

What's UP MÄK

SNEAK PREVIEW :

VR-Forces 3.12 is Coming

VR-Forces 3.12 is on the way. Available in July, this new version of VR-Forces will include a new 3D GUI built on MÄK's VR-Vantage 3D visualization toolkit. The real focus of 3.12 though is real aggregates and improved simulation models.



In VR-Forces 3.12, large scale simulations can be managed by planning multi-level simulation of aggregates. You can set up entities to aggregate when they are not interacting with other entities. They de-aggregate into individual entities when they arrive at specified zones or come in contact with other entities.

And with our dedication to Terrain Agility, we're bringing you ways to use the whole Earth as your simulation area. You can build basic scenarios anywhere in the world instantly using streaming terrain image servers.

MÄK has added more realism to our VR-Forces models. Now tactical smoke can be used to block sensors. DI-Guy is fully integrated so you can have realistic human characters. There is also support for Prisoners of War, many-sided battles with dynamic allegiances, and laser designation of targets and laser guided missiles.

VR-Forces 3.12 is also easier to use. Now you can:

- Configure aggregate units graphically, including formations.
- Quickly task entities using toolbar buttons.
- Dynamically trade off visual quality versus high performance through the GUI.
- Easily configure distributed simulation network connections.
- Configure GUI display units to your application domain and needs.

We'll be highlighting these capabilities and more at our upcoming VR-Forces webinar.

JUNE 25 — WEBINAR:

VR-Forces 3.12 — Expanding Your Simulation Environment

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Or contact us at info@mak.com. ■

Product News : 2

Product Updates : 3

Where We'll Be : 4

Product News :

VR-Vantage Available Now!

MAK's new 3D visual solution toolkit, VR-Vantage is now available.

VR-Vantage has three components:

- The **MÄK Stealth** 3D viewer application
- **Vantage IG**, an application for creating out-the-window and camera views; and
- **VR-Vantage Toolkit** which allows you to customize the included applications or to build your own tailored visualization application.

One of the most important aspects of VR-Vantage is its terrain agility. It does not have a single "native" format for terrain data. VR-Vantage's Terrain Agility ensures that customers' pre-existing data is supported. The product loads a wide variety of terrain formats. If a certain format cannot be loaded, customers can use the toolkit to tailor it to support a custom terrain format.

But Terrain Agility doesn't stop there. Users can compose terrain "on-the-fly" directly from source data (such as DTED elevations or GeoTIFF imagery) without the need to pre-build a terrain database. Raw elevation is dynamically tessellated into polygons and imagery is draped on top. Point features, like buildings or streetlights, are automatically replaced by 3D geometry.

VR-Vantage can also use streaming elevation and imagery data directly from web mapping services, like OpenAerialMap and OpenStreetMap. That means you can pick a spot anywhere in the world to simulate — just click and simulate. And if you negotiate a licensing arrangement with the data providers you can also use Google, Yahoo, and ESRI servers.

VR-Vantage is also a perfect fit for your budget. It comes with a rich set of built-in content. The product includes Boston Dynamics' DI-Guy to animate human characters, a selection of DiSTI's GL Studio vehicle interfaces, IDV's SpeedTree for dynamic vegetation, and Sundog's SilverLining for weather effects and volumetric clouds. MÄK continues to negotiate with other partners to include more built-in functionality in future releases. VR-Vantage also includes top quality 3D vehicle models that support damage representations and articulated parts. We are actively working with JRM so that JRM can build a physics based sensor module, but there is no timeline for when it will release.

MÄK Wins Contract to Field QuickStrike to UK Air Support Operations Centers

MÄK has been awarded a contract by the United Kingdom Ministry of Defence Air Command and Control System Integrated Project Team (IPT), to further develop and field a simulation supported training capability built on the company's QuickStrike version of its Battle Command tactical desktop simulation. This training system will give each squadron the capability to conduct mission qualification training, continuation training, and mission rehearsal whenever they have the personnel and time available. The backbone of the system is MÄK's QuickStrike, originally developed for the US Air Force Research Laboratory Mesa. MÄK will also deliver copies of the MÄK Stealth, the company's commercial off-the-shelf 3D viewer, as well as a full suite of hardware.

QuickStrike is a realistic, deployable simulation environment that can be used to support more effective individual skill and team process training. QuickStrike can represent the full range of friendly, enemy, and neutral land, maritime and air objects. The built-in event editor provides the capability to incorporate scenario events, or "injects" into a training exercise to provide multi-media inputs not typically portrayed by a simulation that impacts military staff decisions. The training system supports individual student training and more dynamic multi-player team training events. QuickStrike is High Level Architecture (HLA) compliant for simulation interoperability.

This is the second major contract to field QuickStrike in two years. MÄK was awarded a contract by the US Air Force to field QuickStrike at six US Air Forces Air Operations Center squadrons.



