



B-HAVE Module 4.2.1 Release Notes

This release note contains the following release-specific information for B-HAVE
Module Release 4.2.1 for VR-Forces 4.2.1:

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Systems Supported

B-HAVE Module 4.2.1 is available for all platforms supported by VR-Forces.

For complete system requirements, please see *VR-Forces 4.2.1 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 4.2.1 is updated to work with VR-Forces 4.2.1. It has the following updates:

- ♦ Upgraded to Kynapse 2013.0.3.
- ♦ All PathData has been regenerated.

Documentation Updates

There are no changes to the documentation.

Bug Fixes

The following bugs have been fixed:

- ♦ B-HAVE tasks in plans from prior releases were not always editable due to a change in how the tasks were implemented. 51079

Known Problems

B-HAVE Module Release 4.2.1 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.
- ♦ If you have a large obstacle, entities might travel through it. If this happens, it is recommended that you make smaller obstacles. 45549
- ♦ 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.

