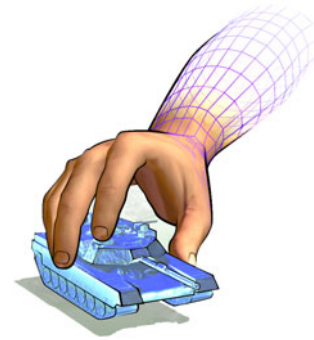




B-HAVE Module for VR-Forces 1.0.1

This release note contains the following release-specific information for B-HAVE Module for VR-Forces Release 1.0.1 for VR-Forces 3.10:

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Systems Supported

B-HAVE Module for VR-Forces 1.0.1 for VR-Forces 3.10 is available for Windows 2000 and XP, MSVC++ 7.1.

Disk Space Requirements

A full installation of B-HAVE Module requires approximately 138 MB of disk space.

MÄK Product Compatibility

The B-HAVE Module for VR-Forces is compatible only with the version of VR-Forces for which it was built. It has the same compatibility with simulation protocols and versions and third party libraries as the version of VR-Forces for which it was built.

FLEXIm Support

The B-HAVE Module for VR-Forces uses FLEXIm 10.8. You must obtain and install a license file for the B-HAVE Module in addition to your VR-Forces license file.

New Features and Updates

The B-HAVE Module for VR-Forces 1.0.1 is a primarily a bug fix release. It has the following new features in support of scripting:

- ♦ Support for Lua 5.1. This results in better error handling and the availability of many new constructs, including metatables, closures, iterators.
- ♦ New tutorial scripts. The scripts prefixed with "TS" are fully documented and should get you quickly started on most aspects of B-HAVE scripting, including finite state machines, timers, convoys, and so on.
- ♦ New B-HAVE Module functions for Lua scripting.

Documentation Updates

The following information about new Lua functions is not in *B-HAVE Module for VR-Forces User's Guide*.

- ♦ The `AIUtilDebugMessage()` function displays messages in the simulation console only in debug mode. The following new functions write on the entity's object console on the corresponding log channels, using both the release and debug libraries. This provides much clearer logging.
 - `AIUtilInfo()`
 - `AIUtilVerbose()`
 - `AIUtilWarn()`
 - `AIUtilError()`
 - `AIUtilDebug()`.
- ♦ A new Lua function, `AIPathwaySetCurrentPointIndex()`, now mirrors `AIPathwayGetCurrentPointIndex()` and can be used to restore a "Move along route" behavior at any step. It takes a number as an argument and returns nothing.

Bug Fixes

The following problems have been fixed in this release:

- ♦ Version 1.0 shipped with a draft version of *B-HAVE Module for VR-Forces User's Guide*. B-HAVE Module 1.0.1 has a release version of the manual, which has been updated to include the new Lua functions.
- ♦ Because of the update to Lua 5.1, Lua no longer crashes when it detects a syntax error.

Known Problems

B-HAVE Module Release 1.0.1 has the following known problems:

- ♦ `PathData` cannot be generated on geocentric or geodetic terrain databases, so most functions of the B-HAVE Module will not work on these databases.
- ♦ `PathData` cannot be generated on paged GDB terrains.
- ♦ Civilian lifeforms are not configured by default to spot other civilians, only armed entities. This is done for performance reasons, but can be changed in the OPE files. Edit the `visual-sensor detection-types` parameter to change what types of entities are spotted.
- ♦ The `AIEntitySetSpeed` Lua command and the VR-Forces Set Ordered Speed command set the same parameter of an entity, so Lua scripts that call `AIEntitySetSpeed` every tick will override any ordered speed set from the GUI or plan.

