

Release notes - VR-Engage - VRE-2.1.1a

Defect

[VRE-3598](#) GTK Boxer APC has no ammo

[VRE-3628](#) Sim. engine crash updating dynamic terrain object while paused

[VRE-3638](#) Repositioning Vortex entities too far on paged terrains fails

[VRE-3639](#) Unable to collide with non-Vortex entities

[VRE-3640](#) VR-Engage sim engine crashes upon joining a session in HLA

Feature

[VRE-3636](#) Make BMP3 engageable in driver role

[VRE-3641](#) Make Vortex parameters available for configuration in movement systems

[VRE-3642](#) Add support for VR driver role

[VRE-3643](#) Improve ground vehicle driving behaviors and appearance

[VRE-3646](#) Exclude Ground Driving Demo scenario from release, create overlay installer for it instead

Release notes - VR-Engage - VRE-2.1.1b

Defect

[VRE-3626](#) VR-Engage's sim. engine does not have ability to create ownership entity

Release notes - VR-Engage - VRE-2.1.1c

Moving up on VR-Force 5.1.1d

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Moving up on VR-Force 5.1.1e

Release notes - VR-Engage - VRE-2.1.1e

Moving up on VR-Force 5.1.1g

Release notes - VR-Engage - VRE-2.1.1f

Moving up on VR-Force 5.1.1i

Release notes - VR-Engage - VRE-2.1.1g

Moving up on VR-Force 5.1.1j

Defect

[VRE-4219](#) VR-Engage front-end crashes on startup

Release notes - VR-Engage - VRE-2.1.1h

Moving up on VR-Forces 5.1.1o.