



VR-Forces 3D Front End 1.0.1 Release Notes

This release note contains the following release-specific information for VR-Forces 3D Front End Release 1.0.1:

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Systems Supported

VR-Forces 3D Front End 1.0.1 is compatible with VR-Forces 3.11 and VR-Forces 3.11.0.1. 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 or feature releases (which will have their own compatible versions of the 3D Front End).

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.

XR mode is licensed separately from VR-Forces. Please contact your MÄK salesperson for information about obtaining a license for XR mode.

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 1.0.1 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.

Vega Prime Compatibility

The 3D display is based on Presagis Vega Prime 2.2. If you have a previous version of Vega Prime in your path, the 3D Front End might not be able to load. The solution is to remove the path to the older version of Vega Prime from your path.

Installing VR-Forces 3D Front End 1.0.1

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

1. VR-Forces
2. VR-Forces 3D Front End
3. B-HAVE Module for VR-Forces
4. Human Characters for MÄK Products.

MÄK recommends that you install VR-Forces 3D Front End 1.0.1 with VR-Forces 3.11.0.1 in a clean install. However, if you prefer to install VR-Forces 3D Front End 1.0.1 on top of VR-Forces 3.11, you must follow the following procedure:

1. If VR-Forces 3D Front End 1.0 is installed, uninstall it.
2. If B-HAVE Module for VR-Forces 1.2 is installed, uninstall it.
3. If Human Characters for MÄK Products 1.0 is installed, uninstall the Human Characters for VR-Forces plug-in.

4. Install VR-Forces 3D Front End 1.0.1.
5. Optionally, install B-HAVE Module for VR-Forces 1.2.
6. Optionally, install the Human Characters for VR-Forces 1.0 plug-in.

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 User's Guide*.
2. Run the installer for the 3D Front End. Use the appropriate procedure from Chapter 2, *Installing VR-Forces*, in *VR-Forces User's 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 1.0.1 is a maintenance release that fixes several bugs. There are no new features. All of the contents of *VR-Forces 3D Front End 1.0 Release Notes* apply to this release.

Fixed Bugs

VR-Forces 3D Front End 1.0.1 for VR-Forces 3.11 fixes the following bugs:

- If you held down control keys such as Shift or Ctrl to manipulate an entity and moved the mouse out of the 3D window before you released the key, the 3D Front End continued to act as if the key was depressed.
- Clicking on the terrain could report an incorrect location. This bug is fixed in the 3D Front End only if VR-Forces 3D Front End 1.0.1 is installed with VR-Forces 3.11.0.1.
- When you attach to an entity in compass mode, the 3D Front End will now use the same offset from the entity as the last time you were in compass mode.
- The breach and takeoff and landing scenarios load the correct terrain if you are using VR-Forces 3.11.0.1.

Known Problems

VR-Forces 3D Front End Release 1.0.1 has the following known problems:

- The Open Database file filter includes a filter for MÄK Terrain Project (MTP) files. However, the 3D Front End cannot load MTP files.
- Some related topics links in the 3D Front End online help link to topics that describe features that are not supported in the 3D Front End.
- The Linux version of the 3D Front End crashes on exit.

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.