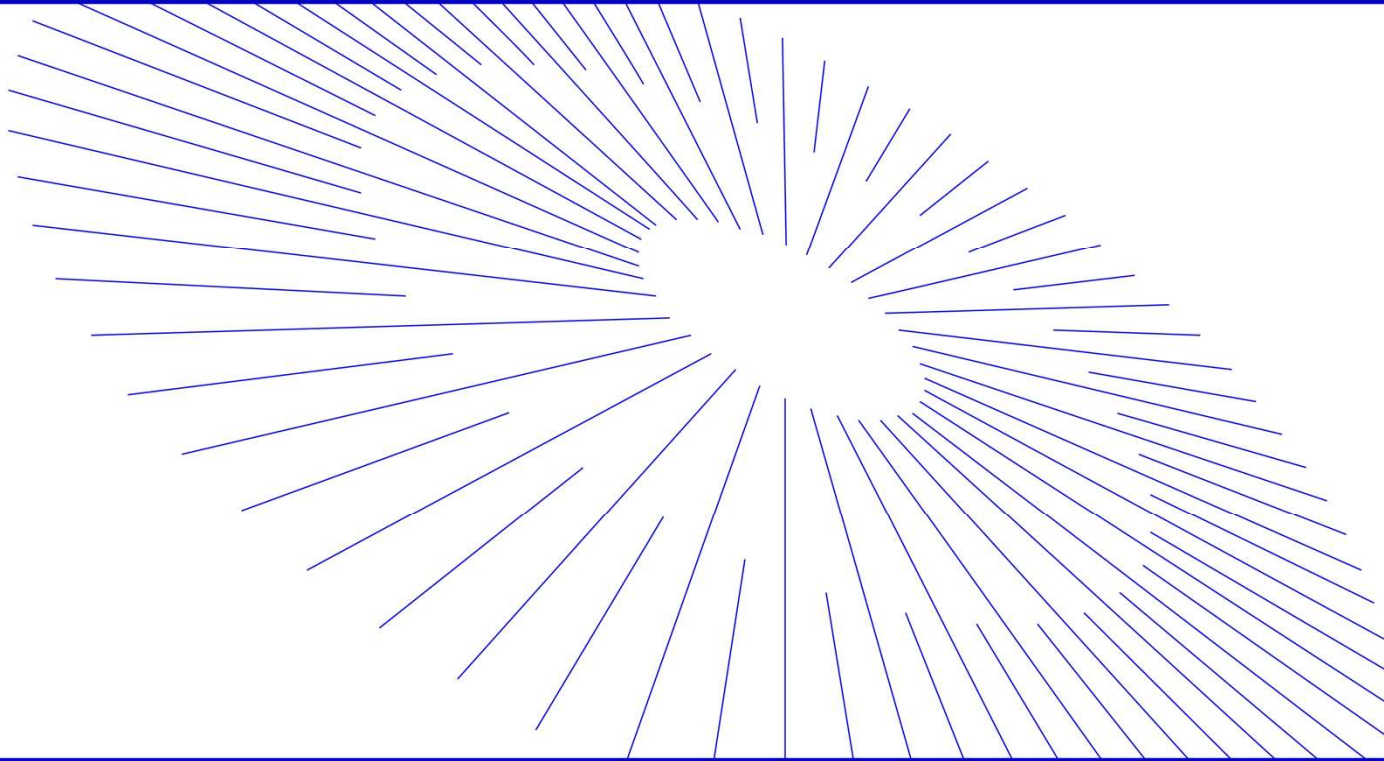


Smart Construction Simulation

2025.10.14(Schedule) About the Release Version





- We are pleased to announce the release of updates to "Smart Construction Simulation" with the following schedule and content.
- Due to system maintenance, the relevant services will not be available during the following dates.
(*The release schedule, time, and contents are subject to change depending on the situation. Please understand this in advance.)

Schedule : Tuesday, October 14 (Japan time) 7:00 p.m. - 12:00 p.m.

NO.	Target Functions	Overview	Details
1	Simulation (Function Improvement)	Change the display position of Zoom and Timeline items	The display positions have been changed because the item names "Zoom" and "Timeline" on the schedule screen were causing line breaks.
2	Simulation (Bug Repair)	Fixed an issue where the earth volume rectangular prism was displayed at a position different from the area's representative point.	Fixed an issue where the soil volume rectangular prism was displayed at a position different from the area's representative point. This ensures the display positions of the representative point and the soil volume rectangular prism now match. Note that with this fix, the specification has changed such that the soil volume rectangular prism is no longer displayed for Stockpile.
3	Simulation (Function Improvement)	Support for importing LandXML files as linework	You can now upload XML-formatted data as linework. When uploading XML files, you can select "Design/Linework" as the Asset type. When uploaded as linework, it will be automatically added to the "Design Data" display list in the upper-left corner of the screen, indicated by the linework icon.





