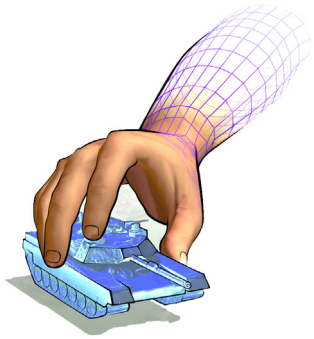

B-HAVE Module 2.0.4 Release Notes

This release note contains the following release-specific information for B-HAVE Module Release 2.0.4 for VR-Forces 4.0.4:

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Systems Supported

B-HAVE Module 2.0.4 is available for all platforms supported by VR-Forces.

For complete system requirements, please see *VR-Forces 4.0.4 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

In B-HAVE Module 2.0.4 the spawn and sink (traffic) feature has been dramatically improved. You can now spawn any supported entity type. Spawn patterns let you control the frequency with which entities are spawned, the number of entities that can be spawned, and when in a scenario they get spawned. Spawned entities can use a default plan or you can write custom plans for them. For complete details, please see Chapter 5, *Generating Traffic*, in *B-HAVE Module for VR-Forces Users Guide*.

The spawn and sink implementation in B-HAVE Module 2.0.4 is not backwards compatible with B-HAVE Module 2.0.3. If you created scenarios with B-HAVE Module 2.0.3 that used spawn and sink points, you will have to replace all of the spawn and sink points using B-HAVE Module 2.0.4 to use them. Other aspects of B-HAVE 2.x scenarios should be forward compatible.

Bug Fixes

The following problems have been fixed in this release:

- Multi-entity creation does not work in a geocentric area that does not have PathData. If you want to use this feature, generate PathData for the area. 46826
- Fixed crash in Kynapse Lab Tool. 48170
- Entities wandering in a fixed area now always choose destinations within that area. 48142
- Fixed path problems in the bhaveRemoteControl example .vxproj for VC10. 47573
- Fixed path problem with B-HAVE plug-ins on Linux. 47535

Known Problems

B-HAVE Module Release 2.0.4 has the following known problems:

- 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
- The PathData for VR-Village has gaps, which may prevent entities from moving between some locations or cause them to take very circuitous routes to arrive at their destinations.
- Sometimes ground vehicles will display an informational message when transitioning to/from driving on roads. They will still carry out their task, and this message can be ignored. 48430