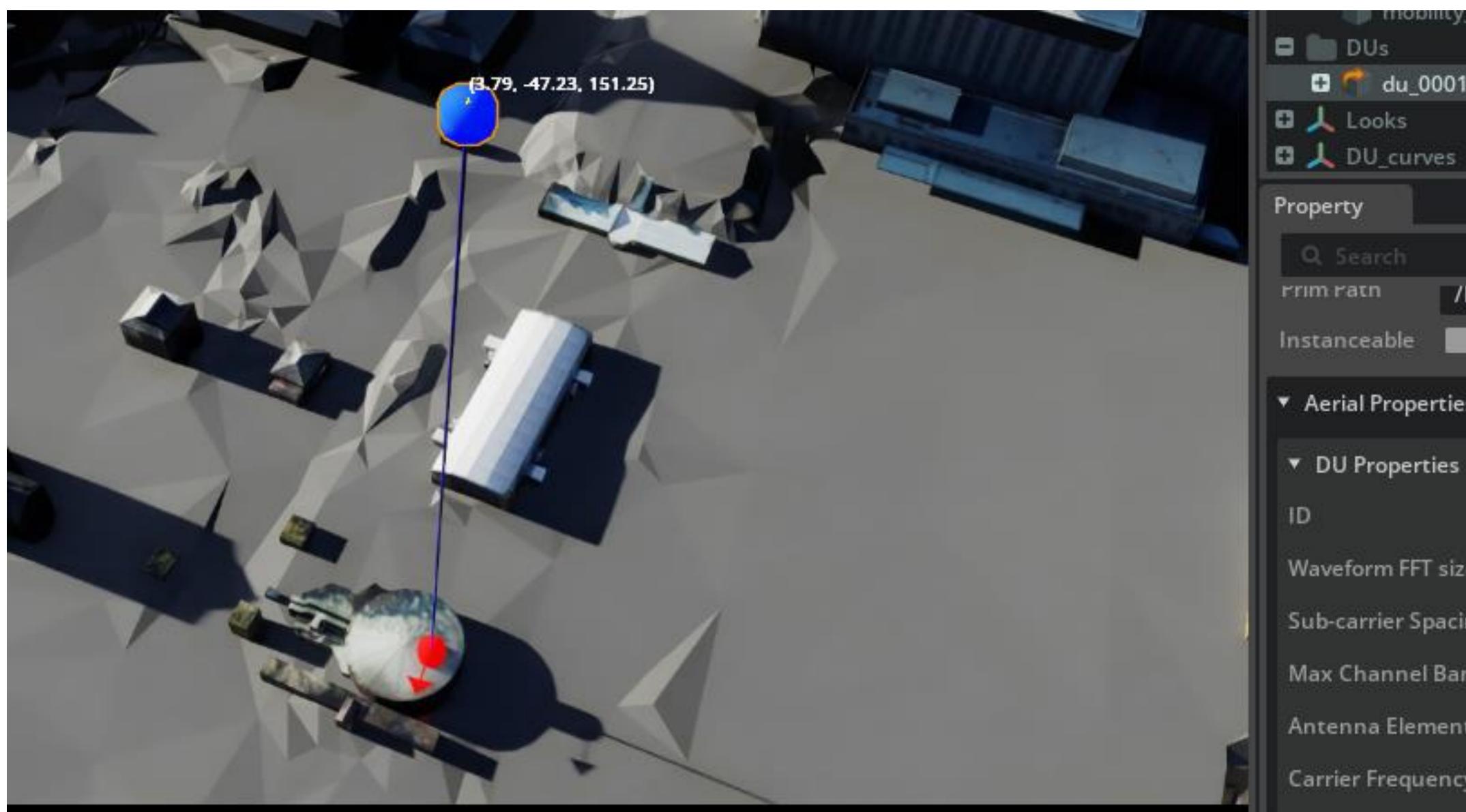


AODT 1.1 Release Notes



User Interface - DUs and DU-RU association



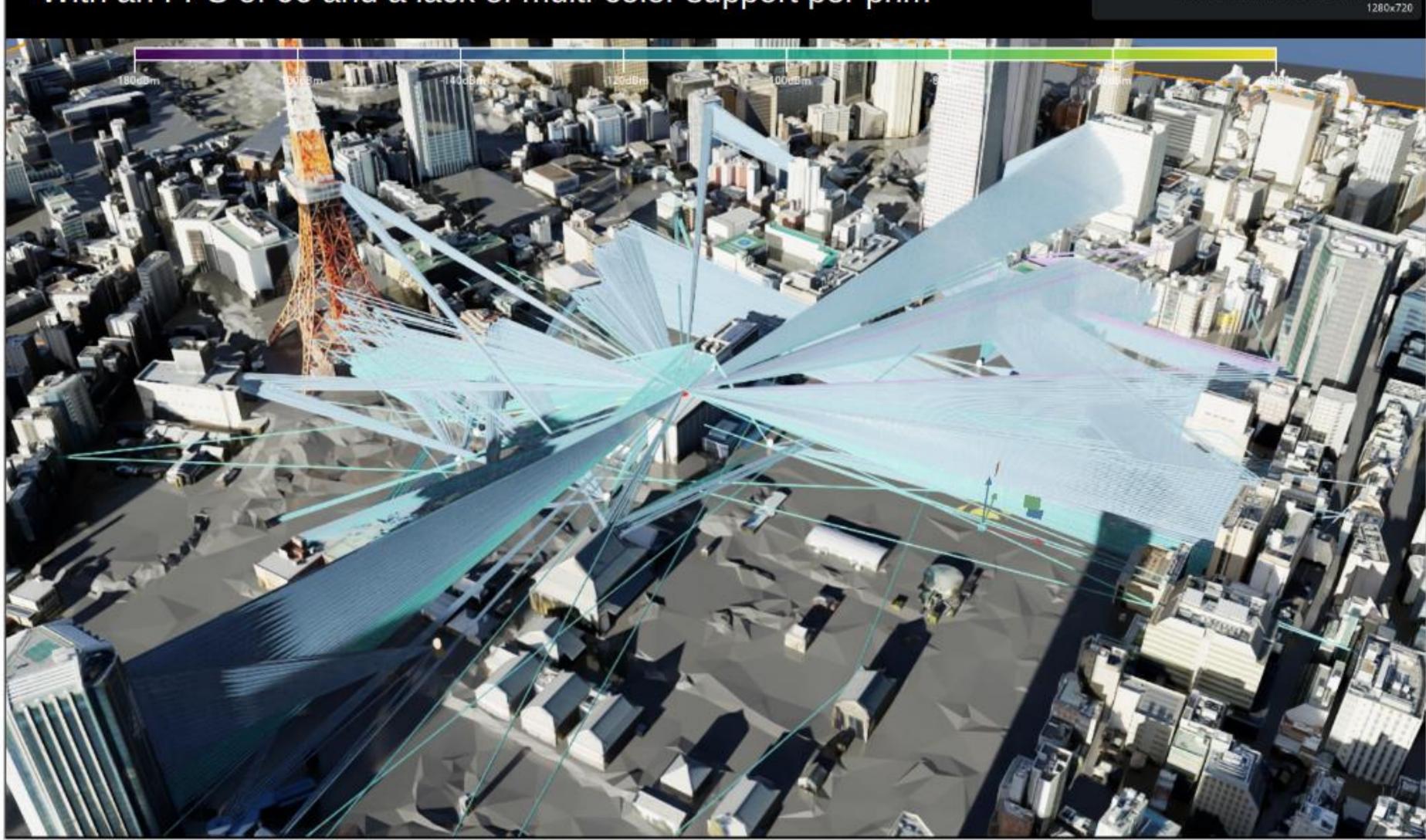
 Added DU and DU-RU association to identify group of RUs served by the same base band Association can be both manual or automating based on proximity

_oomain			wiesn			
		•	Scope Mesh			
1		\odot	Mesh			
/DUs/du_0001	DUs/du_0001					
es.						
	1					
ze	4096					
ing [kHz]	30					
ndwidth [MHz] 100.0					
its	2					
:y [MHz]	3600.0					



