



# ***MÄK Stealth 6.0.1 Release Notes***

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This document provides the following release-specific information for MÄK Stealth 6.0.1:

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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/support/productversions.php>.

The Stealth is available for the following operating systems:

Table 1-1: Platforms supported

| Operating System                       | Compiler                 | glibc |
|----------------------------------------|--------------------------|-------|
| Red Hat Enterprise Linux Workstation 3 | GNU C++ (GCC) 3.2.3      | 2.3.2 |
| Red Hat Enterprise Linux Workstation 4 | GNU C++ (GCC) 3.4.4      | 2.3.4 |
| Windows 2000 SP2, XP                   | Microsoft Visual C++ 7.1 |       |

### **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.
- ♦ 1 GB of disk space.
- ♦ 512 MB of RAM; up to 2 GB is desirable depending on the size of the terrain database and the number of models to be loaded.

### **Compiler Compatibility on Windows**

The HLA versions of the Stealth must run with an RTI compiled with Visual C++ 7.1.

### **Requirements for Creating Plug-Ins Using the Stealth Control Toolkit**

To create a Stealth plug-in or use the Stealth Control Toolkit, you must install VR-Link 3.9.6 for Visual C++ 7.1. See the *VR-Link Release Notes* for compiler requirements for your operating system.

### **Vega Prime Compatibility**

Stealth 6.0.1 was built with Vega Prime 2.0.3.

### **3D Video Boards Supported**

In general, Stealth 6.0.1 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 6.0.1 was built against VR-Link 3.9.6 and is compliant with:

- ♦ RPR-FOM 1.0 and a subset of 2.0 (draft 6, 14, and 17)
- ♦ MÄK RTI 3.0.

### *DIS only*

Stealth 6.0.1 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 6.0.1 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 6.0.1 uses RPR FOM 1.0.

If you want to use the Stealth with VR-Forces 3.9 or later and RPR FOM version 2, draft 17, use the *VR-Link20017-1.fed* file.

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

## MÄK Terrain Database Tool Support

The Stealth includes the MÄK Terrain Database Tool (TDB Tool), a utility that you can use to convert various database formats to MÄK Terrain Format (GDB) for loading in the Stealth. The Stealth does not support the following features in the TDB Tool:

- ♦ Feature or vector support (DFAD/DFD/Shape).
- ♦ Multiresolution paper maps or tiled paper maps. (Only single images can be displayed).
- ♦ GDB soil types and polygon colors are ignored.
- ♦ Extent MAP files.
- ♦ Qt images files from MAP files.
- ♦ RpfPaperMapRecord records.
- ♦ Geodetic or geocentric GDB databases.

## ***New Features and Product Updates***

Stealth 6.0.1 is a maintenance release. It was built with Vega Prime 2.0.3. It supports DI-Guy 7.0.11. There are no new features.

## ***Fixed Bugs***

This release fixes the following bugs or restrictions that were present in Stealth 6.0.1:

- Launching Stealth HLA 1516 RPR FOM 2.0d17 from the Windows start menu now loads *VR-Link20017-1.xml* instead of *VR-Link20017-1.fed*.
- As a result of the upgrade to Vega Prime 2.0.3, multitextures now work correctly and BMP textures are supported.
- The Stealth now warns you if you try to save a file, such as a saved views file, to an existing file name.
- The Stealth no longer draws information labels when the cursor is not in the 3D view.
- Emitters and aggregate enclosures are now displayed at the proper size when you switch from XR mode to standard mode. Previously, they were too large.
- The related topics links in the Model Mapper online help now work correctly.
- Lambert Conical Conformal terrains are now loaded correctly.
- MSVC++ libraries were missing from the */tools* directory.
- You can now translate single-key keyboard accelerators.
- Hazard clouds now have the correct color.
- The Linux version of the Stealth can now read CTDB c7b databases.
- The *-1* command-line option works.
- Saved views now load from the command line.
- Cargo helicopters now map to the correct model.
- Missiles should no longer appear to fly past their corresponding detonations. This can occur when a detonation interaction is received before the final PDU for the missile that caused it. The Stealth was updated to hide a missile when its corresponding detonation is received so that the display appears more realistic.
- Emitter beams no longer disappear when a new terrain is loaded.
- UTM orientation now correctly accounts for UTM angle of declination.
- 3D draw control objects are no longer displayed with incorrect orientations.

## 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.
- ♦ By default, the Stealth loads terrains in a separate thread (asynchronous loading.) Sometimes, this load fails, even though the terrain paths are correct. To work around this problem, load terrains synchronously. Add the following line to the terrain's configuration file:  

```
(setq loadAsynchronous 0)
```

Synchronous loading is often faster than asynchronous loading. However, during synchronous loading, the Stealth interface freezes until the terrain finishes loading.
- ♦ Tracked billboard models sometimes do not load.
- ♦ 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.
- ♦ If you try to use *vaportrail.flt* or *dusttrail.flt*, they do not rotate properly. Entity trails configured in the ACF file work correctly.
- ♦ You cannot select an emitter system from the 3D view.
- ♦ Sound is not supported on Linux.
- ♦ BMP textures in MAP files are not supported.
- ♦ You cannot load OpenFlight files directly on Linux. You must load them through ACF, MAP, or MTL files.
- ♦ 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.
- ♦ Stealth licensing does not work in some cases. When running Stealth it is possible to encounter an error regarding a missing vsg\_rtl license. This error occurs when Stealth is installed as one user, but run as another user having different file permissions (for example, users belonging to different domains or having insufficient file privileges will not be able to run).
- ♦ Stealth crashes on close when using vpDiGuy with an invalid DI-Guy license.
- ♦ DI-Guy characters do not display color correctly for selection and XR mode. Selecting one DI-Guy character will color all DI-Guy characters having the same model. In XR mode, if the same model is used to represent friendly, opposing, or neutral entities, all entities will share the same color.

- ♦ With delayed model loading on, models may not always be visible in inset views.
- ♦ Stealth cannot load MAP files with tiled image sets.
- ♦ Stealth cannot load PNG images as part of a MAP file.
- ♦ In XR mode, the time of day may switch to night when loading a terrain. The time of day can be reset from the preferences dialog (under environment).