NO.	Target Functions	Overview	Details
4	Simulation (Function Improvement)	Hide developer debugging features	Debugging features for developers are now hidden from the UI. For details on the hidden menu items, please refer to the following: <Construction Area Settings Screen> <ul style="list-style-type: none">• Optimal Soil Distribution Calculation <Soil Distribution Plan Settings Screen> <ul style="list-style-type: none">• Export Work Zones• Export Routes• Import Soil Distribution Sequence Calculation Results
5	Simulation (Function Improvement)	Improvements to terrain display synchronized with the time slider during schedule editing	When editing tasks on the schedule screen, terrain corresponding to the current position on the timeline is now displayed. This allows you to edit tasks while checking the terrain conditions along the route. Note that the timeline slider cannot be operated during editing.
6	Simulation (Function Improvement)	Automatically synchronize the time slider when selecting tasks in the schedule	When selecting or editing a task on the schedule screen, the time slider now automatically moves to the start position of that task. However, if the slider is already within the duration of the task being edited, its position will not change. Additionally, if the time slider is moved manually, that manual operation takes precedence.
7	Simulation (Bug Repair)	Fixed an issue where unused design data could not be deleted after batch task deletion.	We have fixed an issue where, even if a task with associated design data was deleted, the corresponding design data could not be deleted because it was marked as unused. This fix ensures that dependencies with design data are properly resolved during bulk deletion or when creating (overwriting) a process schedule, allowing unnecessary design data to be deleted correctly. <ul style="list-style-type: none">• Bulk deletion of tasks• Creating (overwriting) a process schedule



NO.	Target Functions	Overview	Details
8	Simulation (Bug Repair)	Fixed an issue where colored display was not possible with LAS format point cloud data	We have fixed an issue where RGB display switching was not possible for LAS format point cloud data, preventing the display of maps using color information. With this fix, enabling RGB display for LAS format point cloud data now correctly displays point clouds with color information.
9	Simulation (Bug Repair)	Fixed an issue where the default TIF format did not become a 2D design drawing only when importing from groupware.	We have fixed an issue where, when importing from Groupware, selecting TIF format data did not automatically set the AssetType to “2D Design Drawing” by default. With this fix, when importing TIF format data, the AssetType is now correctly selected as “2D Design Drawing” by default.
10	Simulation (Function Improvement)	Implement quantity and unit input for custom tasks	For custom tasks, the “Daily Work Rate” is now automatically calculated and displayed alongside the “Quantity/Unit” input. When both quantity and work period are entered, the daily work rate is automatically calculated as “Quantity ÷ Work Period” and displayed to two decimal places. Note that the daily work rate value cannot be edited.
11	Simulation (Bug Repair)	Fixed an issue where elevation data in route search was incorrect when setting the drivable area.	We have fixed an issue where height information calculated during route search was incorrect in areas with defined drivable zones, causing routes to appear floating in mid-air. This fix ensures that height information for routes generated within drivable zones is correctly reflected, resulting in route displays that follow the actual terrain.



NO.	Target Functions	Overview	Details
12	Machine Simulation (Bug Repair)	Fixed an issue where the final operation at the unloading area was not animated in the transport animation.	We have fixed an issue where the final task at the unloading site on the last day was not being played in the transport animation. With this fix, the animation will now play correctly up to the final task on the last day.
13	Machine Simulation (Bug Repair)	Fixed an issue where distance information for shared routes in RoadFit was not synchronizing.	In RoadFit, we fixed an issue where when moving a shared road location, the distance for the base lane would update, but the distance update would not reflect on the other shared lane. With this fix, distance displays now update correctly on both shared lanes.
14	Machine Simulation (Bug Repair)	Fixed an issue where construction machinery display did not synchronize when the path was hidden in the transport animation screen.	We have fixed an issue where changing the path display in the transport animation did not synchronize the display of associated construction machinery. With this fix, the display of related machinery now correctly synchronizes with path display changes. Note that machinery currently not displayed on the map will not synchronize with path display changes.
15	Machine Simulation (Bug Repair)	Fixed an issue where the total transported soil volume did not match the calculation results when multiple soil types were set.	We have fixed an issue where the total transported soil volume and calculation results did not match for the second and subsequent soil types when multiple soil types were set within a plan. With this fix, even when multiple soil types are set, the total transported soil volume and calculation results will correctly match on the daily utilization rate screen.







