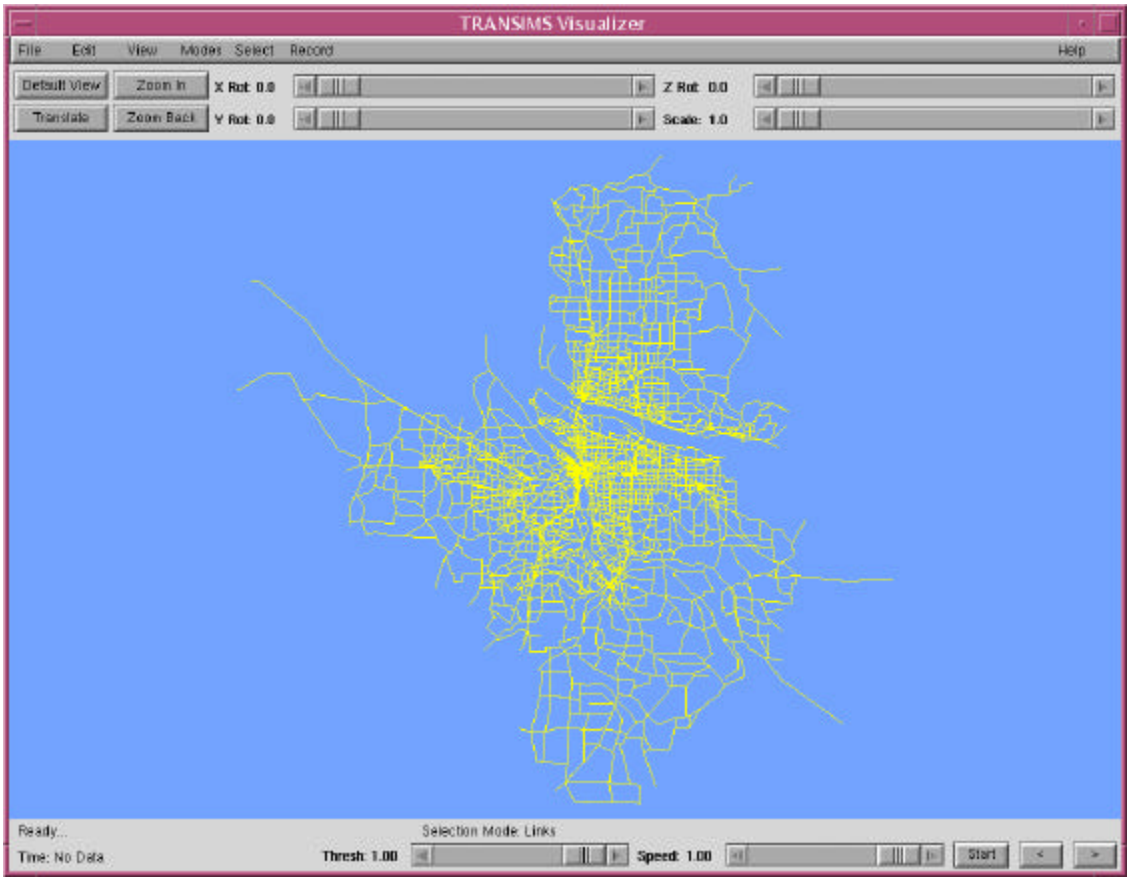


*Fig. 1. This figure shows the Output Visualizer graphical user interface.*

The sliders rotate the object about any axis and can also be used to scale the object about the current center of the display. Table 1 describes the buttons.

**Table 1. Output Visualizer buttons.**

| Button | Description |
|---|---|
| Default View | Resets the viewing transformations to their default values. |
| Translate | Enables users to drag objects to a new location by<br>• clicking on the button,<br>• clicking on any point in the viewing area,<br>• dragging it to another point, and<br>• releasing the left-mouse button. |
| Zoom-in | Enables users to magnify the display of a selected area by<br>• clicking on the button, then<br>• using the left-mouse button to click and drag on the display area, thus provide more detail |
| Zoom-back | Resets the viewing transformations to those that existed before the last zoom-in command. A stack of 50 zooms is implemented in the Output Visualizer. |

Just below the viewing window is the status line, which shows whether the display is animating or ready for commands. It also displays warnings and error messages.

To the right of the status line is the selection status line, which displays the current selection mode and the data retrieved from selections. The bottom edge of the display is used to display the current timestep and variable being displayed, as well as certain mode indicators.

Just to the right is the Thresh slider, which controls the transparency of vehicles or the cycling of colormaps, depending on what type of data are being viewed (vehicles or box data, respectively).

The Animation-speed slider is to the right and defaults to the fastest animation speed of 1.0. The start button resets the currently shown timestep to the first available timestep in the currently loaded data. The “>” and the “<” buttons increase and decrease the currently displayed timestep.

The Output Visualizer’s user interface has seven pull-down menus. These menus are described in Table 2.

**Table 2. Output Visualizer pull-down menus.**

| Menu | Description |
|---|---|
| File | Opens and closes data files and saves the viewing area to a file. |
| Edit | Finds objects, allows labeling, and changes the background color. |
| View | Enables users to select what type of data to view, as well as the data’s display style. |
| Modes | Selects various viewing modes, such as whether to use the lighting model, overlay mode, two- or three-dimensional network, etc. |
| Select | Enables users to change what types of objects are searched for when the middle mouse |

| Menu | Description |
|---|---|
| | button is clicked in the viewing area. |
| Record | Allows for the automated saving of images in a user-selected sequence of transformations and time-series displays in standard video sizes. |
| Help | Allows the user to access the help facility. |

Note: Initially, the Output Visualizer displays the network described in the configuration file.

## 2.2 Menu Functionality

### 2.2.1 File Menu

The File menu provides options (Table 3) for opening and closing data files, saving the current viewing area as a Sun Raster image file, saving the current display into a user-selectable size portable pixmap file, and exiting the Output Visualizer.

**Table 3. File menu functionality.**

| Menu Option | Description |
|---|---|
| Open Indexed Vehicles | Reads in and displays vehicle snapshot data from an indexed binary file that summarizes vehicle locations, types, velocities, etc. Refer to the File Formats section for additional information on the indexed binary-vehicle snapshot file format. Files in this format are produced with the *indexvehtobin* utility. A dialog box is displayed that enables the user to select the file.<br><br>Note: Do not double-click on the File Selector; when a directory is selected, the contents of that directory will be displayed.<br><br>The amount of data kept in memory can be adjusted when the Edit→Vehicle Memory Usage menu option has been selected. |
| Open Intersection Queues | Reads in and displays intersection queue data. The intersection queue file is created by the output system. Refer to the File Formats section for additional information on the intersection queue file format. A dialog box is displayed that enables the user to select the file.<br><br>Note: Do not double-click on the File Selector; when a directory is selected, the contents of that directory will be displayed.<br><br>The intersection queues will be displayed and synchronized with the vehicle snapshot file if one is currently loaded. Text output of intersection queues can be obtained by clicking the middle mouse button on an intersection when the Select→Intersection Queues menu option has been selected. |

| Menu Option | Description |
|---|---|
| Open Link Data | Reads in and displays link data. The link evolution data file is not created by the output system. Refer to the File Formats section for additional information on the link evolution data file format. A dialog box is displayed that enables the user to select the file.<br><br>Note: Do not double-click on the File Selector; when a directory is selected, the contents of that directory will be displayed. |
| Open Link Space Summary Data | Reads in and displays link space summary data. The link space summary data file is created by the output system. Refer to the File Formats section for additional information on the link space summary data file format. A dialog box is displayed that enables the user to select the file.<br><br>Note: Do not double-click on the File Selector; when a directory is selected, the contents of that directory will be displayed. |
| Open Network Features | Reads in and displays the network feature data. The network feature data file is not created by the output system. Refer to the File Formats section for additional information on the network feature evolution data file format. A dialog box is displayed that enables the user to select the file.<br><br>Note: Do not double-click on the File Selector; when a directory is selected, the contents of that directory will be displayed. |
| Open Point Data | Reads in and displays point data. The point data file is not created by the output system. Refer to the File Formats section for additional information on the point evolution data file format. A dialog box is displayed that enables the user to select the file.<br><br>Note: Do not double-click on the File Selector; when a directory is selected, the contents of that directory will be displayed. |
| Open Polygonal Region Data | Reads in and displays polygonal region data. The polygonal region data file is not created by the output system. Refer to the File Formats section for additional information on the polygonal region data file format. A dialog box is displayed that enables the user to select the file.<br><br>Note: Do not double-click on the File Selector; when a directory is selected, the contents of that directory will be displayed. |
| Open Traffic Controls | Reads in and displays traffic control data. The traffic control file is created by the output system. Refer to the File Formats section for additional information on the traffic control file format. A dialog box is displayed that enables the user to select the file.<br><br>Note: Do not double-click on the File Selector; when a directory is selected, the contents of that directory will be displayed. |

| Menu Option | Description |
|---|---|
| Open Underlay File | Opens a text-based data file that describes polygons to draw in the display area. The polygons are not timestep dependent, they are drawn on the display the same way in every timestep and even when no data is loaded into the Output Visualizer. This file format allows for the addition of features such as adding buildings and/or rivers to the display. Refer to the File Formats section for additional information on the underlay file format. A dialog box is displayed that enables the user to select the file.<br><br>Note: Do not double-click on the File Selector; when a directory is selected, the contents of that directory will be displayed. |
| Open Variable Size Box Data | Opens a text-based, variable size box data file. This option is used for emissions, summary data, and any type of data that are displayable on links. The File Selector dialog box (Fig. 2) is displayed, which enables the user to select the file.<br><br>Note: Do not double-click on the File Selector; when a directory is selected, the contents of that directory will be displayed. |
| Close Indexed Vehicles | Deallocates memory used for the current indexed vehicle snapshot data; the data will no longer be accessible. This menu option should be selected before reading in a new indexed vehicle snapshot file or in recovering memory for use in displaying another data type. |
| Close Intersection Queues | Deallocates memory used for the current intersection queue evolution data; the data will no longer be accessible. This menu option should be selected before reading in a new intersection queue file or in recovering memory for use in displaying another type of data. |
| Close Link Data | Deallocates memory used for the current link evolution data; the data will no longer be accessible. This menu option should be selected before reading in a new link evolution data file or in recovering memory for use in displaying another type of data. |
| Close Link Space Summary Data | Deallocates memory used for the current link space summary data; the data will no longer be accessible. This menu option should be selected before reading in a new link space summary data file or in recovering memory for use in displaying another type of data. |
| Close Network Features | Deallocates memory used for the current network features data; the data will no longer be accessible. This menu option should be selected before reading in a new network features evolution file or in recovering memory for use in displaying another type of data. |
| Close Point Data | Deallocates memory used for the current point data; the data will no longer be accessible. This menu option should be selected before reading in a new point data file or in recovering memory for use in displaying. |

| Menu Option | Description |
|---|---|
| Close Polygonal Region Data | Deallocates memory used for the current polygonal region data; the data will no longer be accessible. This menu option should be selected before reading in a new polygonal region data file or in recovering memory for use in displaying. |
| Close Traffic Signals | Deallocates memory used for the current traffic signal snapshot data; the data will no longer be accessible. This should be selected before reading in a new traffic signal snapshot file or in recovering recover memory for use in displaying another type of data. |
| Close Underlay File | Deallocates memory used for the current underlay file; the data will no longer be accessible. This menu option should be selected before reading in a new underlay file or in recovering memory used in displaying. |
| Close Variable Size Box Data | Deallocates memory used for the current variable box data; the data will no longer be accessible. |
| Save View to File | Saves the current viewing window to a Sun Raster file in the current working directory if the Current Window Size radio box is selected. If the User Selectable Size radio box is selected, a portable pixmap file with the dimensions given in the Image Height and Image Width text boxes will be produced in the current working directory. The addition of the User Selectable Size functionality allows for very large size images to be produced that are not limited by the current screen resolution. They can then be printed to produce large detailed images. The File Name For Image dialog box (Fig. 3) is displayed, which allows the user to enter a name for the file. |
| Exit | Terminates the Output Visualizer. |