Release 1.0

With an FPS of 66 and a lack of multi-color support per prim

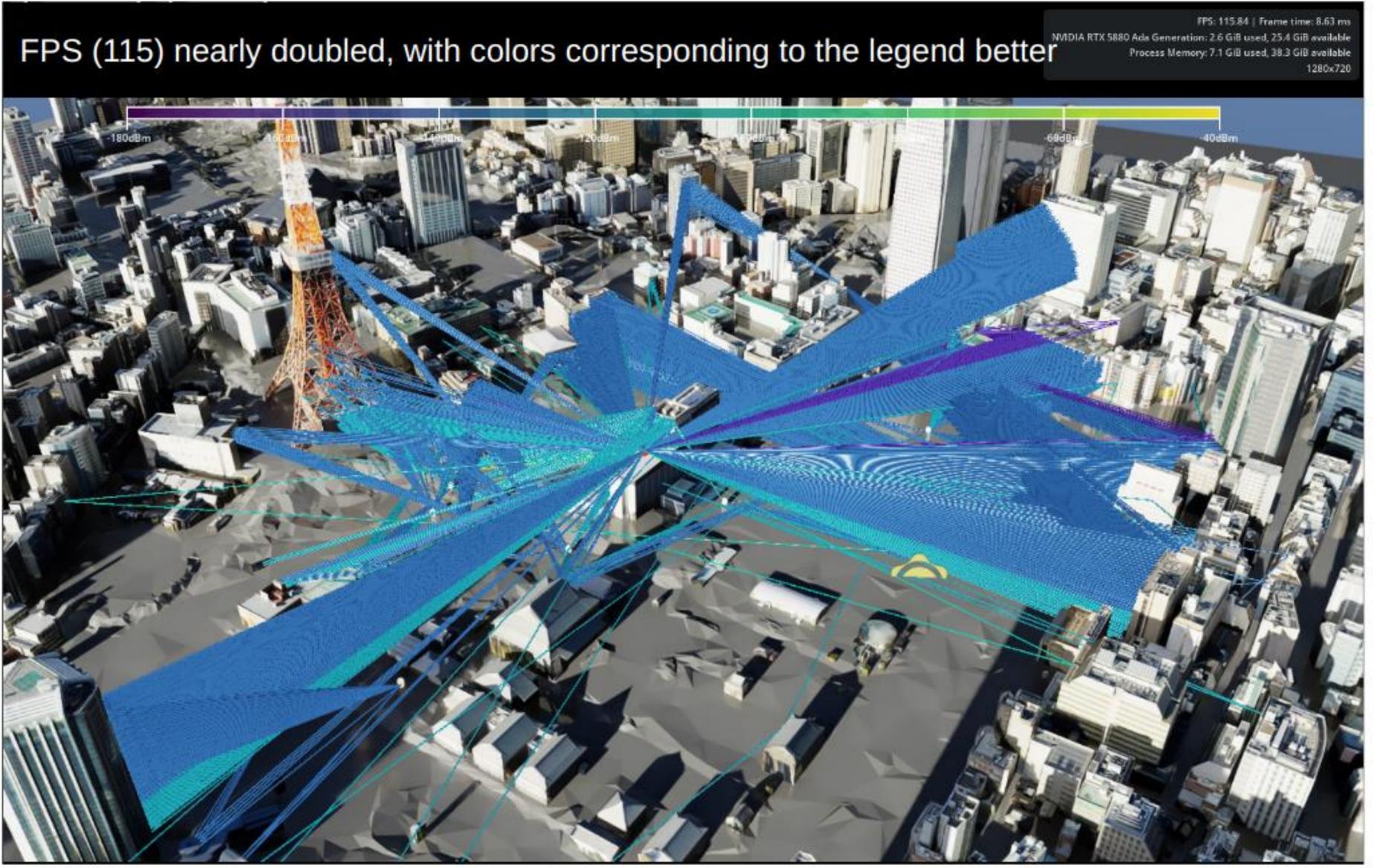


User Interface - Higher frame rates with large number of rays

FPS: 66.72 | Frame time: 14.99 ms

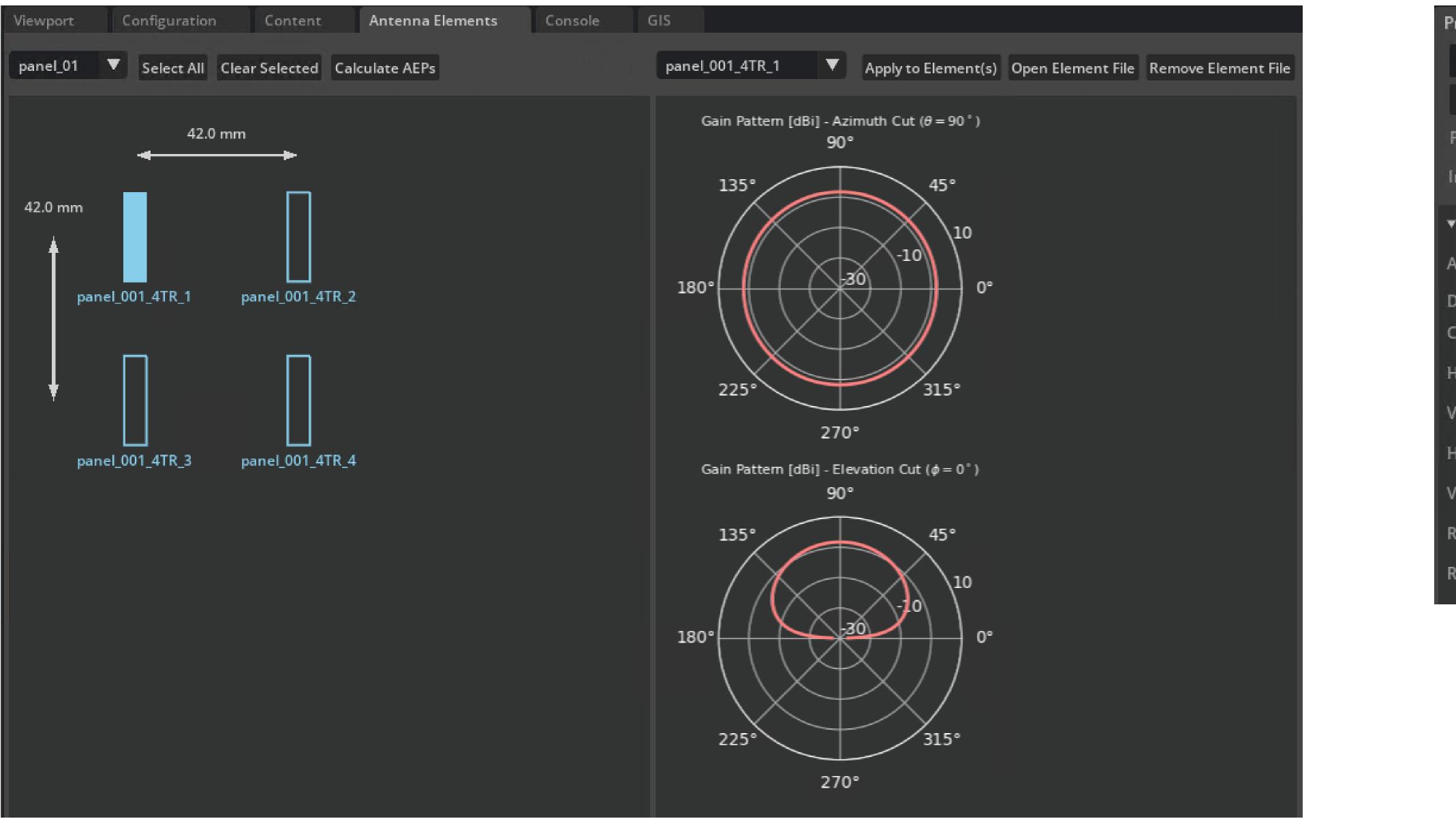
VIDIA RTX 5880 Ada Generation: 2.5 GiB used, 14.2 GiB available

