

# How to Scale AVDS Entities

## Background

When playing back multiple entities in AVDS, there are many scenarios where the camera is a long distance from the entities. When this is the case it is necessary to scale the entities to a large size so they are visible. There are two methods for scaling object in AVDS: adding a scale factor in playback data files and using the global object scale control.

## Scale in Data Playback

Playback data files can be used to dynamically define scale factors for the entities. The scale factors are defined for each time step in the data. This makes it possible to change the scale factors during playback. As shown in Figures 1 and 4, the playback entities for scale factors are `ScaleX`, `ScaleY`, and `ScaleZ`.

## Scaling Entities Using the Global Scale Control

The global object scale control, *Configure->Environment->Scale Objects*, changes the size of all of the objects in the scene by multiplying their sizes by the selected scale factor, see Figures 2 and 4. Playback entities can be excluded from the effects of the global scale control by un-checking the *Allow Global Scaling* block for the entity on the Playback configuration dialog window, see Figures 3 and 4.

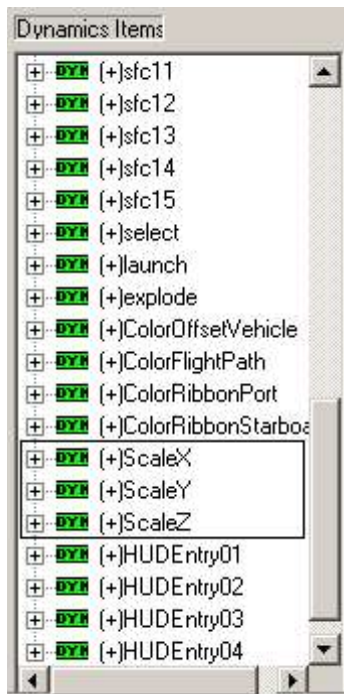


Figure 1 Scale factor inputs to playback.

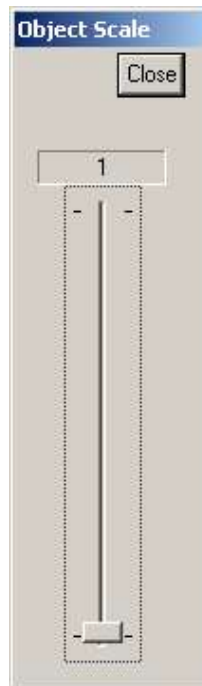


Figure 2 Global scale control.



Figure 3 Playback configuration scale control.

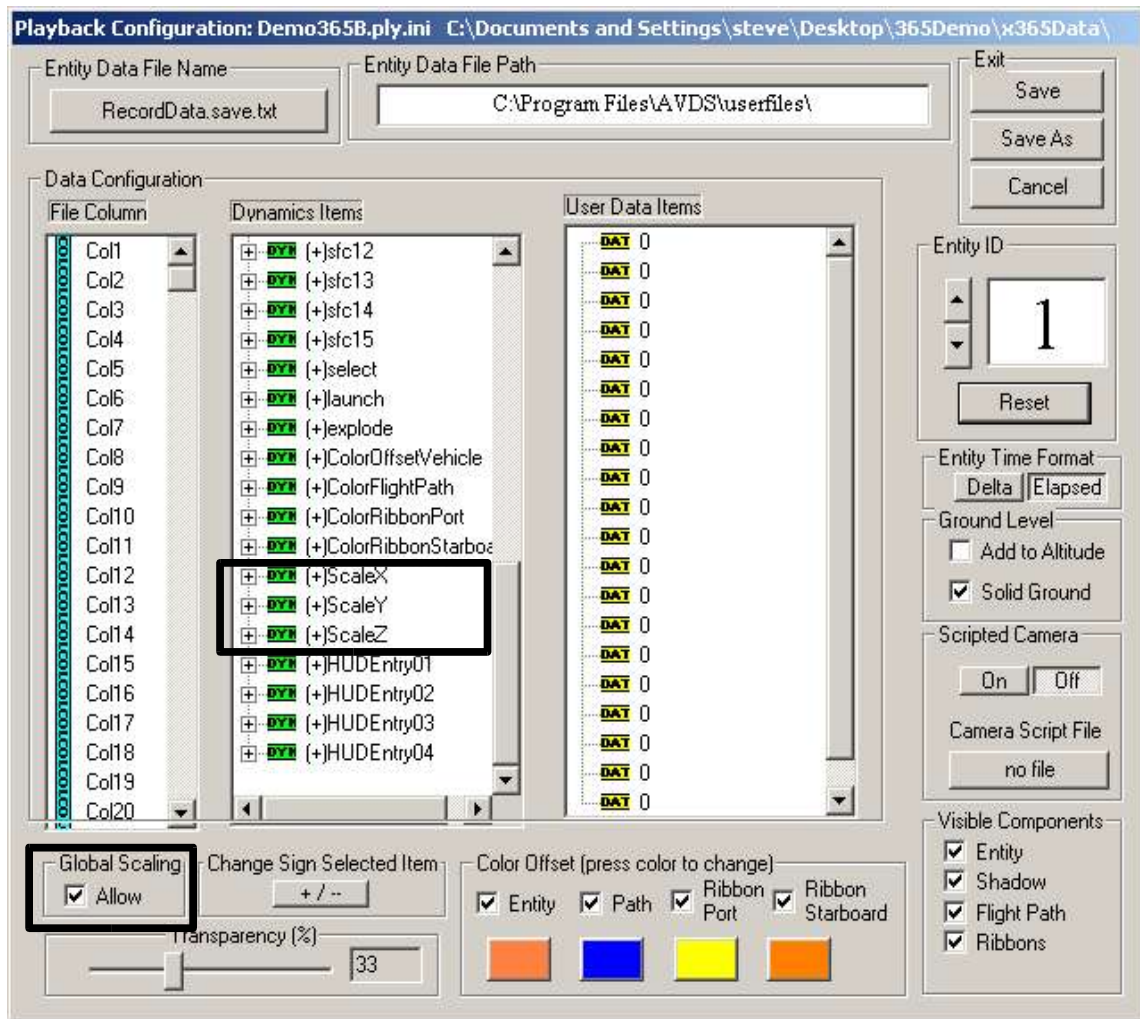


Figure 4 Playback Configuration dialog window (Configure->Playback).