MÄK VR-Forces Release 1.0 Release Notes

This release note provides release-specific information for MÄK VR-Forces Release 1.0. It also includes information that was not available at the time that the manual was printed.

Document ID: VRF-1.0-3-991118

System requirements

VR-Forces Release 1.0 requires Windows NT 4.0, Service Pack 3 or later. Minimum system requirements are:

- RAM:
  - 32 MB for DIS exercises
  - 64 MB for HLA federates

Depending on the size of your terrain databases, you may need more RAM.

- Hard disk space - Approximately 120 MB for complete installation of application and toolkit. Approximately 90 MB for application alone. Most of this is for the terrain databases shipped with VR-Forces. You may need considerably more space depending on the databases you plan to use.
- Two or more multiples of the amount of RAM for virtual memory. Running VR-Forces in HLA may require increased amounts of virtual memory.

Simulation Standards Supported

VR-Forces Release 1.0 supports the following simulation standards/protocols:

- VR-Forces supports the entire RPR FOM, versions 0.5, 0.7, and 0.8
- VR-Forces works with the DMSO RTI, 1.3v4, 1.3v5, and 1.3v6, and the MÄK RTI 1.3.1
- DIS 2.0.4 (IEEE 1278.1), and 2.1.4 (IEEE 1278.1a).

License Management

VR-Forces Release 1.0 uses FLEXlm 6.0.

Network Compatibility

HLA only

VR-Forces Release 1.0 is built against VR-Link 3.4. This makes VR-Forces compliant with the RPR FOM and RTI versions listed under "Simulation Standards Supported" on page 2.

If you run the HLA version of VR-Forces Release 1.0 with version 0.5 of the RPR FOM, it is network compatible with applications that are using VR-Link 3.3. It is not network compatible with applications that use VR-Link 3.2 or earlier and it is not compatible with applications using VR-Link 3.3 if VR-Forces is using RPR FOM 0.7 or 0.8.

FOM Support

VR-Forces Release 1.0 has built-in support for versions 0.5, 0.7, and 0.8 of the RPR FOM. It also supports VR-Link's ability to support alternative FOMs through the FOM Mapper. The default version of the RPR FOM supported by VR-Forces Release 1.0 is version 0.8.

As described in "Selecting A FOM Mapper" on page 9-4 in *VR-Forces User's Guide*, you can specify which FOM Mapping code to use with the `-f` startup option, in one of two ways:

```
Vrf -f { vlRPR05 | vlRPR07 | vlRPR08 }
Vrf -f library:init_data
```

If the argument to the `-f` option is one of the `vlRPR0x` keywords, VR-Forces uses VR-Link's built-in RPR FOM mapper, configured for RPR FOM version 0.5, 0.7 or 0.8 as specified by the keyword. For example:

```
Vrf -f vrlRPR05
```

This command instructs VR-Forces to use the built-in RPR FOM Mapper, configured for RPR FOM version 0.5.

Specifying A FED File that is Appropriate for the FOM Mapper

If you do not use the default version of the RPR FOM with the default FED file, you must specify the one you want to use. The VR-Forces comes with three FED files:

- *VR-Link.fed*, based on RPR FOM 0.8 (default FED file and RPR FOM version)
- *VR-Link07.fed*, based on RPR FOM 0.7
- *VR-Link05.fed*, based on RPR FOM 0.5

The following example instructs VR-Forces to use the RPR FOM 0.5 FOM Mapping code (`-f vlRPR05`), and also instructs it to use the *VR-Link05.fed* file (`-x VR-Link05`).

```
Vrf -f vrlRPR05 -x VR-Link05
```

As an alternative to using the `-x` option, you could rename the *VR-Link05.fed* file to *VR-Link.fed*.

Product Notes

This section lists miscellaneous items about the status of MÄK VR-Forces Release 1.0 that are not included in the product documentation.

- The VR-Forces Release 1.0 application provides support for aggregate entities up to the platoon level.
- Many of the DLLs required to run a VR-Forces application are included in the bin directories. If you create your own application, you should either place the executable in the appropriate bin directory or copy all the DLLs from the bin directory to the directory in which your executable is located.
- The initial release does not include the *MÄK VR-Forces Developer's Guide*. Please contact your MÄK sales representative for information about its availability.

Known Problems

This section lists problems that we have identified, but which do not interfere with your ability to use VR-Forces:

- The information bar at the bottom of the canvas does not always display correct text about selected menu items.
- VR-Forces may display the following message:

  ```
  Cannot allocate exact pen/brush color.
  ```

  To eliminate this message, try increasing the color depth of the display.

  To disable this message, run VR-Forces with a lower notification level. Notification levels are described in Section 6.1 “Startup Options” in the *VR-Forces User’s Guide*.
- VR-Forces does not prevent you from creating entities in places that don’t make sense, such as putting a tank in an ocean area. It also does not prevent you from creating aggregates that would not normally exist in the real world, such as a platoon with two individual entities or with many tens of entities.
- You cannot select multiple control objects using a marquee. To select multiple control objects, select the first object, then hold down the Control key and individually select the additional objects.
- If you include Entity-In-Area, Entity-Left-Of-Line, or Entity-Destroyed in a conditional expression, and the test is for any member of a given force, if there are no local entities in that force, remote entities are not detected. To ensure that remote entities are detected by these conditional expressions, make sure that you have at least one local entity that belongs to the force you are testing.
- If you select a remote entity, the Retask and Set commands are available on the Entities menu, but they have no effect, because you cannot retask or set the state of a remote entity.
- The Global Settings dialog box has a tab labeled “Simulation”, with a text field for setting the Force type for newly created entities. This tab is not implemented. Force type is set by a parameter in the *vrf.ent* file.
- The cursor does not change into input mode for some Set and Task commands. For dialog boxes that require multiple parameters, the input mode cursor may not change after you select the first parameter.
- The markings list in the Entity List window does not show the full echelon markings for local entities. Therefore aggregate entities may have the same markings as some individual entities. To distinguish between aggregate and individual entities with similar markings, look at the Type column.
- You cannot delete multiple control objects. You can delete them one at a time.