Process Memory: 6.8 GiB used, 38.7 GiB available



Release 1.1





- - Supported formats: FFD and CSV

User Interface - Custom antenna patterns

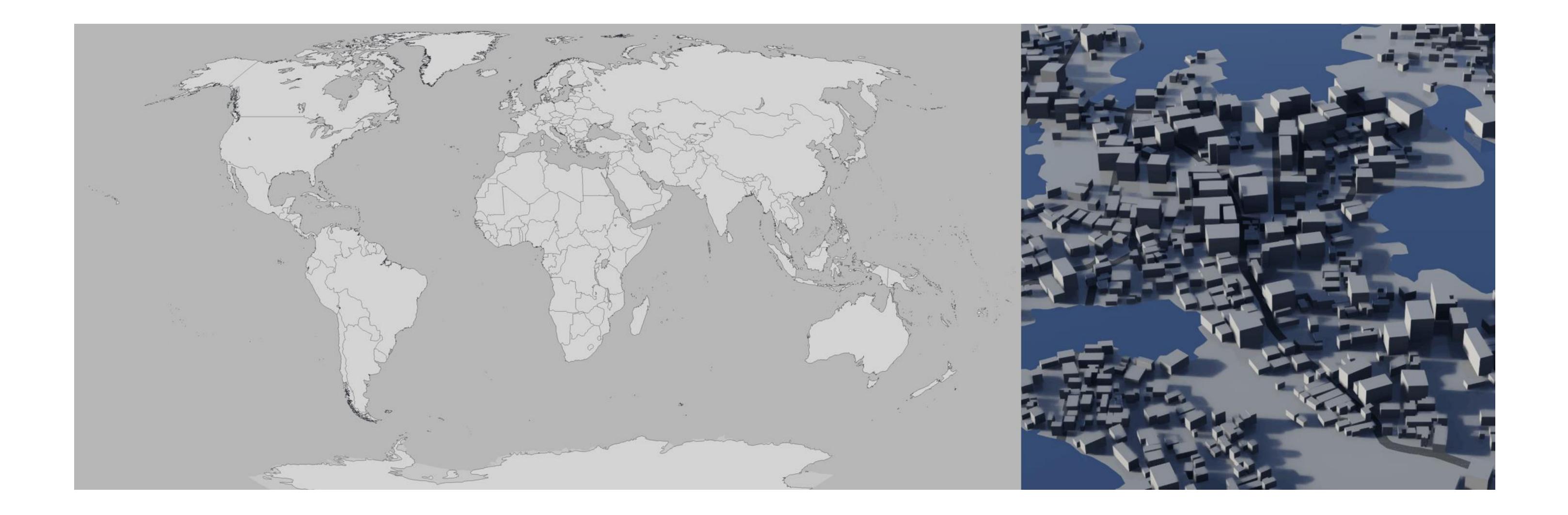
Users can import custom antenna radiation solids both at element- and panel-level

Users can export the description of panels and the antenna information used therein

roperty						
Q, Search						
Add panel_01	panel_01					
rim Path /Panels/pane	/Panels/panel_01					
nstanceable						
Aerial Properties						
ntenna Elements	Edit	Open Panel File	Save Panel File			
ual Polarized						
arrier Frequency [MHz]	3600.0					
lorizontal Elements	2					
ertical Elements	2					
lorizontal Spacing [mm]	42.0					
ertical Spacing [mm]	42.0					
oll of First Pol. Element (deg)	0.0					
oll of Second Pol. Element (deg) 90.0						



Scene Importer - Support for OpenStreetMap (OSM)



Users can import GIS data from OpenStreetMap (OSM) Supported features: buildings on flat terrain



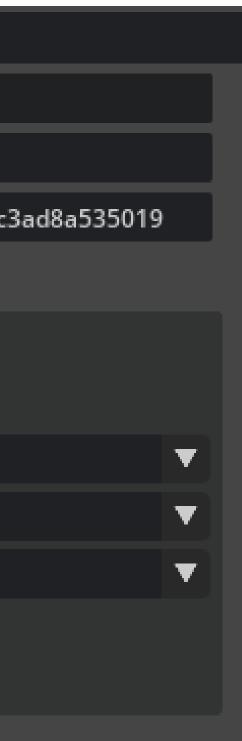
Scene Importer - Semantic material associations for high LOD

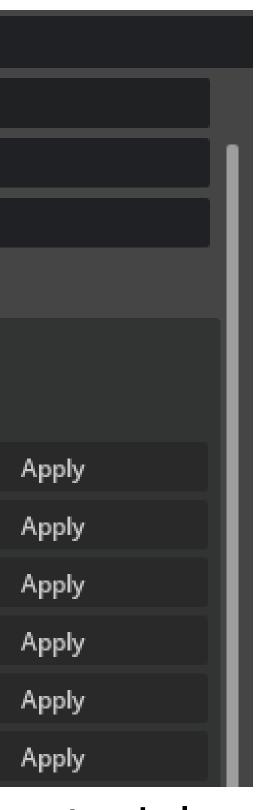
Property				
Q Search				
+ Add	bldg_0c3210b7_8efd_47aa_8d15_c3ad8a535019			
Prim Path	/World/buildings/bldg_0c3210b7_8efd_47aa_8d15_			
Instanceable				
 Aerial Properties 				
Building Materials				
Wall Surface		Plasterboard		
Roof Surface		Concrete		
Ground Surface		Medium Dry Ground		
Enable RF				
Enable Diffusior	n 🤇			