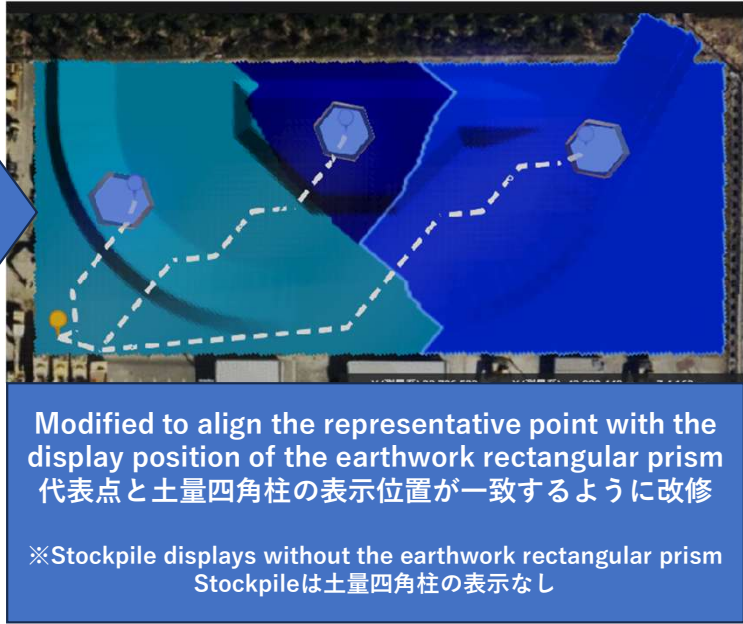
NO.	Target Functions	Overview	Details
16	Machine Simulation (Function Improvement)	Improved Highlighting of Target Lane During Lane Selection	When editing routes on the track window or map, the corresponding track is now highlighted. Additionally, highlighting automatically clears when selecting another section. This improvement makes it easier to visually identify the track being edited, enhancing the usability of editing operations.
17	Machine Simulation (Bug Repair)	Fixed an issue where hiding [Type] and [Color] in the Dump Truck tab of the Base Data caused additional data display to break.	We have fixed an issue where adding data while hiding the [Type] and [Color] fields in the Dump Truck tab of the Basic Data screen caused display corruption. This fix ensures data can now be added and displayed correctly even when these fields are hidden.
18	Machine Simulation (Bug Repair)	(Imperial units) Fixed an issue where excavation speed and reverse speed values did not match the base data.	Fixed an issue where the excavation speed (ft/min) and reverse speed (ft/min) values for bulldozers in the imperial system did not match between the Selected Machinery Work Capacity Confirmation dialog and the Basic Data Edit dialog. This fix ensures the correct values are displayed in the Selected Machinery Work Capacity Confirmation dialog.
19	Machine Simulation (Bug Repair)	Fixed an issue with input validation for start/end dates in the actual performance calculation period on the Daily Utilization Rate screen	We have fixed an issue where input validation for start and end dates was not functioning correctly in the following features on the Daily Utilization Rate screen. Processing will no longer be possible if the start date is after the end date. • Replanning Plan • Actual Data Reacquisition





NO.	Target Functions	Overview
1	Simulation (Function Improvement)	<ul style="list-style-type: none">Overview : Change the display position of Zoom and Timeline itemsDetails : The display positions have been changed because the item names “Zoom” and “Timeline” on the schedule screen were causing line breaks. <div><div><p>Before</p></div><div><p>After</p></div></div>

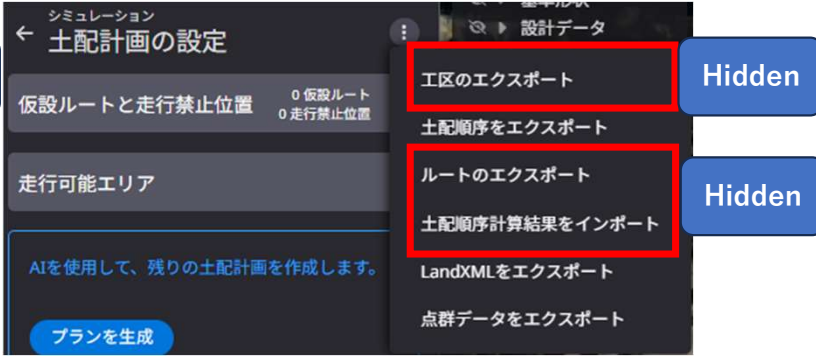



NO.	Target Functions	Overview
2	Simulation (Bug Repair)	<ul style="list-style-type: none">• Overview : Fixed an issue where the earth volume rectangular prism was displayed at a position different from the area's representative point.• Details : Fixed an issue where the soil volume rectangular prism was displayed at a position different from the area's representative point. This ensures the display positions of the representative point and the soil volume rectangular prism now match. Note that with this fix, the specification has changed such that the soil volume rectangular prism is no longer displayed for Stockpile. <div><p>Soil Columns is displayed at a different position from the representative point. 代表点と異なる位置に土量四角柱が表示される</p></div> <div><p>Modified to align the representative point with the display position of the earthwork rectangular prism 代表点と土量四角柱の表示位置が一致するように改修</p><p>※Stockpile displays without the earthwork rectangular prism Stockpileは土量四角柱の表示なし</p></div>

