

**PRESS RELEASE**  
**For Immediate Release**

**DiSTI Releases VE Studio 2023.2 For Improved Virtual Reality Development**  
*The DiSTI Corporation's virtual reality development platform benefits from several new enhancements and feature updates.*

**Orlando, FL (August 10, 2023)** – The DiSTI Corporation, the Orlando-based virtual training development solutions provider, announced the availability of VE Studio 2023.2, the company's industry-leading solution for procedural-based virtual training development.

VE Studio 2023.2 offers significant improvements to VR interactions and behaviors and architectural updates on tethered and mobile headsets for multiple manufacturers. These enhancements give users an increased sense of immersion, making learning and retaining information easier.

“We are excited to offer our customers this latest version of VE Studio,” said Doug Classe, Director of Engineering at DiSTI. “The technical creativity of our team is astounding. We have worked hard to ensure that this release includes the latest advances in VR technology so that our customers can continue to create the most realistic and effective training experiences possible across desktop and VR deployments.”

This latest update reflects DiSTI's increased investment into its VE Studio software product, improving virtual reality features, adding support for IL2CPP builds, updating the Requirements Analyzer tool, fixing previous bugs, and adding support for newer versions of 3D Studio Max.



In VE Studio 2023.2, developers will now benefit from the following:

- **IL2CPP build support:** You can now build your VE Studio Unity projects to IL2CPP. This feature allows developers to leverage specific SDKs and libraries that require IL2CPP within Unity. One example is the Tobi eye-tracking libraries.
- **VR Support Equipment:** Added support for hand tools, electronic devices, complex test equipment, and other types of virtual support equipment. Development of virtual support equipment is consistent between both VR and desktop deployments.

- **VR Consumables:** Added support for VR consumables, such as tape, cotter pins, rags, etc.
- **VR 2D probes:** Added support for VR 2D probes, allowing developers to take probe-based measurements in VR, such as using a multimeter.
- **VR 2D to 3D probes:** Added support for VR 2D to 3D probes, allowing developers to create interactions that use 2D probes on 3D objects, such as bonding checks.
- **C# Requirements Analyzer (replaces SPANNER):** The updated Requirements Analyzer tool includes an improved user interface, updated architecture, and faster performance.
- **Support for 3dsMax 2021 & 2022:** Added support for the latest versions of 3D Studio Max, including 2021 and 2022. This enhancement improves modeling tools that increase quality and development speed for 3D modelers.

Existing VE Studio customers who want to inquire about updating their current version of VE Studio should contact [support@disti.com](mailto:support@disti.com).

For individuals seeking to learn more about VE Studio and the solutions provided by DiSTI, please reach out to [sales@disti.com](mailto:sales@disti.com)

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### **About DiSTI Corporation**

The DiSTI Corporation is the world's leading 3D virtual training solutions provider and graphical user interface software. DiSTI's VE Studio is the world's leading virtual training development platform for managing the creation of complex 3D virtual environments for use on desktop, mobile, and virtual and augmented reality training applications.

Visit <https://disti.com/> to learn more.

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