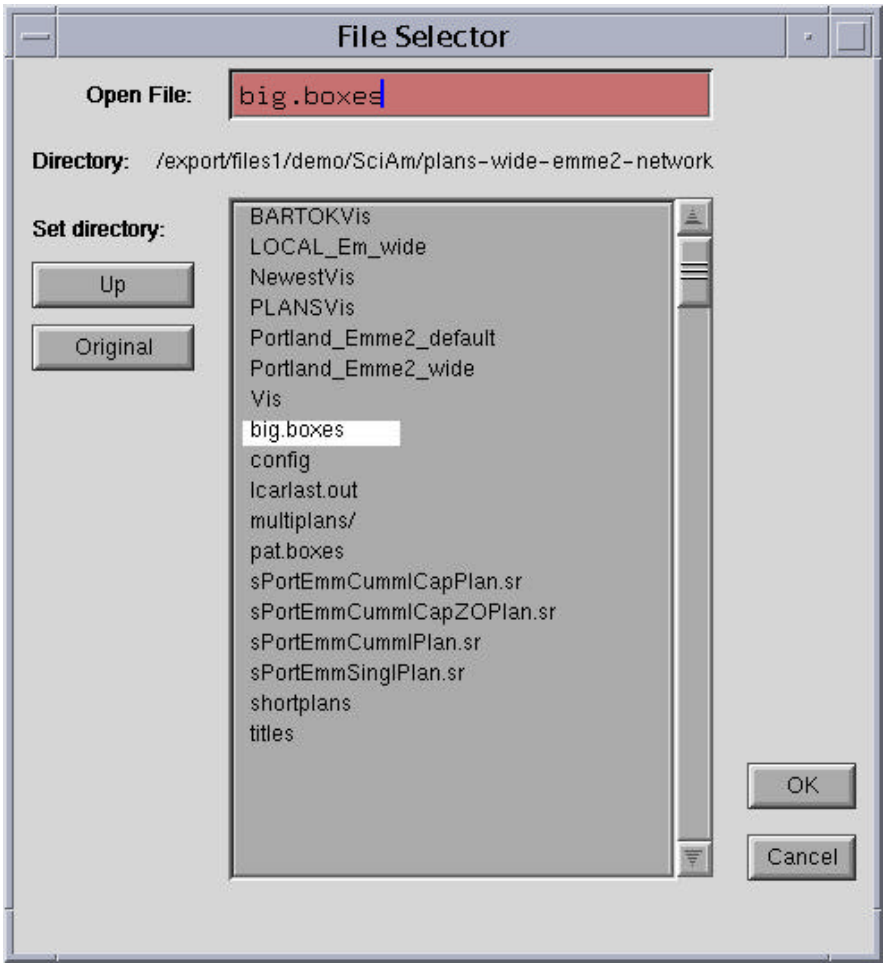


*Fig. 2. The File Selector dialog box.*

*Fig. 3. The File Name For Image dialog box.*

### 2.2.2 Edit Menu

The Edit menu options (Table 4) enable users to find objects, create labels, and change background color.

**Table 4. Edit menu functionality.**

| Menu Option | Description |
|---|---|
| Add Label | Allows for the setting of a user input text label of a given selectable color at a user-selected point within the current viewing area. This is useful in making transparencies for presentations.<br><br>The Text Label dialog box is shown in Fig. 4.<br><br>After clicking [OK] in this dialog box, you will be prompted on the status line to select a location for the lower-left corner of the beginning of the string you have entered with the left-mouse button. |
| Background Color | Allows the user to change the current background color.<br><br>The Color Selector dialog box is shown in Fig. 5.<br><br>Note: The Color Selector dialog box has its own menu; it is used to select primary colors without having to adjust the sliders. Click [OK] to accept the current background color setting that you have selected. |
| Change All Colormaps | Allows the user to change, all at once, the colormaps used by the Output Visualizer. The File Selector dialog box will be displayed, allowing for the selection of a binary colormaps file. This file is produced with the *mkallbinmaps* utility.<br><br>Note: Do not double-click on the File Selector; when a directory is selected, the contents of that directory will be displayed. |
| Find Link | Marks a selected link with an orange “X” and a larger red “X.”<br>The Find Link by ID dialog box (Fig. 6) is displayed , which allows the input of a Link ID to be marked. Enter ‘0’ for the link ID if you do not want to mark a link. |

| Menu Option | Description |
|---|---|
| Find Vehicle | Finds a given vehicle by its ID number and colors it in a user-selectable color and a user-selectable point size (when vehicles are displayed as points). This is useful in tracing a single vehicle through the network. The Box Size Fraction numeric input box allows the user to select the size of an area that the chosen vehicle will remain in if the Mode→Follow Vehicle menu option is selected.<br><br>The value input to the Box Size Fraction input box should be between 0.001 and 0.5. The value is the fraction of the window size from the center of the viewing window that the vehicle may stray from without re-centering the vehicle in the window.<br><br>The Find Vehicle Parameters dialog box is shown in Fig. 7. |
| Go To Timestep | Allows for the selection of a user-selected timestep to display. The Go To Timestep dialog box (Fig. 8) is displayed, which allows for the input of a given timestep. The dialog box will not disappear until either a valid timestep is selected or you click [Cancel]. |
| Vehicle Memory Use | Allows for the adjustment of the amount of data kept in memory when an indexed vehicle snapshot file is currently in memory. The Vehicle Memory Usage dialog box (Fig. 9) is displayed, which shows the time range of data currently in memory. It allows for the selection of an initial timestep, a final timestep, and the number of times to increment for the animation (Step Time). Optionally, you may click [Update] to calculate how much memory will be used with the settings currently in the text-input boxes. |

*Fig. 4. The Text Label dialog box.*

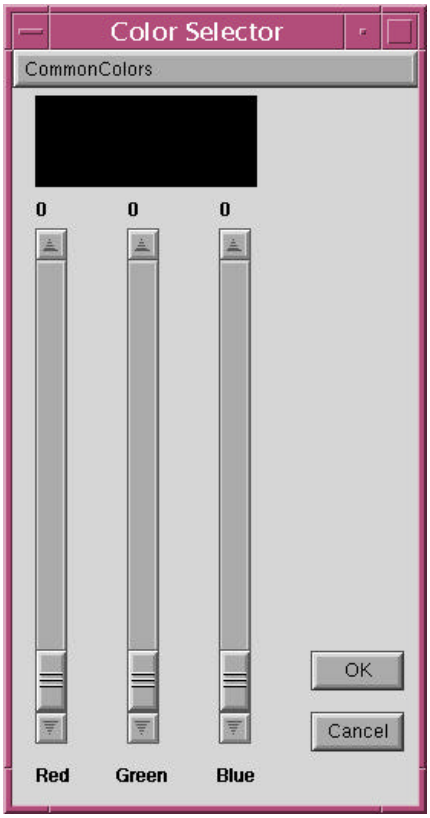


*Fig. 5. The Color Selector dialog box.*

*Fig. 6. The Find Link by ID dialog box.*

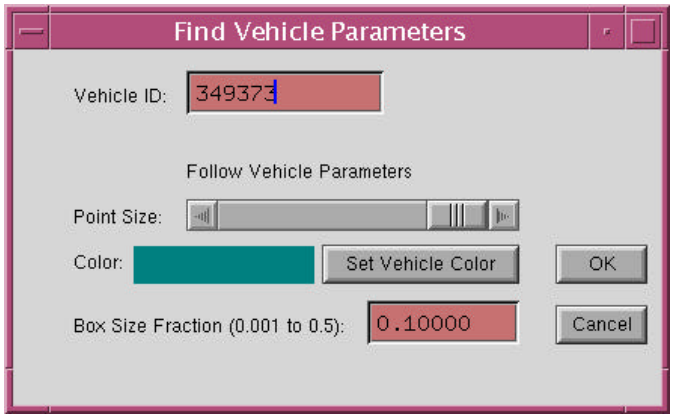


*Fig. 7. The Find Vehicle Parameters dialog box.*

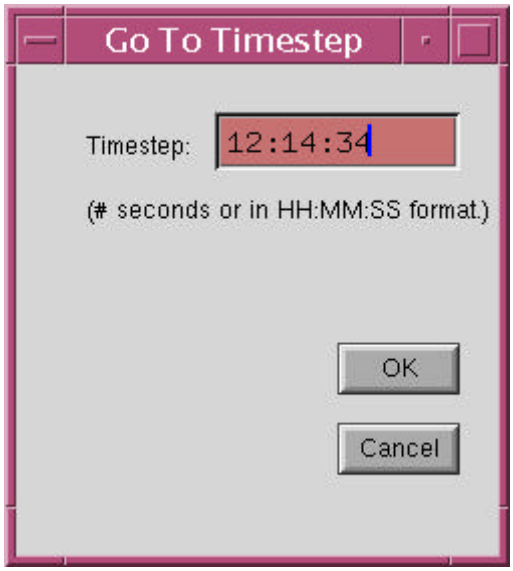


*Fig. 8. The Go To Timestep dialog box.*

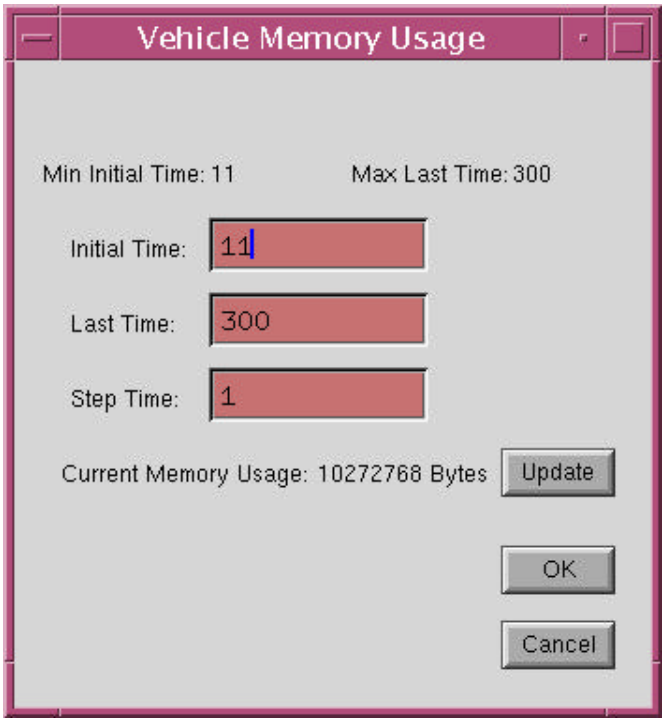


*Fig. 9. The Vehicle Memory Usage dialog box.*

### 2.2.3 View Menu

The View menu option (Table 5) enables users to select what type of data they wish to view. It also allows users to select the display style for the data.

