

OpenSkies

Simulation and Enhanced Situational Awareness System

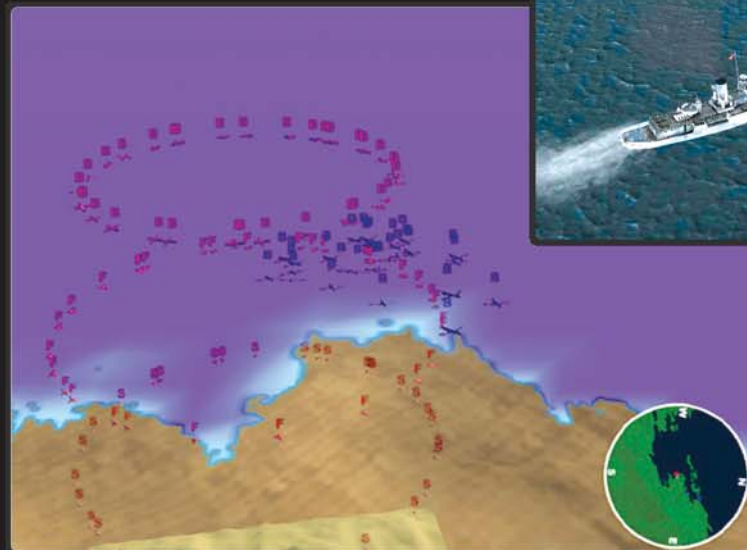
Massive Multiplayer HLA Networking

Flexible Simulation and Modeling Engine

Integrated Game and World Development Tools

Dynamic Terrain Rendering and Generation

Agent-Based AI



www.openskies.net

Massive Multiplayer HLA Networking

- Scalable, Distributed HLA Networking - scale to over 100,000 clients!
- IEEE 1516 Interoperable, Fault Tolerant and Self Healing System.
- Linux, Unix and Windows HLA Gateway Support.

Flexible Simulation Engine

- Virtual World SDK for building complex, interactive worlds and sims.
- Vehicle and Physics SDK with Model Library for realistic simulations.
- Scenario SDK for building complex training exercises.

Game and World Development Tools

- DirectSound 9.0, DirectInput 9.0 and OpenGL support.
- Instrument Panel SDK for rapidly creating detailed user interfaces.
- Animation SDK for representing complex 3D animated characters.

Multi-Source Terrain Engine

- Reads DTED elevation data, reads and rasterizes VPF data.
- Micro-terrain capability for generating higher detail than in data files.
- MIL 2525B Symbology API.

Agent-Based Computer AI

- Handle hundreds of UAVs in a networked environment.
- Intelligent Agents enhance team performance.
- Computer Vision-Based Decision Systems.

