



SensorFX 2.5 Release Notes

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Systems Supported

SensorFX 2.5 is available for all platforms supported by VR-Vantage 2.5.

For complete system requirements, please see *VR-Vantage 2.5 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 now supports material classification on demand (MCOD) when using the REX engine to render terrains.
- Indirect rendering is disabled when the SensorFX plug-in is loaded.
- Added limited SensorFX SDK option.

Documentation Updates

SensorFX documentation has been updated for this release.

Fixed Bugs

This release fixes the following problems:

- SensorFX installed RadarFX documentation. 63634
- If you had a SensorFX display engine partially off the screen when you connect it to a SensorFX master, it didn't correctly expand to full screen. 63586
- SensorFX did not run in debug mode.
- On the MAK Earth - MCODE terrain, the ocean area near the Ala Moana inset used an incorrect material. 64240
- When SensorFX was installed, lightning did not work with the thunderstorm environment setting. 62947
- VR-Vantage users could not extend channels due to SensorFX header dependencies. 65261

Known Problems

- ♦ There is a known issue with SensorFX and running with occlusion nodes enabled. In order to avoid the performance degradation run with `--disableOcclusionCulling` on the command line when using SensorFX. (This has been added to the default scripts for running SensorFX that are included in the SensorFX install package.)

