

VR-Engage 2.2 Supplemental Release Notes

VRE-2.2a

- VRE-4382 Tracked Vehicles do not respect destroyed state
- VRE-4359 No link to User's Guide in the Help menu
- VRE-4358 T-72 MBT is missing weapon cycle option in menu
- VRE-4357 HUD elements for the 25mm gun sysdef have the enumeration instead of the weapon name
- VRE-4355 Soldier cannot fire gun after selecting Javelin
- VRE-4340 Move input sticks after restore
- VRE-4325 Front Right Wheel not Moving on BTR 90 and BTR 82A
- VRE-4324 Add Engage OPFOR vehicles and lifeforms
- VRE-4323 VRE Radio config is out of date and doesn't have duplex selected by default
- VRE-4319 Javelin Tripod does not use fire and forget logic
- VRE-4314 Developers documentation corrections
- VRE-4312 Wrong compiler version reported in About Box
- VRE-1751 VRE Manager panel improvements -- avoid assignment conflicts

VRE-2.2b

- VRE-4394 Sim plugin libraries are not being packaged
- VRE-4391 Initializing the backend plugin more than once crashes sim
- VRE-4390 Deployable machine gun intermittently fails to fire
- VRE-4387 Toggling the Spectator flag in VR-Engage Manager does not always allow the user to submit the changes
- VRE-4374 Spike HUD/Behavior updates