**Table 5. View menu functionality.**

| Menu Option | Description |
|---|---|
| Increment Data Column | Increments the column number to be shown when viewing column-based data including Variable Size Box Data, Link Box Data, Point Data, Network Feature Data, and Polygonal Region Data. This is provided as a more convenient way of looking at column-based data without having to change values in a dialog box. |
| Labels | Toggles whether labels should be drawn. |
| Lane Dividers | Toggles whether the lane dividers, drawn as dotted lines, will be shown. |
| Legend | Toggles whether the colormap legend will be shown. Currently, the proper legend will be shown only when non-vehicle data is being displayed. |
| Link Boxes | Link- and box-based data can be shown as 3-D bar heights or transparency; it can also be mapped to one or two colormaps. This option enables the user to select how he or she would like to view the data in a given column or columns.<br><br>The data in any given column can be mapped to 3-D bar heights, to transparency, or to a specific color. Selecting the 2 Colormaps option |

| Menu Option | Description |
|---|---|
| | allows one column to be represented by mapping the data value from black to another selectable color, and another value to be mapped with a complementary colormap. For example, densities could be mapped with the Black→Red colormap, whereas velocities could be mapped with the RGB: Right→ Left (Blue to Green) colormap.<br><br>Links where both values are low would be displayed as dark blue and as yellow, where both values are high. The column labels of the current variable size box data file are listed in the Column # - Labels section at the top of the dialog box.<br><br>The Variable Size Box Data Viewing Parameters dialog box (Fig. 11) is displayed when the View→Link Boxes menu option is selected.<br><br>The 3-D scale factor is user selectable and determines the heights of the bars for a given numerical value by multiplying the scale factor by the data value. This number should always be a floating-point number. The transparency Min Val setting indicates that all data values falling below this threshold should be drawn fully transparent. The transparency Max Val setting indicates that all data values above this threshold should be drawn without transparency. Values that lie between are rendered with a proportional degree of transparency.<br><br>The Min Val settings for the colormap settings indicate that all data values that fall below this number should be mapped to the first value in the selected colormap. Likewise, the Max Val settings indicate that all data values above this number should be mapped to the last value in the selected colormap. |
| Link Space Summary Boxes | Link- and box-based data can be shown as 3-D bar heights or transparency; it can also be mapped to one or two colormaps. This option enables the user to select how he or she would like to view the data in a given column or columns.<br><br>The data in any given column can be mapped to 3-D bar heights, to transparency, or to a specific color. Selecting the 2 Colormaps option allows one column to be represented by mapping the data value from black to another selectable color, and another value to be mapped with a complementary colormap. For example, densities could be mapped with the Black→Red colormap, whereas velocities could be mapped with the RGB: Right→Left (Blue to Green) colormap.<br><br>Links where both values are low would be displayed as dark blue and as yellow where both values are high. The column labels of the current variable size box data file are listed in the Column # - Labels section at th etop of the dialog box.<br><br>The Variable Size Box Data Viewing Parameters dialog box (Fig. 11) is displayed when the View→Link Space Summary Boxes menu option is selected. |

| Menu Option | Description |
|---|---|
| | The 3-D scale factor is user selectable and determines the heights of the bars for a given numerical value by multiplying the scale factor by the data value. This number should always be a floating-point number. The transparency Min Val setting indicates that all data values falling below this threshold should be drawn fully transparent. The transparency Max Val setting indicates that all data values above this threshold should be drawn without transparency. Values that lie between are rendered with a proportional degree of transparency.<br><br>The Min Val settings for the colormap settings indicate that all data values that fall below this number should be mapped to the first value in the selected colormap. Likewise, the Max Val settings indicate that all data values above this number should be mapped to the last value in the selected colormap. |
| Network | Allows for setting the current network viewing options. The Network Viewing Parameters dialog box (Fig. 10) is displayed.<br>Clicking on the check boxes enables the user to select whether to display the Activity Locations, Barriers, Detectors, Nodes, Transit Stops, Parking Accessories, Links, and Boxes.<br><br>Checked boxes indicate that the item will be displayed. The point size can be altered when viewing the Activity Locations, Barriers, Detectors, Nodes, Transit Stops, and Parking Accessories. All colors are user selectable and may be changed by clicking the appropriate Set Color buttons. Click [OK] when the viewing options are set to your liking. |
| Network Features | Geographic point-based data can be shown as 3-D bar heights or transparency; it can also be mapped to one or two colormaps. This option enables the user to select how he or she would like to view the data in a given column or columns.<br><br>The data in any given column can be mapped to 3-D bar heights, to transparency, or to a specific color. Selecting the 2 Colormaps option allows one column to be represented by mapping the data value from black to another selectable color, and another value to be mapped with a complementary colormap. For example, densities could be mapped with the Black→Red colormap, whereas velocities could be mapped with the RGB: Right→Left (Blue to Green) colormap.<br><br>Links where both values are low would be displayed as dark blue and as yellow where both values are high. The column labels of the current variable size box data fire are listed in the Column # - Labels section at the top of the dialog box.<br><br>The Network Feature & Point Data Viewing Parameters dialog box (Fig. 12) is displayed when the View→Network Features menu option is selected. |

| Menu Option | Description |
|---|---|
| | The geographic point data can be plotted in nine different user-selectable ways, including:<br>• Plot at Source – plots data at the first location given in a data record.<br>• Plot at Current Loc – plots data at the second location in a data record.<br>• Plot at Destination – plots data at the third location in a data record.<br>• Plot at Source & Curr – plots data at the first and second locations given in a data record.<br>• Plot at Current & Dest – plots data at the second and third locations in a data record.<br>• Plot at Source & Dest – plots data at the first and third locations in a data record.<br>• Connect Src & Curr – plots data as a line connecting the first and second locations given in a data record.<br>• Connect Curr & Dest – plots data as a line connecting the second and third locations in a data record.<br>• Connect Src & Dest – plots data as a line connecting the first and third locations in a data record.<br><br>If Selection areas are defined in the data file, subsets of the data can be shown based on whether a given location falls inside or outside of a user-selected area. The location to test whether it falls in the area selected can be chosen with the Src, Curr, and Dest radio buttons. Whether to test if the location is inside or outside of the area is selected with the Inside Area Radio button. If the button is checked (it will turn yellow), the currently selected location will be checked to determine that it falls within the currently selected area; and if it falls within the currently selected area, the record will not be drawn.<br><br>Cones, rather than extruded boxes, may be drawn at the specific locations using the data by selecting the Base Width and Peak Width radio buttons and entering their respective scale factors. If the Base Width radio button is not selected, the width of the base will be the number entered into the Base Width Scale Factor text box. The width of the peaks will be the number entered into the Peak Width Scale Factor text box if the Peak Width radio button is unchecked. If the Base Width radio button is checked, the width of the base will be calculated by multiplying the data value in the currently selected column by the Scale Factor.<br><br>The 3D Bars scale factor is user selectable and determines the heights of the bars for a given numerical value by multiplying the scale factor by the data value. This number should always be a floating-point number.<br><br>The transparency Min Val setting indicates that all data values falling below this threshold should be drawn fully transparent. The transparency Max Val setting indicates that all data values above this |

| Menu Option | Description |
|---|---|
| | threshold should be drawn without transparency. Values that lie between are rendered with a proportional degree of transparency.<br><br>The Min Val setting for the colormap settings indicate that all data values that fall below this number should be mapped to the first value in the selected colormap. Likewise, the Max Val settings indicate that all data values above this number should be mapped to the last value in the selected colormap. |
| Point Data | Geographic point-based data can be shown as 3-D bar heights or transparency; it can also be mapped to one or two colormaps. This option enables the user to select how he or she would like to view the data in a given column or columns.<br><br>The data in any given column can be mapped to 3-D bar heights, to transparency, or to a specific color. Selecting the 2 Colormaps option allows one column to be represented by mapping the data value from black to another selectable color, and another value to be mapped with a complementary colormap. For example, densities could be mapped with the Black→Red colormap, whereas velocities could be mapped with the RGB: Right→Left (Blue to Green) colormap.<br><br>Links where both values are low would be displayed as dark blue, and as yellow where both values are high. The column labels of the current variable size box data file are listed in the Column # - Labels section at the top of the dialog box.<br><br>The Network Feature & Point Data Viewing Parameters dialog box (Fig. 12) is displayed when the View→Network Features menu option is selected.<br><br>The geographic point data can be plotted in nine different user selectable ways including:<br>• Plot at Source – plots data at the first location given in a data record.<br>• Plot at Current Loc – plots data at the second location in a data record.<br>• Plot at Destination – plots data at the third location in a data record.<br>• Plot at Source & Curr – plots data at the first and second locations given in a data record.<br>• Plot at Current & Dest – plots data at the second and third locations in a data record.<br>• Plot at Source & Dest – plots data at the first and third locations in a data record.<br>• Connect Src & Curr – plots data as a line connecting the first and second locations given in a data record.<br>• Connect Curr & Dest – plots data as a line connecting the second and third locations in a data record.<br>• Connect Src & Dest – plots data as a line connecting the first and third locations in a data record. |

| Menu Option | Description |
|---|---|
| | If the selection areas are defined in the data file, subsets of the data can be shown based on whether a given location falls inside or outside of a user-selected area. The location to test whether it falls in the area selected can be chosen with the Src, Curr, and Dest radio buttons. Whether to test if the location is inside or outside of the area is selected with the Inside Area Radio button. If the button is checked (it will turn yellow), the currently selected location will be checked to determine that it falls within the currently selected area, and if it falls within the area, the record will be drawn; if it is found not to be within the currently selected area the record will not be drawn.<br><br>Cones, rather than extruded boxes, may be drawn at the specific locations using the data by selecting the Base Width and Peak Width radio buttons and entering their respective scale factors. If the Base Width radio button is not selected, the width of the base will be the number entered into the Base Width Scale Factor text box. The width of the peaks will be the number entered into the Peak Width Scale Factor text box if the Peak Width radio button is unchecked. If the Base Width radio button is checked, the width of the base will be calculated by multiplying the data value in the currently selected column by the Scale Factor.<br><br>The 3D Bars scale factor is user selectable and determines the heights of the bars for a given numerical value by multiplying the scale factor by the data value. This number should always be a floating-point number.<br><br>The transparency Min Val setting indicates that all data values falling below this threshold should be drawn fully transparent. The transparency Max Val setting indicates that all data values above this threshold should be drawn without transparency. Values that lie between are rendered with a proportional degree of transparency.<br><br>The Min Val settings for the colormap settings indicate that all data values that fall below this number should be mapped to the first value in the selected colormap. Likewise, the Max Val settings indicate that all data values above this number should be mapped to the last value in the selected colormap. |
| Polygonal Region Data | Polygonal region-based data can be shown as 3-D bar heights or transparency; it can also be mapped to one or two colormaps. This option enables the user to select how he or she would like to view the data in a given column(s).<br><br>The data in any given column can be mapped to 3-D bar heights, to transparency, or to a specific color. Selecting the 2 Colormaps option allows one column to be represented by mapping the data value from black to another selectable color, and another value to be mapped with a complementary colormap. For example, densities could be mapped |

