The Threads that Weave the **MAK ONE** Tapestry

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MAK is quickly approaching a magical time of year — release season!

Almost every March for the last ten years, we have released our MAK ONE suite. Usually, I/ITSEC heavily influences our release roadmap; we have a general goal to finalize features to show off at I/ITSEC, and then a full push to go through final testing and bug fixing that culminate in a set of product releases at the end of the first quarter.

As we approach release season, our engineering and product management team generally feel a lot of strong emotions. There's a strong sense of relief to get what we have been working on for the whole year out the door, coupled with frustration that there are many new features that aren't quite ready for release. This frustration stems from the fact that our products and their features are seldom discrete and finite things. I often think of features as threads that run through time, crossing individual releases and waxing and waning. Sometimes we work on a significant feature for many years with intermediate drops of partial functionality into releases along the way. Sometimes we end threads, and sometimes we introduce new ones.

This set of releases is like most — in the middle of the tapestry with some threads ending, some right in the middle, and others just beginning. All of them contribute to the strong foundation and capabilities of the MAK ONE suite.

Here's what you can look forward to in MAK ONE...

MAK TECHNOLOGIES
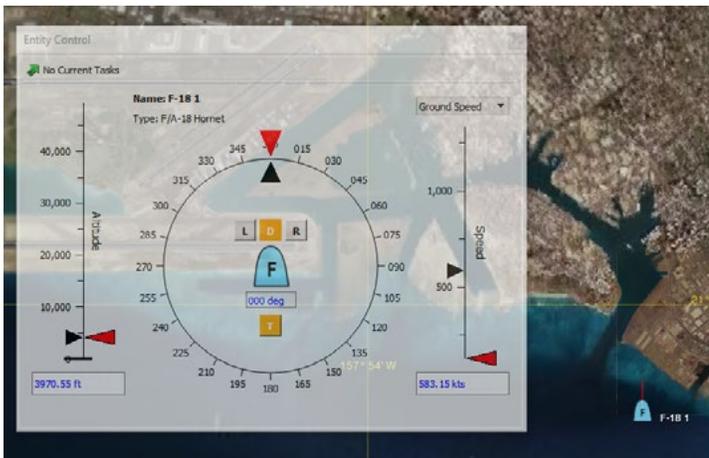
Tech Tip: Entity Control Panels Coming to VR-Forces 4.9

VR-Forces has always allowed you to give detailed instructions to entities by issuing tasks, creating plans, or writing custom Lua scripts. These are great tools for defining how you want an entity to behave and then letting it run. When you need to give simple, immediate commands to an entity to initiate a change in behavior, the Entity Control Panel is the tool for the job.

MAKer Spotlight: Aaron Dubois, Principal Software Engineer

Meet Aaron Dubois, a 13-year MAK engineering veteran who is a leader on our VR-Forces team. If you thought this month's tech tip about the new Entity Control Panels was exciting, thank Aaron Dubois and the entire VR-Forces team for their great work!

Join us if you're a golf fan and like supporting worthy causes!

MAK is sponsoring the annual Lou Frey Memorial Golf Tournament on March 29, hosted by the National Center for Simulation and benefitting the Lou Frey Institute at the University of Central Florida and the Vince and Beth Amico and Hank Okraski Scholarships. Join us to watch the MAK team land a hole in (MAK) ONE at the tournament!

MAK live!

Couldn't attend the MAK ONE Seminar last week?

We're sad we missed you, but you're in luck — we're planning another seminar to happen in the next few months.

Stay tuned by **signing up for MAK Live event alerts!**