



SensorFX 2.0.1 Release Notes

This release note contains the following release-specific information for SensorFX Release 2.0.1:

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Systems Supported

SensorFX 2.0.1 is available for all platforms supported by VR-Vantage.

For complete system requirements, please see *VR-Vantage 2.0 Release Notes*.

MÄK Product Compatibility

SensorFX is compatible only with the version of VR-Vantage for which it was built. It has the same compatibility with simulation protocols and versions and third party libraries as the version of VR-Vantage for which it was built.

Licensing

SensorFX is licensed separately from VR-Vantage.

On Windows, the license is provided as a registration file that modifies the Windows registry.

- To install the SensorFX license on Windows, in the Windows Explorer, double-click the registration file.

On Linux, the license is a file that you must copy to the *./bin* directory.

New Features and Updates

SensorFX 2.0.1 is updated to work with VR-Vantage 2.0.1. It has is a maintenance release with no new features.

Documentation Updates

SensorFX terrains uses much more texture memory than non-sensorFX terrains. If the amount of memory your terrain requires exceeds the capability of your video card, performance can drop dramatically. You can check the performance of your video card by enabling VR-Vantage's performance statistics display.

Fixed Bugs

SensorFX 2.0.1 fixes the following problems that were present in previous releases:

- ♦ Switching sensor modes was slow. 55367 55032
- ♦ If the starting observer mode used the No Sensor Sensor mode then the ocean did not work until you switched to an observer mode that was using a sensor. 55075
- ♦ The Reload Shaders button in the Render Settings page did not apply to sensorFX shaders. 55023
- ♦ SensorFX did not work properly with VR-Vantage IG. 55018

- ♦ Setting the sensor to output radiance images output a ton of images instead of just one. 55008
- ♦ The Linux version of VR-Vantage crashed when using sensor modes on a remote display engine. 55007
- ♦ Icons for SensorFX shortcuts were not correct. 55002
- ♦ The near clipping plane was wrong. 54929

