

Release notes - VR-Forces - VRF-5.1.1-a

Defect

[VRF-8851](#) DtWeatherStateProvider :: lineQueryPrecipitationState() returns incorrect result

[VRF-8916](#) Copying a Create Object plan statement can cause duplicate object UUID

[VRF-8937](#) vrfGui log file always put into bin64 directory

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Defect

[VRF-8903](#) Contact list is persistent during rewind in the GUI

[VRF-8949](#) Changing unhosted components to hosted components does not reset the internal state data pointer

[VRF-8966](#) Cruise missile destroyed due to an invalid terrain intersection

[VRF-8968](#) Tasking a mechanized platoon to Move Along Route fails unless the scenario is saved and rewound

[VRF-8974](#) Planes sometimes think they should take off when following a route and the terrain isn't fully loaded

[VRF-8976](#) Cruise missile destroyed due to an invalid collision with another entity

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Defect

[VRF-8988](#) Global Dynamic Terrain processor check box in GUI does not reflect the sim. engine

[VRF-8999](#) Global environment object still created when disabled

[VRF-9004](#) Crash when setting modulation parameters to be blank and then setting to some other value

[VRF-9006](#) Log file gets created in bin64 folder

[VRF-9058](#) Detaching tactical graphics eventually stops working

Feature

[VRF-9014](#) Option to show 3D models even when ground truth is hidden by Spot Report settings

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Defect

[VRF-9028](#) Ballistic missile changes position immediately after creation

[VRF-9072](#) VRF GUI: thermoclines dialog behaves incorrectly

[VRF-9141](#) DtRadioTransmitterRemoteNetInterface::updateComponent() crash because radioTransmitterStateComponent is null

[VRF-9166](#) Changing active sonar mode with 2+ beams to mode with 1 beam causes crash

[VRF-9175](#) In rare cases terrain interface call trianglesInArea() can generate triangles with NAN vertex values

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Defect

[VRF-9253](#) Crash with multiple remote objects with same Entity ID

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[VRF-9775](#) Continue To flag is not working in the rotary wing versions of Move To tasks

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Defect

[VRF-8892](#) Overlay layer toggle does not work for the first few clicks in some cases

[VRF-9104](#) VR-Forces sim engine can sleep too long and cause frame overruns on Windows

[VRF-9913](#) GUI (5.1.1): DtFilteredSubordinatesListView is not populating properly

[VRF-9914](#) SIM: tweak mount scripts for platoon, squad, team, hq based on 5.2

[VRF-10058](#) Plan cannot be removed from a sync matrix

[VRF-10073](#) Blocked waiting for terrain to load...10.1406 seconds. message

[VRF-10153](#) SOE crashes after creating a new unit and trying to set a formation

[VRF-10167](#) DtOutputStream::operator () crashes if output exceeds static buffer size

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Defect

[VRF-10257](#) not able to do vrf:sendSetData with parameter of type double map

[VRF-10276](#) Object List panel gumballs sometimes don't update when Combat Effectiveness changes

[VRF-10289](#) Set current speed for ships is not taking place

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Defect

[VRF-10374](#) GUI crash opening IFF info page when Mode S cannot be found

[VRF-10375](#) Emitter system state not cleaned up in GUI when destroyed

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Defect

[VRF-10394](#) CLONE - VR-Engage front-end crashes on startup

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Defect

[VRF-10430](#) Vrfsim crash during runtime when on heavy load

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Defect

[VRF-10458](#) MAK Radio transmitter does not publish Stream Tag

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Defect

[VRF-10476](#) Bounding volumes can be set with a 0 dimension causing assert on Linux

Release notes - VR-Forces - VRF-5.1.1-n

Defect

[VRF-10500](#) Navdata from a CDB is missing buildings

[VRF-10529](#) vrfSim crashes on Linux when using Lua scripts (intermittently)