



# DI-Guy 12.5.3

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## Release Notes

This document provides the following release-specific information:

|                               |   |
|-------------------------------|---|
| Systems Supported.....        | 2 |
| Renderer Support .....        | 2 |
| License Manager.....          | 2 |
| Network Compatibility.....    | 2 |
| RTI Support .....             | 2 |
| FOM Support.....              | 3 |
| New Features and Updates..... | 3 |
| Bug Fixes .....               | 3 |

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## Systems Supported

DI-Guy 12.5.3 supports Windows XP, Vista, and Windows 7 using Microsoft Visual C++ 9.0 (32 bit) or 10.0 (32 bit). Application code must be built with the indicated compilers in order to link to DI-Guy libraries.



You must be an administrator to install MÄK products on Windows Vista.

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## Renderer Support

DI-Guy 12.5.3 supports OpenGL, OpenGL Graphics API, DirectX 9 Graphics API, and OSG Graphics API.

## License Manager

License management software is installed as part of the DI-Guy installer. You just need to obtain a license and put it in the *./flexlm* directory.

## Network Compatibility

### HLA only

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DI-Guy 12.5.3 was built against VR-Link 4.0.3 and is compliant with:

- ♦ RPR-FOM 1.0 and a subset of 2.0 (draft 6, 14, and 17).
- ♦ MÄK RTI 4.1 or later.

### DIS only

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DI-Guy 12.5.3 supports DIS 4, 5, and 6.

## RTI Support

We recommend using the latest version of the MÄK RTI. However, the DI-Guy should work with other RTIs that conform to the HLA 1.3 specification, the IEEE 1516 SISO DLC API.

When using the MÄK RTI, remember to make sure that the DI-Guy can find your FED file, and optional *rid.mtl*, file by either putting them in the directory from which you are running, or by setting the environment variable the directory that contains them.

## ***FOM Support***

DI-Guy 12.5.3 has built-in support for versions 0.5, 0.7, 0.8, 1.0, and 2.0, drafts 6, 14, and 17, of the RPR FOM. It also supports VR-Link's ability to support alternative FOMs through the FOM Mapper. By default, DI-Guy 12.5.3 uses RPR FOM 1.0. It is recommended that you use the DI-Guy FOM Extensions.

## ***New Features and Updates***

DI-Guy 12.5.3 is primarily a maintenance release. It has the following updated features:

- ♦ Performance of DI-Guy in Unity has been improved.
- ♦ Added support for two pass transparency rendering in the Graphics API.

## ***Bug Fixes***

This release fixes the following problems:

- ♦ LODs in the DI-Guy Graphics API were not changing.
- ♦ When swapping appearance over the network the appearance would not change and position of character was incorrect.
- ♦ The `preload_appearance` function was crashing when using certain character types (medic, CH47 and fdc).
- ♦ DI-Guy Scenario could not load Openflight models with \*.FLT extensions (uppercase).
- ♦ Fixed a bug in `diguyApp::set_num_rendering_passes()` where it would not effect rendering in the graphics API.