| Menu Option | Description |
|---|---|
| | with the Black→Red colormap, whereas velocities could be mapped with the RGB: Right→Left (Blue to Green) colormap.<br><br>Regions where both values are low would be displayed as dark blue; regions where both values are high would be displayed as yellow. The column labels of the current variable size box data file are listed in the Column # - Labels section at the top of the dialog box.<br><br>The Network Feature & Point Data Viewing Parameters dialog box (Fig. 12) is displayed when the View→Polygonal Region menu option is selected. Items that control the Base and Peak width for the Point Data and Network Feature Data are not displayed when this menu item is chosen.<br><br>The polygonal region data can be plotted in three different user-selectable ways including:<br>• Plot at Source – plots data at the first location given in a data record.<br>• Plot at Current Loc – plots data at the second location in a data record.<br>• Plot at Destination – plots data at the third location in a data record.<br><br>The polygonal regions can also be used as selection areas. It is then possible to view subsets of the data to selectively show data based on whether its source, current, or destination region is within a given region or is not in a given region. For example, you could display all of the data whose source region is in the downtown area. The region to test whether it falls in the area selected can be chosen with the Src, Curr, and Dest radio buttons. Whether to test if the region is inside or outside of the area is selected with the Inside Area Radio button. If the button is checked (it will turn yellow), the currently selected location will be checked to determine that it falls within the currently selected area; and if it falls within the area, the record will be drawn. If it is found not to be within the currently selected area, the record will not be drawn.<br><br>The 3D Bars scale factor is user selectable and determines the heights of the bars for a given numerical value by multiplying the scale factor by the data value. This number should always be a floating-point number.<br><br>The transparency Min Val setting indicates that all data values falling below this threshold should be drawn fully transparent. The transparency Max Val setting indicates that all data values above this threshold should be drawn without transparency. Values that lie between are rendered with a proportional degree of transparency.<br><br>The Min Val settings for the colormap settings indicate that all data values that fall below this number should be mapped to the first value |

| Menu Option | Description |
|---|---|
| | in the selected colormap. Likewise, the Max Val settings indicate that all data values above this number should be mapped to the last value in the selected colormap.<br><br>It is possible to have stacked regions with this type of display because you may have multiple data entries for a given region. See Fig. 13 for an example Polygonal Region data display. |
| Variable Size Boxes | Link- and box-based data can be shown as 3-D bar heights or transparency; it can also be mapped to one or two colormaps. This option enables the user to select how he or she would like to view the data in a given column or columns.<br><br>The data in any given column can be mapped to 3-D bar heights, to transparency, or to a specific color. Selecting the 2 Colormaps option allows one column to be represented by mapping the data value from black to another selectable color, and another value to be mapped with a complementary colormap. For example, densities could be mapped with the Black->Red colormap, whereas velocities could be mapped with the RGB: Right->Left (Blue to Green) colormap.<br><br>Links where both values are low would be displayed as dark blue and as yellow where both values are high. The column labels of the current variable size box data file are listed in the Column # - Labels section at the top of the dialog box.<br><br>The Variable Size Box Data Viewing Parameters dialog box (Fig. 11) is displayed when the View→Variable Size Boxes menu option is selected.<br><br>The 3-D scale factor is user selectable and determines the heights of the bars for a given numerical value by multiplying the scale factor by the data value. This number should always be a floating-point number. The transparency Min Val setting indicates that all data values falling below this threshold should be drawn fully transparent. The transparency Max Val setting indicates that all data values above this threshold should be drawn without transparency. Values that lie between are rendered with a proportional degree of transparency.<br><br>The Min Val settings for the colormap settings indicate that all data values that fall below this number should be mapped to the first value in the selected colormap. Likewise, the Max Val settings indicate that all data values above this number should be mapped to the last value in the selected colormap. |
| Vehicles | Allows for setting the current vehicle viewing options. Fig. 14 shows the Vehicle Viewing Parameters dialog box. Clicking on the check boxes enables the user to color the vehicles. Each mode is discussed below:<br><br>• The *Same Color Mode* colors all of the vehicles in the same user- |

| Menu Option | Description |
|---|---|
| | selectable color.<br><br>• The *Color by Type Mode* colors vehicles according to their vehicle type and also renders buses larger than standard vehicle types. Buses are rendered in orange, with the rear section rendered in purple (according to how many passengers are currently aboard the bus).<br><br>• The *Color by Passengers Mode* colors vehicles according to the number of passengers in the vehicle by a given colormap that is user selectable.<br><br>• The *Color by Velocity Mode* colors vehicles according to their current velocity by a given colormap that is user selectable.<br><br>• The *Color by User Field Mode* colors vehicles according to their current user field data value by a given colormap that is user selectable. The minimum and maximum values to use for the colormap are also user selectable.<br><br>• The *Color by Random Colors Mode* colors vehicles according to their vehicle ID by a range of colors.<br><br>Vehicles often are too small to be seen at lesser scales; at these lesser scales the vehicles will be drawn as points. The point size for vehicles is user selectable with the use of the Point Size slider.<br><br>Vehicles are drawn in three dimensions if the 3-D Vehicles radio box is checked (it will turn yellow when it is checked).<br><br>Click [OK] when you are satisfied with the current vehicle-coloring mode. |

