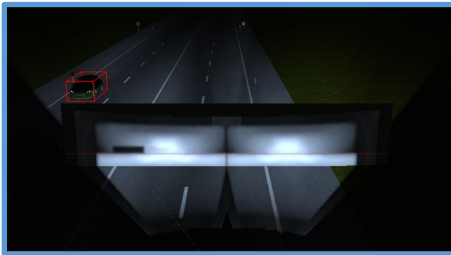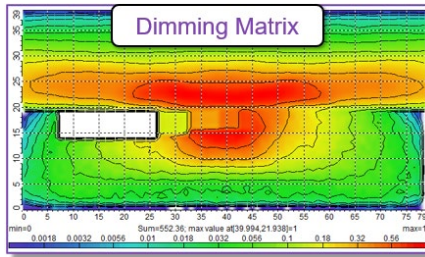# LucidDrive Version 2024.03 New Features
Real-Time Analysis, Adaptability, and Enhanced Pixel Light Testing

The LucidDrive version 2024.03 release includes features to enhance your Pixel Light testing experience, aiming wall improvements for all scenarios, and more.
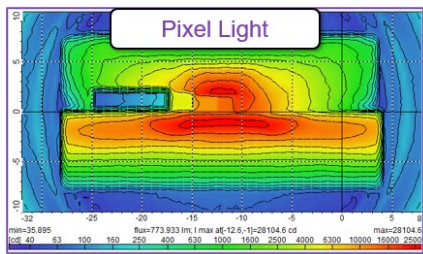
Pixel Light Baseline Layer

The pixel light feature now includes a third dimming matrix layer, the baseline layer. It is an addition to the existing main layer and icon overlay. Unlike the previous layers, the baseline layer is not dimmed down by AFS (Adaptive Front lighting System) scripts. This is particularly useful for a low beam dimming matrix.

Light Data Storage

The sensor recording feature now allows for the storage of dynamic light distributions and dimming matrices for each frame. This improvement offers a step-by-step analysis of a dynamic scene in an external software, such as LucidShape.

Vehicle Roll Improvement

LucidDrive's vehicle roll feature has been enhanced with a suitable aiming wall, an essential feature considering the increasing trend towards SUVs and trucks. This new addition allows the aiming wall to be oriented at the road surface, displaying changes in wall illumination.

Trigger Point Scripts for Lamp Switching

LucidDrive now includes new trigger point scripts for lamp switching. These scripts allow for the activation and deactivation of individual lamp sets by name at the specified trigger point.
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For more information, contact Synopsys Optical Solutions at (626) 795-9101, visit synopsys.com/optical-solutions, or send an email to optics@synopsys.com.

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