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基于Virtools虚拟训练系统半实物接口设计

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Title: The Designof Semi-physical Interface in Virtools Based Virtual Training System

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摘要: Virtools虚拟视景设计的难点在于半实物接口的设计。为解决这一难点, 基于Virtools SDK,通过调用相应的应用程序接口函数(API)创建自定义通信行为模块(BB),实现实物系统与虚拟视景间的通信。利用Virtools SDK回调函数实现半实物接口开关逻辑的正确控制。最后将开发的通信模块整合到虚拟训练系统中,经测试达到了预期的要求。测试结果表明基于Virtools SDK开发半实物接口的方案可行。

Abstract: The difficulty of designing a virtual scene based on Virtools is to design the semi-physical interface. To solve this problem, the Virtools SDK was used for constructing a communication building block(BB)by calling relevant application program interface(API) function to achieve communication between physical system and the virtual scene. Then the Virtools SDK callback function was used to control the switch of the semi-physical interface correctly. At last, the building block was integrated into the virtual scene and our expectation was achieved. The results

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indicate that development of semi-physical interface based on
Virtools' SDK is feasible.