



# B-HAVE Module 4.2

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## Release Notes

This release note contains the following release-specific information for B-HAVE Module Release 4.2 for VR-Forces 4.2:

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## **Systems Supported**

B-HAVE Module 4.2 is available for all platforms supported by VR-Forces.

For complete system requirements, please see *VR-Forces 4.2 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**

B-HAVE Module 4.2 is updated to work with VR-Forces 4.2. When you create multiple entities, they are automatically placed in a selection group. There are no other new features.

## **Documentation Updates**

*B-HAVE Module for VR-Forces Users Guide* and *B-HAVE Module First Experience* have been updates..

## **Bug Fixes**

The following problems have been fixed in this release:

- ♦ Entities planned underwater paths in the Makland terrain. 45930

## **Known Problems**

B-HAVE Module Release 4.2 has the following known problems:

- ♦ B-HAVE tasks in plans from prior releases might not be editable. This is due to a change in how the tasks are implemented. If the Edit button does not become available when you select a task, you will have to delete the task and add it again if you want to change it. 51079
- ♦ 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.

