



RadarFX 1.1

Release Notes

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Systems Supported

RadarFX 1.1 is available for Windows 64 bit VC++10.

Running RadarFX Server VC 12

The VC 12 version of RadarFX Server requires that the environment variable JRM_DATA_DIR be set to *../data/sensorFX*. To ensure that this environment variable is set, the Windows Start menu shortcut runs *radarFX.bat* instead of *radarFX.exe*. If you start RadarFX Server manually or create your own shortcut, use *radarFX.bat*, not *radarFX.exe*.

New Features

RadarFX 1.1 has the following new features:

- ♦ RadarFX nows uses a standard MÄK license.
- ♦ RadarFX *Users Guide* now includes instructions for adding files generated by GenesisMC.

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.

RadarFX Server and RadarFX Simple Client now have online help.

Fixed Bugs

RadarFX server crashed if a non-existent entity was used for a SAR request and then another request was made. 57620

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.
- ♦ RadarFX does not support geocentric terrains if they are part of a terrain that does not include an osgEarth terrain patch.

