



DI-Guy 13.7.1 Release Notes

This release note contains release-specific information for DI-Guy 13.7.1.

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Systems Supported

For information about platform and system support, see the Product Specifications & Dependencies page on the MAK website at: <https://www.mak.com/mak-one-specs>.

For hardware requirements, see <https://www.mak.com/mak-one/support/help/hardware-recommendations>.

Compiler Compatibility on Windows

MAK provides versions of product releases that have been compiled with different versions of Microsoft Visual C++. MAK ONE products built with VC 14 and later are binary compatible and will work together. When you run MAK ONE products together on the same computer, for example, VR-Vantage, we strongly recommend that you run versions compiled with the same compiler or binary compatible compilers.

Renderer

DI-Guy 13.7.1 supports these renderers for Windows (64-bit): OpenGL, OpenGL Graphics API, OSG Graphics API.

License Manager

DI-Guy 13.7.1 uses FLEXlm 11.17.1. You must install the license management software to run DI-Guy.

The MAK License Manager files are not part of the DI-Guy installer. You can download them from the MAK ONE Product Downloads page (<https://www.mak.com/mak-one-downloads>).

Installation of the license manager is covered in the *MAK ONE Installation Guide*, available online at <https://mak.com/mak-one-installation-guide>. Support is also available at <https://www.mak.com/mak-one/support/portal>.

Network Compatibility

HLA Only

DI-Guy 13.7.1 was built against VR-Link 5.9.1 and is compliant with:

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

DI-Guy 13.7.1 supports DIS 4, 5, 6, and 7.

Fixed Bugs

Table 1. Fixed Bugs

Key	Summary	Release Notes	Fix Version/s
DIG-893	PDB installer didn't install PDBs to the right location.	Corrected to ensure that the PDB files install in the ./bin directory, not the ./include directory.	DIG-13.7.1
DIG-894	Fix package naming and install location.	Updated the package naming conventions and default installation locations to be consistent with other MAK ONE products.	DIG-IPB20, DIG-13.7.1
DIG-898	Weapon grip arm IK remains active when overriding pose.	The IK system didn't have any logic for checking whether link overrides were active before updating IK chains. Added new logic to checks whether any of the links in the chain are overridden before updating IK for the character.	DIG-IPB20, DIG-13.7.1
DIG-936	Unable to use hand items (rifles) with 1st_ person character.	Fixed an issue that caused problems when changing hand items for the first person character.	DIG-IPB20, DIG-13.7.1

Known Problems

For information about resolving issues with running DI-Guy applications, see "[Troubleshooting Display Issues](#)" in the *DI-Guy Getting Started Users Guide*.

Problems can arise with any product. MAK has a knowledge base of the problems that we know about, which is always changing as new problems are identified and new solutions are found. To learn how to address known problems with DI-Guy and other MAK ONE products, access the MAK ONE Product Support Knowledge Base: <https://www.mak.com/knowledge>.

If the problem you are experiencing is not addressed in the knowledge base, contact support for assistance: <https://www.mak.com/support>.