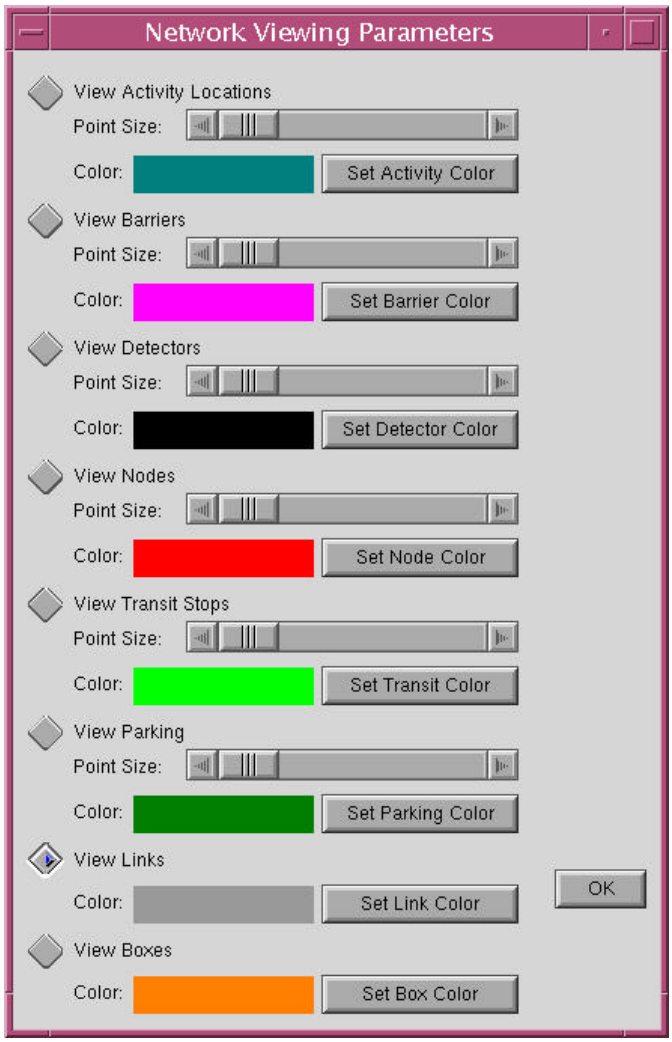


*Fig. 10. The Network Viewing Parameters dialog box.*

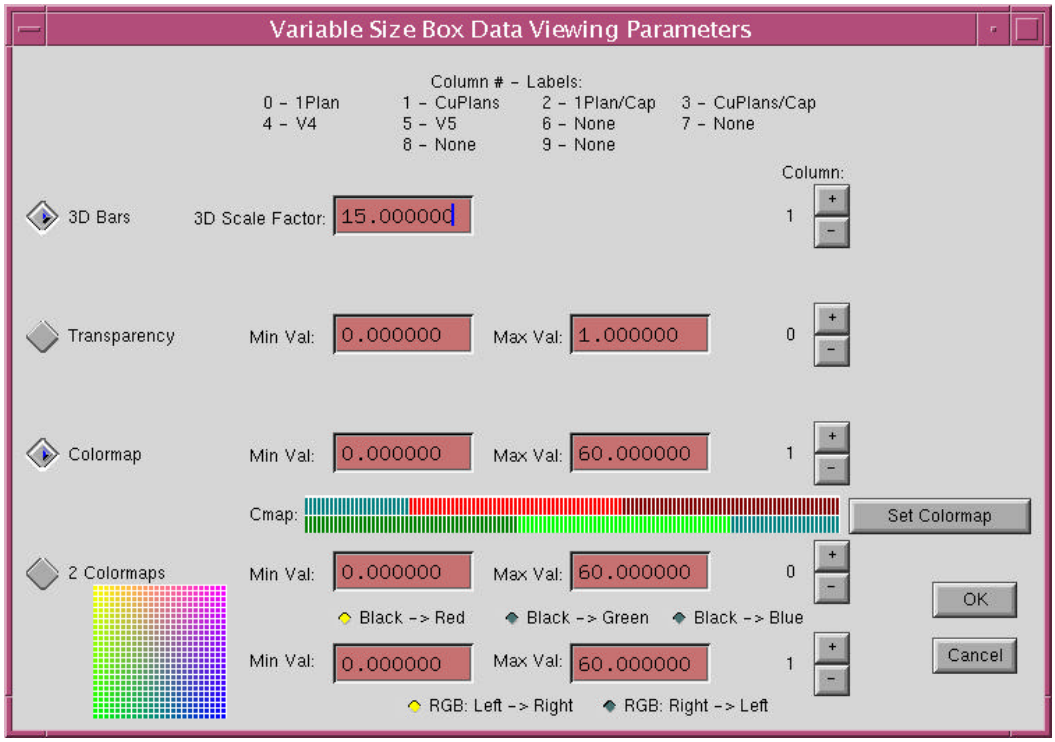


*Fig. 11. The Variable Size Box Data Viewing Parameters dialog box.*

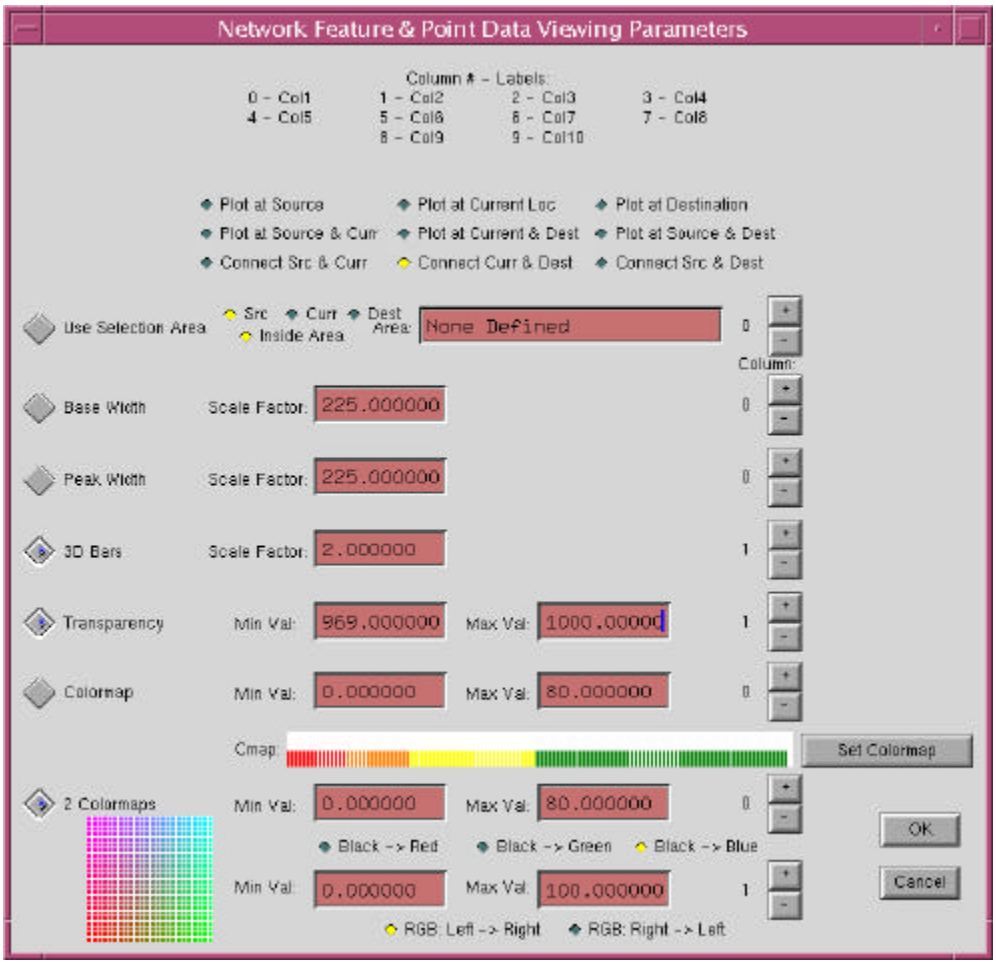


*Fig. 12. The Network Feature & Point Data Viewing Parameters dialog box.*

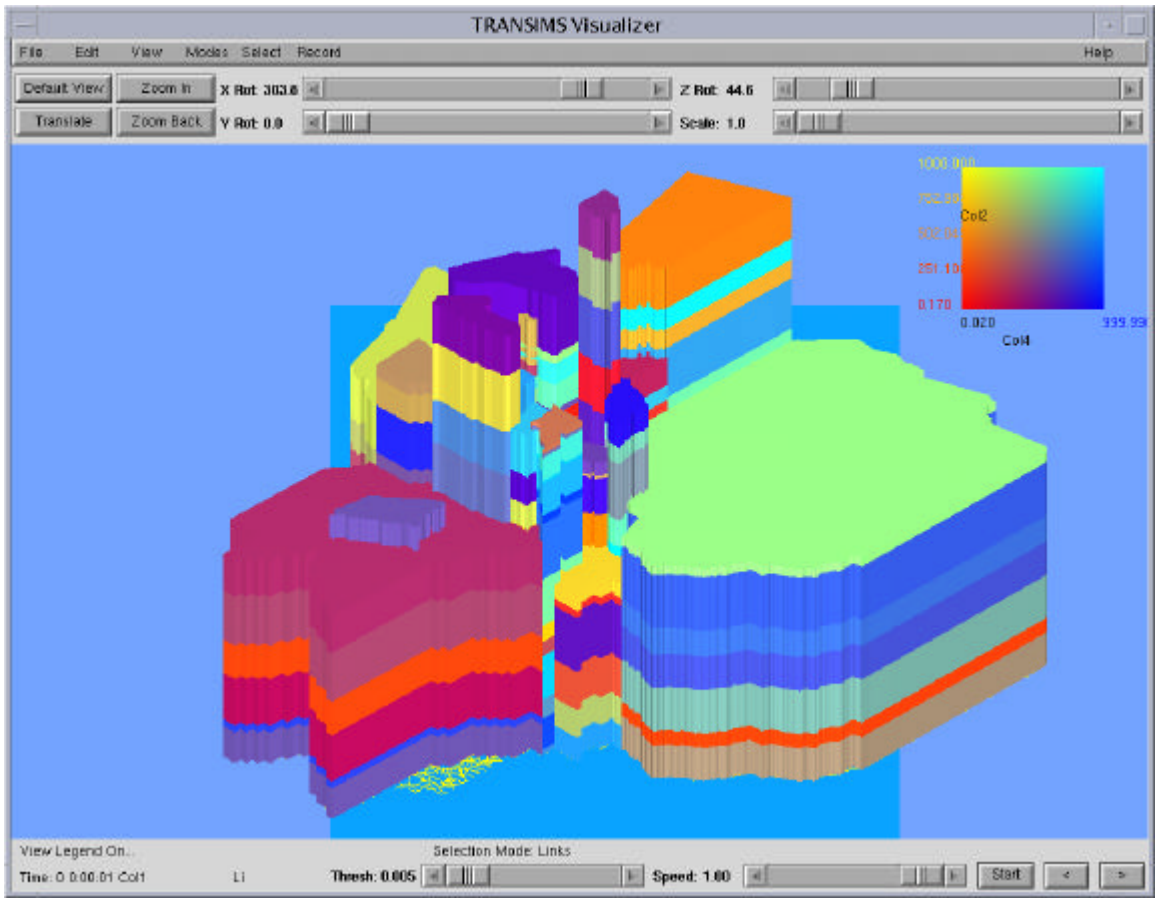


*Fig. 13. Polygonal Region data display.*

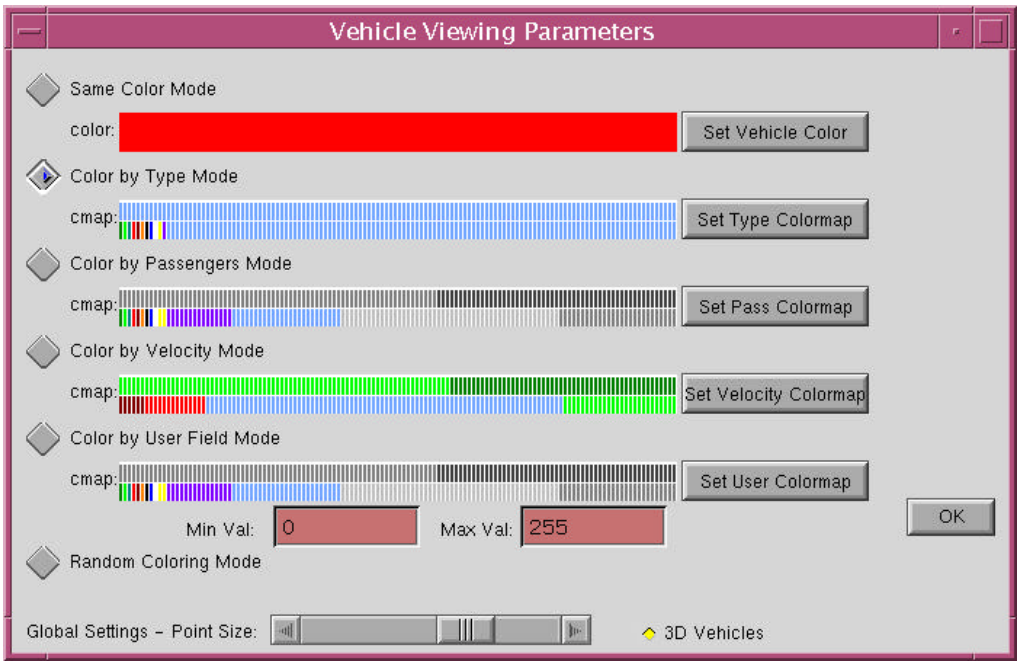


*Fig. 14. The Vehicle Viewing Parameters dialog box.*

### 2.2.4 Modes Menu

The Modes menu option (Table 6) enables users to select various modes, such as whether to use the lighting model, overlay mode, 3-D or 2-D network, etc.

**Table 6. Modes menu functionality.**

| Menu Option | Description |
|---|---|
| 3-D Network | Toggles whether the z-axis values are used when drawing the network. This is useful because the user may want to display the topography of the network at times and not display the topography when drawing 3-D boxes (and thus the boxes are compared more easily).<br><br>Note: Turn pocket lanes at this time are not updated to be drawn in 3-D; they always appear flat at a z value of 0.0. |
| Follow Vehicle | Translates the current view (if necessary), making sure that the vehicle chosen with the Edit→Find Vehicle menu option is always visible.<br><br>Note: Currently, the Follow Vehicle mode does not work properly when rotated viewing angles (non-zero) are selected. |
| Lights On/Off | Toggles the lighting model `on` and `off`. When viewing in 3-D mode, the lights should be switched on to correctly render the faces of 3-D polygons. Without the lighting model switched on, all of the sides of a box will be drawn in the exact same color. Therefore, the user cannot distinguish the separate faces on the box. |

| Menu Option | Description |
|---|---|
| Overlay On/Off | Toggles whether the overlay mode is `on` or `off`. If overlay mode is `on`, the network is not redrawn for each frame and the pixels of the viewing area are transferred from an area in memory, which was saved after the network was drawn with the current viewing transformations. This saves a large amount of time in drawing complex scenes and makes high-frame-rate animation possible.<br><br>It is usually faster to draw small networks than to move the pixels with overlay mode. Therefore, this mode should be used only with larger networks (approximately 3,000 links or more). |
| Ride in Vehicle | Toggles the viewpoint from the default viewpoint above the network and centered to the viewpoint from within the currently selected vehicle as set from the Edit→Find Vehicle menu option. A warning light comes on if the selected vehicle ID is not present in any of the data currently loaded on the status line. In most cases, the selected vehicle ID will not be present in all of the timesteps of the currently loaded data. This is handled in several ways:<br><br>• If the vehicle does not appear in the first timestep of the currently loaded data, the viewpoint is set to where the vehicle first appears in the data.<br><br>• If the vehicle does not appear in the last timestep of the currently loaded data, the viewpoint is set to where the vehicle last appears in the data.<br><br>• If the vehicle does not appear in a given timestep (where it appears in both previous and subsequent timesteps), the most previous viewpoint will be kept. This happens frequently when vehicles are in intersection queues.<br><br>• The sliders above the viewing area are also relabeled in this mode to Roll, Pitch, Yaw, and Height. The buttons above the viewing area should not be used in this mode; results are undefined if they are used. |

### 2.2.5 Select Menu

The Select menu option (Table 7) enables the user to select which type of object will be searched for when the middle mouse button is clicked in the viewing area. A special measurement mode can also be selected from this menu.