B-HAVE 1.3

B-HAVE 1.3 is a Feature Release that includes a number of enhancements and improvements.

The primary focus of B-HAVE 1.3 is to extend the power and usability of B-HAVE by making its features applicable to more aspects of the simulation, enhancing the power of the scripting language, and making it easier to use. B-HAVE 1.3 is compatible with VR-Forces 3.11, 3.11.0.1 and 3.11.0.2. Some of the specific enhancements include:



- Easier scenario creation. B-HAVE entities now respond to the same Move To tasks that VR-Forces entities do. This provides many benefits, including:
 - You no longer need to choose B-HAVE specific movement tasks to get improved path planning. Just tell the entity where you want it to go, and it will choose the best algorithm based on the presence of path data in the area where it is operating.
 - Scenarios created without B-HAVE will now automatically use B-HAVE path planning after B-HAVE is installed without changing any entity plans. Adding the bhav.sms simulation model set to the non-B-HAVE scenario files is the only necessary step to make the scenario B-HAVE enabled. [[well, actually you also need to generate path data if you expect your scenario to behave.]]
 - Embarkation, and other high level tasks which use movement will now use B-HAVE movement when possible. This means an entity will intelligently avoid obstructions when maneuvering to the door of the vehicle it is entering.
- Aggregates now use B-HAVE navigation. Each member of an aggregate can now find its way around local obstructions, allowing them to operate in complex environments.
- All VR-Forces tasks can now be called from Lua scripts, allowing for more powerful scripted behaviors.
- Lua scripts can be edited in external editor, making them easier than ever to write and modify.
- One-way roads are now supported for B-HAVE vehicle movement.
- AI Engine upgraded to Kynapse 4.3.1. For users of the Kynapse SDK, this means access to more features such as distributed path data generation.

VR-Link 3.13

VR-Link 3.13 is a Feature Release with many significant new features and enhancements including the following:

- Support for Microsoft Visual Studio 2008 (MSVC++9.0), both 32-bit and 64-bit libraries
- Support for IPV6
- Improved API for cross platform socket manipulation

And many bug fixes, including a serious problem with the VR-Link Code Generator.

For customers wishing to use the 64-bit HLA libraries, a 64-bit enabled RTI is required. MÄK recently announced support for MSVC++9.0 32-bit and 64-bit libraries with the MÄK High Performance RTI version 3.3.1.

Please note that if you have a Windows only license you will need a new license key to use the 64-bit libraries. The upgrade to support both 32-bit and 64-bit libraries is free as long as you are under active maintenance. To upgrade simply send a copy of your existing license file to keys@mak.com and ask to have the key regenerated to support the 64-bit application.

This version of VR-Link is not completely source compatible with previous VR-Link versions. While the changes are not complex, please be sure to refer to the release notes, as well as the class docs for complete examples and instructions. Further questions can be addressed to MÄK support at support@mak.com.

VR-Exchange 1.5

VR-Exchange 1.5 is a Feature Release with many significant new features and enhancements including the following:

- A significantly redesigned user interface: VR-Exchange can now be completely configured via the GUI without modifying configuration files
- Connections can be configured quickly, and users can connect and disconnect brokers in a single mouse click
- Support for TENA 5.2.2
- Significant performance improvements
- More configuration options (Support for Absolute Time Stamping, Persistent Entity IDs etc)
- More translators: 8 for DIS, 4 for HLA, and 2 for TENA
- Many bug fixes

For additional information or pricing, please contact the MÄK sales department at info@mak.com or **617.876.8085 x2**. For license keys, please contact Fay Nickles at keys@mak.com.

Contact Us

If you are a current product customer with up-to-date maintenance, please contact Fay Nickles at keys@mak.com for the latest product versions. You must have your MÄK invoice number available when requesting updated versions.

For additional information or pricing, please contact the MÄK sales department at info@mak.com or **617.876.8085 x2**.

VR-Vantage, MÄK's 3D visual solution is now available! Learn more inside.



MÄK celebrates the announcement of VR-Vantage at I/ITSEC. VIPs Eric Chan General Manager of ST Electronics Training & Simulation and General John Coburn, CEO of VT Systems officially unveil the product with a ribbon cutting.

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Sweden
Taiwan
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WHERE WE'LL BE

ITEC 2009

MAY 12-14 : BOOTH #C130

BrusselsExpo
Brussels, Belgium

FOR MORE INFORMATION VISIT

www.itec.co.uk

Huntsville Test Week

JUNE 1-4 : BOOTH #(TBA)

Von Braun Center
Huntsville, AL

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www.testweek.org

AGI Users Conference

AUGUST 18-19 : BOOTH #(TBA)

Renaissance Mayflower Hotel
Washington, D.C.

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