



VR-Vantage IG

First Experience

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1. VR-Vantage IG First Experience

Thank you for deciding to try out VR-Vantage IG. VR-Vantage IG is a configurable desktop image generator that provides realistic 3D scenes of your virtual simulation environment. It lets you control multiple distributed display engine windows and channels from a centralized location.

This first experience with VR-Vantage IG will be a quick guided tour of some of its most important features. To get the full experience you will need:

- ♦ VR-Vantage IG installed on two computers on the same network. (The second computer is required to try the remote display engine tutorial.)
- ♦ MAK Data Logger.

Before you begin, install and license the software. Please see [“Installation and Licensing,”](#) on page 35 for instructions.

When you are ready, this guide will help you:

- ♦ [Explore the Terrain](#)
- ♦ [View a Simulation](#)
- ♦ [Attach the Observer to Entities](#)
- ♦ [Explore Sensors](#)
- ♦ [Explore Dynamic Ocean](#)
- ♦ [Explore Paged and Streaming Terrain](#)
- ♦ [Manipulate Objects in the Scene](#)
- ♦ [Save and Load Display Engine Configurations](#)
- ♦ [Continue to Explore VR-Vantage IG.](#)

VR-Vantage IG is part of MAK’s VR-Vantage product line. VR-Vantage IG is built using the VR-Vantage Toolkit. Using the toolkit, developers can extend the capabilities of our applications and can create entirely new applications. For more information, please read developer documentation, which is in `./doc/classdoc/index.html`.

1.1. Start VR-Vantage IG

- On the Start menu, choose **Programs** → **MÄK Technologies** → **VR-Vantage 2.0.1** → **VR-Vantage IG**. VR-Vantage IG starts up. (The first time you run VR-Vantage IG, you will have to specify the license server.)

1.1.1. Specify the License Server

The first time you run a MÄK application on a computer, the License Setup dialog box opens ([Figure 1](#)). It prompts you to enter the hostname of the license server and optionally, a port number.

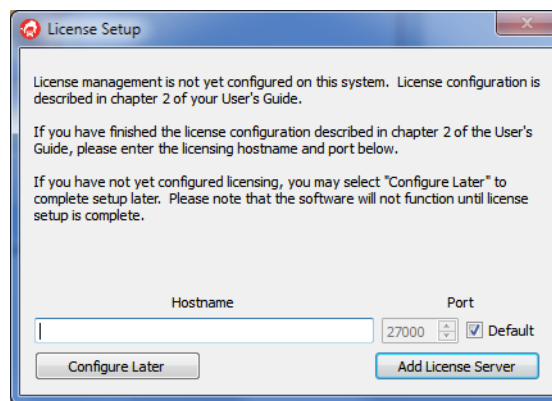


Figure 1. License Setup dialog box

1. Type the hostname in the Hostname box. This is the name you gave your salesperson when you requested the license file. (For details, please see (Section 2.2.1, [“Identify the Host ID and License Server Name”](#).)
2. Click Add License Server. VR-Vantage IG starts. The Choose a Terrain window opens on top of the main window ([Figure 2](#)). It lets you immediately connect to a terrain server, load a local terrain, or decide not to load a terrain.

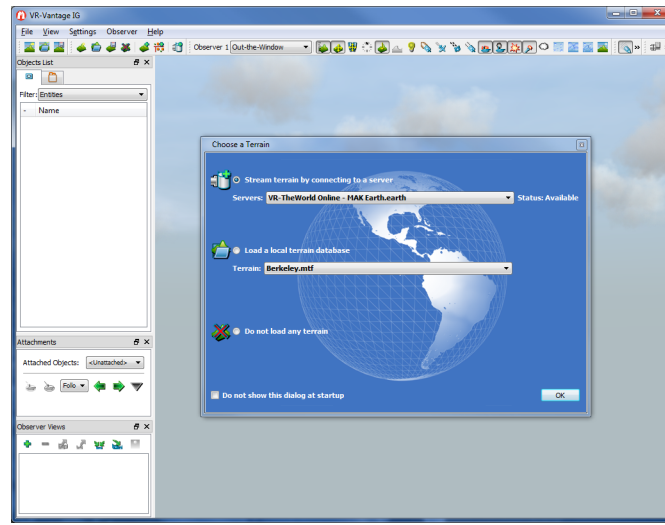


Figure 2. Choose a Terrain window



When you start VR-Vantage IG, if you receive the following message, it means that you did not install the data package:

```
Data package not found in specified data directory:  
'c:\MAK\vrantage2.0.1\data'.  
Please make sure the data package is installed.
```

VR-Vantage IG has an application installer and a data installer. You must install both of them.

3. Select Load a Local Terrain Database.
4. In the list, select *VR-Village_NoSpeedTrees.mtf*.
5. Click OK. The VR-Village terrain loads. If the view does not look like [Figure 3](#), press the **Spacebar**.

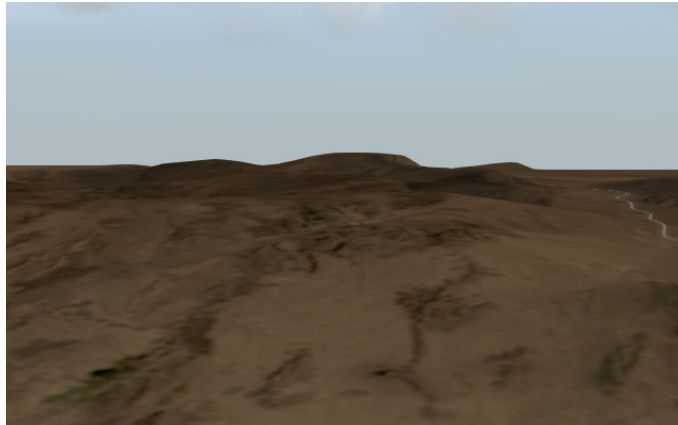


Figure 3. VR-Village default view

1.2. Explore the Terrain

The observer is your viewpoint into the terrain. You can navigate through the terrain using the keyboard and mouse. This section introduces the basic keyboard and mouse actions. For a complete list, please see online help or the Quick Reference Card in *VR-Vantage Users Guide*.

1. Hold down the **e** key. This drops the observer down into the village ([Figure 4](#)).



Figure 4. VR-Village streambed

2. Hold down the **s** key to back through the village towards the entrance road. If the observer stops moving, it may be blocked by a building or terrain. Press **q** to raise the observer a bit.

3. Experiment with keyboard and mouse control of the observer as described in the next few sections.

Notice that as you move backward and forward in the terrain, objects get added to the terrain or removed. To help improve performance, distant objects are hidden or displayed at lower levels of detail (LODs).

1.2.1. Use the Game-like Keyboard Navigation

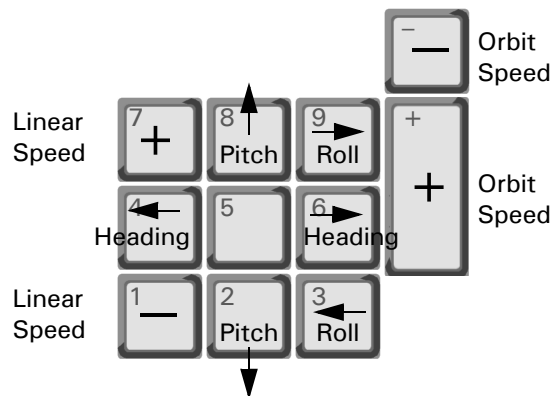
Press **w** and **s** to move forward and backward.
Press **q** and **e** to move up and down. Press **a** and **d** to move left and right.

