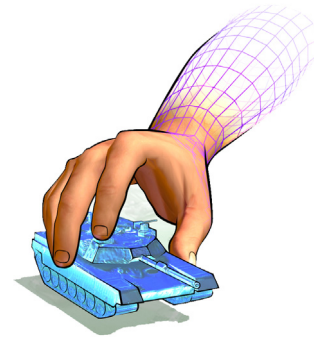




VR-Forces 3D Front End 2.0.0.1 Release Notes

This release note contains the following release-specific information for VR-Forces 3D Front End Release 2.0.0.1:

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Systems Supported

VR-Forces 3D Front End 2.0.0.1 is compatible with VR-Forces 3.12. You cannot run it with previous versions of VR-Forces, nor will you be able to run it with any future VR-Forces maintenance releases (unless they are binary compatible) or feature releases (which will have their own compatible versions of the 3D Front End).

The 3D Front End is initially available for Windows XP and Vista. Please contact your MÄK salesperson about its availability on Linux. You can also sign up for the MÄK Product email list to receive announcements about MÄK releases. To sign up, go to <http://www.mak.com/contact/makemail.php>

A VR-Forces license includes the ability to run one front-end, either the 2D front-end or the 3D Front End. If you want to run both at the same time, you must purchase additional front-end licenses.

Unless otherwise stated in this document, all of the system and compatibility information in *VR-Forces Release Notes* applies to the VR-Forces 3D Front End.

3D Video Boards Supported

In general, VR-Forces 3D Front End 2.0.0.1 should support any board that claims to support OpenGL 2.0 and which has at least 256 MB of memory. The VR-Forces 3D Front End has been tested with NVidia GeForce graphics cards.

VR-Vantage Compatibility

The VR-Forces 3D Front End display is built using an internal MÄK build of VR-Vantage. All VR-Vantage libraries are included with the release, so it is not necessary, nor is it possible to link to a released version of VR-Vantage.

Installing VR-Forces 3D Front End 2.0.0.1

VR-Forces applications and plug-ins must be installed in the following order:

1. VR-Forces
2. VR-Forces 3D Front End
3. Optionally, B-HAVE Module for VR-Forces.

For a generic description of the VR-Forces 3D Front End installation process, please see the next section.

Installing the VR-Forces 3D Front End

The 3D Front End is installed separately from the base VR-Forces. It does not provide a complete VR-Forces installation. It installs files specific to the 3D Front End into the existing VR-Forces installation directory. These files include the executable file and required DLLs, configuration files, and 3D terrain databases.



You must install the 3D Front End into an existing VR-Forces directory that contains the version of VR-Forces for which the 3D Front End was built.

To install the 3D Front End:

1. Install VR-Forces. Follow the procedures in Chapter 2, *Installing VR-Forces*, in *VR-Forces Users Guide*.
2. Run the installer for the 3D Front End. Use the appropriate procedure from Chapter 2, *Installing VR-Forces*, in *VR-Forces Users Guide* for your platform.

In Windows, the installation wizard automatically chooses the default installation directory for the appropriate version of VR-Forces. If you installed VR-Forces to a different directory, change the installation directory in the 3D Front End installation wizard.



- ♦ On Windows, when the installation wizard notifies you that the installation directory already exists and asks if you want to install into this directory, click Yes.
 - ♦ On Linux, you must install the 3D Front End from the same directory from which you installed VR-Forces. For example if you installed VR-Forces from `/usr/local/mak`, you must install the 3D Front End from `/usr/local/mak`.
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New Features and Updates

VR-Forces 3D Front End 2.0.0.1 is a maintenance release. It has no new features.

Fixed Bugs

In VR-Forces 3D Front End 2.0, the license file for DI-Guy® characters was installed in the wrong place. As a result, DI-Guy characters were not visible in the 3D Front End. VR-Forces 3D Front End 2.0.0.1 fixes this problem.

If you have already installed VR-Forces 3D Front End 2.0, you can fix this problem manually, rather than uninstalling the 3D Front End (and potentially B-HAVE) and then reinstalling VR-Forces 3D Front End 2.0.0.1.

- To fix this problem by hand, move `./flexlm/License.dat` to `./data/Lifeforms/DIGuy/flexlm/License.dat`.

Known Problems

VR-Forces 3D Front End Release 2.0.0.1 has the following known problems:

- VR-Forces 3D Front End does not include translation files.
- The 3D Front End does not prompt you to save changes to model definitions when you exit.
- When you create a DI-Guy character, a soldier is always displayed with the cursor until you click to place the entity. At that point the correct DI-Guy model gets displayed.
- Clicking to select an entity can be difficult when there are control objects between the observer and the entity. This can happen when you are zoomed in close to the entity. You can overcome this and select the entity by clicking inside the entity's location circle.
- Terrain dragging does not always work as expected when you are zoomed in very close to the terrain (it may be difficult to reach distant points on the terrain). The workaround is to zoom out and then perform terrain dragging.
- Height above terrain lines associated with rotary-wing entities tend to wobble slightly in the display.
- When you load a geocentric terrain, clouds are displayed in the center of the earth.
- Sometimes if you use **Alt+Tab** to switch applications, VR-Forces 3D Front End does not receive the **Alt-Up** message. The result is that keyboard input may not work. To get the keyboard to work properly, press **Alt** several times.
- SpeedTrees do not align correctly on geocentric terrains.
- If a graphics card does not support shaders, you may receive the following error message when you load a terrain that uses them:
`Shader [Branches] validation failed`

To work around this problem, set the SpeedTree Performance Profile to Disabled, as follows:

- a. Choose Settings → SpeedTree Settings. The Application Settings dialog box opens to the SpeedTree Settings page.

- b. In the Performance Profile drop-down list, select Disabled.
- ♦ There may be some discrepancies between terminology and title descriptions in *VR-Vantage Users Guide* and the final GUI.
- ♦ On external display engines, particle effects, such as smoke and trailing effects, sometimes restart spontaneously.

Using the Alt Key Under Linux with the Gnome Window Manager

By default, the Gnome window manager on Linux uses the Alt key as a modifier that lets you move a window by clicking and dragging anywhere on the window (as opposed to only being able to use the title bar). This default behavior prevents you from using the Alt key to set an entity's altitude in the 3D Front End.

To set the altitude of entities in advanced creation mode either use the mouse wheel or change the behavior of the Alt key.

To change the Gnome setting:

1. Choose **Applications** → **Preferences** → **Window**.
2. Change the "Movement Key" setting to "Super (or Windows Logo)". It is not recommended to change this setting to "Control" because that will also interfere with advanced creation mode.