**Table 7. Select menu functionality.**

| Menu Option | Description |
|---|---|
| Activity Locations | Looks for the nearest activity location when the middle mouse button is clicked in the viewing area. You must click within 150 units of both the x and y location for an activity location to be found. If there is more than one activity location within the 150 unit constraint, information on the nearest activity location is displayed. A warning message is displayed if there is not an activity location within the 150 unit constraint. |
| Detectors | Looks for the nearest detector when the middle mouse button is clicked in the viewing area. You must click within 150 units of both the x and y location for a detector to be found. If there is more than one detector within the 150-unit constraint, information on the nearest detector is displayed. A warning message is displayed if there is not a detector location within the 150-unit constraint. |
| Intersection Queues | Looks for the intersection queue data when the middle mouse button is clicked in the viewing area. You must click on a link near a node where there is intersection data for the queue data to be displayed. A warning message is displayed if there are no queue data or if you have not clicked on a link. |
| Links and Nodes | Looks for the link ID when the middle mouse button is clicked in the viewing area. You must click on a link for the link data to be displayed. A warning message is displayed if you have not clicked on a link.<br><br>Note: The link you attempt to select must be visible as a polygon for you to select it. Use the scale slider to zoom in if you are unable to select the link because it is too thin. |
| Measurement | Returns the distances between the down click and the release of the middle mouse button. The three-dimensional distance will be displayed, as well as the changes in the x, y, and z coordinates. |
| Parking Acc. | Looks for the nearest parking accessory when the middle mouse button is clicked in the viewing area. You must click within 150 units of both the x and y location for a parking accessory to be found. If there is more than one parking accessory within the 150-unit constraint, information on the nearest parking accessory is displayed. A warning message is displayed if there is not a parking accessory within the 150-unit constraint. |
| Transit Stops | Looks for the nearest transit stop when the middle mouse button is clicked in the viewing area. You must click within 150 units of both the x and y location for a transit stop to be found. If there is more than one transit stop within the 150-unit constraint, information on the nearest transit stop is displayed. A warning message is displayed if there is not a transit stop within the 150-unit constraint. |

| Menu Option | Description |
|---|---|
| Vehicles | Looks for the vehicle when the middle mouse button is clicked in the viewing area. If the vehicles are displayed as points, you must click within five scaled meters of the vehicle location to return valid data.<br><br>If the vehicles are represented as polygons, you must click inside the triangle area in the front of the vehicle (this is the entire area of the vehicle except for buses, which have a rectangular back end). A warning message is displayed if there is no vehicle present where you have clicked the middle mouse button. |

### 2.2.6 Record Menu

The Record menu option (Table 8) enables the user to select various resolutions to save animated sequences. It displays a Recording Control dialog box (Fig. 15) to facilitate the control of saving animated sequences to files.

**Table 8. Record menu functionality.**

| Option | Description |
|---|---|
| NTSC Sequences | Sets the viewing area to an NTSC (National Television Standards Committee) -compatible 720 x 486 pixels. It also displays a Recording Control dialog box(Fig. 15), which enables the user to select start and end frames with the total number of frames to save to a sequence of Sun Raster files. The Recording Control dialog box also enables users to reverse any of the standard directions of rotation and allows for previewing of the user-set sequence. Click [Done] to close the recording control box. Resize the window to reset the viewing area to its standard size. |
| PAL Sequences | Sets the viewing area to a PAL (Phase Alternating Line) -compatible 720 x 576 pixels. It also displays the Recording Control dialog box (Fig. 15), which enables the user to select start and end frames with the total number of frames to save to a sequence of Sun Raster files. The Recording Control dialog box enables users to reverse any of the standard directions of rotation and allows for previewing of the user-set sequence. Click [Done] to close the recording control box. Resize the window to reset the viewing area to its standard size. |
| 16 x 9 NTSC Sequences | Sets the viewing area to a 16 x 9 NTSC-compatible 864 x 486 pixels. It also displays the Recording Control dialog box (Fig. 15), which enables the user to select start and end frames with the total number of frames to save to a sequence of Sun Raster files. The Recording Control dialog box enables users to reverse any of the standard directions of rotation and allows for previewing of the user-set sequence. Click [Done] ]to close the recording control box. Resize the window to reset the viewing area to its standard size. |

| Option | Description |
|---|---|
| 16 x 9 PAL Sequences | Sets the viewing area to a 16 x 9 PAL-compatible 1024 x 576 pixels. It also displays the Recording Control dialog box (Fig. 15), which enables the user to select start and end frames with the total number of frames to save to a sequence of Sun Raster files. The Recording Control dialog box also enables users to reverse any of the standard directions of rotation and allows for previewing of the user-set sequence. Click [Done] to close the recording control box. Resize the window to reset the viewing area to its standard size. |
| 640 x 480 Sequences | Sets the viewing area to a 640 x 480 pixel resolution. This size is useful for producing QuickTime or AVI movies. It also displays the Recording Control dialog box (Fig. 15), which enables the user to select start and end frames with the total number of frames to save to a sequence of Sun Raster files. The Recording Control dialog box also enables users to reverse any of the standard directions of rotation and allows for previewing of the user-set sequence. Click [Done] to close the recording control box. Resize the window to reset the viewing area to its standard size. |
| Current Size Sequences | Does not reset the current size of the viewing area. It displays the Recording Control dialog box (Fig. 15), which enables the user to select start and end frames with the total number of frames to save to a sequence of Sun Raster files. The Recording Control dialog box also enables users to reverse any of the standard directions of rotation and allows for previewing of the user-set sequence. Click [Done] to close the recording control box. Resize the window to reset the viewing area to its standard size. |

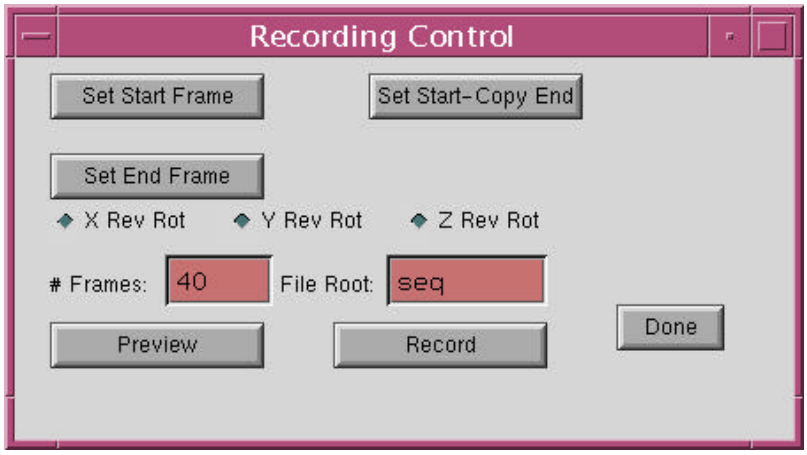


*Fig. 15. The Recording Control dialog box.*

### 2.2.7 Help Menu

The Help menu option (Table 9) is reserved for future use in implementing a help facility. Without the help menu, odd behavior occurs when accessing the menu system.

**Table 9. Help menu functionality.**

| Menu Option | Description |
|---|---|
| Index | An index into the help topics. **Not implemented at this time**. |
| Search | Allows for searching for keywords in the help system. **Not implemented at this time.** |
| About | Displays a dialog box about the current version of the Output Visualizer. **Not implemented at this time.** |

## 2.3 Troubleshooting

Potential Output Visualizer problems and their solutions are outlined in Table 10.

**Table 10. Troubleshooting the Output Visualizer.**

| | | |
|---|---|---|
| 1 | Problem | The Output Visualizer is not working. It returns something like the following error message:<br>X Error of failed request: BadMatch (invalid parameter attributes)<br>Major opcode of failed request: 1 (X_Create_Window)<br>Serial number of failed request: 21<br>Current serial number in output stream: 23 |
| | Solution | A part of the X server is functioning improperly. Therefore, logout and login again to solve the problem. To date, this problem has occurred only on Sun Workstations with Solaris. |
| | | |
| 2 | Problem | A menu appears when I clicked on something else. |
| | Solution | Although this problem shows up frequently, it is not disastrous in nature. Simply click on the menu bar where a menu is not located. This should take care of the problem within a few mouse clicks. |
| | | |
| 3 | Problem | I am using the Record menu option and the user interface area is damaged and needs to be redrawn. However, it is not getting redrawn. |
| | Solution | This problem is caused because the Record menu option is not completely debugged as of this release. If you are trying to record an animated sequence, you need to record a sequence then exit and restart the Output Visualizer to record each subsequent sequence. |
| | | |
| 4 | Problem | I try to select a vehicle or intersection queue or link, but I keep getting the following message:<br>ERROR: Object not found. |
| | Solution | This problem is caused by the way the selection is performed. You must click inside the polygonal region of the object for the object to be found. At lesser scales, the objects are less than the thickness of a pixel and, therefore, they cannot be selected by this method. The solution is to use the scale slider to enlarge the object, and then to select the object again. |
| | | |
| 5 | Problem | The network disappears when Overlay Mode is on and the Lights are on. |

| | | |
|---|---|---|
| | Solution | This problem is caused by an EventGL routine that is not guaranteed to succeed. It is very dependent on the current rotation. Try rotating the image a little more or less and the network should reappear. If you need to see the network at a certain orientation and the network does not appear, switch off the Overlay mode. |
| | | |
| 6 | Problem | The display is very slow. |
| | Solution | Make sure you have taken advantage of the hardware acceleration available on your machine. In particular, make sure you are using the drivers and OpenGL libraries supplied by the manufacturer of your graphics board. Next, make sure you have compiled the Output Visualizer on the machine on which you are running or on a machine with the same operating system and the same graphics board as the machine on which you are running.<br><br>With very large networks, the frame rate can drop to about one-to-two frames per second even with the best of hardware. In this situation, it is sometimes preferable to not render the network at all times. Switch off the Network with the View – Network menu selection, perform the analysis you can do without the network, and switch the network back on when it is needed. |
| | | |
| 7 | Problem | The legend is partially/completely obscured by the image. |
| | Solution | The TRANSIMS team is presently working on resolving this problem. At this time, there is no solution; however, it can be minimized by setting a small scale and by translating the image to the left. |
| | | |

# 3. VISUALIZATION FILES

## 3.1 Input Files

### 3.1.1 Variable Size Box Format

Fields in the variable size box format are tab-delimited. Each line of the variable size box format contains at least six mandatory fields:

1) Time
2) Link ID
3) Node ID
4) Distance (the distance where the described box ends from the beginning of the link at Node ID)
5) Length (the total length of the box being described)
6) Data Value

Moreover, it is possible to add up to nine more data-value columns. We suggest that you provide a labeling line on the first line of the file. This line should describe each column (as shown below):

```
TIME LINK NODE DISTANCE LENGTH DataVal1 DataVal2 DataVal3 DataVal4... DataVal10
```

Format:

```
<TIME> <Link ID> <Node ID> <Distance> <Length> <Data Value 1> [<Data Value 2> … <Data Value 10>]
```

Example:

```
TIME  LINK  NODE  DISTANCE  LENGTH  DataVal1  DataVal2  DataVal3
800   1400  1256  24.75     12.50   10.2      0.4       35.6
```

At time 800 of the simulation, a box should be drawn of length 12.5 that ends 24.75 meters from node 1256 of link 1400. The data values for each of the first three columns are 10.0, 20.4, and 35.6, respectively.

