



SensorFX 2.3.1 Release Notes

This release note contains the following release-specific information for SensorFX Release 2.3.1:

Systems Supported.....	2
MAK Product Compatibility.....	2
Licensing	2
New Features and Updates	2
Documentation Updates.....	2
Fixed Bugs	2

Copyright © 2018 VT MAK, 150 Cambridge Park Drive, Third Floor, Cambridge, MA 02140 All rights reserved. VR-Exchange™, VR-TheWorld™, VR-Vantage™, DI-Guy™, and DI-Guy Scenario™ are trademarks of VT MAK. MAK Technologies®, VR-Forces®, RTIsPy®, B-HAVE®, and VR-Link® are registered trademarks of VT MAK.
Document ID: VRV-2.3.1-12-180718

Systems Supported

SensorFX 2.3.1 is available for all platforms supported by VR-Vantage 2.3.1.

For complete system requirements, please see *VR-Vantage 2.3.1 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:

- ♦ Support for configuring light points.

Documentation Updates

SensorFX documentation has been updated for this release.

Fixed Bugs

This release fixes the following fixed problems:

- ♦ SpeedTrees were displayed with the wrong intensity. 63466
- ♦ The max paged LODs for the MCODE terrain were too high. 63040