

VR-Forces - VRF-5.2-a

Defects

- [VRF-10333](#) Resources don't save out if inheriting from a parent
- [VRF-10344](#) Elevation isn't correct where roads are flattened

VR-Forces - VRF-5.2-b

Defects

- [VRF-9600](#) Copy and paste character doesn't copy unit patches
- [VRF-10302](#) databaseConnection example cannot create MySQL database with default name
- [VRF-10304](#) SMS checksums missing in 5.2
- [VRF-10337](#) Soldier's name tag not displayed correctly in late-joining front-end, or upon loading scenario
- [VRF-10342](#) Spot Reports and TDL Tracks do not seem to be removed
- [VRF-10345](#) TDL/Spot Report information dialog is not show extended dictionary data
- [VRF-10347](#) Scenario Load balancing scheme API value are the same as rollbackscenario causing problem when loading a new terrain
- [VRF-10348](#) Default SQL database name for client examples does not match VRF
- [VRF-10350](#) Road driving vehicles can follow too close behind another vehicle
- [VRF-10367](#) Sim engine hangs in creating subordinate offset route for maneuver along task
- [VRF-10370](#) Moving the mouse over the "Embedded Entities" entry in context menu makes the other menu options appear unresponsive still occurring

VR-Forces - VRF-5.2-c

Defects

- [VRF-10383](#) DiGuy mapping file is not read correctly in included SMS
- [VRF-10386](#) Humans given multiple move-along-route tasks can become stuck at route verticies
- [VRF-10397](#) DtVrlinkCommandInteractionTranslator does not unregister from interaction callbacks
- [VRF-10400](#) If DtPageCollection's default settings values get written out to disk, crash can occur next run

- [VRF-10401](#) VRF sim crashing reading cdb zip model images

VR-Forces - VRF-5.2-d

Defects

- [VRF-10341](#) "Close all sim engines" option when closing GUI does not close the SIM Engines
- [VRF-10372](#) Time Management Mode Breaks Aggregate Structure
- [VRF-10373](#) Aggregates can try and publish subordinates with null global id
- [VRF-10415](#) Crash related to spot reports expiring
- [VRF-10421](#) Warning icons on map are not suppressed for entities hidden by fog of war

VR-Forces - VRF-5.2-e

Defects

- [VRF-10417](#) Lua getContactInfo() keeps returning old contact information
- [VRF-10430](#) Vrfsim crash during runtime when on heavy load
- [VRF-10447](#) Add ability to cut roads out of water features for path planning & obstacle avoidance
- [VRF-10448](#) Dynamic tag volumes should have altitude constraints
- [VRF-10449](#) Regenerated sectors have smaller dimensions than they originally had

VR-Forces - VRF-5.2-f

Defects

- [VRF-10244](#) Ground vehicles drive through stationary vehicles
- [VRF-10458](#) MAK Radio transmitter does not publish Stream Tag
- [VRF-10465](#) Obstacles added in scenarios do not have sufficient altitude ranges
- [VRF-10466](#) S57 path planning crashes on run
- [VRF-10469](#) Net address in VRF Launcher DIS does get changed on start up if saved address is not a valid address anymore
- [VRF-10476](#) Bounding volumes can be set with a 0 dimension causing assert on Linux
- [VRF-10477](#) DtSimResource update callbacks are not invoked when deplete() call is made on resource

VR-Forces - VRF-5.2-g

Defects

- [VRF-10507](#) Crash in osgEarth

VR-Forces - VRF-5.2-h

Defects

- [VRF-10500](#) Navdata from a CDB is missing buildings
- [VRF-10516](#) Dynamic terrain damage range calculation incorrect for coefficient-based detonation powers
- [VRF-10529](#) vrfSim crashes on Linux when using Lua scripts (intermittently)
- [VRF-10540](#) Checkpoint sometimes fails with "WARNING: file name is empty"

VR-Forces - VRF-5.2-i

Defects

- [VRF-10440](#) vrfGui ignores --fomModules and does not behave consistent with vrfSim when given the same command line arguments
- [VRF-10513](#) GUI is adding in FOM modules not present in the VRL connection file
- [VRF-10561](#) Entities using Handheld-UAV movement sysdef do not consume fuel.
- [VRF-10562](#) Difficulty in differentiating resource types