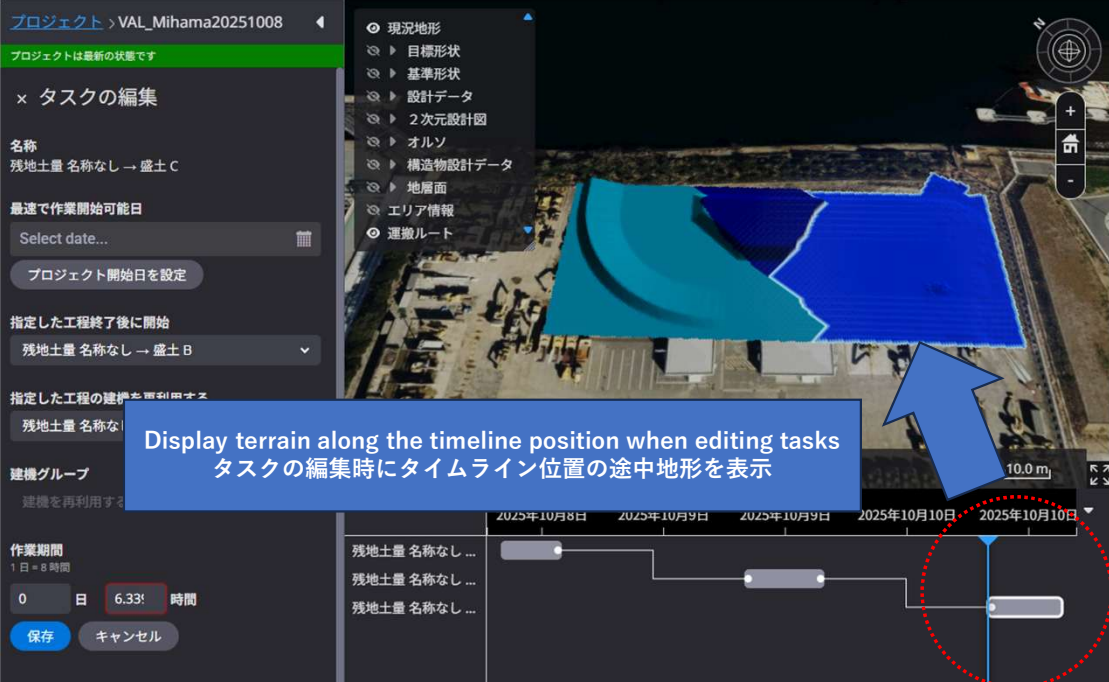


NO.	Target Functions	Overview
3	Simulation (Function Improvement)	<ul style="list-style-type: none">Overview : Support for importing LandXML files as lineworkDetails : You can now upload XML-formatted data as linework. When uploading XML files, you can select “Design/Linework” as the Asset type. When uploaded as linework, it will be automatically added to the “Design Data” display list in the upper-left corner of the screen, indicated by the linework icon. <div><p>サポートしているファイル</p><p>設計データ: dxf, xml, tp3, ttm, svd, dsz</p><p>2次元設計図: tif, tiff</p><p>ラインワーク: dxf, xml, svl</p><p>測量: txt, csv, las, laz</p><p>構造物設計データ: ifc</p><p>オルソ: tif, tiff</p><p>DTMデータ: tif, tiff (2つ以上のファイルが必要です。)</p><p>オーバーレイデータ: kml, kmz, json, geojson, czml</p></div> <div><p>データレイヤーの取り込み</p><p>ファイルをインポート ② morigumi.mochikikawa_RRS_20220722.xml</p><p>登録データの種類 設計データ ラインワーク</p><p>データ名 morigumi.mochikikawa_RRS_20220722.xml</p><p>詳細設定</p><p>進む 取り込み</p><p>現況地形</p><p>目標形状</p><p>基準形状</p><p>設計データ</p><p>(Linework)morigumi.mochikikawa_RRS_20220722.xml</p><p>色選択</p><p>透明度</p><p><input checked="" type="checkbox"/> 地表面に投影</p><p>ラインワーク_20220722.tp3</p></div>

