



DI-Guy 13.5 Release Notes

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Systems Supported

Table 1 lists the platforms currently supported by MAK DI-Guy 13.5. Application code must be built with the indicated compilers in order to link to DI-Guy libraries.

Table 1: Platforms supported

Platform	Compiler
Red Hat Enterprise Linux Workstation 8.0	Default compiler (64-bit)
PC with Windows 10	Microsoft Visual C + + 14.0 (64 bit)

The VC 14 build is binary compatible with all MAK VC 15 products.

Renderer Support

DI-Guy 13.5 supports the following renderers:

- ♦ Windows 64 bit: OpenGL, OpenGL Graphics API, OSG Graphics API.
- ♦ Reference implementations: DX9, DX11, Unity.
- ♦ Linux: OpenGL, OpenGL Graphics API, OSG.

License Manager

To run DI-Guy, you must install license management software. DI-Guy 13.5 uses FLEXlm 11.13.0.2. If you are upgrading from a version of DI-Guy that used an older version of FLEXlm, you must upgrade your license management files. You do not need a new license. Licenses are forward compatible.

The License Manager files are not part of the DI-Guy installer. You can download them at:

- ♦ Windows: <http://ftp.mak.com/out/MAKLicenseManager-win64-setup.exe>
- ♦ Linux: <http://ftp.mak.com/out/MAKLicenseManager-linux64-setup.tar.gz>

License manager support is available at:

<http://www.mak.com/support/license-support.html>

Network Compatibility

HLA only

DI-Guy 13.5 was built against VR-Link 5.5 and is compliant with:

- ♦ RPR-FOM 1.0 and 2.0.
- ♦ MAK RTI 4.1 or later.

DIS only

DI-Guy 13.5 supports DIS 4, 5, 6, and 7.

RTI Support

We recommend using the latest version of the MAK RTI. However, DI-Guy should work with other RTIs that conform to the HLA 1.3 specification, the IEEE 1516 SISO DLC API or HLA Evolved and are built with the same compiler as DI-Guy.

When using the MAK RTI, remember to make sure that 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 to the directory that contains them.

FOM Support

DI-Guy 13.5 has built-in support for RPR FOM versions 0.5, 0.7, 0.8, 1.0, and 2.0. It also supports VR-Link's ability to support alternative FOMs through the FOM Mapper. By default, DI-Guy 13.5 uses RPR FOM 2.0. It is recommended that you use the DI-Guy FOM Extensions. DI-Guy includes two custom FOMs, one for HLA 1.3 and HLA 1516, and one for HLA Evolved.

New Features and Updates

DI-Guy 13.5 has the following updated features:

- ♦ Upgraded to Red Hat 8.
- ♦ Many new and improved characters.
- ♦ Updated networking dialog box in DI-Guy Scenario.
- ♦ The Motion Editor has added a visual graphing tool as an alternative to using columnar action tables to specify transitions.
- ♦ Updated Character Viewer:
 - Support for sending character actions over the network.
 - Added playback controls.
 - Added PBR Material Tester tool (experimental).
- ♦ For a list of changes to the SDK, please see the change log [./doc/diguy_sdk_reference/doxygen/changelog.html](#).

New Content

This section illustrates some of the new content in DI-Guy.

New Characters

The characters represent:

- ♦ Australia
- ♦ Germany
- ♦ Poland
- ♦ Qatar
- ♦ Russia
- ♦ Saudi Arabia
- ♦ Singapore
- ♦ Turkey.



Figure 1-1. New DI-Guy characters

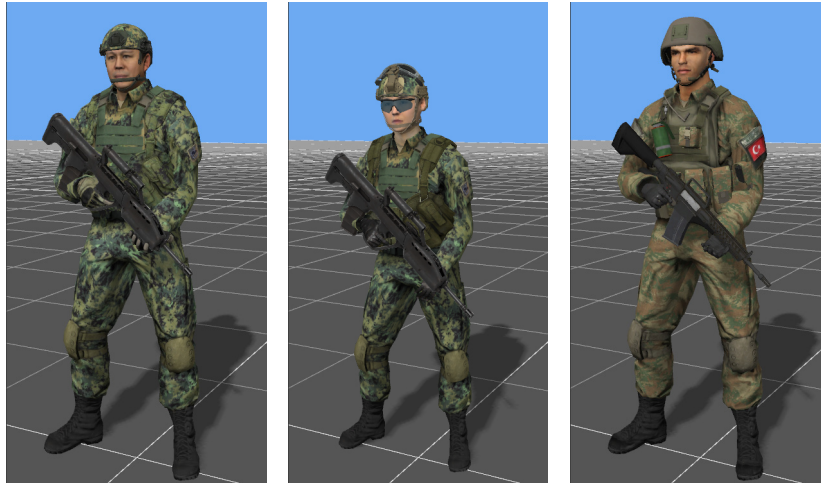


Figure 1-2. New DI-Guy characters

New Hand Items

Figure 1-3 illustrates the following hand items:

- ♦ AK47 with GP 30
- ♦ AKS 74
- ♦ AKS74U
- ♦ Armbrust
- ♦ AT4
- ♦ Binocular range finder
- ♦ Binoculars
- ♦ Breaching tool
- ♦ Camcorder
- ♦ Compass
- ♦ Dagr
- ♦ Dragonov.

A new catalog of hand item appearances is now accessible from the DI-Guy Documentation Center.



Figure 1-3. Hand items

Figure 1-4 Illustrates the following hand items:

- ♦ ef88
- ♦ FB Beryl
- ♦ FIM92 stinger
- ♦ Javelin
- ♦ L110A1
- ♦ L8582
- ♦ M2 with tripod
- ♦ M240
- ♦ M249 saw
- ♦ RPG7J.



Figure 1-4. Hand items

New Head Gear

Characters can have head gear such as goggles and headphones.



Figure 1-5. Head gear

New Uniform Patches

Uniforms can have customized patches.



Figure 1-6. Patches

Documentation Updates

Documentation has been updated for this release. The following software libraries are used by DI-Guy, but are not listed in the Third Party License section in the prefaces of the various DI-Guy manuals:

- ♦ Qscintilla - licensed by Neil Hodgson.
- ♦ Qt Visual Graph Editor - MIT license.
- ♦ SWIG - GPL license.
- ♦ GLM - MIT license.
- ♦ Ogg Vorbis - BSD license.

Bug Fixes

This release fixes the following problems:

- ♦ Code calling with `include_diguy_default_shader_directory` set to false and giving a `shader_subdirectory` argument would previously completely ignore the `shader_subdirectory` argument. Now, `shader_subdirectory` in this case will be used to construct file path. DIG-319
- ♦ For a list of other fixes, please see the change log [*./doc/diguy_sdk_reference/doxygen/changelog.html*](#).