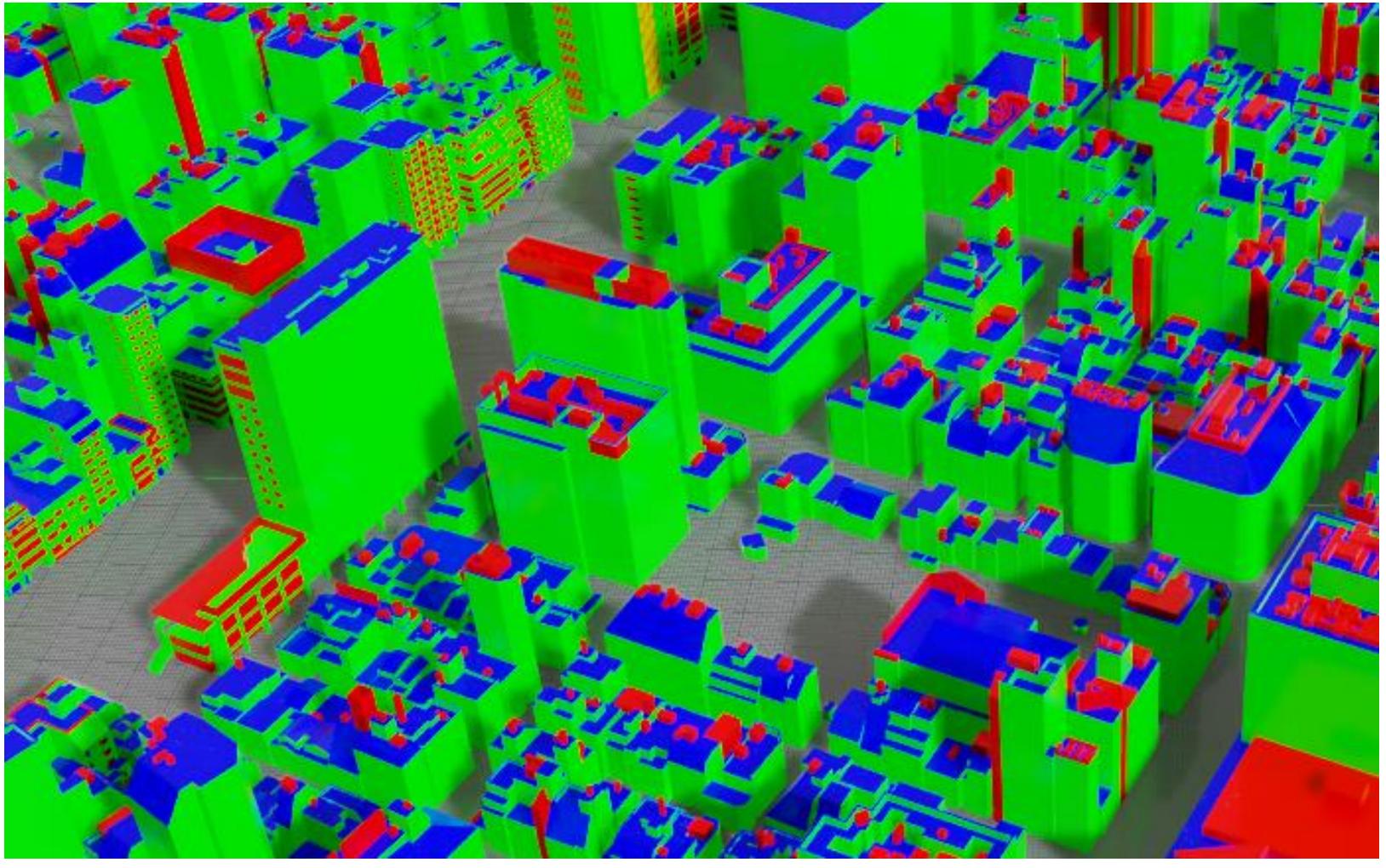
Supported association for building parts

Property					
Q Search					
+ Add	buildings				
Prim Path	/World/buildin	igs			
Instancea	ble				
▼ Aerial Properties					
Building Materials					
Generic City Object					
Building					
Room		•			
Building Installation					
Building	Furniture				
Door					

