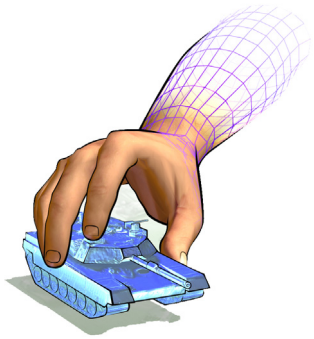

B-HAVE Module 4.1 Release Notes

This release note contains the following release-specific information for B-HAVE Module Release 4.1 for VR-Forces 4.1:

Document ID: BHV-4.1-2-130122

Systems Supported

B-HAVE Module 4.1 is available for all platforms supported by VR-Forces.

For complete system requirements, please see *VR-Forces 4.1 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

B-HAVE Module 4.1 has the following new features and updates:

- The ability to create Lua scripts has been moved into VR-Forces. Scripts created in previous versions of the B-HAVE Module are no longer supported.
- The version number (4.1) has been synchronized with VR-Forces versioning. There are no versions between 2.0.1 and 4.1.
- B-HAVE no longer automatically drives ground vehicles on roads. This must be done explicitly with the new Move To (On Roads) tasks in VR-Forces.
- Additional soil types may be uses to avoid/prefer particular areas of the terrain, in addition to avoiding and preferring roads. For details, please see Section 4.6, "Configuring an Entity's Soil Type Preferences", in *B-HAVE Module for VR-Forces Users Guide*.
- PathData generation now has the ability to use feature data obstruction footprints (such as building footprints) to create no-go areas in the path data, without polygonal data for the obstructions.

Documentation Updates

B-HAVE Module for VR-Forces Users Guide has been updated for this release. In section 3.3, note that the maximum area for which you can generate PathData is 20 KM by 20 KM.

Bug Fixes

The following problems have been fixed in this release:

- The max-slope setting for PathData generation was ignored. 48802
- Entities did not go directly to their destination on UTM databases. 48729
- Multiple entity creation did not work for aggregate entities. 46810
- It was not possible to delete default entities from a copied spawn pattern. 48562

Known Problems

B-HAVE Module Release 4.1 has the following known problems:

- Spawn and sink points are automatically added to the Create menu. However, they are not flagged as Favorites on the Tactical Graphics Palette. If you flag a spawn or sink point as a Favorite (by clicking the star next to the point's name in the list of points) a duplicate entry is added to the Create menu. 49313
- 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