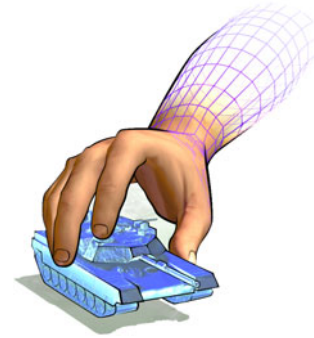




B-HAVE Module for VR-Forces 1.0 for VR-Forces 3.10 Release Notes

This release note contains the following release-specific information for B-HAVE
Module for VR-Forces Release 1.0 for VR-Forces 3.10:

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Systems Supported

B-HAVE Module for VR-Forces 1.0 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 is a new release. For complete documentation please see *B-HAVE Module for VR-Forces User's Guide*.

The B-HAVE Module adds the following new features to VR-Forces to support the B-HAVE Module:

- ♦ Human movement model: The B-HAVE Module installs a new set of controllers and an actuator for lifeform movement. This new model provides more accurate movement of humans on the ground, including more accurate and faster turning, starting, and stopping. This model is used by all the B-HAVE Module-enabled humans, and can also be used by standard VR-Forces humans as well. This model can carry out all the standard VR-Forces tasks as well as the B-HAVE Module tasks.
- ♦ Optimized terrain intersection: The B-HAVE Module installs a new system for terrain intersection into VR-Forces using the OPCODE intersection algorithms. After installing the B-HAVE Module, all terrains will be triangulated on load, and then use the faster OPCODE intersections at runtime. This will mean longer load times for terrains, but faster runtime performance.

- ♦ Sample urban terrain: A new terrain named TerraSim_SampleUrban is installed in VR-Forces. This is a sample terrain that includes an urban area with some buildings that have interiors.

The TerraSim_SampleUrban terrain database is provided courtesy of TerraSim, Inc., the technology leader in the generation of geospatial databases with detailed urban content:

<http://www.terrasim.com>

The sample urban terrain includes many buildings, including several with detailed multi-story interiors. The terrain was built using TerraSim's TerraTools product, which supports the export of perfectly correlated terrain representations for VR-Forces and MÄK Stealth: The GDB version was generated using TerraSim's GDB Export Module for TerraTools, which allows users to generate terrains in VR-Forces' native format, complete with 3D polygonal information, soil types, road networks, and other vector data:

http://www.mak.com/pdfs/pr_terrasim_export_tool.pdf

The OpenFlight/MetaFlight version, suitable for use in MÄK Stealth, was generated from the same set of source data.

Plug-in capability for the OPD Editor: The B-HAVE Module installs a new OPD Editor that can load plug-in DLLs.

- ♦ Modified Makland terrain: A slightly modified version of Makland is included with the B-HAVE Module. Some of the road feature data has been improved for use with the B-HAVE Module, and the terrain has been triangulated. The new DFD file that defines the changed feature data is also included.

Known Problems

B-HAVE Module Release 1.0 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.

