

# TERRAIN SERVER 18

RELEASE NOTES

SIMULATION

PRESAGIS

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# Terrain Server Release Notes

Welcome to the Release Notes for Terrain Server 18.

# Terrain Server 18

This section describes the fixes made to the software since the previous release, as well as any known issues and limitations of the current version.

This section includes:

- [What's new](#)
- [Fixes](#)
- [Known issues](#)

# What's new

## New capabilities

- n/a

## Removed capabilities

- n/a

## Improvements

- Allowed all connection information to be in the same configuration file.
- Added display of connection configuration file in statistician.
- Reorganized the content of some of the windows and dialog boxes to make them re-sizable.
- Updated the material mapping list for CDB databases.

# Fixes

This section describes the limitations discovered in previous releases that have been fixed.

- Fixed data structure alignment problem under Linux.
- Fixed data input in the OpenFlight converter tool dialog box.
- Fixed invalid assertion during user input in Scene Explorer "Find" (Graphical Debugger).
- Fixed logic of "Apply" in database load dialog box (Graphical Debugger).

# Known issues

This section describes any known issues and limitations of the current version as well as any pending issues from previous versions.

- **OpenFlight Conversion**

The OpenFlight converter does not always generate a list of triangles in the same order. This means that with two back-to-back triangles from different conversions, a hit can be on either triangle with a resulting normal vector being in either of the opposite directions.

- **OpenFlight Data Files** (terrain and dynamic structures)

The OpenFlight reader is not currently available on Linux. This means that an OpenFlight terrain and dynamic structures must be converted to the internal representation (`*.tsg`) on a Windows platform and copied over.

- **OpenFlight Limitation**

On Windows, two Terrain Server applications cannot run simultaneously on the same computer when loading an OpenFlight terrain or dynamic structures. To work around this, the OpenFlight files must be converted to the internal representation (`*.tsg`).

- **OpenGL Functionality**

The server components require OpenGL functionality on a computer. On Linux, the server component may fail to execute (crash) when the OpenGL functionality is not available.

# Acronyms

<b>Acronym</b>	<b>Description</b>
ACE	Adaptive Communication Environment
API	Application Programming Interface
CDB	Common Database
DAG	Directed Acyclic Graph
DLL	Dynamic Link Library
DOM	Document Object Model
DS	Dynamic Structure
GUI	Graphical User Interface
GUID	Globally Unique Identifier
HOT	Height Of Terrain
ID	Identification
IDE	Integrated Development Environment



<b>Acronym</b>	<b>Description</b>
IP	Internet Protocol
LOS	Line Of Sight
LOSE	Line Of Sight Extended
MT	Material Transition
NED	North-East-Down
OS	Operating System
PDF	Portable Document Format
P2P	Point-to-Point
RAM	Random Access Memory
RDGE	Runtime Database Generation Engine
ROM	Read-Only Memory
RTP	RunTime Publisher
RTTI	Runtime Type Information
SDK	Software Development Kit
SMC	Surface Material Code
SO	Shared Object
SP	Steepest Point
TCP	Transmission Control Protocol
TS	Terrain Server
TSP	Terrain Services Provider
TTL	Time to Live
UDP	User Datagram Protocol
UM	Utilities Manager

<b>Acronym</b>	<b>Description</b>
URI	Universal Resource Indicator
VRAM	Video Random Access Memory
W3C	Worldwide Web Consortium
WWDB	Worldwide Database
XML	Extensible Markup Language

## Acknowledgements

- This product includes ACE<sup>TM</sup> (Adaptive Communication Environment) version 6 (<http://www.cs.wustl.edu/~schmidt/ACE.html>).  
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- This product includes wxWidgets version 2.8.12 (<http://www.wxwidgets.org/>)  
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- This product includes Xerces-C++ version 3.1.1 (<http://xerces.apache.org/xerces-c/>).  
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