

Vega Prime

Release Notes

Version 2.0.2

October 2005



MultiGen-Paradigm

VISUALIZE REALITY

Vega Prime Release Notes, Version 2.0.2

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1 **Vega Prime 2.0.2 Patch Release Notes**

These release notes describe Vega Prime software release 2.0.2 Patch, and when applicable, includes information available after the manuals were published.

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Changes and Additions

The Vega Prime 2.0.2 release is a patch release to the Vega Prime 2.0 release. It is binary compatible with Vega Prime 2.0 release and is available for all supported platforms (Win32, Linux, and IRIX).

The Vega Prime 2.0.2 Patch release is not a full release. You need to install Vega Prime 2.0 first. After installing the Vega Prime 2.0.2 Patch, the Vega Prime 2.0 Release Notes can be found at:

`$MPI_INSTALL_DEFAULT\docs\vegaprime\release_notes\Vega_Prime_Release_Notes_20.htm.`

Please refer to the [Installation](#) section below for installation instructions.

The bugs fixed and enhancements made are listed below.

Bug Fixes in Vega Prime 2.0.2

The following bugs have been fixed in the Vega Prime 2.0.2 Patch since v2.0.1:

vpPath

- Bug 0012757 - The orientation is wrong after reaching last waypoint when `setOrientationBodyAxes` set to 'true'.
- Bug 0012761 - Some `vpPathNavigator` events do not work.

vpOverlay

- Bug 0012701 - `vpOverlay2DLineStrip` with no vertices set will cause an assertion.

vpShadow

- Bug 0012873 - When caster gets culled, so does its shadow.

Bug Fixes in Vega Prime 2.0.1

The following bugs have been fixed in the Vega Prime 2.0.1 Patch since v2.0:

LynX Prime

- Bug 0001057 - MetaFlight objects Included are listed incorrectly
- Bug 0007376 - LynX Prime should allow instances to be deleted in active preview
- Bug 0011965 - Nested Included `.acfs` Do Not Load Properly in LynX Prime
- Bug 0012326 - LynX Prime default font is too small

Vega Prime

- Bug 0011988 - Rain and Snow Disappear when using LookFrom

vpFX

- Bug 0008087 - Fx should not use the render mask for enable/disable
- Bug 0011990 - Attaching a strategy to an FX makes the FX disappear

vpLADBM

- Bug 0012507 - `vpTransform::getAbsolutePosition` does not work properly when LADBM is being used

vpLightlobe

- Bug 0012271 - **vpLightLobes** do not update the bounding sphere of what they are attached to
- Bug 0012322 - `setTexture` feature does not work until you remove the `setTextureSize` property

vpMarine

- Bug 00012270 – In some situations, isectors are unable to intersect with the **vpMarineOcean**
- Bug 0012560 – Waves can become out of phase in a distributed rendering environment.

Distributed Rendering

- Bug 0012069 Fonts do not show up on pipes other than the one that is defined first. This was only a problem on Linux.

VSG

- Bug 0012092 - OGL extensions failed to initialize on drivers that support OGL 2.0
- Bug 0012419 - Flattening does not handle the static transform node above the DOF's correctly

VSG OpenFlight Loader

- Bug 0011986 - OpenFlight loader does not handle back color on bidirectional light points correctly
- Bug 0012510 - Legacy (v 14.2) models crash on load
- Bug 0012513 - Models converted with Polytrans have black polygons

VSG Scene Graph Binary (VSB) Loader

- Bug 0011985 - VSB Loader Optimization Breaks VSB Loader

VSGN

- Bug 0011941 - vsgn_builder: cannot complete optimization process for large files

Note: The "Collapse Bindings" of the Builder Options and Post Load Options in Object LynX Prime panel is not recommended for models with a large number of vertices.

Installation

After unzipping the executable for your platform, perform the following procedure to install the Vega Prime 2.0.2 patch:

1. Double-click the executable for your platform to begin.
On Windows, double-click **Setup.exe** to begin the installation.
On Linux or Irix, double-click **Setup.bin** to begin the installation.
2. Click **Next** in the **Setup Welcome** window.
3. Click **Yes** to accept the license agreement. A summary screen appears.
4. Click **Install** to continue your installation. If you want to discontinue the installation, click **Cancel**.
5. Click **Finish** to complete the setup.

To uninstall the Vega Prime 2.0.2 Patch:

1. On Windows, from the startup menu select **Program>MultiGen-Paradigm>Vega Prime 2.0>Uninstall Vega Prime 2.0.2**.

On Linux or Irix, type:

```
$MPI_INSTALL_DEFAULT/uninstaller/vegaprime201/uninstall.bin
```

and press **Enter**. This uninstalls the Vega Prime 2.0.2 Patch.

Note: After the Vega Prime 2.0.2 Patch is uninstalled, the files originally installed with Vega Prime 2.0 will be restored.

The files distributed/updated by Vega Prime 2.0.2 Patch are:

- bin/*
- lib/*
- docs/vegaprime/pdf/Vega_Prime_Upgrade_Handbook.pdf

Vega Prime 2.0.2 Patch Release Notes

- docs/vegaprime/release_notes/Vega_Prime_Release_Notes.htm
- docs/vegaprime/release_notes/Vega_Prime_Release_Notes.pdf
- docs/vegaprime/release_notes/Vega_Prime_Release_Notes_20.htm
- docs/vegaprime/release_notes/Vega_Prime_Release_Notes_201.htm

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