



RadarFX Server 1.6 Release Notes

This release note contains the following release-specific information for RadarFX 1.6.

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Systems Supported

RadarFX 1.6 is built on VR-Vantage 3.1. It is available for Windows 64-bit VC15.

RadarFX uses MAK Data Package version 18. The data installation is separate from the product installation. MAK ONE applications can share the same data package, so you no longer need to install it separately for each product.

RadarFX does not use some newer VR-Vantage features and disables them by default, including:

- Indirect rendering for entities (terrain patches are supported)
- Reverse Z buffer for depth comparisons

Running RadarFX Server VC15

The VC15 version of RadarFX Server requires that the environment variable JRM_DATA_DIR be set to `%MAK_SHARED_DATA_ROOT%/18/latest/ModelData/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*.

Major Updates

These are the updates to RadarFX Server 1.6.

- RadarFX 1.6 is based on VR-Vantage 3.1.
- Added support for indirect rendering of terrain patches.
- RadarFX *.log* files now follow the same file naming convention as other MAK ONE products.
- When you launch the RadarFX Server, the console now displays by default. It displays useful information.

Fixed Bugs

Table 1. Fixed Bugs

Key	Summary	Release Notes	Fix Version/s
RFX-31	ISAR/MMW incorrectly use the SAR observer mode	When sending an ISAR request, the observer mode now changes to ISAR. When sending a SAR request, the observer mode changes to SAR.	RFX-1.6
RFX-80	RadarFX sometimes crashes when you change Sensor Settings	Fixed out-of-bounds access crash in SigSim.	RFX-1.6

Table 1. Fixed Bugs (continued)

Key	Summary	Release Notes	Fix Version/s
RFX-86	Crash when changing sensor settings	RadarFX Server sometimes crashed when you changed sensor settings (Settings > Display > Sensor Settings). This is fixed.	RFX-1.6
RFX-88	Server periodically crashes when navigating to Ala Moana inset	Improved thread safety fixes and removed some data races that were causing random heap corruption.	RFX-1.6
RFX-90	No default search path for data	The JRM data and Cache directories now have valid default values.	RFX-1.6
RFX-91	Ensure RadarFXToolkit Examples can be built	Corrected the packaging of RadarFX examples to ensure users can build them.	RFX-1.6
RFX-92	DtSarResponse contains 0,0,0 as center pos for RAW image	The correct center position is now returned in the DtSarResponse, regardless of the image type.	RFX-1.6, RFX-1.5a
RFX-93	Premature rendering of SAR Image	Added code to ensure paging completes before capturing a sensor image for RadarFX.	RFX-1.6, RFX-1.5a
RFX-95	RadarFX About box shows VR-Vantage version	This is corrected to show the current RadarFX version.	RFX-1.6, RFX-1.5a
RFX-102	Compass displays in the GUI when it shouldn't	The compass no longer displays in the out-the-window view.	RFX-1.6
RFX-103	View Control option should not be on the Settings toolbar	Removed the View Control option.	RFX-1.6

Known Problems

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 RadarFX Server 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/mak-one/support/portal>.