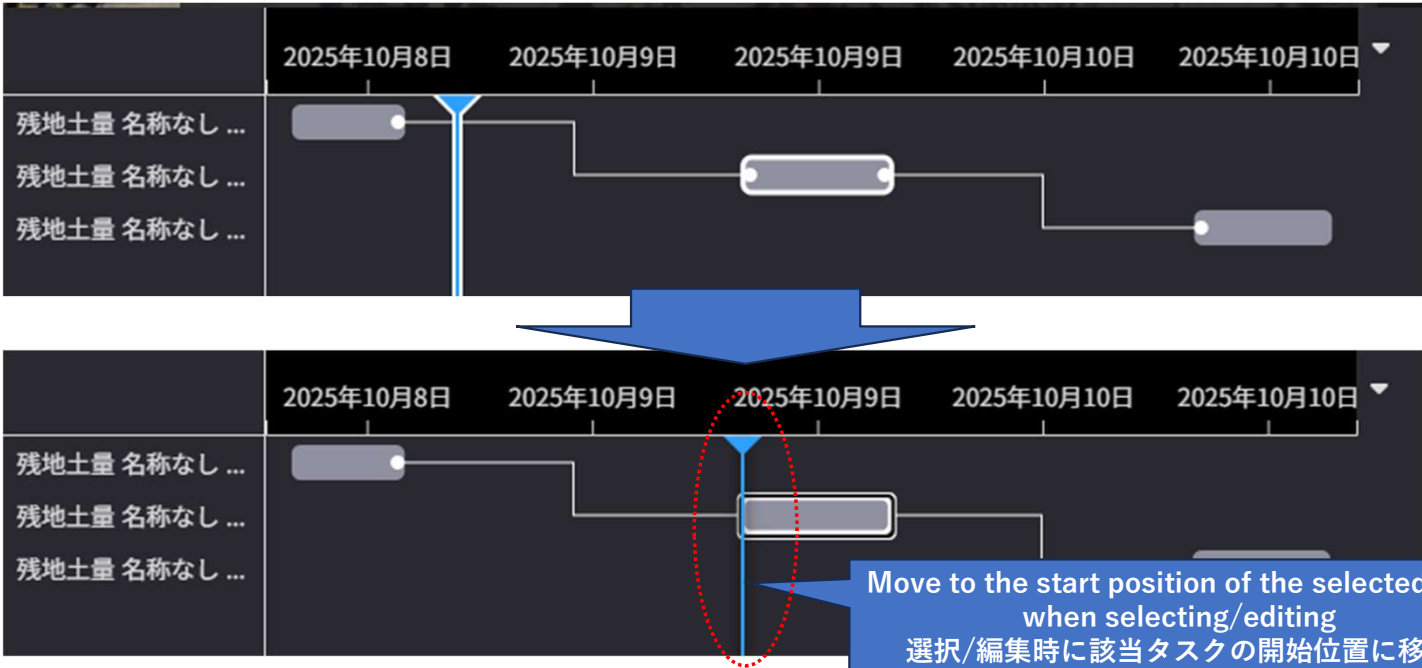


NO.	Target Functions	Overview
4	Simulation (Function Improvement)	<ul style="list-style-type: none">• Overview : Hide developer debugging features• Details : Debugging features for developers are now hidden from the UI.For details on the hidden menu items, please refer to the following:<ul style="list-style-type: none"><Construction Area Settings Screen><ul style="list-style-type: none">• Optimal Soil Distribution Calculation<Soil Distribution Plan Settings Screen><ul style="list-style-type: none">• Export Work Zones• Export Routes• Import Soil Distribution Sequence Calculation Results <div></div>




NO.	Target Functions	Overview
5	Simulation (Function Improvement)	<ul style="list-style-type: none">• Overview : Improvements to terrain display synchronized with the time slider during schedule editing• Details : When editing tasks on the schedule screen, terrain corresponding to the current position on the timeline is now displayed. This allows you to edit tasks while checking the terrain conditions along the route. Note that the timeline slider cannot be operated during editing. 




NO.	Target Functions	Overview
6	Simulation (Function Improvement)	<ul style="list-style-type: none">Overview : Automatically synchronize the time slider when selecting tasks in the scheduleDetails : When selecting or editing a task on the schedule screen, the time slider now automatically moves to the start position of that task. However, if the slider is already within the duration of the task being edited, its position will not change. Additionally, if the time slider is moved manually, that manual operation takes precedence.  <p>Move to the start position of the selected task when selecting/editing 選択/編集時に該当タスクの開始位置に移動</p>




NO.	Target Functions	Overview
7	Simulation (Bug Repair)	<ul style="list-style-type: none">• Overview : Fixed an issue where unused design data could not be deleted after batch task deletion.• Details : We have fixed an issue where, even if a task with associated design data was deleted, the corresponding design data could not be deleted because it was marked as unused. This fix ensures that dependencies with design data are properly resolved during bulk deletion or when creating (overwriting) a process schedule, allowing unnecessary design data to be deleted correctly.• Bulk deletion of tasks • Creating (overwriting) a process schedule 



NO.	Target Functions	Overview
8	Simulation (Bug Repair)	<ul style="list-style-type: none">• Overview : Fixed an issue where colored display was not possible with LAS format point cloud data• Details : We have fixed an issue where RGB display switching was not possible for LAS format point cloud data, preventing the display of maps using color information. With this fix, enabling RGB display for LAS format point cloud data now correctly displays point clouds with color information.  <p>Modified to enable RGB switching for point cloud data in LAS format LAS形式の点群データでRGB切替できるように改修 ※ Since RGB switching is not reflected in the existing data, re-uploading is required. 既存のデータではRGB切替が反映されないため、再アップロードする必要あり</p>



