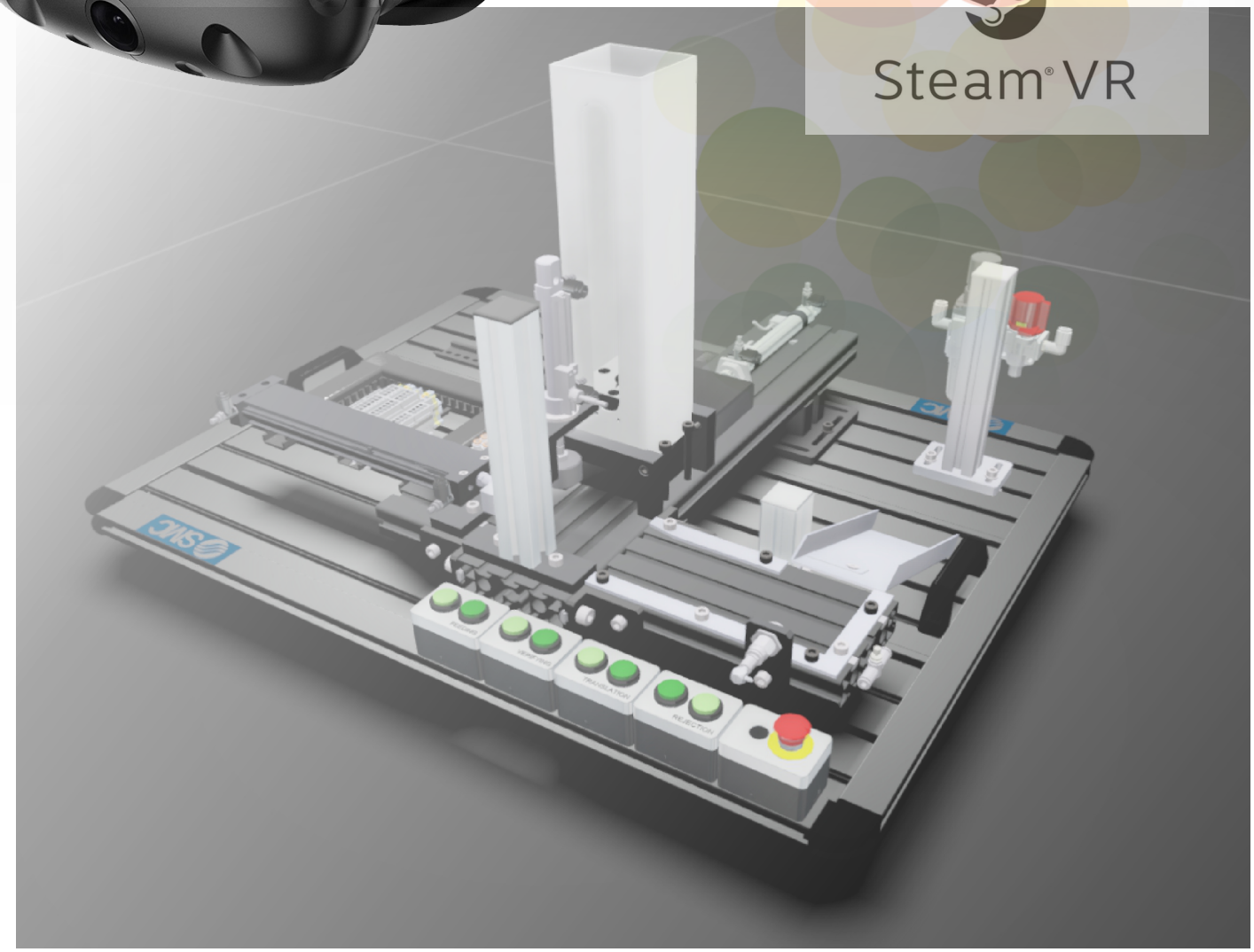
Virtual Universe Pro

Irai

Creating powerful 3D simulations of automated systems has never been easier. Users will experience amazing immersive experiences enjoying the best high quality rendering technology supporting virtual reality headsets.

OpenGL®

Steam® VR



courtesy of SMC Training International

Developing powerful simulations in the cloud places your users in a collaborative environment which enhances their experience beyond anything available before.

Simulations can be accessed from a range of devices including smart-phones, tablets and laptops anywhere in the world.

Specifications

Development Operating System*

Windows XP

Windows Vista

Windows 7

Windows 8

Windows 10

PC Configuration

Nvidia 980M equivalent or higher

Intel Core I5 or higher

4 Gb ram or higher

Licence

standalone soft code

or floating license

or web license

VR

Oculus Rift headset and Xbox gamepad

Htc Vive headset and gamepad

Manus VR glove**

All Steam VR compatible systems

CAD Import Formats

DS Solidworks***

DS Catia

Autodesk Inventor

Siemens Solid Edge

Import from 3D files

3DXML, OBJ, 3DS,

X, VRML, STL, DXF

Physic engines

Newton Dynamics

Nvidia Physix

Chrono Engine

Rendering

Realtime, HQ, PBR

Web Player

WebGl

IE, Chrome, Firefox, Safari

Collaborative cloud simulation

Server on Windows

Web clients on PCs

Web clients on mobile devices

Web clients on Macs

Clients on Windows + VR Headsets

Direct PLCs Connections

Siemens S7 IP, MPI, PPI

Siemens S5

Schneider TSX, SoMachine, Unity, Twido

Beckhoff

Mitsubishi

Rockwell Ethernet IP

CodeSys PLCs compatible

Automgen compatible target (Eg. Arduino)

I/O connexion with Advantech cards

PLC protocols

Modbus TCP, SLMP, OPC

PLC simulators interface

Siemens PlcSim

Schneider Unity

Schneider SoMachine

Mhj WinSps

CodeSys

Omron Cx-Simulator

Rockwell SoftLogix

Software connections

Automgen (all compatible targets)

Matlab Simulink

Labview

Proteus

all softwares or programing tools

dll, ip, universal memory access

Integrated programing tools

Ladder

Grafcet

Blocs fonctionnels

Script (Basic)

Langage C

Intergated Simulation Tools

Pneumatic

Hydraulic

Electric

Digital Electronic

Schematic Blocks (Simulink)

* 32 or 64 bits

** product availability (late 2016), compatible with HTC Vive

*** ability to import constraints