Press multiple keys to combine movement modes. Notice that you cannot go through walls or through the ground — unless you want to. Press and hold **x** while moving the observer and you can go through walls and terrain.



Press the **Spacebar** to move the observer to the default starting point.

The keypad lets you control position and orientation.



1.2.2. Use the Mouse to Move the Observer

Moving the observer with the keyboard often works best for fine movement in small areas when the observer is close to the terrain. Moving with the mouse is better for larger distances when the observer is away from the terrain.

Drag the Terrain

Dragging the terrain moves the observer forward, backward, left, and right.

1. Click a point on the terrain and hold down the left mouse button.
2. Drag the mouse left, right, forward, and backward.

Drag the View

Dragging the view moves the observer up, down, left, and right.

- Hold down the middle mouse button (or wheel) and drag the mouse.

Change the Observer's Orientation

- Hold down the right mouse button and drag the mouse.

Teleport the Observer

- **Shift**+click someplace on the terrain to jump to the location.

1.2.3. Change the Environment

VR-Vantage lets you manipulate the environment. You can apply preconfigured environment conditions and can change the specific environment conditions. This just affects how the scene looks. It does not affect the simulation you are viewing.

Apply an Environment Condition

1. Choose **Settings** → **Scene**. The Scene Settings dialog box opens.
2. Select the Environment Conditions Settings page (Figure 5).

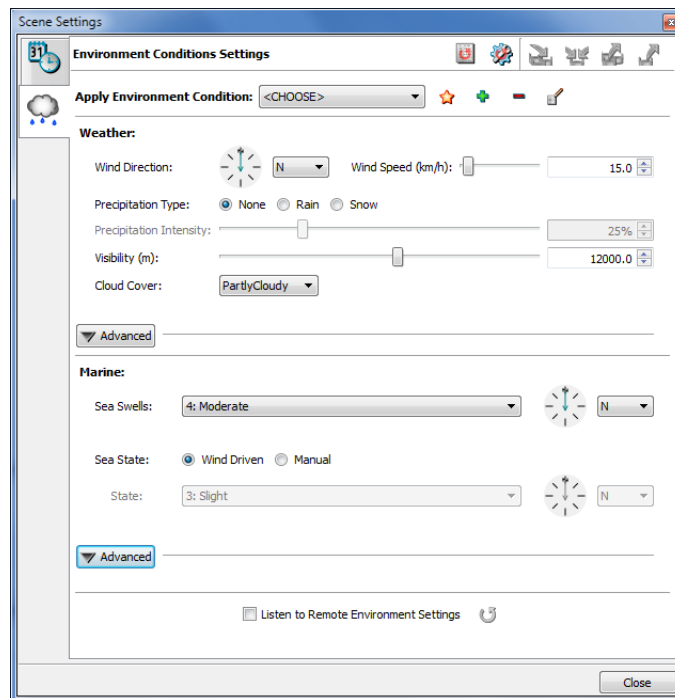
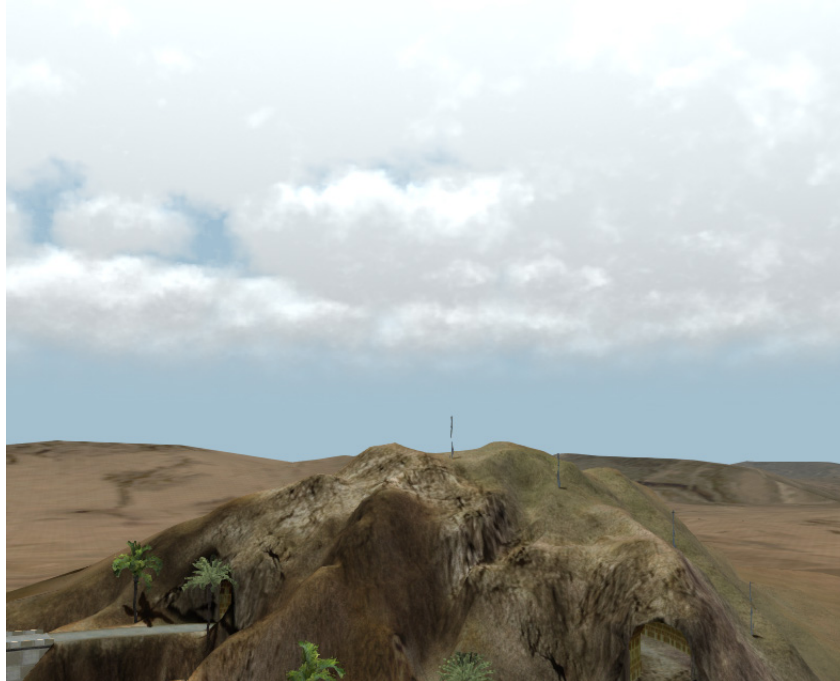


Figure 5. Scene Settings dialog box, Environment Conditions Settings page

3. In the Apply Environment Condition list, select a condition, such as Mostly Cloudy. The cloud cover changes.



Make it Rain and Snow

1. For Precipitation Type, select Rain. It starts to rain.
2. Drag the Precipitation Intensity slider to the right to make it rain harder.
3. Choose **Settings** → **Display**. The Display Settings dialog box opens.
4. Select the Observer Settings page ([Figure 6](#)).

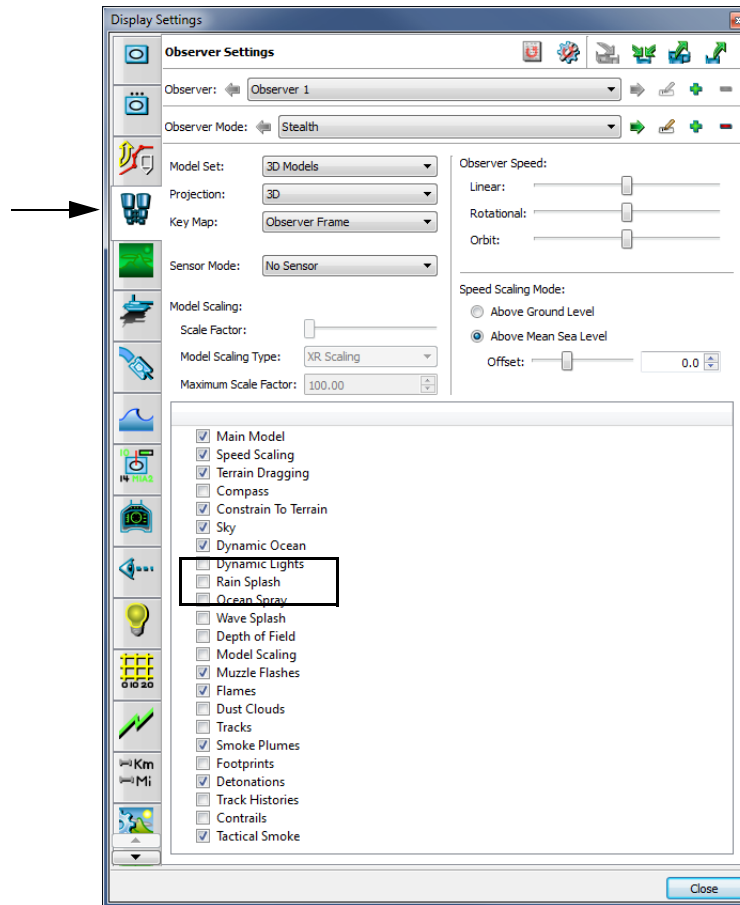


Figure 6. Observer Settings page

5. In the list of attributes, select the Rain Splash check box. Rain drops start to gather on the observer's camera lens (Figure 7). If this does not seem to work, increase the precipitation intensity in the Scene Settings dialog box.



