



VR-Forces Documentation Center



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Links from the Master Index open a separate PDF.)

See the [Documentation Roadmap](#) on page 2 for a quick guide to what is in the manuals.

Click a title to open a manual directly.

VR-Forces Users Guide

VR-Forces Scenario Management Guide

VR-Forces Configuration Guide

VR-Forces Entity Model Catalog

Adding New DI-Guy Characters to VR-Forces

Developer Documentation (HTML)

Documentation Roadmap

Table 1-1: Documentation roadmap

If you want to know:	Read this:
How to navigate the 2D and 3D views, attach the observer to entities, change GUI settings and so on. Everything about the GUI except how to create and run scenarios.	<i>VR-Forces Users Guide</i> , online help
This difference between entity-level modeling and aggregate-level modeling.	Chapter 3, <i>VR-Forces Simulation Concepts</i> , in <i>VR-Forces Users Guide</i> , online help
How to create scenarios, assign tasks and sets, and write plans.	<i>VR-Forces Scenario Management Guide</i> , online help, and video tutorials at www.mak.com/products/vrforces_tutorials.php
Details about the aggregate-level warfare model.	Chapter 5, <i>How Aggregate-Level Modeling Works</i> , in <i>VR-Forces Scenario Management Guide</i> , online help
How to use the SDK (APIs).	HTML API documentation, class documentation, header files
How to add, change, delete, or configure entity and object models and behaviors without writing code.	<i>VR-Forces Configuration Guide</i>
How to optimize performance.	<i>VR-Forces Configuration Guide</i>
How to use the Entity Editor, OPD Editor, or Scenario Merge utilities.	<i>VR-Forces Configuration Guide</i> , online help in each utility
How to compose terrains using elevation data, imagery, and feature data and save the terrains to the MTF format.	<i>VR-Forces Configuration Guide</i> and online help.
How to upgrade from older versions of VR-Forces.	<i>VR-Forces Release Notes</i>
High level information about component models.	Class documentation
What the API examples do and how to build them.	Class documentation
Answers to frequently asked questions.	http://www.mak.com/lsocial/forum/9-simulate-vr-forces.html
Which manual to look in to find specific information.	<i>VR-Forces Documentation Center</i>

VR-Forces Users Guide

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