Supported batch association of materials for all building parts





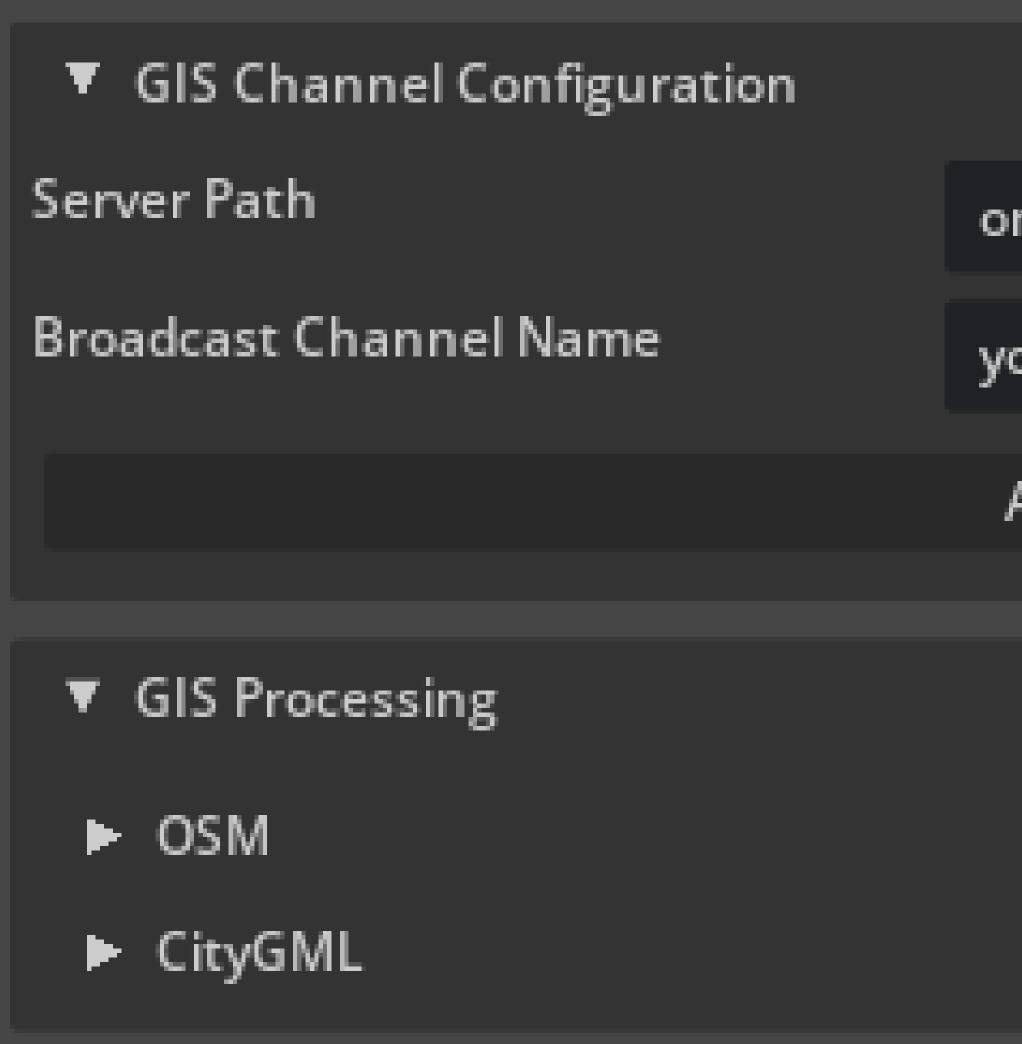


LOD3+ (walls, roof, ground)

Visualization of the building parts for the CityGML maps with



Scene Importer - Job execution from user interface



omniverse://your-nucleus-server.nvidia.com