Figure 7. Rain splash

6. Clear the Rain Splash check box and close the Display Settings dialog box.
7. On the Scene Settings dialog box, change the Precipitation Type to Snow ([Figure 8](#)).



Figure 8. Snow

8. Adjust the Precipitation Intensity slider.
9. Change the wind direction and wind speed and see how it affects precipitation.
10. Set the Precipitation Type to None.

Change the Time of Day

1. In the Scene Settings dialog box, select the Date and Time page.
2. Slide the Hour slider back and forth. See how the lighting changes as you change the time (Figure 9).



Figure 9. Time of Day affects lighting

3. Click Close.

1.2.4. Save the Scene

1. Choose **File** → **Save Scene**. The Save Scene dialog box opens.
2. Type a name for the scene.
3. Click Save.

1.3. View a Simulation

To view a simulation, you must load an appropriate terrain and connect to the simulation network. In this guide we assume that you have the MÄK Data Logger and the recorded simulations that it includes. However, if you want to view your own simulation data, feel free to use it instead of the suggested files.

1.3.1. Connect to a Simulation Network

1. Choose **Settings** → **Connection**. The Simulation Connections dialog box opens.
2. Select the DIS Connections page (Figure 10).

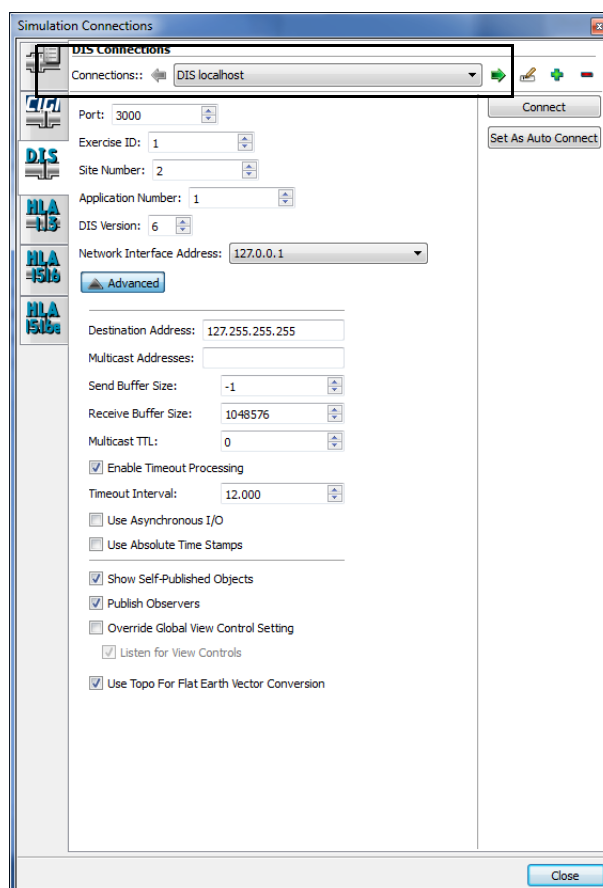


Figure 10. DIS Connection

3. In the Connections drop-down list, select DIS.
4. Click Connect.
5. Click Close.

1.3.2. Load the Terrain

The simulation you are going to view takes place on a small high-resolution terrain set in Honolulu, Hawaii, USA.

1. Choose **File** → **Open Terrain**. The Open Terrain dialog box opens.
2. Select *Ala Moana.mtf*.
3. Click Open. In a few seconds, the terrain is displayed. It is a view of the globe.

1.3.3. Start the Logger and Play a Simulation

1. On the Start Menu, choose **Programs** → **MÄK Technologies** → **Logger X.X** → **Logger DIS**. The Logger starts.
2. Choose **File** → **Open**. The Open File dialog box opens.
3. Select *Raid2013-viewControl-DIS.lgr*.
4. Click Open.
5. Choose **Play** → **Toggle Loop at End**. This will cause the recording to continuously loop back to the beginning when it reaches the end.
6. Choose **Play** → **Play/Pause**, or click the Play button.

1.3.4. View the Simulation

VR-Vantage IG will take a few seconds to load model files. Then it will start to display the action in this simulation. The Logger file sends view control messages to VR-Vantage IG to control the observer. If the view does not start changing automatically within a few seconds after the entities are displayed, enable view controls as described in the next section. Then, watch the simulation for a while. When you are ready to explore the simulation on your own, disable view controls. Use the navigation controls you learned earlier to navigate through the terrain and watch the simulation from the view-points that interest you.

Enabling or Disabling View Controls

- Choose **Settings** → **View Controls**.

View Entity Information

Entity labels mark an entity's location and provide detailed information about it.

1. Choose **Settings** → **Display**. The Display Settings dialog box opens.
2. Select the Entity Display Settings page.
3. Select the Show Entity Labels check box.
4. Move the mouse cursor over an entity label. A panel displays entity details, as shown in (Figure 11).



Figure 11. Entity label

5. Zoom out from the terrain so that you can no longer easily see individual entities. You can still tell where they by looking at the entity labels.

1.4. Attach the Observer to Entities

So far, you have moved the observer through the scene to observe entities. You can attach the observer to an entity and it will move through the scene with that entity.

1. In the Objects List Panel, right-click UtilRW 2. A popup menu is displayed.
2. Choose **Attach Follow**.
3. Press **Spacebar**. This puts the observer in the default position relative to the entity. It is now attached to the helicopter and is located to its rear. As the helicopter moves, the observer moves with it. You can change the position and orientation of the observer with the keyboard and mouse controls you learned earlier, but it will maintain its relationship with the helicopter and move through the scene as the helicopter moves.



The helicopter does not start moving until about 30 seconds into the recording. If it is not moving, click some place in the Logger timeline after the 0:30 mark.

4. Press **.** (period). The attachment moves to the next object in the Objects List Panel.
5. Continuing attaching to additional entities.
6. Press **z** to detach the observer.

1.4.1. Attach to an Entity that has a Cockpit Display

VR-Vantage is based on OpenSceneGraph (OSG), so developers can integrate third-party modules that are built on OSG. GL Studio, from DiSTI, is an application for building cockpit displays (also called heads-up displays, or HUDs). VR-Vantage includes a set of these displays for different vehicle types.

1. In the Objects List Panel, right-click UtilRW 2. A popup menu is displayed.
2. Choose **Attach Mimic**. The observer attaches to the helicopter and its cockpit is displayed ([Figure 12](#)).



Figure 12. Cockpit display

3. Press **z** to detach the observer.
4. Stop the Logger.

1.5. Explore Sensors

VR-Vantage IG can simulate the way that the 3D scene would look if an observer were using visual sensor devices such as night vision goggles or viewing the infrared spectrum. This is an observer-specific setting. You can adjust the contrast, blur, and noise of the view.

VR-Vantage IG includes one sensor module – CameraFX, which uses the SenSim libraries from JRM Technologies. The sensors do not take into account the materials of the objects that you are viewing. They simply filter the view to produce the desired effect. If you want physics-based sensor effects, you may want to try the SensorFX Plugin to VR-Vantage IG, developed by JRM. For details, please contact your MÄK salesperson.

