

# VR-Vantage - Supplemental Release Notes

## VRV-3.1.1a

### Defects

- [VRV-5897](#) Changing the Current Time while in a SensorFX view may cause the screen to flicker repeatedly
- [VRV-5984](#) SensorFX: Multiple channels configured with different SensorFX sensors do not display correctly
- [VRV-6004](#) SensorFX: VREngage Display anomaly in Chose Role after selecting an entity
- [VRV-6021](#) Attempting to launch VRV with SensorFX on Linux crashes on load
- [VRV-6036](#) Enabling "Omit Overlays - 32bit floating point" on a video stream causes the image to take on a greenish-yellow tint
- [VRV-6038](#) Reconnecting an RDE causes a crash
- [VRV-6039](#) Disconnecting an RDE can sometimes crash with overlay widgets present
- [VRV-6042](#) Improved Mixed Reality mask anchoring
- [VRV-6054](#) SigSim / SenSim boost mismatch
- [VRV-6059](#) SpeedTrees are missing from Ala Moana inset when using SensorFX on Linux
- [VRV-6060](#) Crash on reload when using SensorFX on Linux
- [VRV-6061](#) Software Patch letters are not being set in the About Box

## VRV-3.1.1b

### Defects

- [VRV-5399](#) Bushes and trees are not affected by shadows when viewed at a distance
- [VRV-5958](#) Crash when closing map - BiomeLayer tracker token
- [VRV-5981](#) exampleSymbolFacade broken
- [VRV-6025](#) Add command-line argument to turn off GL buffer tracking
- [VRV-6026](#) Add shared locks to DtReadFileCallback
- [VRV-6027](#) Use shared locks in indirect containers so that reads do not block other reads
- [VRV-6029](#) Stop CDB from adding indirect models in the main thread because it causes stalls
- [VRV-6051](#) Range line heading does not respect Application/Heading display unit setting on creation
- [VRV-6052](#) Occasionally a crash occurs when zooming into or moving through CDB terrain
- [VRV-6055](#) Provide a way to completely remove the performance penalty for user input, such as keyboard/mouse events
- [VRV-6056](#) Use shared locks when looking up singleton instances rooted in the DtDe
- [VRV-6076](#) Starting in SFX sensor while loading terrain from command line can result in some sensorized objects not being rendered properly

## Features

- [VRV-6028](#) Load highest LOD GS Models for CDB terrains first
- [VRV-6141](#) Add per frame time budgets for indirect operations

## VRV-3.1.1c

### Defects

- [VRV-5900](#) DI-Guy characters are not appearing in SensorFX modes unless the observer is extremely close to the entity
- [VRV-6078](#) Splash screen is pixelated on high dpi screens
- [VRV-6091](#) Missing GS models on CDB terrains
- [VRV-6093](#) Video Stream metadata Velocity value warning causes performance issue.

## VRV-3.1.1d

### Defects

- [VRV-5314](#) Frame drops in VRV - caused by a suspicious boost mutex
- [VRV-5997](#) DtIndirectSwitchManager::updateSwitches() is very slow
- [VRV-6077](#) Buildings briefly appear and then vanish when loading into the CDB San Diego terrain and zooming into the inset
- [VRV-6094](#) HAT line measurements should update when user changes the measurement in Display Settings
- [VRV-6113](#) SensorFX: Procedural texture splatting stops working after shader reload
- [VRV-6127](#) Indirect rendering time budgets are not accurate when VSync or FPS limiting is enabled
- [VRV-6128](#) CDB models can randomly fail to load and be missing depending on hardware speed
- [VRV-6130](#) Switching between saved observer views with SensorFX enabled causes a memory leak
- [VRV-6131](#) Main Thread Deadlock can occur with DtDe::registerInstance
- [VRV-6133](#) SensorFX does not work on osgEarth Terrains
- [VRV-6134](#) SensorFX: Diguy material system display issue with F4 debug menu.
- [VRV-6145](#) Loading a new terrain after loading CDB-Yemen crashes the program
- [VRV-6155](#) CIGI HATHOT responses zero out when running single-threaded connection
- [VRV-6159](#) CDB Crash with new performance changes
- [VRV-6160](#) Once a crash occurred when flying around the CDB-Yemen terrain
- [VRV-6166](#) Loading a CDB terrain causes a large number of Warnings to be displayed in the console and log

