



MÄK Stealth Release 3.3 Release Notes

For MÄK Stealth Release 3.3, the *MÄK Stealth User's Guide* has been completely updated and re-issued. These release notes contain release-specific information and material that was not available when the manual went to press. It covers the following:

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System Requirements

Stealth for SGIs

The Stealth is available for systems running Irix6.2 or later, with OpenGL and Performer 2.2.

The Stealth for SGIs 3.3 was built under IRIX6.2 against IRIS Performer 2.2 using the N32 ABI. The Stealth executable is statically linked with Performer, so you don't need to have Performer installed on your system in order to run. The smaller *Stealth.dynamic* executable is dynamically linked with Performer, and with the OpenFlight Performer loader.

If you are using *Stealth.dynamic*, you need performer_eoe version 2.2 or a compatible version installed. You must also have a version of the MultiGen loader DSO (*libpfflt_ogl.so*) that is compatible with the *pfflt.h* header file that comes with Performer 2.2.



Note: The loader DSO that comes with Performer 2.2 is a version 14.2 loader. In order to load files of more recent OpenFlight versions using the dynamically linked Stealth, you need to obtain a later version of the loader DSO (*libpfflt_ogl.so*) from MultiGen's FTP site ([ftp.multigen.com/pub](ftp://ftp.multigen.com/pub)), and install it in */usr/lib32/libpfdb*, or some other location contained in your *LD_LIBRARYN32_PATH* environment variable.

Stealth for PCs

The Stealth for PCs requires the following:

- ♦ A Pentium-class PC (or higher) with a standard VGA or SVGA video board and CD-ROM drive.
- ♦ Windows NT 4.0 or Windows 95.
- ♦ 14 Mb of disk space for program files, and 50 Mb for optional data files.
- ♦ A 3D video board based on the Voodoo (3Dfx) chipset or a video board with OpenGL drivers. The 3D board may have been included as part of your Stealth for PCs package.
- ♦ A second monitor enhances ease-of-use with boards based on the Voodoo chipset and is highly recommended, but is not required.

The MÄK RTI

All MÄK products now come with a copy of the MÄK RTI. On UNIX systems, if you accept the prompt to install the MÄK RTI as part of the installation procedure, there should be a link called *RTI* in the Stealth root directory that points to the *makRti* directory, which contains the MÄK RTI software. On PCs, the MÄK RTI is installed in a default directory.

See MÄK RTI documentation for information about setting environment variables and other configuration information required to use the MÄK RTI.

You do not need an RTI server or central application such as *rtiexec* to use the MÄK RTI. Just start the applications, and they should be able to communicate. See MÄK RTI documentation for information about changing the networking parameters such as multicast addresses, UDP ports, and the *rtiexec* (optional).



Note: As with all MÄK products, make sure the license manager is running before you try to use the MÄK RTI.

If you do not want to use the MÄK RTI, you can use the DMSO RTI, which you can download from the DMSO web site: <http://www.dmsol.com>. Follow the HLA link, and choose HLA Software Distribution Center to register for, and download the DMSO RTI.

See the “Installation” chapter in the *VR-Link Developer's Guide* for more information about obtaining and configuring the DMSO RTI.

Backward Compatibility

The names of some parameters changed in Stealth Release 3.2.1, which only applied to the Stealth for PCs. The changes take effect for the Stealth for SGIs in Release 3.3. Therefore, if you have customized configuration files that changed these parameters, you will need to update your configuration files to use them with this release. The changes are:

- ♦ All parameters that started with *GvsDraEntity* now start with *DtGvsReflectedEntity*.
- ♦ *ViewState— > near* and *ViewState— > far* have been renamed *ViewState— > nearClip* and *ViewState— > farClip*.
- ♦ *StViewAttachable::whoToSmooth* replaces *DtSgiDraEntity::whoToSmooth* and *GvsDraEntity::whoToSmooth*.
- ♦ The following parameters are DIS only:
 - *timeStampType*
 - *guiExIdStart*
 - *guiExIdStep*
 - *guiExIdEnd*

Network Compatibility

HLA only

The Stealth 3.3 is built against VR-Link 3.3. This change makes the Stealth compliant with RPR-FOM 0.5 and RTI 1.3, rather than RPR-FOM 0.3 and RTI 1.0.3.

Because the HLA Stealth 3.3 supports a new version of the RPR FOM, it is not network compatible with applications that are using VR-Link 3.2 or earlier. If a set of VR-Link-based applications wish to play together in a given HLA federate execution, all such applications must have been built against the same VR-Link version.

DIS only

The DIS Stealth 3.3 is network compatible with previous releases. The DIS protocol has not changed.

New Features

The new and updated features are listed by platform.

Stealth for PCs

The new and updated features for the Stealth for PCs are:

- ♦ The Monterey database is shipped in addition to the Hunter Liggett database.
- ♦ You can configure the options on the GUI Options dialog box using MTL variables.
- ♦ We removed the following unsupported items from windows and dialog boxes:
 - Screen dump
 - Recording
 - Lighting
- ♦ We enabled and implemented the locator range slider on the Stealth Options dialog box.
- ♦ You can save view-mode settings to *viewsave.mtl* by pressing F3.
- ♦ You can save the position of the eyepoint to *startPosition.mtl* by pressing the O key.
- ♦ The on-line help file adds additional information about controlling the Stealth from the keyboard and controlling eyepoint position and orientation.

Stealth for SGIs

The new and updated features for the Stealth for SGIs are:

- ♦ Support for aggregates. For more information see [“Support for Aggregates \(SGI Only\)”](#) on page 6.
- ♦ Upgraded Audioworks to version 1.5.1.
- ♦ We added the variable `DtEffectEntHitScale`, that allows you to scale entity hit effects. The format is

```
(setq DtEffectEntHitScale scale)
```

where *scale* is a number indicating the number of times larger than the default (1) to scale effects. For example, a *scale* of five, means five times larger.

PC and SGI

The following new features apply to both platforms.

- ♦ The *MÄK Stealth User's Guide* includes two quick reference cards that you can remove from the binding and keep by your computer. They cover startup options, command line options, and Stealth control from the keyboard or graphical user interface.
- ♦ There are two new variables, `entListIdWidth` and `entListIdShift`. These variables allow you to specify how many characters of the HLA object name and which portion of it to display in the entity list window of the Entities in Exercise dialog box. The default is to display the first nine characters.

An HLA object name can be up to 64 characters long. The entity list window can display approximately 40 characters. Therefore, you would not usually want to display the entire object name. Also, as you display more characters of the object name, there is less space in the window to display the type and marking information. Typically, the characters of the object name that best identify the object are at the beginning or end.

The following example displays 10 characters of the object name beginning with the 25th character (where the first character is character 0):

```
(setq entListIdWidth 10)  
(setq entListIdShift 24)
```