1. In VR-Vantage IG load *Ala Moana.mtf*.
2. In the Logger, open *Raid2013-viewControl-DIS.lgr* and run it as described previously.
3. Navigate to the area around the warehouse. The scene looks similar to [Figure 13](#):



Figure 13. No sensor

4. Choose **Settings** → **Display**. The Display Settings dialog box opens.
5. Select the Observer Settings page. Notice that the Sensor Mode is No Sensor ([Figure 14](#)).

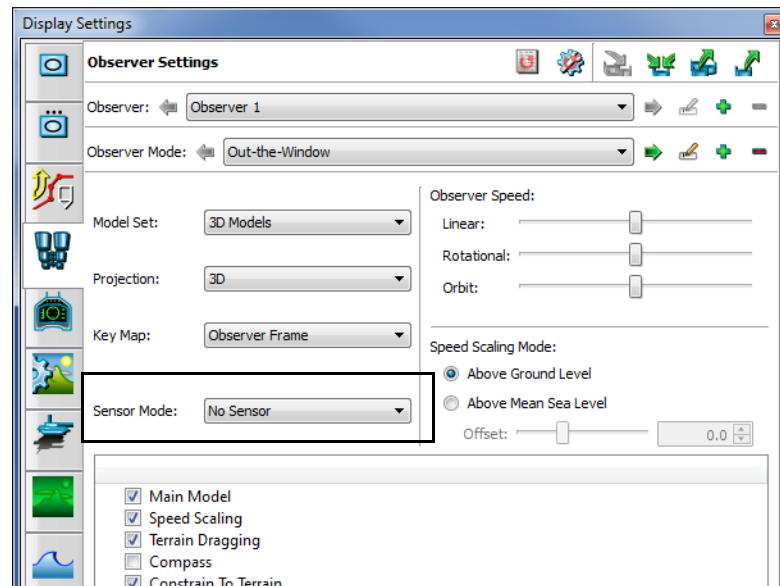


Figure 14. Sensor mode

6. Change the Sensor Mode to IR. See how the view of the scene changes.

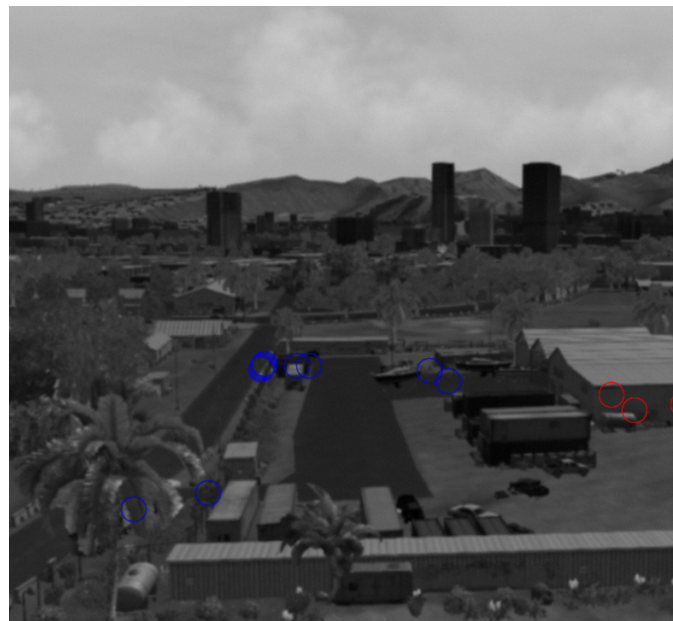


Figure 15. IR sensor

7. Choose **Settings** → **Scene**. The Scene Settings dialog box opens.
8. Select the Date and Time page.
9. Change the time to 9 PM.

10. In the Observer Settings page, change the sensor to NVG. See how the scene changes. For comparison, change the sensor to No Sensor and see what the scene looks like to the naked eye.
11. In the Display Settings dialog box, select the Sensor Settings page (Figure 16).

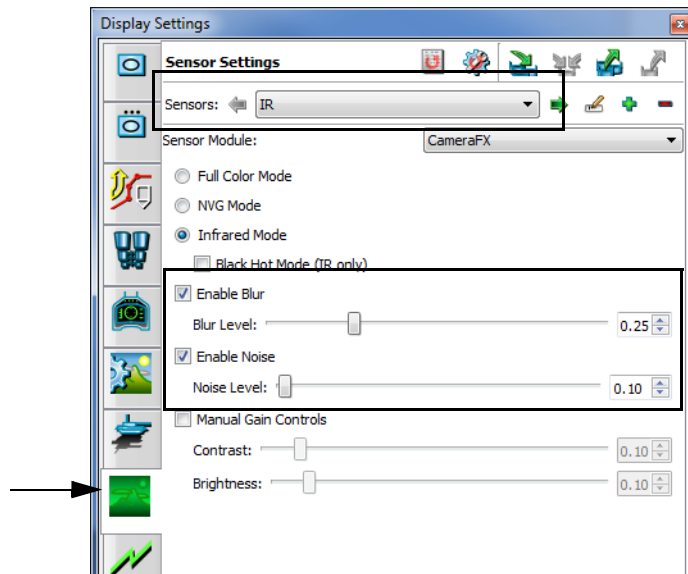


Figure 16. Sensor Settings

12. In the Sensors list, select the current sensor (NVG).
13. Experiment with changing the settings for blur and noise.

1.6. Explore Dynamic Ocean

VR-Vantage IG can simulate ocean waves and swell states and has additional lighting effects that show reflections on the water.

1. In VR-Vantage IG load *VR-theWorld Online - MAK Earth.mtf*.
2. In the Logger, open *Raid2013-viewControl-DIS.lgr* and run it as described previously.
3. Attach the observer to the entity Carrier 1 and rotate so the view is similar to [Figure 17](#).

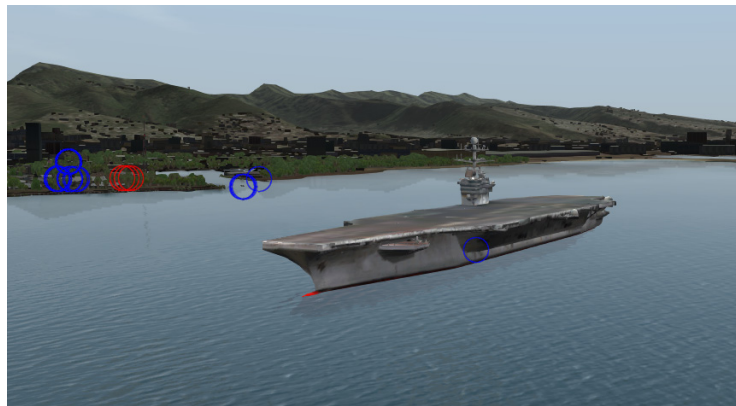


Figure 17. Dynamic ocean - clear weather condition

4. Choose **Settings** → **Scene**. The Scene Settings dialog box opens.
5. Select the Environment Conditions Settings page.
6. Select some of the different environment conditions, such as Rainy and Thunderstorm, and see how the ocean changes.



Figure 18. Dynamic ocean - stormy weather condition

7. Apply the Clear environment condition.
8. In the Marine section of the Environment Conditions Settings page, set the Sea State to Manual.
9. Select different options from the State list and see how the sea state changes.