### 3.1.2 Indexed Binary Vehicle Snapshot Format

Table 11 lists the data structure fields for each vehicle record. The output file can be converted with the *indexvehtobin* utility. The usage of the *indexvehtobin* command is as follows:

```
indexvehtobin inputfilename outputfilename
```

**Table 11. Indexed Binary Vehicle Snapshot format data structure fields.**

| Field | Description | Allowed Values |
|---|---|---|
| `Status` | The vehicle type number in the lower 8 bits and number of passengers in the upper 8 bits. | Integer (16 bits) |
| `Theta` | The number of degrees from due east in which the vehicle is pointed. The angle is calculated counterclockwise from due east. | Integer (16 bits) |
| `User` | A user settable field. | Integer (32 bits) |
| `Time` | The current simulation time for which this current record has been collected. | Integer (32 bits) |
| `Velocity` | The current vehicle velocity. | Decimal (32 bits) |
| `X` | The current *x* position of the front middle of the vehicle. | Decimal (32 bits) |
| `Y` | The current *y* position of the front middle of the vehicle. | Decimal (32 bits) |
| `Z` | The current *z* position of the front middle of the vehicle. | Decimal (32 bits) |
| `Vehicle ID` | The vehicle ID. | Integer (32 bits) |
| `Link ID` | The current link ID on which the vehicle is traveling. | Integer (32 bit) |

<u>File Header</u>:

`f` = one character lowercase f to signify a file header

# = the number of timesteps in this file (a 64-bit integer)

<u>Time Header:</u>

`t` = one character lowercase t to signify a timestep header

# = the timestep (a 32-bit integer)

# = the number of data records in this timestep (a 64-bit integer)

### 3.1.3 Network Feature Evolution Format

Fields in the Network Feature Evolution format are tab-delimited. Each line of the variable size box format contains at least six mandatory fields:

1) Time
2) Feature Type
3) Feature ID #1 (Source)
4) Feature ID #2 (Current Location)

5) Feature ID #3 (Destination)

6) Data value

It is also possible to add up to nine more data-value columns. We suggest that you provide a labeling line on the first line of the file. This line should describe each column (as shown below)

```
TIME FETYPE FEID1 FEID2 FEID3 DataVal1 DataVal2 DataVal3 DataVal4… DataVal10
```

Format:

```
<TIME> <FETYPE> <FEID1> <FEID2> <FEID3> <Data Value 1> [<Data Value 2> … <Data Value 10>]
```

Note: It is also possible to take advantage of the area selection capabilities by defining polygonal regions at the start of the file. The format for these polygonal regions is described in the Polygonal Region Data Format. The polygonal regions must have a header of `POLYS` alone on one line to start the data.

FETYPE field is:

`p` = parking lots

`t` = transit stops

`b` = barriers

`n` = nodes

`a` = activity locations

`d` = detectors

Example:

```
TIME  FETYPE  FEID1`  FEID2  FEID3  DataVal1  DataVal2
800   p       200     400    300    5.0       25.9
800   5       300     321    256    8.4       23.5
```

### 3.1.4 Link Evolution Format

Fields in the Link Evolution format are tab-delimited. Each line of the variable size box format contains at least five mandatory fields:

1) Time

2) Link

3) Node

4) Lane

5) Data value

It is also possible to add up to nine more data-value columns. We suggest that you provide a labeling line on the first line of the file. This line should describe each column (as shown below)

```
TIME LINK NODE LANE DataVal1 DataVal2 DataVal3 DataVal4… DataVal10
```

Format:

```
<TIME> <LINK> <NODE> <LANE> <Data Value 1> [<Data Value 2> … <Data Value 10>]
```

The `LANE` field is –1 for all lanes; otherwise, it is the lane number.

Example:

```
TIME  LANE  NODE  LANE  DataVal1  DataVal2
800   200   400   -1    5.0       25.9
800   300   321    2    8.4       23.5
```

### 3.1.5 Arbitrary Point Evolution Format

Fields in the Arbitrary Point Evolution format are tab-delimited. Each line of the variable size box format contains at least eleven mandatory fields:

1) Time
2) Point X Value (Source Location)
3) Point Y Value (Source Location)
4) Point Z Value (Source Location)
5) Point X Value (Current Location)
6) Point Y Value (Current Location)
7) Point Z Value (Current Location)
8) Point X Value (Destination Location)
9) Point Y Value (Destination Location)
10) Point Z Value (Destination Location)
11) Data value

It is also possible to add up to nine more data-value columns. We suggest that you provide a labeling line on the first line of the file. This line should describe each column (as shown below)

```
TIME Xsrc Ysrc Zsrc Xcurr Ycurr Zcurr Xdest Ydest Zdest DataVal1 DataVal2 DataVal3 DataVal4… DataVal10
```

Note: It is also possible to take advantage of the area selection capabilities by defining polygonal regions at the start of the file. The format for these polygonal regions is

described in the Polygonal Region Data Format. The polygonal regions must have a header of `POLYS` alone on one line to start the data.

Format:

```
<TIME> <Xsrc> <Ysrc> <Zsrc> <Xcurr> <Ycurr> <Zcurr> <Xdest> <Ydest> <Zdest> <Data Value 1> [<Data Value 2> … <Data Value 10>]
```

Example:

```
TIME  Xsrc  Ysrc  Zsrc  Xcurr  Ycurr  Zcurr  Xdest  Ydest  Zdest  DataVal1
800   2000  4000  0     1000   15000  25000  1000   15000  25000  –1
800   3000  3215  0     1200   23000  20000  15000  25000  19874   8.4
```

## 3.2 Output Visualizer Library Files

Appendix A lists the Output Visualizer library files.

## 3.3 Configuration File Keys

Appendix B lists the Output Visualizer configuration file keys.

# 4. UTILITY PROGRAMS

## 4.1 *indexvehtobin* Utility

The *indexvehtobin* utility creates indexed vehicle file formats from the text vehicle snapshot files. This utility should be used to maximize the capabilities of the Output Visualizer when viewing vehicles. It also does not care about the ordering of the columns in the vehicle snapshot input file.

The *indexvehtobin* utility converts IOC-2 text format to the indexed binary vehicle format required by the Output Visualizer. Usage is as follows:

```
indexvehtobin inputfilename outputfilename
```

## 4.2 *mkmap* Utility

The *mkmap* utility produces any number of colormaps from a text-input file for compilation into the Output Visualizer. All colormaps have 256 colors.

Usage of *mkmap* is as follows:

```
mkmap inputfile outputfile
```

where `inputfile` consists of a file of the format described above, and the output file is an ASCII text file that can be pasted into the *colormaps.h* file for compiling into the Output Visualizer.

Appendix C provides the default colormap input file format. In this format, the first line is the number of colormaps followed by the total number of lines in the file (minus the first line). Each colormap is followed by the number of colors in the colormap, as well as by the minimum and maximum value (followed by a text string that is ignored). A color number as given in the *mkmap* source file follows each colormap threshold value.

The colormaps in Appendix C are default maps compiled into the application. The first two colormaps are used for summary box data. The third colormap is used for the first variable size box data column; the fourth colormap is used for the second variable size box data column; and so on. The last four colormaps are used to color vehicles by type, passengers, velocity and user field. In all, there are 16 colormaps in the Output Visualizer.

## 4.3 *mkallbinmaps* Utility

The *mkallbinmaps* utility produces any number of binary colormaps from a text-input file. All colormaps have 256 colors

Usage of *mkallbinmaps* is as follows:

```
Mkallbinmaps inputfile outputfile
```

where `inputfile` consists of a file of the format described above, and the output file is a binary colormaps file that can be read into the Output Visualizer to change all of the colormaps interactively through the Edit→Change All Colormaps menu option.

Appendix C contains the default colormap input file format.

## 4.4 *mk1binmap* Utility

The *mk1binmap* utility produces a single binary colormap file for use in describing a single colormap that can be read into the Output Visualizer.

Usage of *mk1binmap* is as follows:

```
Mk1binmap inputfile outputfile
```

where `inputfile` consists of a description of a single colormap file of the format described above, and the output file is a binary colormap file that can be read into the Output Visualizer.

Changing a single colormap in the Output Visualizer is done by clicking [Change XXX Colormap] in a dialog box and selecting the file produced by the *mk1binmap* utility from the File Selector dialog box that is displayed.

Appendix D contains an example single colormap text input file.