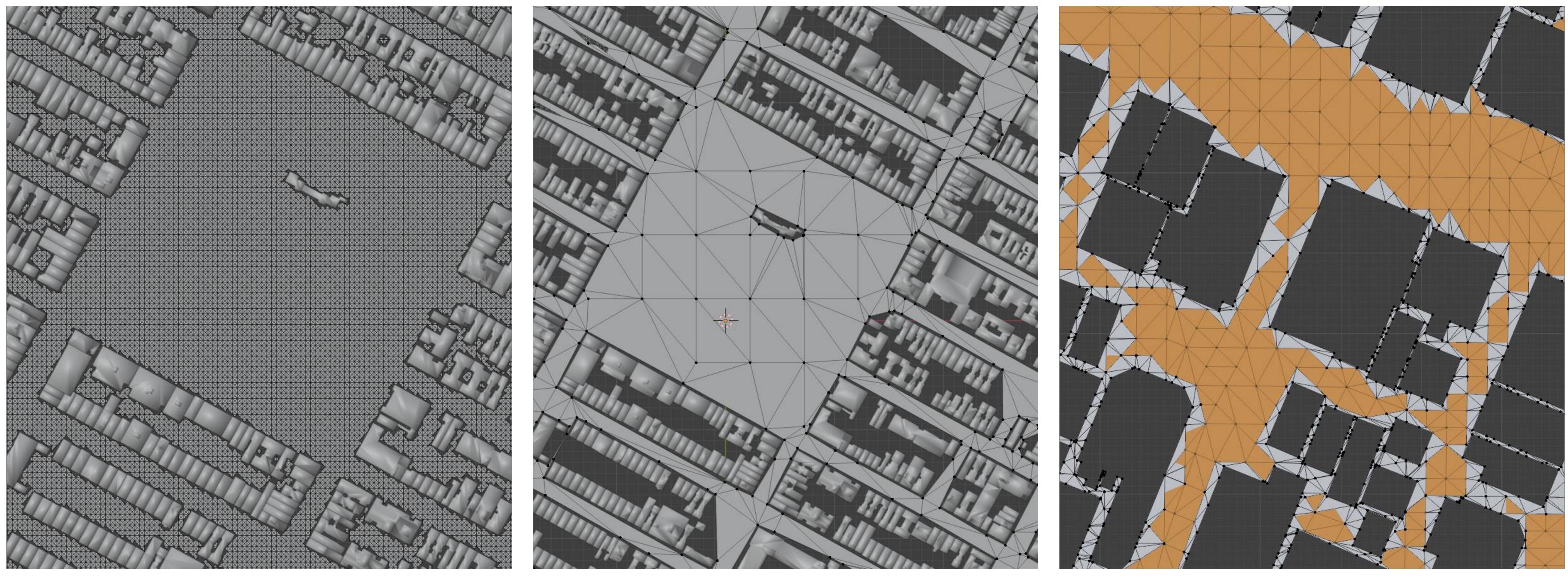
your-channel-name

Attach Worker

- CityGML and OSM import pipelines are available from user interface
- CLI remains supported



Scene Importer – Mobility Mesh improvements



Release 1.0

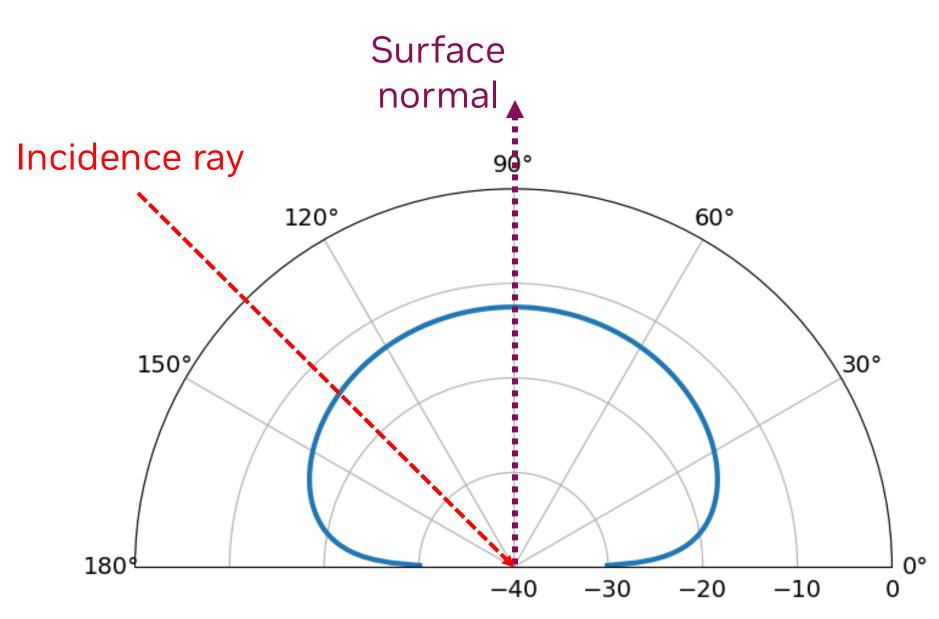
Release 1.1 Triangle sizes are better optimized and configurable

