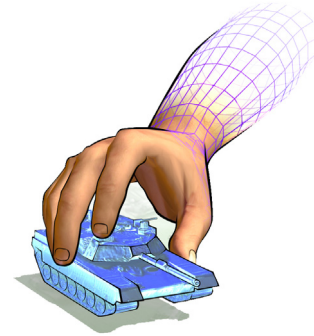




B-HAVE Module 2.0.2 Release Notes

This release note contains the following release-specific information for B-HAVE Module Release 2.0.2 for VR-Forces 4.0.2:

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Systems Supported

B-HAVE Module 2.0.2 is available for the platforms listed in [Table 1](#).

Table 1: Platforms supported

Operating System	Compiler
Windows XP/Windows Vista/Windows 7	Microsoft Visual C + + 8.0, 9.0 32 and 64 bit
Red Hat Enterprise Linux 5.0. (32 bit libraries)	default compiler

For complete system requirements, please see *VR-Forces 4.0.2 Release Notes*.

MÄK Product Compatibility

The B-HAVE Module 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.

Licensing

The B-HAVE Module uses the same licensing mechanism as VR-Forces. For details, please refer to *VR-Forces Users Guide*.

New Features and Updates

The B-HAVE Module 2.0.2 is a maintenance release. It adds support for Linux.

Bug Fixes

The following problems have been fixed in this release:

- Vehicles did not begin driving on roads smoothly. 45918
- Traffic generated by vehicle spawn points did not act as expected. 45925
- B-HAVE did not generate PathData on terrains loaded from an MTD file. 46087
- Spawned entities with unreachable destination points would not leave the spawn point. Now entities are automatically deleted if they cannot reach a destination. 46565
- Creation of multiple entities did not always work properly. 46585
- The DtCreateEntity Lua function did not work correctly.
- The PathData for the TerraSim Sample Urban terrain was not correct. 45911
- Traffic vehicle spawn points were incorrectly affected by a previously use of Set B-HAVE Movement Mode. 45941

- ♦ Under some conditions, the B-HAVE Flee task did not work. 45974
- ♦ Selecting the Close button on the Lua Scripts dialog box crashed the front-end. 46602

Known Problems

B-HAVE Module Release 2.0.2 has the following known problems:

- ♦ Multi-entity creation does not work in a geocentric area that does not have Path-Data. If you want to use this feature, generate PathData for the area. 46826
- ♦ On Linux, the Traffic spawn/sink feature does not load automatically because the trafficSpawn simulation model set is not loaded at startup, as it should be. To use this feature, when you create a new scenario, add the simulation model set `./data/simulationModelSets/core/trafficSpawn.sms`. The Traffic option should now be included on the Create menu. 46814
- ♦ On Linux, the TrafficDemo scenario does not work because of the failure to load the trafficSpawn simulation model set mentioned in the previous known problem. If you want to run this demo, you can add the simulation model set to the scenario in a text editor. To do so, edit the **Simulation-Model-Set-Files** parameter to read as follows:

```
(Simulation-Model-Set-Files "../data/simulationModelSets/default.sms"
  "../data/simulationModelSets/core/trafficSpawn.sms")
```

- ♦ Multiple entity creation does not work for aggregate entities. It only works for individual entities. 46810
- ♦ The Hide task does not work correctly. It may decide that an entity is hidden even though there is line-of-sight to the entity it is hiding from. 46780
- ♦ 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.
- ♦ When a vehicle enters a road, it might make a slight jump if it has to make a very sharp turn. When a vehicle leaves a road it might run over obstacles that are very close to the exit point. 45548
- ♦ If you have a large obstacle, entities might travel through it. If this happens, it is recommended that you make smaller obstacles. 45549
- ♦ The road driving logic in B-HAVE does not take into account obstacles more than 0.5 kilometers away. If you assign a task that involves a vehicle getting on a road that has a distant obstacle, the vehicle might ignore the obstacle, get on the blocked road and go right through. 45697
- ♦ After generating pathdata, if you load a new terrain it might look all white. To display the terrain correctly, you must restart the front end. The generated pathdata should not be affected. 45795

- ♦ B-HAVE overwrites some configuration files on installation. When uninstalling B-HAVE, those files are not restored. Thus some features will not work. It is recommended that you reinstall VR-Forces after uninstalling B-HAVE in order to get the old configuration files back. 43691