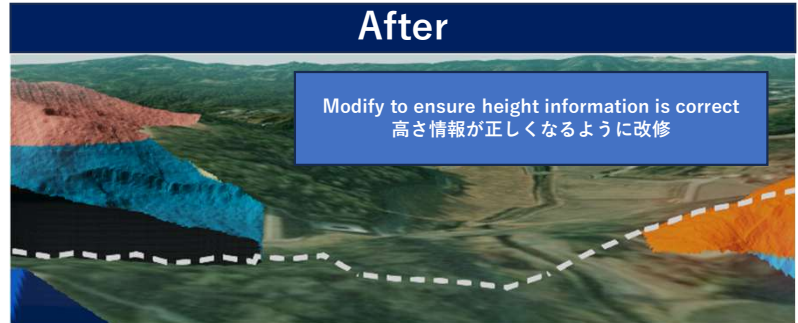


NO.	Target Functions	Overview
9	Simulation (Bug Repair)	<ul style="list-style-type: none">• Overview : Fixed an issue where the default TIF format did not become a 2D design drawing only when importing from groupware.• Details : We have fixed an issue where, when importing from Groupware, selecting TIF format data did not automatically set the AssetType to “2D Design Drawing” by default. With this fix, when importing TIF format data, the AssetType is now correctly selected as “2D Design Drawing” by default.  <p>Modified to default to selecting “2D design drawings” in TIF format TIF形式で「2次元設計図」がデフォルトで選択されるように改修</p>




NO.	Target Functions	Overview
10	Simulation (Function Improvement)	<ul style="list-style-type: none">Overview : Implement quantity and unit input for custom tasksDetails : For custom tasks, the “Daily Work Rate” is now automatically calculated and displayed alongside the “Quantity/Unit” input. When both quantity and work period are entered, the daily work rate is automatically calculated as “Quantity ÷ Work Period” and displayed to two decimal places. Note that the daily work rate value cannot be edited. <div><div><div>× 任意タスクを追加</div><div>名称 無名のタスク</div><div>最速で作業開始可能日 2025/10/8</div><div>プロジェクト開始日を設定</div><div>指定した工程終了後に開始 無し</div><div>設計データ 無し</div><div>作業期間 1 日 0 時間</div><div>数量 単位 100 m</div><div>日当たり施工量 100 m</div><div>表示終了タスク 無し</div><div>保存 キャンセル</div></div><div><div>作業期間 1 日 = 8 時間</div><div>2 日 0 時間</div><div>数量 単位 100 m</div><div>日当たり施工量 50 m</div><div>表示終了タスク 無し</div><div>The daily construction volume is automatically calculated as “Quantity ÷ Work Period” 日当たり施工量は「数量 ÷ 作業期間」で自動計算される</div></div><div><div>▼ 選択されたタスク</div><div>編集</div><div>無名のタスク</div><div>種類 任意</div><div>開始 2025年10月10日 作業着手日: 2025年10月8日 前のタスク: 残地土量 名称なし → 盛土 B</div><div>設計データ solidmodel.ifc 表示終了タスク: 残地土量 名称なし → 盛土 A</div><div>作業期間 2 日 0.00 時間 16.00 時間</div><div>数量 100 m</div><div>日当たり施工量 50 m</div></div></div>

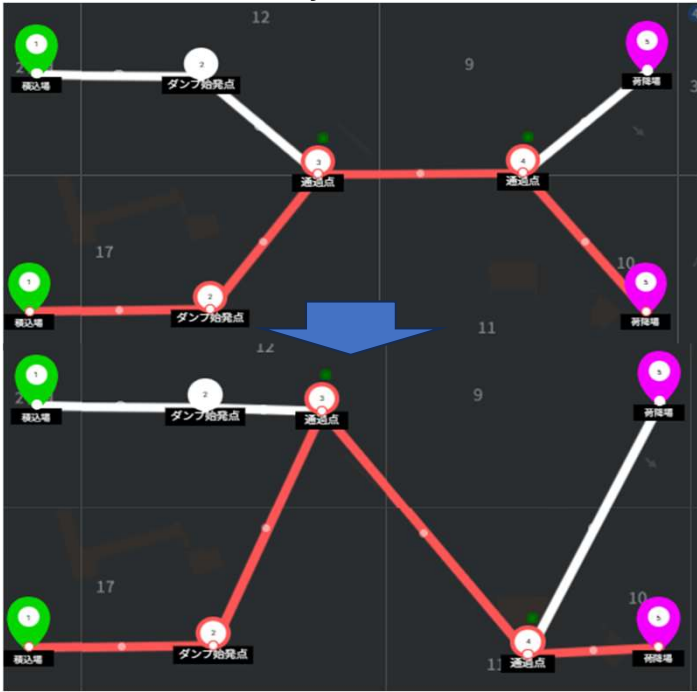


NO.	Target Functions	Overview
11	Simulation (Bug Repair)	<ul style="list-style-type: none">Overview : Fixed an issue where elevation data in route search was incorrect when setting the drivable area.Details : We have fixed an issue where height information calculated during route search was incorrect in areas with defined drivable zones, causing routes to appear floating in mid-air. This fix ensures that height information for routes generated within drivable zones is correctly reflected, resulting in route displays that follow the actual terrain. <div></div> <div><div>Before</div><div>After</div></div>



