



SensorFX 2.2 Release Notes

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Systems Supported

SensorFX 2.2 is available for all platforms supported by VR-Vantage.

For complete system requirements, please see *VR-Vantage 2.2 Release Notes*.

MAK 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. To request a license, contact keys@mak.com.

New Features and Updates

SensorFX has the following updates and new features:

- SensorFX 2.2 is updated to work with VR-Vantage 2.2.
- Upgrade to Qt 5.5.1.
- Data package. Most SensorFX data is part of the application installer. However, a data package has been added. It does not install automatically. In the SensorFX installation wizard, on the data installation page, select “Let me pick the data package I want to install”. When the data installation wizard opens, select the SensorFX data package and click Install.
- SensorFX works with Blueberry 3D terrains.
- SensorFX supports textures on procedurally generated buildings.
- Support for materially classified textures on DI-Guy characters and active thermal regions.
- There is a new environment variable (SENSORFX_OBSERVER_NAME). It specifies which observer is the SensorFX observer. This allows SensorFX to work with an observer besides Observer 1.

Documentation Updates

SensorFX documentation has been updated for this release.

Fixed Bugs

This release fixes the following problems:

- ♦ SensorFX only worked with Observer 1. 58761
- ♦ Shader loading code did not respect the \$(DATA_DIR) variable. 58722
- ♦ The debug version of VR-Vantage Stealth did not run with SensorFX. 57539
- ♦ Loading a DCX file from the command line would crash SensorFX in some cases. 57792
- ♦ Cockpits did not display the first time after switching to a Sensor mode. 58434
- ♦ SensorFX didn't work with cockpits with the RenderCockpitOnly flag set to true. 59099

