

REC-TEC ANIMATION OUTPUT MODULES

Animation Output Files

- The following modules automatically create .CSV compatible output files in both **Comma** delimited (.csv) and **Space** delimited (.asc) formats. These files are compatible with Hi-Resolution Animation software such as **Forensic3D**:
 - **m-smacRT** – (both vehicles) – **Automatic on RUN**
 - **Collision Avoidance Following** – (both vehicles) – **Created with Table** (Set Time Interval as .033)
 - **Collision Avoidance Passing** – (both vehicles) - **Automatic on Computation**
 - **Time-Distance Multiple Vehicles** – (both vehicles) - **Created with Time Table** (Set Interval as .033)
 - **Time-Distance Acceleration - Created with Time Table** (Set Interval as .033)
 - **Time-Distance Deceleration - Created with Time Table** (Set Interval as .033)
 - **Time-Distance Multiple Events - Created with Time Table** (Set Interval as .033)
 - **Time-Distance Multiple Surfaces - Created with Time Table** (Set Interval as .033)
 - **S-CAM II Air Brakes Surfaces - Created during Simulation** (Set Interval as .033)
 - **Motion Analysis (3D) - Created with DATA table**
 - **Vault – Airborne (3D) - Created during Animation**
 - **Vault-Slide Integration (3D) - Created during Animation**
- The files can be viewed by going to **Files** on the main toolbar on **REC-TEC** and selecting **Animation Files**.
- Corresponding Output files, some offering additional information, are viewed using the **Output Files** selection.

CRUSH Text files for CAD conversion to .dxf files:

- **Vehicle1.asc and Vehicle2.asc** – These files are text files that most CAD programs can import and convert to **.dxf** files. This will allow the user to export files with the damage profiles and vector data as they appear in this module for direct conversion to **.dxf** files. If vehicle data from **AutoStats** or **Autostats Lite** is imported into **CRUSH**, those vehicles, drawn to scale with scale damage, can be exported and converted. These files are created when the **Graphics** are displayed.
- These files can be viewed by going to **Files** on the main toolbar on **REC-TEC** and selecting **Crush Vehicle Text Files**.