NO.	Target Functions	Overview
12	Machine Simulation (Bug Repair)	<ul style="list-style-type: none">Overview : Fixed an issue where the final operation at the unloading area was not animated in the transport animation.Details : We have fixed an issue where the final task at the unloading site on the last day was not being played in the transport animation. With this fix, the animation will now play correctly up to the final task on the last day. 



NO.	Target Functions	Overview
13	Machine Simulation (Bug Repair)	<div><div><ul style="list-style-type: none">Overview : Fixed an issue where distance information for shared routes in RoadFit was not synchronizing.Details : In RoadFit, we fixed an issue where when moving a shared road location, the distance for the base lane would update, but the distance update would not reflect on the other shared lane. With this fix, distance displays now update correctly on both shared lanes.</div><div><div><div><div>Runway1</div><div>3 通過点</div><div>0.08 km</div><div><input type="checkbox"/> 狭路 (すれ違い不可)</div><div><input type="checkbox"/> 場内</div><div><input type="checkbox"/> 地図上の道路に合わせる</div></div><div>Runway2</div><div>3 通過点</div><div>0.08 km</div><div><input type="checkbox"/> 狭路 (すれ違い不可)</div><div><input type="checkbox"/> 場内</div><div><input type="checkbox"/> 地図上の道路に合わせる</div></div><div><div>Runway1</div><div>3 通過点</div><div>0.08 km</div><div><input type="checkbox"/> 狭路 (すれ違い不可)</div><div><input type="checkbox"/> 場内</div><div><input type="checkbox"/> 地図上の道路に合わせる</div></div><div>Runway2</div><div>3 通過点</div><div>0.13 km</div><div><input type="checkbox"/> 狭路 (すれ違い不可)</div><div><input type="checkbox"/> 場内</div><div><input type="checkbox"/> 地図上の道路に合わせる</div></div><div>One runway's distance information is not being updated. 一方の走路は距離情報が更新されない</div><div>Fixed</div></div>




NO.	Target Functions	Overview
14	Machine Simulation (Bug Repair)	<ul style="list-style-type: none">• Overview : Fixed an issue where construction machinery display did not synchronize when the path was hidden in the transport animation screen.• Details : We have fixed an issue where changing the path display in the transport animation did not synchronize the display of associated construction machinery. With this fix, the display of related machinery now correctly synchronizes with path display changes. Note that machinery currently not displayed on the map will not synchronize with path display changes. <div><div><div><div>Before</div><div>日付 2025/09/05 (金)</div><div>走路 <input type="checkbox"/> 走路1</div><div>再生速度 <input type="range"/> 10x</div><div>▶ 09:00</div><div>09:00 00</div><div>建機 (シミュレーション結果)</div><div><input checked="" type="checkbox"/> Vehicle weight: 22t / Blade width: 3415mm</div><div><input checked="" type="checkbox"/> Bucket capacity: 0.45m3 / Vehicle weight: 12t</div><div><input checked="" type="checkbox"/> Load capacity: 10t</div></div><div>Does not synchronize when the running path is hidden 走路非表示時に連動しない</div></div><div><div><div>After</div><div>日付 2025/09/24 (水)</div><div>走路 <input type="checkbox"/> 走路1</div><div>再生速度 <input type="range"/> 10x</div><div>▶ 09:00</div><div>09:00 00</div><div>建機 (シミュレーション結果)</div><div><input type="checkbox"/> Vehicle weight: 4t / Blade width: 2560mm</div><div><input type="checkbox"/> Bucket capacity: 0.11m3 / Vehicle weight: 3t</div><div><input checked="" type="checkbox"/> Load capacity: 10t</div></div><div>Modified to synchronize when the running track is hidden 走路非表示時に連動するように改修</div><div>Construction machines not displayed on the map will not synchronize. マップ上に表示されていない建機は連動しない</div></div></div>




NO.	Target Functions	Overview
15	Machine Simulation (Bug Repair)	<ul style="list-style-type: none">Overview : Fixed an issue where the total transported soil volume did not match the calculation results when multiple soil types were set.Details : We have fixed an issue where the total transported soil volume and calculation results did not match for the second and subsequent soil types when multiple soil types were set within a plan. With this fix, even when multiple soil types are set, the total transported soil volume and calculation results will correctly match on the daily utilization rate screen.