Mobility mesh conforms to building footprints more tightly (orange: release 1.0, gray: release 1.1)



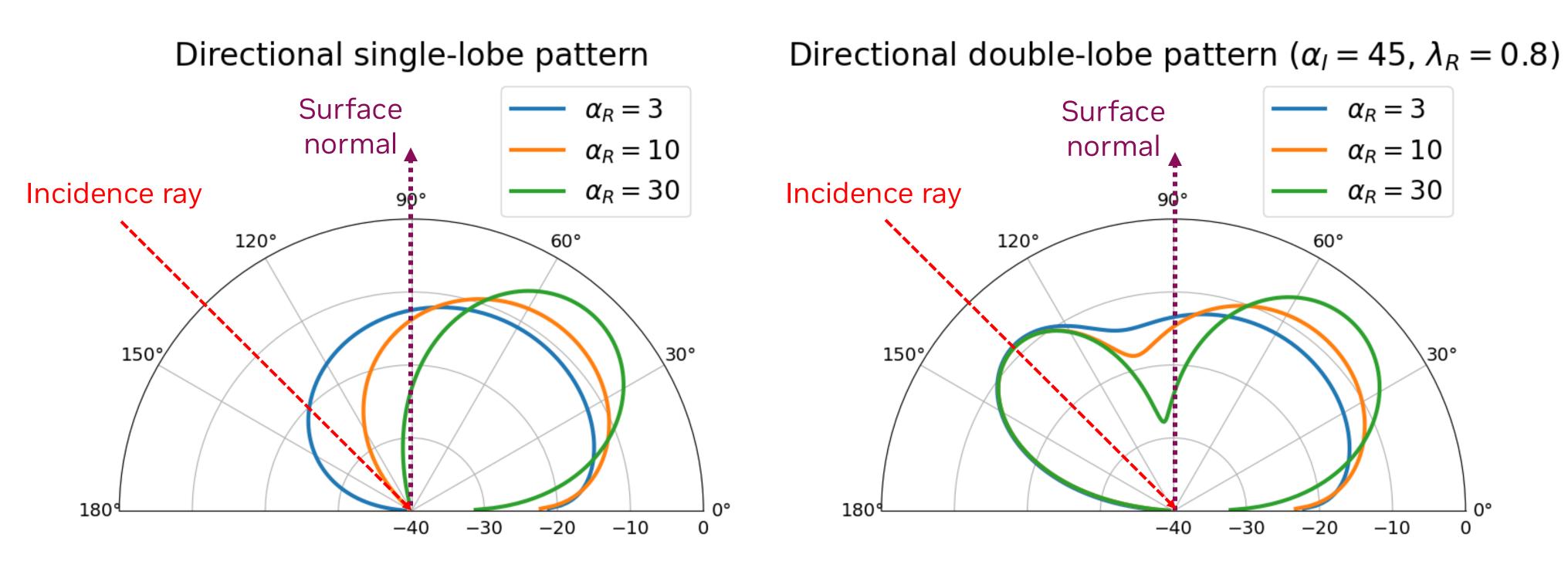
Release 1.0

Lambertian pattern



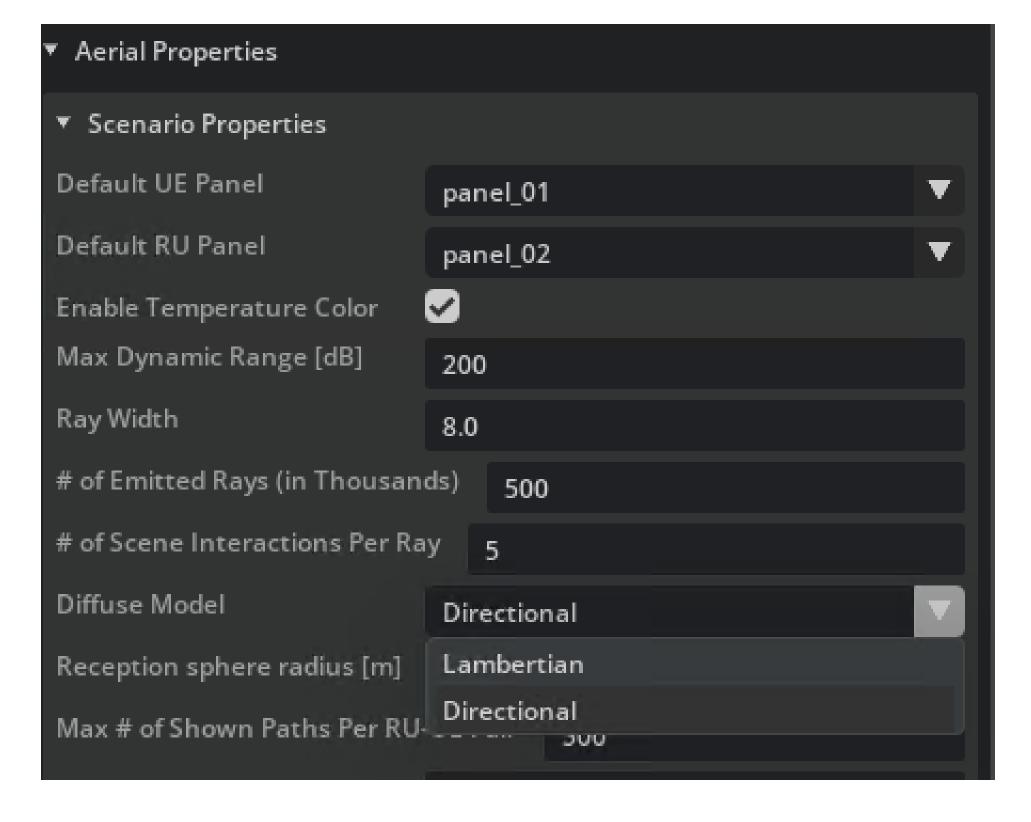
[1] V. Degli-Esposti et. at., "Measurement and modelling of scattering from buildings," IEEE Trans. Antennas Propag., vol. 55, no. 1, pp. 143–153, January 2007. [2] E. M. Vitucci et. at., "A Reciprocal Heuristic Model for Diffuse Scattering From Walls and Surfaces," IEEE Trans. Antennas Propag., vol. 71, no. 7, July 2023.