1.7. Explore Paged and Streaming Terrain

VR-Vantage IG can display databases for which all of the data is loaded into memory, called static databases, and databases for which data is loaded as it is needed, called paged terrains. Paged terrain is used when the amount of data available is too great to load into memory. Paged databases can have their data stored locally on a computer or can be streamed over a network or the internet. In the previous section of this guide, you have used both kinds of terrains. VR-Village is a local, static terrain. San Luis Obispo is a local streamed terrain. VR-TheWorld Online is streamed over the internet. This section spends some more time with streamed terrain.



You need an internet connection to load *VR-TheWorldOnline.earth*.

1.7.1. Connect to a Terrain Server

1. Choose **File** → **New Terrain**. The loaded terrain is cleared.
2. Choose **Settings** → **Terrain**. The Terrain Settings dialog box opens.
3. Select the Terrain Contents page ([Figure 19](#)).

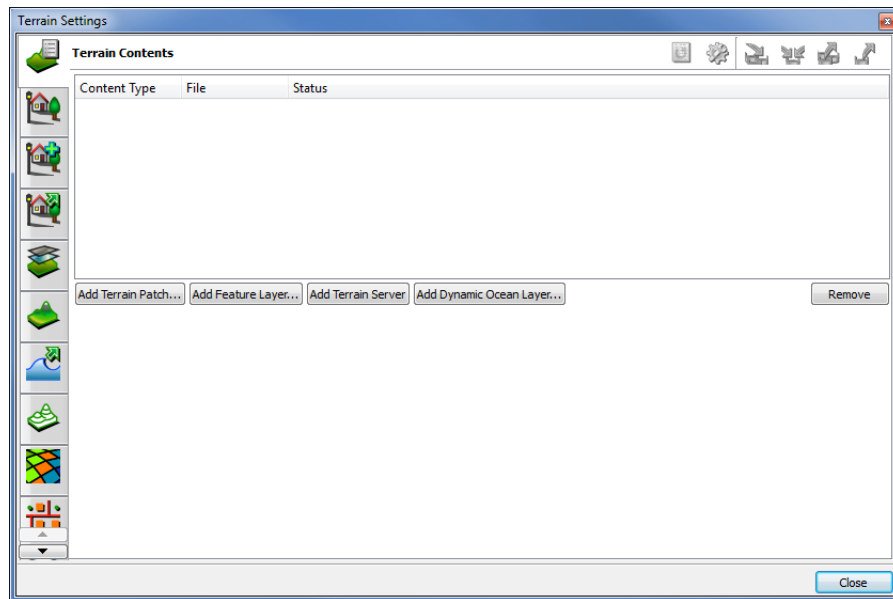


Figure 19. Terrain Contents

4. Click Add Terrain Server. The Add Terrain Server dialog box opens ([Figure 20](#)). The dialog box contains information about the selected terrain server. It is not editable.

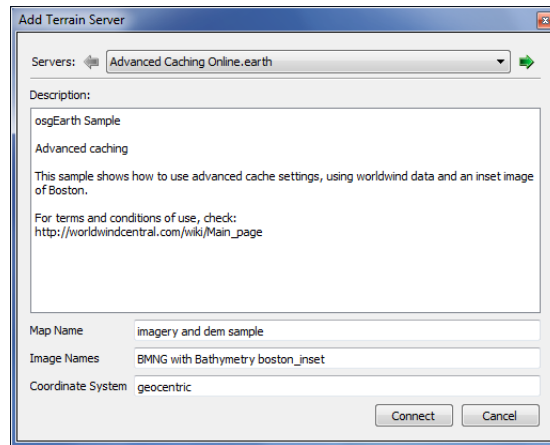


Figure 20. Add Terrain Server

5. Select *VR-TheWorldOnline.earth*¹ from the Servers drop-down list.
6. Click Connect. The whole earth is displayed (Figure 21).



Figure 21. VR-theWorld Online

7. Close the Terrain Settings dialog box.

Navigate the Earth

Use the keyboard and mouse to navigate the display. Zoom in and out. As you zoom in, more detailed terrain is displayed.

1. VR-TheWorld is a terrain server hosted by VT MÄK. If you access a different server, please note its terms of service. Many commercial sites like Google, Yahoo, and ESRI have specific restrictions on commercial use. It is your responsibility to abide by these terms.

1.7.2. View a Combat Scenario

The scenario for this part of the evaluation was made with high fidelity air combat models plugged into VR-Forces, MÄK's computer generated forces product.

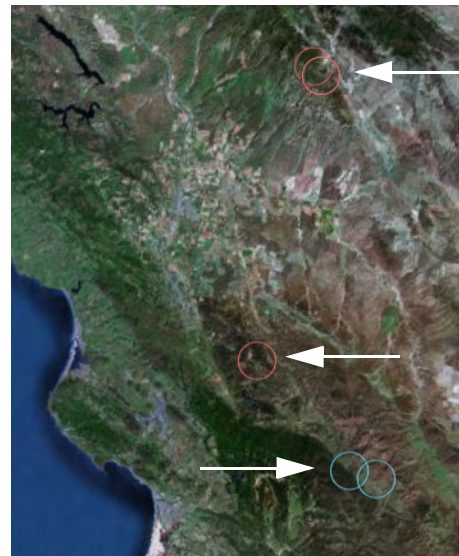
Run the Demonstration File

1. If the Logger is not still running from a previous exercise, start it.
2. Load *IISEC_VPMM_Demo_Final-DIS.lgr*. (It might also be called *IISEC_VPMM_Demo_Final.lgr*.)
3. Play the file.
4. If VR-Vantage is not connected to the DIS network, connect it as described in [“Connect to a Simulation Network,”](#) on page 11. (This recording is a DIS recording.)

View the Scenario

In this scenario, a friendly fighter (GenFLT 1) is escorting a cargo plane (C-130 1). Two opposing force fighters (FtrFW 1 and FTRFW 2) threaten the convoy. The fighters engage and GenFLT 1 shoots down the opposing fighters. Several minutes later, GenFLT 1 launches flairs in response to an attack from a surface-to-air missile battery (SAM 1). In this figure, we have zoomed in from the entire earth, as in the previous figure, to an area above California, USA. Entity labels identify the entities.

(If you do not see the entity labels, enable them as described in [“View Entity Information,”](#) on page 13.)

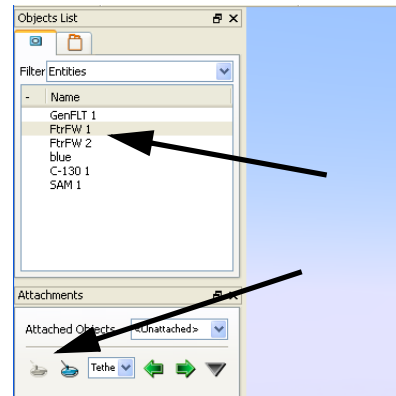


Attach the Observer to an Entity

1. Select an entity in the Objects List Panel, for example, FtrFW1.
2. On the Attachments Panel, click the Attach icon. If the observer does not jump to the entity, press the **Spacebar**.

Change the View Mode

- With the observer still attached to a fighter, select the different attach modes on the Attachments Panel.



For a cockpit view, select Mimic mode. To maintain a specific offset from the entity, use Follow or Tether mode. To watch the entity from a fixed location, use Track mode.

