



MÄK Stealth 5.3.1 Release Notes

This document provides the following release-specific information for MÄK Stealth 5.3.1:

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Systems Supported and System Requirements

This section describes platform support and system requirements for the MÄK Stealth. For the most up-to-date information about systems supported, see the Product Versions page on the MÄK web site at: http://www.mak.com/product_version.htm.

The Stealth is available for the following operating systems:

- ♦ Microsoft Windows XP and 2000
- ♦ Red Hat Linux 8.0 running on Intel-compatible PCs.

Stealth for Windows

The Stealth for Windows requires the following:

- ♦ A Pentium-class PC (or higher) with minimum 1GHz processor
- ♦ An OpenGL 1.2-compliant graphics card.
- ♦ Windows 2000 SP2, Windows XP, or Red Hat Linux 8.0.
- ♦ 860 MB of disk space.
- ♦ 256 MB of RAM, 512 MB if you plan to use the complete dismounted infantry models.

Compiler Compatibility on Windows

MÄK provides versions of product releases that have been compiled with Microsoft Visual C++ 6.0 and 7.1. When you run MÄK products together, for example, the Stealth and the Stealth, we strongly recommend that you run versions compiled with the same compiler. Mixing products compiled with different versions of the compiler can result in program instability.

Requirements for Creating Plug-Ins or Use the Stealth Control Toolkit

To create a Stealth plug-in or use the Stealth Control Toolkit, you must install VR-Link 3.9.3 for Windows or Linux. See the *VR-Link Release Notes* for compiler requirements for your operating system.

Vega Prime Compatibility

Stealth 5.3.1 was built with Vega Prime 1.2.2.

3D Video Boards Supported

In general, Stealth 5.3.1 should support any board that claims to support OpenGL 1.2. The Stealth has been tested with NVidia GeForce graphics cards.

Java Support for the Model Mapper

The Model Mapper is a Java application. To use it, you must install Java 1.4.1 or later.

Network Compatibility

HLA only

Stealth 5.3.1 was built against VR-Link 3.9.3 and is compliant with:

- ♦ RPR-FOM 1.0 and a subset of 2.0 (draft 6, 14, and 17)
- ♦ MÄK RTI 2.3.x
- ♦ DMSO RTI NG v6.

Stealth 5.3.1 is compatible with applications that use earlier versions of VR-Link if they support versions of the RPR FOM listed above.

DIS only

Stealth 5.3.1 supports DIS 2.0.4, IEEE 1278.1, 2.1.4, and IEEE 1278.1a, and can therefore interoperate with DIS applications of any of these versions.

FOM Support

Stealth 5.3.1 has built-in support for versions 0.5, 0.7, 0.8, 1.0, and 2.0, drafts 6, 14, and 17, of the RPR FOM. It also supports VR-Link's ability to support alternative FOMs through the FOM Mapper. By default, Stealth 5.3.1 uses RPR FOM 1.0.

The keywords for specifying different versions of the RPR FOM with the `-f` startup option are:

- ♦ RPR FOM 0.5: `v1RPR05`
- ♦ RPR FOM 0.7: `v1RPR07`
- ♦ RPR FOM 0.8: `v1RPR08`
- ♦ RPR FOM 1.0: `v1RPR10`
- ♦ RPR FOM 2.0 draft 6: `v1RPR20006`
- ♦ RPR FOM 2.0 draft 14: `v1RPR20014`
- ♦ RPR FOM 2.0 draft 17: `v1RPR20017`.

For information about FOM mapping and specifying the FOM version to use, see *MÄK Stealth User's Guide*.

New Features and Product Updates

Stealth 5.3.1 is primarily a bug-fix release. Please see *Stealth 5.3 Release Notes* for a complete list of new features if Stealth 5.3. This release includes a new demonstration file that displays Stealth and StealthXR features. View control messages have been added for the following:

- ♦ Toggle clouds
- ♦ Toggle Sky Dome
- ♦ Exit stealth
- ♦ Toggle XR mode
- ♦ Toggle HAT lines
- ♦ Change current model set
- ♦ Change current texture (XR only; MAP files only)
- ♦ Terrain scale
- ♦ Object scale.

Fixed Bugs

This release fixes the following bugs or restrictions that were present in Stealth 5.2:

- ♦ Right click selection of entities now works correctly.
- ♦ The Saved Views toolbar now works correctly.
- ♦ Line display problems in transparent volumes have been fixed.
- ♦ Stealth 5.3 incorrectly checked out a terrain license when loading non-FLT databases.
- ♦ Problems with ground clamping have been fixed.
- ♦ Qt Assistant now works on Linux.
- ♦ The scrollbar on the toolbar now resizes correctly.
- ♦ The MTL parameter for object scale now works correctly.

Known Problems and Product Restrictions

- ♦ If you have sound enabled and your PC does not have a sound card, the Stealth may crash. Under some circumstances, even with a sound card, enabling sound may cause instability.
- ♦ Tracked billboard models sometimes do not load.
- ♦ Undocking a window from an undocked window freezes the Stealth.
- ♦ Inset views must be disabled to load LADBM. If the Stealth detects a MetaFlight database in its ACF file, it disables inset windows for entities.
- ♦ The option to only smooth attached entities does not work.
- ♦ If you try to use *vaportrail.flt* or *dusttrail.flt*, they do not rotate properly. Entity trails configured in the ACF file work correctly.
- ♦ If you use a Blueberry 3D database, the Stealth crashes on exit.
- ♦ The Model Mapper does not support rotation and scale.
- ♦ You cannot select an emitter system from the 3D view.
- ♦ Clouds and the sky dome are not supported in geocentric mode.
- ♦ Sound is not supported on Linux.
- ♦ You cannot load OpenFlight files directly on Linux. You must load them through an MTL file.
- ♦ In the Plug-in API, RotOffset() is not supported in *DtModel*.
- ♦ If saved views become invalid, no errors are reported. Saved views may become invalid if the view's attached entities do not exist.
- ♦ Terrain may disappear when selecting a preset view. There are two possible causes for this problem: either the terrain's lowest LOD has no geometry or the terrain does not fit in the current viewing frustum. To work around the problem, try setting the LOD scale to something small (for example, 0.1) and try increasing the far clipping plane. Clouds and fog effects may hide the terrain when zoomed far out.
- ♦ Game controllers, such as joysticks, are not supported on Linux.