## Features

- [VRV-6085](#) Create an example which exemplifies how to create a custom element attribute
- [VRV-6106](#) SensorFX: debugging via F4 ImGui debug menu
- [VRV-6122](#) IndirectLog.log file doesn't need to be generated
- [VRV-6126](#) Improve CDB frame time smoothing
- [VRV-6146](#) Add a centralized location for environment variables

- [VRV-6149](#) Allow the controlling of an 'LOD Scale' that apply to entities only

## VRV-3.1.1e

### Defects

- [VRV-6100](#) cdbTool doesn't support cache directories not inside a vantage install • [VRV-6143](#)  
Large number of TIF textures warnings when loading CDB databases
- [VRV-6161](#) Crash from moving observer around in CDB terrain.
- [VRV-6165](#) CDB uses depreciated osgEarth elevation calls
- [VRV-6167](#) Crash when loading a CDB terrain for the second time
- [VRV-6189](#) MetaFlight terrain UTM/South Hemisphere not working
- [VRV-6191](#) DtlImageSymbolVisualizer can cause crash
- [VRV-6211](#) Apply shadows to ambient option should also apply to environment light

### Features

- [VRV-6136](#) Add a command line option to adjust LOD when using Zoom Magnification
- [VRV-6137](#) Pre-process CDB models for improved load times
- [VRV-6168](#) Make the new CDB pre cache data portable between machines

## VRV-3.1.1f

### Defects

- [VRV-6204](#) Wheels wobble severely in player-controlled ground vehicles
- [VRV-6223](#) CameraFX options displayed in channel settings in SFX when they don't do anything
- [VRV-6235](#) Add Terrain Patch with FBX causes VRV to crash
- [VRV-6249](#) SensorFX - Procedural Trees are not displaying materials properly in IR mode
- [VRV-6253](#) CIGI Attached View Orientation can get out of sync with the Attached Entity Position •  
[VRV-6262](#) Crash when importing dcx file

## VRV-3.1.1g

### Defects

- [VRV-5707](#) Entities are very slow to appear in SensorFX
- [VRV-6081](#) SensorFX - Some placed entities are starting with parts like treads and weapons heated up

- [VRV-6154](#) SensorFX: Reduce latency caused by updating of inactive sensors
- [VRV-6217](#) Creating an entity via CIGI on the Ala Moana terrain outside of the inset may cause it to act in an unexpected manner on the 3.1.1 branch
- [VRV-6250](#) SensorFX - Oceans appear extremely bright in SensorFX on initial terrain load
- [VRV-6259](#) SensorFX - Switching modes while terrain is still loading may cause some materials to appear all black if the cache is empty
- [VRV-6272](#) Crash in DtElementEditorLogic

## Features

- [VRV-6185](#) Combine the indirect time budget sliders into one

## VRV-3.1.1h

### Defects

- [VRV-6296](#) RDEs crash when using CIGI View Control packets

### Features

- [VRV-6283](#) Changing the Field of View should make automatic adjusts to LOD scale

## VRV-3.1.1i

### Defects

- [VRV-6298](#) Error dialog spew when using CIGI that attaches observer to an object
- [VRV-6310](#) Sensor Control CIGI Packets causes constant file writes to the sensor configuration file even when no sensor properties have changed
- [VRV-6318](#) Distant vegetation may no longer render after zooming in the observer

### Features

- [VRV-6292](#) Add a dialog for LOD Center Settings

## VRV-3.1.1j

### Defects

- [VRV-6172](#) CDB GS Model loading priority queue makes building load time feel slower
- [VRV-6270](#) Linux - Documentation is not properly included with the build
- [VRV-6280](#) SensorFX - Once DI-Guy entities flickered unless the observer was extremely close to them