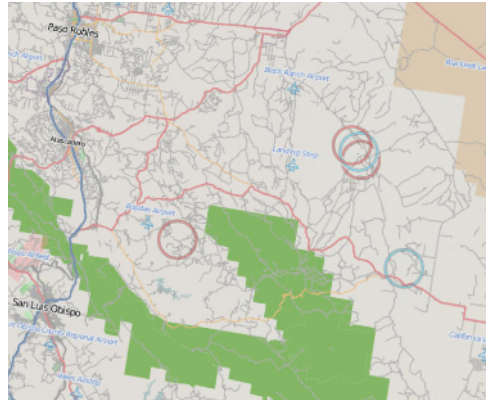
As you view the scenario, use the entity label feature to identify the entities.

1.7.3. Change the Data Stream

You can change the data stream you are using without disconnecting from the simulation.

1. Choose **Settings** → **Terrain**. The Terrain Settings dialog box opens.
2. Select the Terrain Contents page.
3. In the window, select *VR-TheWorldOnline.earth*.
4. Click Remove.
5. Click Add Terrain Server.
6. Select OpenStreetMap Example Online.earth.
7. Click Connect.

The earth will now be covered in map data as it streams in, as shown in the following figure.



When you are finished exploring streaming terrain, stop the Logger.

1.8. Manipulate Objects in the Scene

VR-Vantage lets you add value to terrains, even if you did not originally create them. In this exercise you will replace low fidelity models with high fidelity models. The *VR-Village_NoSpeedTrees.mtf* terrain uses low-fidelity models for trees and other vegetation. We will replace some of these models with SpeedTree models.

1. If the Logger is running, stop it.
2. Choose **File** → **New Terrain** and open *VR-Village_NoSpeedTrees.mtf*.
3. Press **z** to make sure the observer is not attached to any entities.
4. Press **e** until the observer stops at the ground. You will be looking at a portion of VR-Village similar to (Figure 4).
5. Choose **Settings** → **Terrain**. The Terrain Settings dialog box opens. (You might need to pull it to the side to see the terrain.
6. Select the Edit Existing Props page (Figure 22).

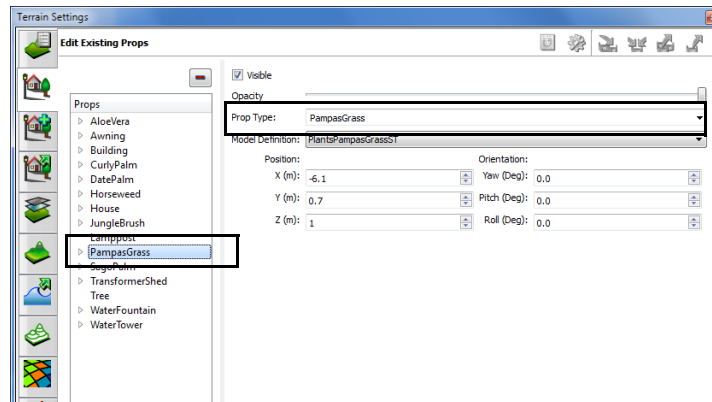


Figure 22. Terrain Settings dialog box, Edit Existing Props page

7. In the Props list, select PampasGrass. Bounding boxes are displayed around the grass objects. You might want to rotate the observer a bit to the left to see more of them.
8. In the Model Definition field, select PlantsPampassGrassST. This replaces the rigid low fidelity model with a SpeedTree model that sways in the breeze. See how much better the grass looks (Figure 23).



Figure 23. SpeedTrees

9. Close the Terrain Settings dialog box.

1.8.1. See Through Walls

You can control the transparency of walls so that you can see inside buildings.

1. In the VR-Village terrain, rotate the observer to view the intersection in the middle of town.
2. Click the building on the corner to select it ([Figure 24](#)).



Figure 24. Building selected

3. Right-click. A pop-up menu is displayed.
4. Choose **Make Transparent**. The walls become approximately 80% transparent.
5. Choose **Settings** → **Terrain**. The Terrain Settings dialog box opens.
6. Select the Edit Existing Props page. Note that the building you selected is highlighted in the Props list. Also note the setting for the Opacity slider.
7. Move the slider to increase or decrease the transparency of the building.
8. Close the Terrain Settings dialog box.

1.9. Save and Load Display Engine Configurations

This tutorial demonstrates how to:

- ♦ Connect VR-Vantage IG to a VR-Vantage Display Engine.
- ♦ Change a display engine configuration.
- ♦ Save display engine configurations.
- ♦ Load display engine configurations in the Display Engine Configuration Editor.
- ♦ Load multiple display engine configurations from the command line.

1.9.1. Connect to a VR-Vantage Display Engine



- ♦ To declutter the screen for the figures, we have closed all of the information panels.
- ♦ This tutorial assumes that you have two computers, one for VR-Vantage IG, and one for the remote display engine.

To create the display engine configurations:

1. On computer 1, start VR-Vantage IG.
2. Load *makland.mtf*.
3. Choose **View** → **Display Engine Configuration Editor Panel**. The Display Engine Configuration Editor opens (Figure 25). It shows one window and one channel for the VR-Vantage IG window on the local computer.

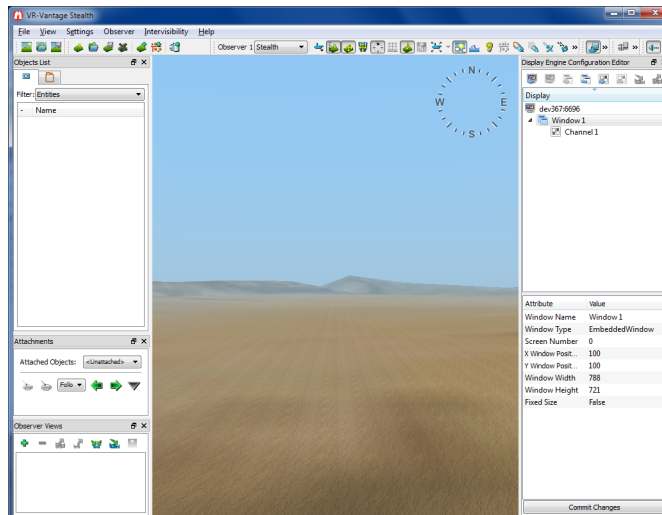


Figure 25. Display Engine Configuration Editor

4. On computer 2, choose **Start → Programs → MAK Technologies → VR-Vantage 2.0.1 → VR-Vantage Display Engine**. A VR-Vantage display engine opens. It does not show a default window.
5. On computer 1, in the Display Engine Configuration Editor, click the Connect a Display Engine icon (🔌). The Connect to Display Engine dialog box opens (Figure 26).

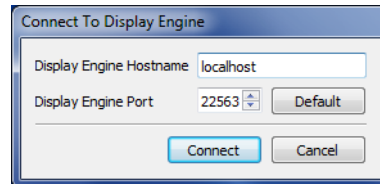


Figure 26. Connect To Display Engine dialog box

6. In the Display Engine Hostname box, replace “localhost” with the name of computer 2.
7. Click Connect. An entry for the display engine is added to the Display Engine Configuration Editor window (Figure 27). The remote display engine now displays the Makland terrain with the same view as VR-Vantage IG.

