

# Different Versions for Different Needs



Available in a standard edition  
for simulating and evaluating  
2D vehicle turning maneuvers



for modeling, analyzing, and  
visualizing 3D vehicle swept  
path movements

## Major Features

	AutoTURN Professional	AutoTURN Standard
<b>VEHICLE SWEEPED PATH AND TURN SIMULATIONS</b>		
Ability to generate vehicle maneuvers and swept path envelopes	☑	☑
<b>SmartPath</b> tools for generating Arc, Corner, Oversteer and Steer A Path	☑	☑
Generate arc/corner; reverse arc/corner; oversteer corner simulations	☑	☑
Perform reverse maneuvers with 3-part vehicles	☑	☑
Unlimited number of path sections for vehicle simulations	☑	☑
Generate arc path on a 3D surface using a 3D vehicle	☑	
Select 3D terrain and utilize its surface for vehicle simulations	☑	
Ability to convert an existing 2D vehicle simulation into 3D	☑	
Perform 3D sightline analysis based on a 3D simulation or alignment	☑	
<b>SPECIALIZED TRANSPORTATION SYSTEMS</b>		
Create and simulate 2D independent rear steered vehicles	☑	☑
Create and simulate 2D telescoping trailers for logging trucks	☑	☑
Draw cargo for a 2D simulation and combine it with vehicle body envelope	☑	☑
<b>VEHICLE PLACEMENT TOOLS</b>		
Place 2D vehicles offset from a boundary element	☑	☑
Place adaptive simulations accommodating edits made on linked paths	☑	☑
Option for smooth transitions available for adaptive simulations	☑	☑
Ability to place and delete a 3D vehicle within a turning simulation	☑	
<b>PRESENTATION FEATURES</b>		
Ability to generate InVision presentation data and convert to AVIs	☑	☑
Manage InVision data of selected simulations required for presentations	☑	☑
Control simulation playback through Run Animation Dialog box	☑	☑
View punch through plane made by the vehicle path	☑	
<b>DISPLAY SETTINGS</b>		
Ability to use 2D realistic vehicle plan views	☑	☑
Manage vehicle conflict analysis layer/level and color	☑	☑
Ability to use 3D realistic vehicle models	☑	
<b>EDITING AND REPORTING FEATURES</b>		
Conflict analysis feedback on real-time or regenerated path simulations	☑	☑
Ability to continue or delete the last section of a 3D simulation	☑	
Analyze and prepare 3D swept path cross-section or 'punch through' reports	☑	
Evaluate overhead and vehicle ground clearances	☑	
<b>VEHICLE LIBRARIES</b>		
Vehicle database with ability to sort by region, type, class, parts	☑	☑
Specialized vehicles: wind tower blade trailer, beam transport, heavy hauler	☑	☑
3D enabled standard library vehicles with height and ground clearances	☑	
<b>NATIONAL STANDARD DESIGN VEHICLES</b>		
USA   CANADA   UK   FRANCE   GERMANY   ITALY   NETHERLANDS   CZECH DENMARK   AUSTRIA   POLAND   SWEDEN   SWITZERLAND   NORWAY   FINLAND SOUTH AFRICA   AUSTRALIA   NEW ZEALAND   RUSSIA   ISRAEL   BRAZIL   PERU	☑	☑