## 4.5 Color Index

The index of colors used in *mkmap* and other colormap utilities is as follows:

| | | | |
|---|---|---|---|
| 0 = | Dark Green | 7 = | Blue |
| 1 = | Light Green | 8 = | White |
| 2 = | Teal | 9 = | Yellow |
| 3 = | Light Red | 10 = | Purple |
| 4 = | Dark Red | 11 = | Background Blue |
| 5 = | Orange | 12 = | Light Grey |
| 6 = | Black | 13 = | Grey |

# Appendix A: Output Visualizer Library Files

**Table 12: Output Visualizer library files.**

| Type | File Name | Description |
|---|---|---|
| Binary Files | *libTIO.a* | The TRANSIMS Interfaces library. |
| *Indexehtobin* Source Files | *Indexvehtobin.c* | Converts IOC-2 text data files into indexed binary vehicle snapshot files for use with the Output Visualizer. |
| *Mkmap* Source Files | *Mkmap.c* | Converts a text input colormap description file with 16 colormaps into a text output file suitable for pasting into the *colormaps.h* file and compiling into the Output Visualizer. |
| *Mk1binmap* Source Files | *Mk1binmap.c* | Converts a text input colormap description file with only one colormap into a binary colormap input file readable by the Output Visualizer. |
| *Mkallbinmaps* Source Files | *Mkallbinmaps.c* | Converts a text input colormap description file with 16 colormaps into a binary colormap file suitable for changing all the colormaps used by the Output Visualizer at once. |

## Appendix B: Mandatory Output Visualizer Configuration File Keys

| Configuration File Key | Description |
|---|---|
| CA_CELL_LENGTH | The length of a cell in meters. Default = 7.5 |
| NET_ACTIVITY_LOCATION_TABLE | The name of the network activity location table or an empty activity location table. |
| NET_BARRIER_TABLE | The name of a network barrier table or an empty barrier table. |
| NET_DIRECTORY | The name of the directory containing the network tables. |
| NET_LANE_WIDTH | The width of a lane in meters. Default = 3.5<br><br>Note: The settings for NET_LANE_WIDTH used by the Output Visualizer must be the same as those used by the output system for the vehicles to be placed properly on the network. |
| NET_LINK_MEDIAN_HALFWIDTH | The distance that the links are offset from the node; must be set to ½ of NET_LANE_WIDTH.<br><br>Note: this key must be the same for collecting output and running the Output Visualizer; otherwise, vehicles will not be centered properly in lanes. |
| NET_LINK_TABLE | The name of the network link table. |
| NET_NODE_TABLE | The name of the network node table. |
| NET_PARKING_TABLE | The name of the network parking table or an empty parking table. |
| NET_POCKET_LANE_TABLE | The name of the network pocket lane table or an empty pocket lane table. |
| NET_TRANSIT_STOP_TABLE | The name of network transit stop table or an empty transit stop table . |
| OUT_SNAPSHOT_SUPPRESS_1 | These keys determine what fields to suppress in the snapshot output file. Nothing needs to be suppressed, but the text vehicle evolution file size will be reduced if the key is set to:<br>ACCELER;DRIVER;USER;LANE;NODE;DISTANCE. |
| VIS_BOX_LENGTH | The summary box length in meters; should be 150 (meters). |

# Appendix C: Optional Output Visualizer Configuration File Keys

| Configuration File Key | Description |
|---|---|
| VIS_COLORMAPS | The full path and file name of a set of colormaps produced with the *mkallbinmaps* utility to use in the Output Visualizer. |
| VIS_NETWORK_ACTIVITY_LOCATION_POINTSIZE | The size of an activity location point, 0.5 to 10.0. |
| VIS_NETWORK_BARRIER_POINTSIZE | The size of a barrier point, 0.5 to 10.0.. |
| VIS_NETWORK_DETECTOR_POINTSIZE | The size of a detector point, 0.5 to 10.0 |
| VIS_NETWORK_NODE_POINTSIZE | The size of a node point, 0.5 to 10.0. |
| VIS_NETWORK_PARKING_POINTSIZE | The size of a parking accessory point, 0.5 to 10.0. |
| VIS_NETWORK_TRANSIT_POINTSIZE | The size of a transit stop point, 0.5 to 10.0. |
| VIS_NETWORK_VIEW_ACTIVITY_LOCATIONS | The toggle to view activity locations.<br>0 not to view activity locations,<br>1 to view activity locations. |
| VIS_NETWORK_VIEW_BARRIERS | The toggle to view barriers.<br>0 not to view barriers,<br>1 to view barriers. |
| VIS_NETWORK_VIEW_BOXES | The toggle to view boxes.<br>0 not to view boxes,<br>1 to view boxes. |
| VIS_NETWORK_VIEW_DETECTORS | The toggle to view detectors.<br>0 not to view detectors,<br>1 to view detectors. |
| VIS_NETWORK_VIEW_LANE_DIVIDERS | The toggle to view lane dividers.<br>0 not to view lane dividers,<br>1 to view lane dividers. |
| VIS_NETWORK_VIEW_LINKS | The toggle to view links.<br>0 not to view links,<br>1 to view links. |
| VIS_NETWORK_VIEW_NODES | The toggle to view nodes.<br>0 not to view nodes,<br>1 to view nodes. |
| VIS_NETWORK_VIEW_PARKING | The toggle to view parking.<br>0 not to view parking,<br>1 to view parking. |
| VIS_NETWORK_VIEW_TRANSIT | The toggle to view transit stops.<br>0 not to view transit stops,<br>1 to view transit stops |
| VIS_SINGLE_BUFFERED | 0 for double buffered (default), 1 for single buffered. Should always be 0 unless the videoadapter will not allow double buffering. |

| Configuration File Key | Description |
|---|---|
| `VIS_SLIDER_SCALE` | The initial scale, 1.0 and larger;<br>Default = 1.0 |
| `VIS_SLIDER_SPEED` | The initial speed, 0.005 to 1.0;<br>Default = 1.0 |
| `VIS_SLIDER_THRESHOLD` | The initial threshold, 0.005 to 1.0;<br>Default = 1.0 |
| `VIS_SLIDER_XROT` | The initial X rotation, 0.0 to 360.0;<br>Default = 0.0 |
| `VIS_SLIDER_YROT` | The initial Y rotation, 0.0 to 360.0;<br>Default = 0.0 |
| `VIS_SLIDER_ZROT` | The initial Z rotation, 0.0 to 360.0;<br>default = 0.0 |
| `VIS_UNDERLAYFILE` | The name of a file to be read in and drawn underneath the network. This file must be of the Underlay file format. This can be used to add objects to the network that are visible at all times. |
| `VIS_VEHICLE_DRAW3D` | The toggle for 2D or 3D vehicles.<br>0 for 2D vehicles,<br>1 for 3D vehicles |
| `VIS_VEHICLE_DRAWMODE` | The coloring method for vehicles,<br>0 to<br>0 – Same color mode<br>1 – Color by Type mode<br>2 – Color by Passengers mode<br>3 – Color by Velocity mode<br>4 – Random coloring by vehicle ID<br>5 – Color by User field mode |
| `VIS_VEHICLE_POINTSIZE` | The size of a vehicle when it is a point,<br>0.5 to 10.0 |
| `VIS_XSLIDER_360DEFAULT` | The toggle for default X rotation.<br>0 for default X rotation of 0.0,<br>1 for default X rotation of 360.0 |

## Appendix C: Default Colormap Input File Format

```
15 92
5 0.0 37.5 Summary Velocity Map 0
1.0 4
3.0 3
15.0 11
30.0 1
35.0 0
5 0.0 1.0 Summary Density 1
0.1 11
0.2 1
0.3 5
0.5 3
1.0 4
5 0.0 49.0 Emissions Velocity Map 2
1.5 4
4.5 3
22.5 11
45.0 1
50.0 0
5 0.0 25.0 Emissions Nitrogen Oxide Map 3
5.0 0
10.0 1
15.0 2
20.0 3
25.0 4
5 0.0 620.0 Emissions Carbon Monixide Map 4
120.0 0
240.0 1
360.0 2
480.0 3
615.0 4
5 0.0 13.2 Emissions Hydrocarbons Map 5
2.6 0
5.2 1
7.8 2
10.4 3
13.0 4
5 0.0 18.0 Emissions Fuel Economy Map 6
3.6 0
7.2 1
10.8 2
14.4 3
18.0 4
5 0.0 26000.0 Emissions Flux Map 7
5000.0 4
10000.0 3
15000.0 2
20000.0 1
```

```
25000.0 0
5 0.0 26000.0 Unused Map 8
5000.0 4
10000.0 3
15000.0 2
20000.0 1
25000.0 0
5 0.0 18.0 Unused Map 9
3.6 0
7.2 1
10.8 2
14.4 3
18.0 4
5 0.0 18.0 Unused Map 10
3.6 0
7.2 1
10.8 2
14.4 3
18.0 4
5 0.0 18.0 Unused Map 11
3.6 0
7.2 1
10.8 2
14.4 3
18.0 4
12 0.0 255.0 Vehicles by Type Map 12
1.0 0  Walk
2.0 1  Auto
3.0 2  Truck
4.0 3  Bicycle
5.0 4  Taxi
6.0 5  Bus
7.0 6  Trolley
8.0 7  Streetcar
9.0 8  Light Rail
10.0 9 Rapid Rail
11.0 10 Regional Rail
255.0 11 Unknown type
15 0.0 255.0 Vehicles by Passengers Map 13
1.0 0  0 passengers
2.0 1  1
3.0 2  2
4.0 3  3
5.0 4  4
6.0 5  5
7.0 6  6
8.0 7  7
9.0 8  8
11.0 9 10
26.0 10 25
51.0 11 50
101.0 12 100
```

```
201.0 13 200
255.0 14 255
5 0.0 37.5 Vehicles by Velocity Map 14
1.0 4
3.0 3
15.0 11
30.0 1
35.0 0
15 0.0 255.0 Vehicles by User Field Map 15
1.0 0  0
2.0 1  1
3.0 2  2
4.0 3  3
5.0 4  4
6.0 5  5
7.0 6  6
8.0 7  7
9.0 8  8
11.0 9 10
26.0 10 25
51.0 11 50
101.0 12 100
201.0 13 200
255.0 14 255
```

## Appendix D: Single Colormap Text Input File

```
5 0.0 18.0   // number of colors, minimum value and maximum value
3.6 0    // 0.0 to 3.6 should be in color 0
7.2 1    // > 3.6 to 7.2 should be in color 1
10.8 2   // > 7.2 to 10.8 should be in color 2
14.4 3   // > 10.8 to 14.4 should be in color 3
18.0 4   // > 14.4 should be in color 4
```

Single colormap text files are used to produce binary single colormap files for use in the Output Visualizer. They are converted with the *mk1binmap* utility.

## Appendix E: Error Codes

Error codes for the Output Visualizer are in the range 34000 – 34999.

| Code | Description |
|---|---|
| 34000 | Not used. |
| 34001 | Not used. |
| 34002 | Not used. |
| 34003 | Mandatory configuration file key(s) not specified. Edit the configuration file keys in your configuration file to make sure all of the mandatory file keys are specified. A list of the unspecified keys is listed along with the output. |
| 34004 | Incorrect number of arguments were supplied. The proper usage is `Vis <config file>.` |
| 34005 | Network exception caught. The Network subsystem has caught an exception. This is most likely to be a missing table. |
| 34006 | An exception is caught by the VIS subsystem. Most likely, the problem is inconsistent data. |
| 34007 | Can’t open input file. The input file does not exist. |
| 34008 | Can’t create file for output. A file cannot be created in the directory specified. Check the permissions in the specified directory. If the permissions are ok, check for disk space limitations. |
| 34009 | Not enough random access memory (RAM) when trying to allocate memory. Add more memory to the machine, reduce the size of the file to be loaded, or quit other memory using programs and retry. |
| 34010 | Can’t read input file header. The header is missing in the file entirely or is missing a mandatory field. If a specified field is missing, it will also be printed. |
| 34011 | Node is missing. A node that is not present in the currently loaded data was referenced but not found. Check for consistency in the Link and Node tables. |
| 34012 | Link is missing. A link that is not present in the currently loaded data was referenced but not found. Check for consistency in the Link and Node tables. |
| 34013 | Number of NET and VIS nodes disagree. A problem in internal data consistency has occurred. Check the node and link tables for consistency. |
| 34014 | Number of NET and VIS links disagree. A problem in internal data consistency has occurred. Check the node and link tables for consistency. |
| 34015 | A node that is referenced by a link is not on the given link. Both the link and the node are printed. Check the node and link tables for consistency. |

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