EM Solver - Directional diffuse



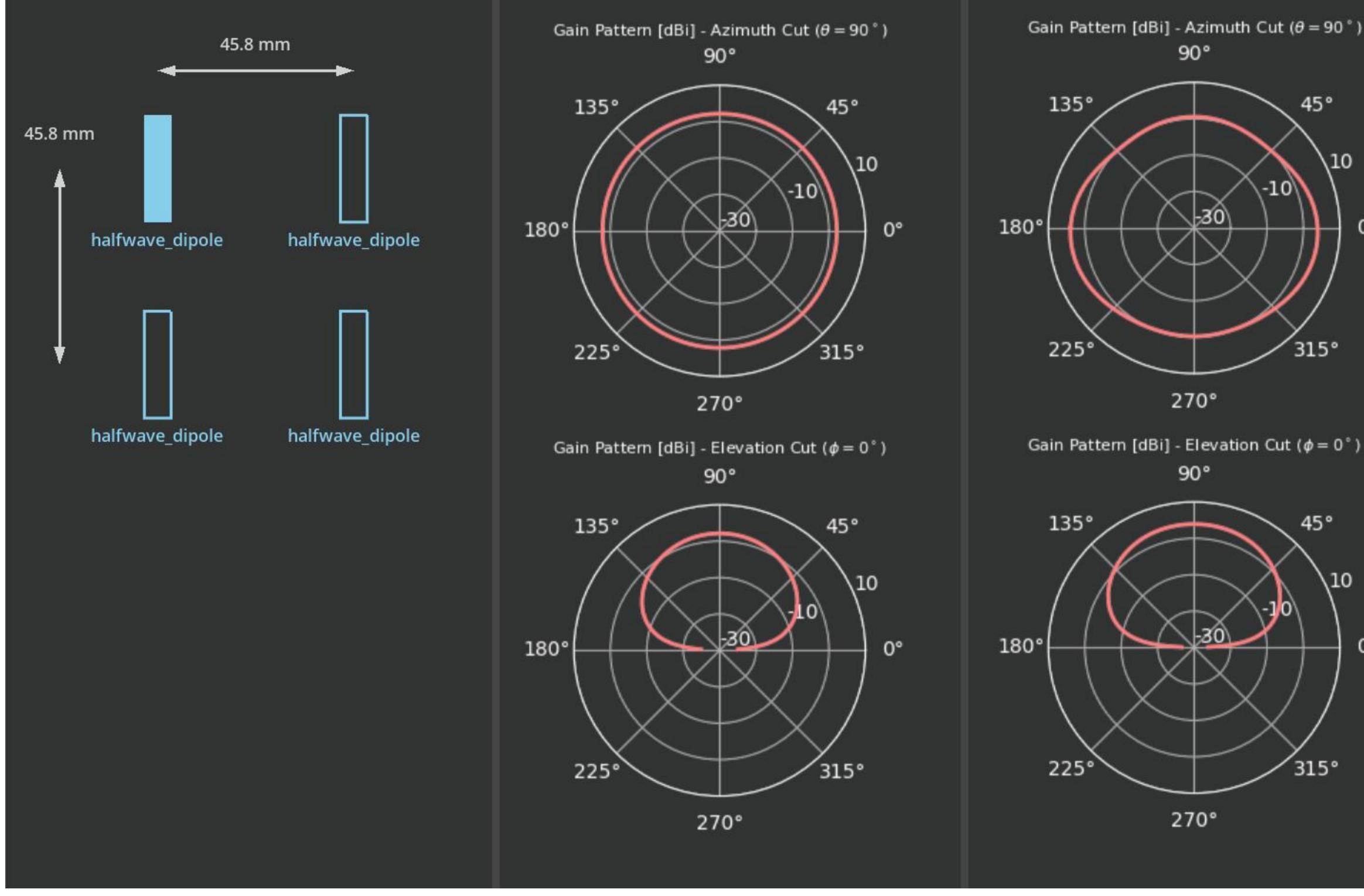
- Added directional diffuse models for both single-lobe and double-lobe patterns. All supported diffuse models are reciprocal.
- Users can tune model parameters in different ways (e.g. the scattering coefficient can be fixed per surface, or varied depending on the surface roughness and the incidence angle).

Release 1.1





EM Solver – Active Element Pattern



Release 1.0

Release 1.1

0°

0°

- Release 1.1 introduces the possibility to derive the active element pattern (AEP) for arrays of half-wave dipoles
- Impact on antenna gains due to ensuing feed mismatch to come in future release









