



RadarFX 1.2

Release Notes

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Systems Supported

RadarFX 1.2 is available for Windows 64 bit VC++10 and VC12. It is built using VR-Vantage 2.2 and requires version 1 - 20170417 of the makData common data package and sensorFxData-20170415.

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 1.2 has the following new features:

- Support for inverse synthetic aperture radar (ISAR).
- Support for strip SAR in the RadarFX Simple Client.

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.

Fixed Bugs

SAR sensor mode's Center Frequency is now correctly set based on the saved value at startup.

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.