

StarLogo TNG 1.5 Release Notes

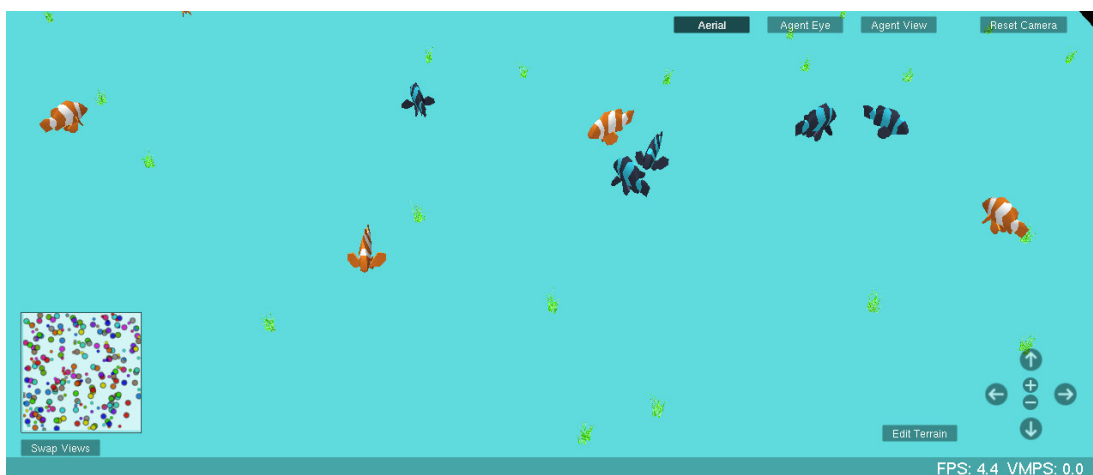
New Features

- Model importing
 - No more will your programs be constrained by the amount of built-in shapes!
 - Access Google's 3D Warehouse for thousands of models and find just what you're looking for (<http://sketchup.google.com/3dwarehouse/>)



Famous buildings? Pokémon®? Hovercraft? The possibilities are endless!

- Terrain drawing
 - No more patches- your world is now a giant canvas!
 - Draw shapes of any kind for more customized programs
 - Import and paint on your own images for beautiful scenery

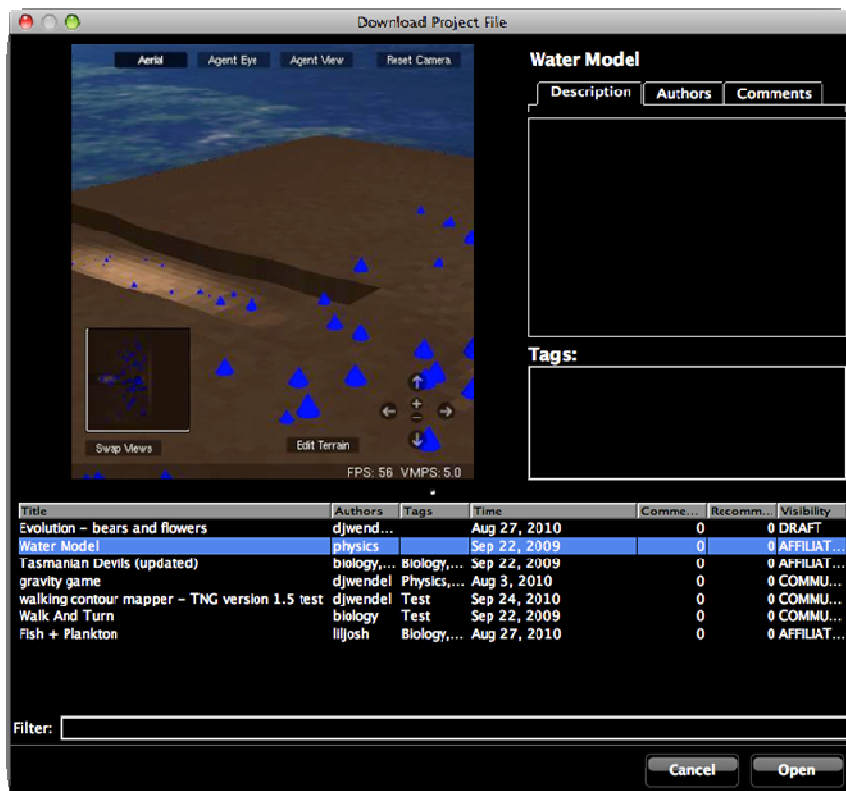


Water goes from this...



...to this! Beautiful!

- Community sharing
 - Upload your games and simulations for the world to see!
 - Access a huge database of games written by other StarLogo programmers (including the makers of StarLogo itself)
 - Reach new levels of proficiency and creativity



See what projects your friends have to offer!

Other major improvements

- Optimized blocks
 - New blocks are added for new programming possibilities
 - Blocks are organized more intuitively to maximize ease of use
- Improved camera responsiveness when in over-the-shoulder mode means your agents will always stay in view
- Canvas resizes so you'll never run out of space again!
- Collisions happen in real-time for more realistic simulations