

# Vega Prime

## Release Notes

Version 2.1.1  
December 2006



**MultiGen-Paradigm**

VISUALIZE REALITY

## **Vega Prime Release Notes, Version 2.1.1**

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# Vega Prime 2.1.1 Release Notes

These release notes describe Vega Prime software release 2.1.1, and when applicable, includes information available after the manuals were published.

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## Getting Started

Refer to the *Vega Prime Getting Started Guide* for system requirements, installation, licensing, and other information.

## Documentation

The following online documentation is shipped with Vega Prime v2.1:

- Vega Prime Getting Started Guide (PDF)
- LynX Prime Interface (PDF)
- Vega Prime Programmer's Guide (PDF)
- Vega Prime Option's Guide (PDF)
- Vega Prime Desktop Tutor (PDF)
- Vega Prime Distributed Rendering Tutorial (PDF)
- Vega Prime Reference Guide (HTML)

### *Vega Prime 2.1.1 Release Notes*

- [Vega Prime Upgrade Handbook \(PDF\)](#)
- [Vega Prime Release Notes \(PDF\) \(HTML\)](#)
- [Vega Prime 2..1 Release Notes \(HTML\)](#)
- [Vega Prime 2.0.3 Release Notes \(HTML\)](#)
- [Vega Prime 2.0.2 Release Notes \(HTML\)](#)
- [Vega Prime 2.0.1 Release Notes \(HTML\)](#)
- [Vega Prime 2.0 Release Notes \(HTML\)](#)
- [Vega Prime 1.2.2 Release Notes \(HTML\)](#)
- [Vega Prime 1.2.1 Release Notes \(HTML\)](#)
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- [Vega Prime 1.0.1 Release Notes \(HTML\)](#)
- [Vega Prime 1.0 Release Notes \(HTML\)](#)

## **Changes and Additions**

Vega Prime 2.1.1 supports Windows and Linux operating system.

Vega Prime 2.1.1 for Windows was built on Windows XP using Microsoft Visual C++ v7.1.

Vega Prime 2.1.1 for Linux was built on Red Hat Enterprise Linux 4. The binaries were compiled using GCC v3.4 and linked with libstdc++.so.6.

## **Bug Fixes**

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

### **Vega Prime**

- Bug 0014950: vpChannel cannot set root node to anything other than a vpScene
- Bug 0015191: vpGeometryPageable::EVENT\_READ – the vsNodeFactory argument passed to notify is always NULL

## vpAudio

- Bug 0013894: vpAudio does not release resources when a sound is deleted

## vpMarine

- Bug 0015220: With shaders disabled, black troughs appear at higher sea states or with large power law distributions
- Bug 0015270: Observer's position that is millions of meters from the ocean's origin, results in jitter in the computed texture coordinates.
- Bug 0008803: Active Preview crashes when normals disabled and choppy waves set to greater than zero.

## VSG

- Bug 0015129: intersection tests fails on triangles with small vertex coordinates
- Bug 0013718: depth sorting of transparent geometry does not work in multi-channel applications

## vpFx

- Bug 0014519: The time of day does not affect vpFxConstantLengthLine.
- Bug 0015067: vpFXIllumination Flare crashes in APP, CULL, DRAW mode

## Known Problems

This section contains known issues or problems. Make sure you check the MultiGen-Paradigm, Inc., website often for the latest fixes, patches, and functionality enhancements, which can be found at:

[http://www.multigen-paradigm.com/support/sc\\_runtime.shtml](http://www.multigen-paradigm.com/support/sc_runtime.shtml)

## LynX Prime

- The Active Preview tool does not support creating instances of certain classes. Some items that cannot be modified while the Active Preview tool is running are not grayed out.

## Vega Prime 2.1.1 Release Notes

- Bug 0007197 – The following warning will be printed on the console:  
Empty type? SoundUsed  
Unable to find lpXXXSchema to connect to 'Sound'  
These warnings can be ignored.
- Bug 0007934 – The cpp code exported from LynX Prime may contain incorrectly named variables that will result in undeclared identifier compiler errors. You will need to manually fix the variable names with the correct ones defined in the file.
- Windows only: if you launch the Vega Prime application by dropping the ACF file on the executable file, then the current directory is undefined. That means “.” and “..” are undefined in the file search path. This is not a bug in Vega Prime. It is how Windows handles the drag and drop operation.
- Bug 0013584 – Motion Models wizard does not include tether motion models

## Vega Prime

- Windows only: Microsoft Visual C++ Compiler Limit-If you get a fatal error C1076: Compiler limit: internal heap limit reached, use /Zm to specify a higher limit by doing the following:
  - Open Dev Studio.
  - Click Project Settings.
  - Click C/C++ tab.
  - Go to Category field.
  - Go to Preprocessor.
  - Select Project Option field.
  - Add /Zm300.
- Windows only: Bug 0003113 – At certain elevations, fog causes the terrain textures/materials showing black and white test patterns. This only occurs on Wildcat graphics card when the visibility range is nearly zero (<0.001).
- Bug 0010646 – unrefing an observer causes the application to crash
- Windows and Linux only: The NVIDIA Cg dlls are not multi-thread safe which causes crashes on single-system multi-pipe Vega Prime applications with shader-based features enabled.

## vpLADBM

- When specifying a stereographic projection in MetaFlight, the value specified for ScaleCentral is ignored when initializing the projection, so the value given for ScaleLatitude must be correct. Ideally it is only necessary to specify one or the other, since one can be computed from the other, but due to a limitation in the current code, ScaleLatitude is the one that must be specified correctly for the projection to get properly initialized.

## vpLightlobe

- Windows only: The auto-hide of the Taskbar appearance has to be enabled in order for the lightlobe to work properly. To enable the auto-hide, right-click on the Start button -> Properties -> Taskbar tab -> check 'Auto-hide the taskbar' check box.

## vpPath

- Only the vppath\_simple sample can be run from Active Preview currently.

## vpShadowPlanar

- Scaling a shadow caster does not scale its shadow. The work around is to embed the scale in the model vertices using Creator.
- Changing a DOF/Transform on a shadow caster does not affect its shadow.

## API Changes

No API changes in this release.

# Getting Technical Support

The following table contains MultiGen-Paradigm, Inc. contact information for product support.

Contact Method	For Product Support
Email	<a href="mailto:vegaprime@multigen-paradigm.com">vegaprime@multigen-paradigm.com</a>
Website	<a href="http://www.multigen-paradigm.com">http://www.multigen-paradigm.com</a>
Customer Support and Licensing	877-289-5670 (toll free)

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Alexandrescu, Andrei. "Modern C++ Design: Generic Programming and DesignPatterns Applied". Copyright (c) 2001. Addison-Wesley.

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(libvsgc, the VSG configuration parser library)

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