



B-HAVE Module 1.5 Release Notes

This release note contains the following release-specific information for B-HAVE Module Release 1.5 for VR-Forces 4.0:

Systems Supported.....	2
MÄK Product Compatibility.....	2
FLEXIm Support.....	2
New Features and Updates.....	2
Documentation Updates.....	2
Known Problems.....	3

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Systems Supported

B-HAVE Module 1.5 for VR-Forces 4.0 is available for Windows XP, Vista, and Windows 7 MSVC++ 8.0. Other platforms will become available as VR-Forces is released on them.

For complete system requirements, please see *VR-Forces 4.0 Release Notes*.

MÄK Product Compatibility

The B-HAVE Module is compatible only with the version of VR-Forces for which it was built. It has the same compatibility with simulation protocols and versions and third party libraries as the version of VR-Forces for which it was built.

FLEXIm Support

The B-HAVE Module uses FLEXIm 11.8. You must obtain and install a license file for the B-HAVE Module in addition to your VR-Forces license file.

New Features and Updates

The B-HAVE Module 1.5 has been updated to support VR-Forces 4.0. It now supports geocentric terrains.

Documentation Updates

B-HAVE Module for VR-Forces Users Guide has been updated for this release.

The list of example scenarios in Section 4.6, “[Example Scenarios](#)”, in *B-HAVE Module for VR-Forces Users Guide*, includes a scenario called Rescue Convoy. This scenario is not included with the B-HAVE Module.

Known Problems

B-HAVE Module Release 1.5 has the following known problems:

- ♦ B-Have overwrites some configuration files on installation. When B-Have is uninstalled, those files are not restored. Thus some features will not work. If you uninstall B-HAVE, you will have to reinstall VR-Forces to restore full functionality.
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- ♦ When the TDB Tool saves a geocentric terrain, it converts it to a geodetic terrain. B-HAVE does not support geodetic terrains. In order to use the PathData in a geocentric terrain that has been converted to geodetic, you must convert the geodetic terrain back to geocentric. To convert the terrain, you must run the TDB Tool from the command line with the `-g` argument.
- ♦ PathData cannot be generated on geodetic terrain databases, so most functions of the B-HAVE Module will not work on these databases.
- ♦ Civilian lifeforms are not configured by default to spot other civilians, only armed entities. This is done for performance reasons, but can be changed in the OPE files. Edit the visual-sensor detection-types parameter to change what types of entities are spotted.
- ♦ The AIEntitySetSpeed() Lua function and the VR-Forces Set Ordered Speed command set the same parameter of an entity, so Lua scripts that call AIEntitySetSpeed() every tick will override any ordered speed set from the GUI or plan.
- ♦ Lua scripts over a particular length cannot be edited through the VR-Forces GUI. If you have a problem editing a script through the GUI, you can open it directly in a text editor.
- ♦ Obstacles will sometimes be ignored if their perimeter is too big.
- ♦ Using the default dead-reckoning thresholds, vehicles in traffic appear to move too much when stopping or starting. To reduce this effect, you can adjust the Performance/Quality setting in the Performance Options dialog box.
- ♦ Vehicle traffic entities driving on roads do not drive correctly when the road network has intersections that are too close together. Too many vehicle traffic entities in too small of an area can cause the traffic to become locked, and entities to stop moving.
- ♦ The AISetDrawPathData Lua function is not supported for this release.

