



RadarFX 1.0 Release Notes

This document provides the following release-specific information:

Systems Supported	2
Licensing	2
New Features	2
Documentation	2
Known Problems	2

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Systems Supported

RadarFX 1.0 is available for Windows 64 bit VC++10.

Licensing

For license information, please see Section 1.2.1, “[Installing the RadarFX License](#),” in *RadarFX Users Guide*.

New Features

RadarFX 1.0 is the first release of the product.

Documentation

RadarFX is built on top of VR-Vantage and SensorFX. *RadarFX Users Guide* describes how to use the RadarFX Server and RadarFX Client. VR-Vantage and SensorFX documentation is included with RadarFX and describes all other aspects of the application.

Known Problems

When streaming terrain from a remote server such as VR-TheWorld Server, it is possible that the first time you request a SAR image for a particular area, the SAR image will be generated before all of the terrain pages are finished streaming in. This becomes somewhat less of an issue once you've cached the data around your area of interest to your local hard drive, but still can be slower than expected. We have put in code to delay generating the image until there are no outstanding paging requests. But there is a configurable timeout value, so it is still possible to generate an image before data streaming is complete. The workaround is to make sure your target area is fully paged in before requesting SAR images.