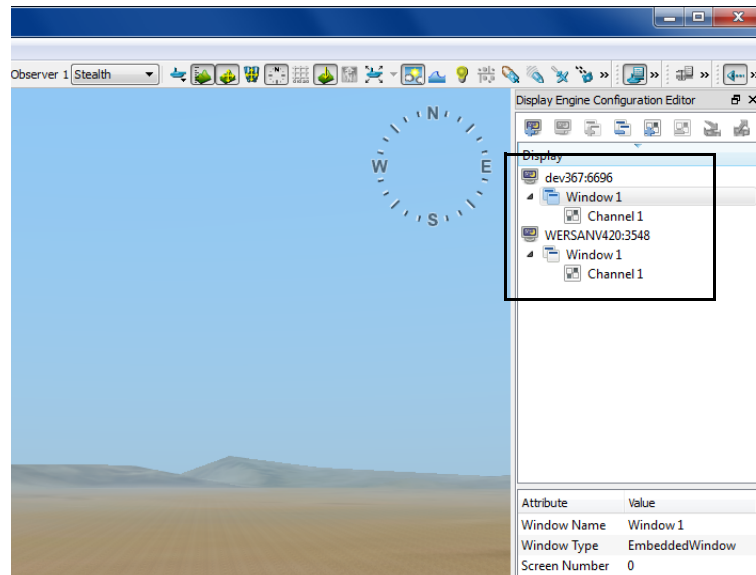
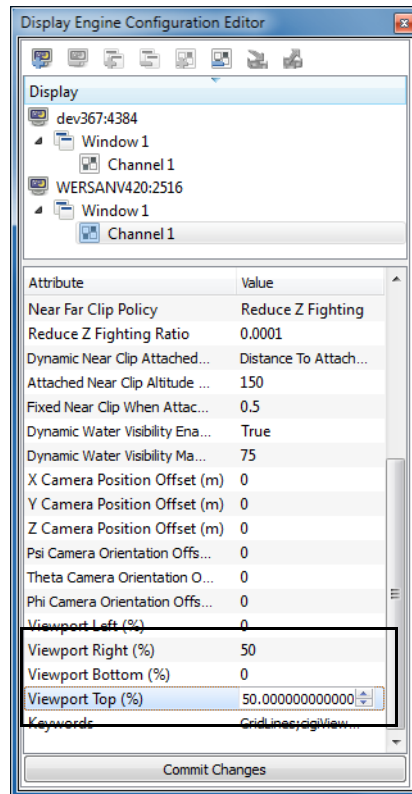


Figure 27. Remote display engine in editor

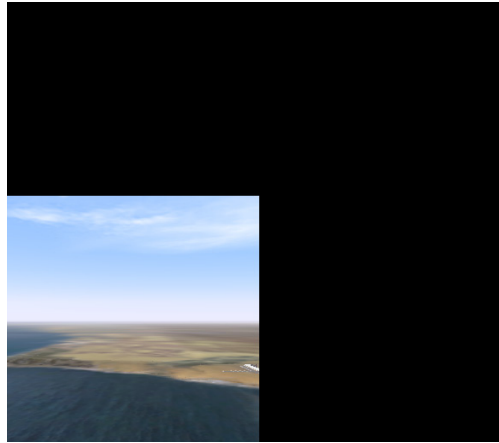
1.9.2. Create and Save Display Engine Configurations

By default, the views in the VR-Vantage IG window and the remote display engine window look exactly the same. So we will change the view in one of them so that when we load the display engine configurations later on, we can tell that each is different.

1. Select Channel 1 of the remote display engine. Its attributes are displayed.
2. Change the value for the Viewport Right and Viewport Top attributes to 50.



3. Click Commit Changes. The view of the terrain is now in the lower left quadrant of the display engine. (The full screen view of the terrain may also be visible until such time as the display engine refreshes. Resize the window to refresh it.)



4. Select the display engine on VR-Vantage IG (in this example, dev367).
5. Click the Save Display Engine Configuration icon (📁). A save dialog box opens.
6. Call this configuration *mainwindow.dcx*.
7. Click Save.
8. Select the display engine on the remote display engine (in this example, WERSANV420).
9. Click the Save Display Configuration icon. A save dialog box opens.
10. Call this configuration *remotedisplay.dcx*.
11. Click Save.

1.9.3. Load Display Engine Configurations in the GUI

We now have two visually distinct display engine configurations. In this part of the tutorial, we simply load them into the two display engines to see that loading a display engine configuration changes the view in the window. This part of the tutorial also demonstrates that display engine configurations are not unique to a particular display engine and are not tied to one either. Any particular configuration can be loaded into any display engine.

1. Select the display engine on VR-Vantage IG.
2. Click the Load Display Engine Configuration icon (). The Load Display Configuration dialog box opens.
3. Select *remotedisplay.dcx*.
4. Click Open. The window on the VR-Vantage IG application now shows the terrain in the lower left quadrant. (You may need to press **Spacebar** to reset the observer.)
5. Reload the *mainwindow.dcx* configuration in the main window.
6. Try loading the two different configurations in the remote display engine.

1.9.4. Load Display Engine Configurations from the Command Line

As you have seen in the previous part of this tutorial, you can load display engine configurations for individual display engines through the GUI. However, you cannot load more than one at a time. If you have a complex set of display engines that you need to configure, loading them one at a time can be tedious. To load multiple display engine configurations, you must start VR-Vantage IG from the command line.

You load multiple display engine configurations from the command line with the `--dispSetting` command line argument and the `-W` or `--withDisplayEngine` command-line argument. The syntax is:

```
vrvApplication.exe --dispSetting masterdisplayConfigFile  
-W port@netAddress;remotedisplayConfigFile1 ....  
port@netAddress;remotedisplayConfigFileN
```

In this tutorial, we use the default port – 22563. The netaddress for the remote display engine is the computer name – WERSANV420. The display engine configuration files are *mainwindow.dcx* and *remotedisplay.dcx*.

So the command line to load the two display engine configurations that we created would be:

```
vrvIG.exe --dispSetting ../appData/settings/vantageIG/mainwindow.dcx  
-W 22563@WERSANV420;../appData/settings/vantageIG/remotedisplay.dcx
```

To load the tutorial configurations from the command line:

1. If VR-Vantage IG is running, shut it down.
2. Open a command window.
3. Change directory to *./bin64*.
4. Enter the command:

```
vrvIG.exe --dispSetting ../appData/settings/vantageIG/mainwindow.dcx  
-W 22563@WERSANV420;../appData/settings/vantageIG/remotedisplay.dcx
```

VR-Vantage IG starts. The display engine configurations are visible in the main window and the remote display engine window.

5. Choose **View** → **Display Engine Configuration Editor**. In the Display Engine Configuration Editor, confirm that VR-Vantage IG is connected to the remote display engine.

1.10. View a Terrain Agility Tutorial

VR-Vantage IG lets you load terrains created in terrain creation applications, such as OpenFlight files. However, you can also create terrains from elevation, feature, and imagery data. To see how:

1. Choose **Programs** → **MÄK Technologies** → **VR-Vantage 2.0.1** → **Documentation** → **VR-Vantage Video Tutorials**. A page opens in your web browser.
2. Click the first link in the list and follow the chain of videos.

1.11. Continue to Explore VR-Vantage IG

Continue to explore VR-Vantage IG. Look at the various settings options on the Settings menu. For more information, please read *VR-Vantage Users Guide* or online help. They provide detailed descriptions of all VR-Vantage IG features.

- To open *VR-Vantage Users Guide*, choose **Programs** → **MÄK Technologies** → **VR-Vantage 2.0.1** → **Documentation** → **VR-Vantage Users Guide**.
- To open online help, choose **Help** → **Help**.