NO.	Target Functions	Overview
16	Machine Simulation (Function Improvement)	<ul style="list-style-type: none">• Overview : Improved Highlighting of Target Lane During Lane Selection• Details : When editing routes on the track window or map, the corresponding track is now highlighted. Additionally, highlighting automatically clears when selecting another section. This improvement makes it easier to visually identify the track being edited, enhancing the usability of editing operations.  <p>Improved to highlight the runway being edited 編集中の走路が強調表示されるように改善</p>



NO.	Target Functions	Overview
17	Machine Simulation (Bug Repair)	<ul style="list-style-type: none">Overview : Fixed an issue where hiding [Type] and [Color] in the Dump Truck tab of the Base Data caused additional data display to break.Details : We have fixed an issue where adding data while hiding the [Type] and [Color] fields in the Dump Truck tab of the Basic Data screen caused display corruption. This fix ensures data can now be added and displayed correctly even when these fields are hidden.  <p>Hiding the "Type/Color" of dumps when adding data causes display issues. ダンプの「種類/色」を非表示にしてデータを追加すると、表示崩れが発生してしまう</p> <p>Modified to prevent display issues 表示崩れが発生しないように改修</p>



NO.	Target Functions	Overview
18	Machine Simulation (Bug Repair)	<ul style="list-style-type: none">Overview : (Imperial units) Fixed an issue where excavation speed and reverse speed values did not match the base data.Details : Fixed an issue where the excavation speed (ft/min) and reverse speed (ft/min) values for bulldozers in the imperial system did not match between the Selected Machinery Work Capacity Confirmation dialog and the Basic Data Edit dialog. This fix ensures the correct values are displayed in the Selected Machinery Work Capacity Confirmation dialog. 



NO.	Target Functions	Overview																
19	Machine Simulation (Bug Repair)	<ul style="list-style-type: none">Overview : Fixed an issue with input validation for start/end dates in the actual performance calculation period on the Daily Utilization Rate screenDetails : We have fixed an issue where input validation for start and end dates was not functioning correctly in the following features on the Daily Utilization Rate screen.Processing will no longer be possible if the start date is after the end date.<ul style="list-style-type: none">Replanning PlanActual Data Reacquisition																
		<div><div><div><div>再計画 (実績土量を反映したプラン作成)</div><div>各走路に実績土量を反映し、残りの運搬土量に対してプランの再計画を行うための機能です</div><div>再計画プラン名再計画_Plan 2</div><div>実績土量の集計期間2025/10/15 (水) ~ 2025/10/10 (金)</div><div>各走路の進捗土量</div><div>入力した進捗土量合計 : 319m3 / 実績土量合計 : 0m3</div><table><thead><tr><th></th><th>走路名</th><th>進捗土量</th><th>残運搬土量</th></tr></thead><tbody><tr><td><input checked="" type="checkbox"/></td><td>残地土量 名称なし → 盛土 B</td><td><div><div></div></div>319 / 1,798m3</td><td>1,479m3</td></tr><tr><td><input type="checkbox"/></td><td>残地土量 名称なし → 盛土 A</td><td><div><div></div></div>0 / 1,224m3</td><td>1,224m3</td></tr><tr><td><input type="checkbox"/></td><td>残地土量 名称なし → 盛土 C</td><td><div><div></div></div>0 / 1,462m3</td><td>1,462m3</td></tr></tbody></table><div>再計画の開始日2025/10/10 (金)</div><div>作成</div></div><div><div>Re-acquisition of actual results</div><div>Re-acquisition of actual results</div><div>This feature is intended for users who want to reflect edited SC Fleet work history data. You can reacquire up to 5 days from the date the actual results have already been reflected.</div><div>To reacquire actual results, please click the import start button after setting the start and end dates.</div><div>Tue, Oct 14 2025 ~ Fri, Oct 10 2025</div><div>Start import</div></div></div></div>		走路名	進捗土量	残運搬土量	<input checked="" type="checkbox"/>	残地土量 名称なし → 盛土 B	<div><div></div></div> 319 / 1,798m3	1,479m3	<input type="checkbox"/>	残地土量 名称なし → 盛土 A	<div><div></div></div> 0 / 1,224m3	1,224m3	<input type="checkbox"/>	残地土量 名称なし → 盛土 C	<div><div></div></div> 0 / 1,462m3	1,462m3
			走路名	進捗土量	残運搬土量													
		<input checked="" type="checkbox"/>	残地土量 名称なし → 盛土 B	<div><div></div></div> 319 / 1,798m3	1,479m3													
<input type="checkbox"/>	残地土量 名称なし → 盛土 A	<div><div></div></div> 0 / 1,224m3	1,224m3															
<input type="checkbox"/>	残地土量 名称なし → 盛土 C	<div><div></div></div> 0 / 1,462m3	1,462m3															
<div>Processing can be executed even if the start date is after the end date. 開始日が終了日より後の日付でも処理を実行できてしまう</div>																		
<div>If the start date is after the end date, prevent execution. 開始日が終了日より後の日付の場合、実行できないように改修</div>																		