- [VRV-6288](#) DIGuys may change their rotation when the user moves the camera close to them if instancing is enabled
- [VRV-6306](#) Capitalize "LOD" in the LOD Center Settings dialog box
- [VRV-6314](#) When using LOD Center Debug, Tile Key Points may disappear if the user adjusts the Minimum Zoom
- [VRV-6315](#) Adjusting the Raw Camera Distance value in the LOD Center Settings causes LOD scaling to occur even if it is below the Minimum Zoom value
- [VRV-6316](#) In the LOD Center Settings menu hitting Enter with a value highlighted resets the value to the default
- [VRV-6317](#) Some Tile Key Points may appear as valid despite being outside of the user-specified Minimum Angle
- [VRV-6319](#) LOD Center Settings window has no "Close" button
- [VRV-6325](#) CIGI reapplying sensor settings if a track mode is used
- [VRV-6332](#) VR-Vantage applications throw an exception when utf8 string is corrupt
- [VRV-6335](#) CameraFx environment overrides not working
- [VRV-6347](#) CIGI view controls get stuck to one entity when switching between entities
- [VRV-6349](#) RH9 - Freeze when attempting to fly over some CDB terrains with the CDB cache enabled
- [VRV-6350](#) Texture instancing is off for CDB causing textures to be repeatedly reread
- [VRV-6351](#) Frustum based view magnification calculated incorrectly with default frustum
- [VRV-6354](#) SensorFX - If multiple channels are active, switching to a SFX mode in one channel may cause buildings to disappear in the other
- [VRV-6385](#) CIGI HOT Requests have location drift

## VRV-3.1.1k

### Defects

- [VRV-6338](#) Rarely a crash may occur when attempting to switch to a user-created observer mode after resetting to factory settings
- [VRV-6345](#) SensorFX - SpeedTrees render incorrectly in some multi-channel configurations.
- [VRV-6379](#) Attempting to view the Release Notes via the Help menu does not work
- [VRV-6386](#) Large number of CIGI python scripts broken
- [VRV-6394](#) CIGI art part control broken when in separate packets from entity creation
- [VRV-6396](#) Custom VR-Vantage apps crash on CIGI connection • [VRV-6403](#) CIGI view position requests are broken

## VRV-3.1.1l

### Defects

- [VRV-6170](#) Broken GS building tile on CDB Yemen
- [VRV-6352](#) RadarFx build is broken

- [VRV-6370](#) Console spam when loading MAK Earth in SensorFX
- [VRV-6408](#) CDB sim geometries are not working anymore in VRF SIM
- [VRV-6454](#) Crash when attempting to load CDB Terrain after zooming into the terrain
- [VRV-6463](#) Terrain Cache tool could use further improvement
- [VRV-6523](#) CDB when elevation cache point size is different from the vector size
- [VRV-6527](#) CDB attempting to open unsupported dataset files
- [VRV-6586](#) SensorFX does not render correctly when it is not the last post processor in the pipeline
- [VRV-6587](#) OpenGL errors occur with CameraFX when it is not the last post processor in the pipeline

## Features

- [VRV-6483](#) Add --hasNTPSync support for Light point animations

## VRV-3.1.1m

### Defects

- [VRV-6611](#) CDB GT model not showing in Camp Pendl.
- [VRV-6615](#) LOD Center does not get applied at 1x view magnification even when configured to do so

### Features

- [VRV-6601](#) Add support for CIGI IG Mode in SOF and IG control packets

## VRV-3.1.1n

### Defects

- [VRV-5789](#) Crash when changing Window Type to Fullscreen while in Plan View mode
- [VRV-6252](#) SensorFX - Disabling Automatic Gain Control for NVG causes the image to be bright green and adjusting gain or level manually has no effect
- [VRV-6536](#) SensorFX - Hot spots not correct at startup
- [VRV-6651](#) CIGI HAT/HOT Extended response can return nan elevation

## VRV-3.1.1o

### Defects

- [VRV-5916](#) SensorFX: Entities do not visually cool off after turning off their power plant
- [VRV-6668](#) SensorFX: Engine swaps to hot as engine is cooling when incrementing clock

### Features

- [VRV-6276](#) SensorFX - Optimize Material System loading from disk

## VRV-3.1.1p

### Defects

- [VRV-6720](#) SensorFX - Register procedural buildings as their own sensorized objects
- [VRV-6721](#) Planar Reflections broken in some cases
- [VRV-6726](#) Asymmetric FOV breaks planar reflections at certain pitch