



B-HAVE Module for VR-Forces 4.3 Release Notes

This release note contains the following release-specific information for B-HAVE
Module for VR-Forces Release 4.3 for VR-Forces 4.3:

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Systems Supported

B-HAVE Module 4.3 is available for all platforms supported by VR-Forces.

For complete system requirements, please see *VR-Forces 4.3 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

B-HAVE Module 4.3 is updated to work with VR-Forces 4.3. The Create Multiple Entities command now lets you specify a point that B-HAVE can test for accessibility when it plans where to create entities. For details, please see Section 4.2, “[Creating Multiple Entities](#)”, in *B-HAVE Module for VR-Forces Users Guide*.

Documentation Updates

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

Fixed Bugs

The following bugs present in previous releases have been fixed:

- ♦ Entities got stuck trying to go up the stairs in the market building in VR-Village. 52865
- ♦ The Create Multiple Entities message generated an RTI exception. 53025

Known Problems

B-HAVE Module Release 4.3 has the following known problems:

- ♦ 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
- ♦ 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.