Please contact sales@mak.com for additional assistance or to provide feedback.



2. Installation and Licensing

Your MÄK salesperson has given you a link to the VR-Vantage IG installer as well as links to other MÄK applications and data to support your first user experience. Download the files. Before you install the applications, note the following possible issues:

- ♦ You must have administrator privileges to install VR-Vantage on Windows Vista.
- ♦ When you install VR-Vantage on Windows Vista or Windows 7, there may be a delay of up to several minutes from the time you try to run the setup program to the time that an installation dialog box is displayed. If you experience this problem, turning off User Access Control can reduce or eliminate this delay.
- ♦ These instructions assume you are familiar with installing Windows applications that use a wizard-style installer. They also assume that you have an unzipping application and know how to use it.

2.1. Install VR-Vantage IG and Supporting Applications and Data

Installing VR-Vantage IG is a two-step process.

To install VR-Vantage IG:

1. Run the application installer. On the VR-Vantage Installation Code page (Figure 2-1), click Skip Toolkit Installation.

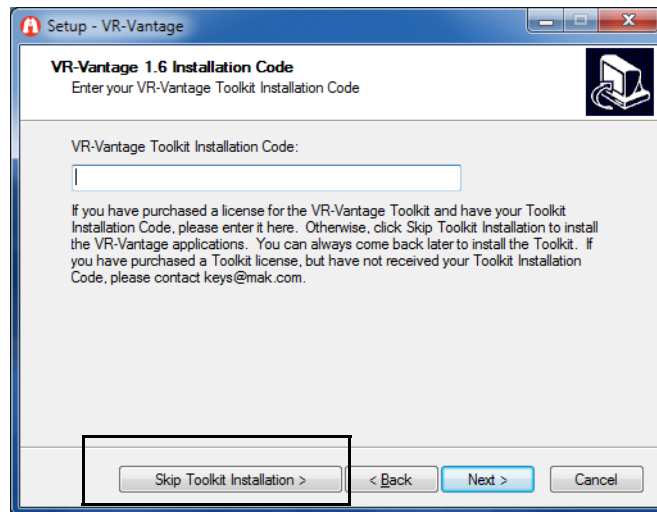


Figure 2-1. Installation wizard

2. Run the data installer.



You must install the data package. It is not optional. VR-Vantage IG will not run properly without it.

If you do not already have the MÄK Data Logger installed, install it as follows:

- Run the MÄK Data Logger installer. Accept all of the default settings.

If you installed MÄK Data Logger 5.0 or later, you do not have to extract the *IISEC_VPMM_Demo_Final.lgr* recording. It is included in the Logger installer. If you have a previous version of the Logger, extract *IISEC_VPMM_Demo_Final.lgr* as follows:

- Extract *IISEC_VPMM_Demo_Final.lgr* from *IISEC_VPMM_Demo_Final.zip* to *C:/MAK/Loggerx.x/logger_tapes*.

2.2. Setting Up the License Manager

To use a MÄK product, you must install the MÄK License Manager and get a license for your product. Before you can use a MÄK product, you must obtain a valid license file and specify the license server.

➤ To install the MÄK License Manager, run the installer.

The general procedure for configuring license management is as follows:

1. Identify the name and ID of the license server and request a license file.
2. Put the license file in the *MAK/MAKLicenseManager* directory on the license server.
3. Run the license server.
4. Specify the license server location.

2.2.1. Identify the Host ID and License Server Name

For simplicity, use the computer on which you installed VR-Vantage IG as the license server. To find out the host ID and license server name:

1. On the Start menu, choose **Programs** → **MAK Technologies** → **MAK License Manager** → **MAK License Manager**. The MÄK License Manager utility opens (Figure 2-2).

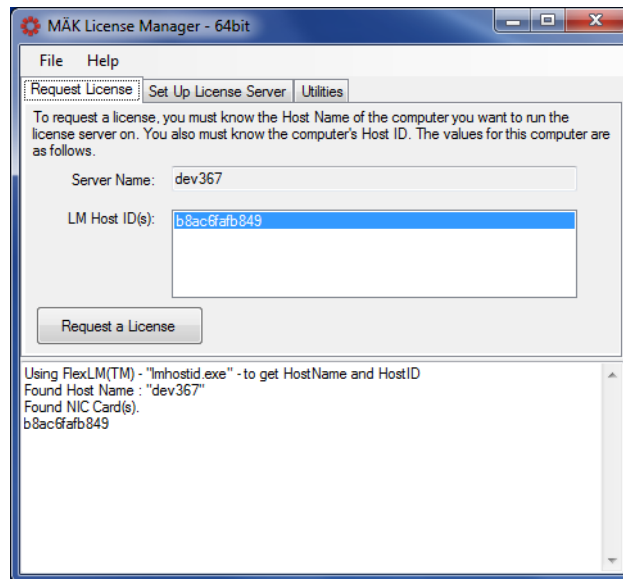


Figure 2-2. License Manager

2. Select the Request License tab. It displays the server name and the IDs for your network cards.

3. If you have more than one network card, select the one that you want to use as Host ID.
4. Send the host ID and hostname to your MÄK salesperson. MÄK will e-mail you a license file.

2.2.2. Put the License File in the *MAKLicenseManager* Directory

When you receive your license file, put it in the *MAKLicenseManager* directory on the license server. The file should have the extension *.lic*. If it does not, please contact keys@mak.com to clarify why it did not follow this convention.

2.2.3. Run the License Server

- To start the license server daemon, on the server machine only, execute `runLm` from the *MAKLicenseManager* directory.

Shutting Down the License Server

- To force all applications to check in their licenses and shut down the license server daemon, run `lmdown`.

2.2.4. Specify the License Server

The first time you run a MAK application on a computer, the License Setup dialog box opens (Figure 2-3). It prompts you to enter the hostname of the license server and optionally, a port number.

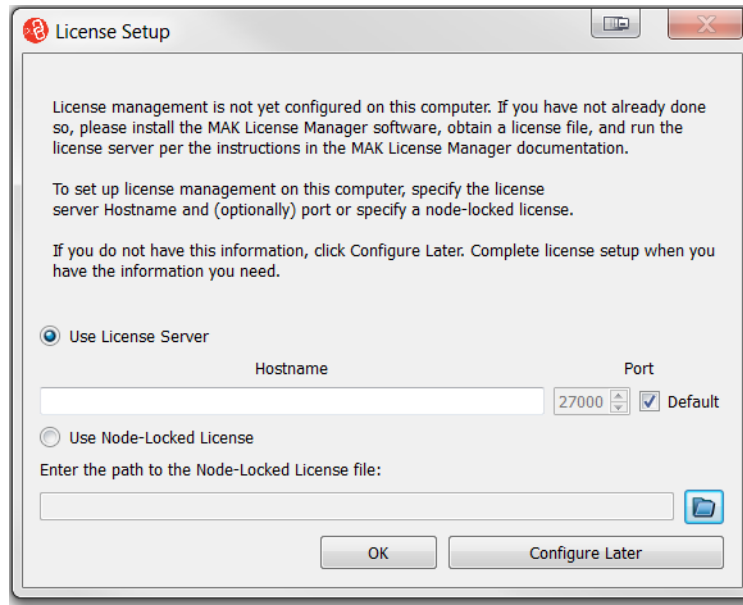


Figure 2-3. License Setup dialog box

1. Type the hostname in the Hostname box.
2. Click Add License Server. The application will start.

