



SensorFX 2.3 Release Notes

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Systems Supported

SensorFX 2.3 is available for all platforms supported by VR-Vantage 2.3.

For complete system requirements, please see *VR-Vantage 2.3 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 2.3 is updated to work with VR-Vantage 2.3.
- ♦ There is a new environment variable, `SENSORFX_DISABLE_MODEL_DISPLAY_DELAY`. It determines whether models are displayed immediately (1) or only when their materials have been processed (0). Default: 0.
- ♦ Fast sensor switching. Sensor modes (for example MWIR, or LWIR) can be switched back and forth instantly.
- ♦ Multiple sensor mode views are possible at the same time. You can have a MWIR and a LWIR view open at the same time.
- ♦ Support for MCOD using OSM feature data is now possible. So worldwide roads can be materially classified using OSM data.

Documentation Updates

SensorFX documentation has been updated for this release.

Fixed Bugs

This release fixes the following problems:

- ♦ The `default_sensors.sfx` file had cameraFX parameters. 60368