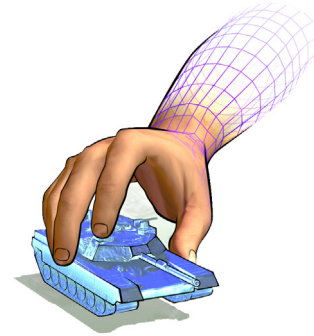




B-HAVE Module 2.0.3 Release Notes

This release note contains the following release-specific information for B-HAVE Module Release 2.0.3 for VR-Forces 4.0.3:

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Systems Supported

B-HAVE Module 2.0.3 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), 10.0 (32 and 64 bit)
Red Hat Enterprise Linux 5.0. (32 bit libraries)	default compiler

For complete system requirements, please see *VR-Forces 4.0.3 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 2.0.3 has the following updates and new features:

- ♦ B-HAVE Module scripts are now in *./userData/scripts*.
- ♦ The `LUA_PATH` and `LUA_CPATH` environment variables are now set automatically.
- ♦ The *bhaveOptions.mtl* configuration file is now in *./appData/settings/B-HAVE*.

Bug Fixes

The following problems have been fixed in this release:

- ♦ The Lua parser had a missing path. 47063
- ♦ Move to Location failed on geocentric terrains. 46828
- ♦ Move to Waypoint did not work on geocentric terrains. 46827
- ♦ Move to Waypoint did not work if an entity was blocking the waypoint. 46770
- ♦ Spawned vehicles could get stuck at the spawn point. 46768
- ♦ Some spawned vehicles did not move correctly. 46642
- ♦ The Flee From task did not respect the radius value. 46943
- ♦ The Wander task did not work correctly. 46830
- ♦ After generating pathdata, if you loaded a new terrain it might look all white. 45795
- ♦ You can now uninstall the B-HAVE Module without affecting the VR-Forces installation. 43691
- ♦ Removed unnecessary QT Dependency from bhavePathDataGen. 47071

Known Problems

B-HAVE Module Release 2.0.3 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