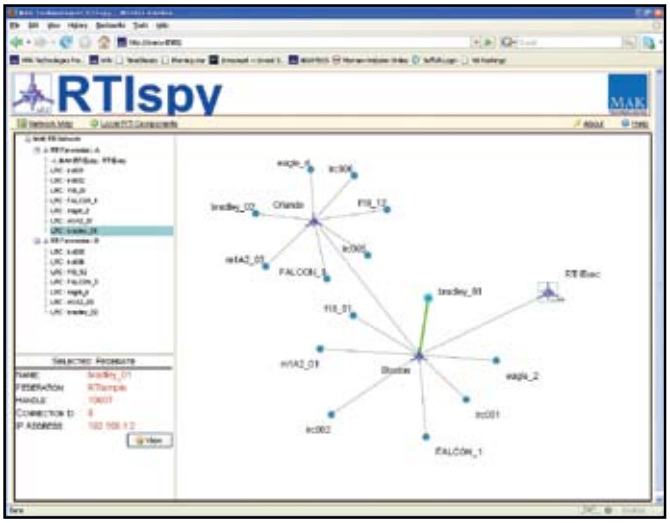
SPRING 2008 : VOL 10 : NO 1

What's UP MÄK

PRODUCT NEWS :

MÄK RTIplus Up Program



Free Upgrade to RTIplus

Your programs are growing more complicated and more distributed. Advanced features that were once considered a luxury are now a necessity: the ability to look inside the RTI "black box" and remotely monitor the current state of your RTI, optimizations for wide-area networks (WANs), and even the ability to extend your RTI. As of April 2, 2008, all of these RTIplus features are now included with the standard MÄK RTI license.

Everyone wants to get more for their money. With the MÄK RTIplus Up program, you can automatically upgrade all of your RTI Standard licenses to include the features that were previously available only with an RTIplus license — at no additional charge. Now, all MÄK RTI customers can access the web-based RTIspy diagnostic GUI, the RTI Exec GUI, the RTIspy plug-in API, and distributed forwarding for optimized performance on WANs. The new RTI Standard licenses are also platform independent, making it easier for you to manage the RTIs for your program. Current MÄK RTI customers who have up-to-date maintenance can take advantage of the MÄK RTIplus Up just by requesting a new license key.

To learn more about the MÄK RTIplus features, visit:
http://www.mak.com/products/rti.php

Try it!

Don't forget that MÄK offers a ***FREE TRIAL DOWNLOAD*** *of our RTI. Visit our RTI product web page to download it. This trial allows you to use it in federations of up to two federates, free of charge, without even requiring a license key.*

INSIDE THIS ISSUE

North American Customers
FOR ADDITIONAL INFORMATION OR PRICING, please contact the MÄK sales department at sales@mak.com or 617.876.8085 x2.

FOR LICENSE KEYS, please contact Fay Nickles at keys@mak.com.

FOR MAINTENANCE REQUESTS, please contact Chris DaRocha at chris@mak.com or 617.876.8085 x100

International Customers
For information, pricing, or license keys, please contact your area reseller. A list of all MÄK resellers is available here – http://www.mak.com/contact/resellers.php ■

A PUBLICATION OF
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A COMPANY OF VT Systems

68 Moulton Street, Cambridge, MA 02138 PHN 617.876.8085 FAX 617.876.9208 EMAIL info@mak.com web www.mak.com
EDITOR Michelene St. Amand, Director Marketing Communications

VT Systems

News :

Scalable and MÄK Announce Partnership & QualNet/VR-Forces Integration

MÄK is pleased to announce a partnership agreement with Scalable Network Technologies Inc. (SNT). Under this agreement the companies will be highlighting the use of QualNet, SNT's high-fidelity network performance prediction application, with VR-Forces, MÄK's computer generated forces toolkit. This integration of QualNet as a communications effects server brings more real-life effects like time delays and network constraints to the VR-Forces synthetic world. The increased importance of Network Centric Warfare requires this higher fidelity of communications in mission planning and rehearsal. Antycip Simulation Ltd, the European sales channel for both companies, will be demonstrating this integration in their booth (C120) at ITEC in Stockholm, Sweden. The integration will also be the topic of Antycip's presentation at ITEC's "Innovation Showcase" on Thursday, June 12 at 10:45 am.

"Information is now the greatest source of power in combat, and communication between decision makers and field forces to turn information into effective action is the critical link in harnessing that power," said Rajive Bagrodia, Founder and CEO of SNT. "QualNet and VR-Forces are perfectly matched to provide superior insight into how the network will support the warfighter. We are pleased to announce the MÄK-SNT partnership that will bring immense value to our customers."

QualNet Developer is a new category of testing/development tool that exercises networks, network elements, and users in ways that legacy modeling and simulation software cannot. QualNet is ultra high-fidelity evaluation software that digitally represents an entire network, including every variable that will affect the performance of the real network _ devices, communication links, transmitters/antennas, terrain and atmospheric effects, and human interaction/operation. QualNet's digital representation of networks is so accurate that no user or connected component can discern whether it's connected to the emulated network, or the real network.

VR-Forces is MÄK's software toolkit for generating and executing battlefield scenarios. It can be used as a tactical leadership trainer, threat generator, behavior model testbed, or computer generated forces application. VR-Forces customers include RUAG, the Thales Watchkeeper UAV program, and Raytheon's DD(G) 1000 program.

"Integration of leading COTS tools like QualNet and VR-Forces, provides customers with exponentially superior capability while saving them development time," said Warren Katz, CEO of MÄK. "MÄK and SNT share a similar philosophy about product quality and customer service that makes this a natural fit."

Pricing and Availability

QualNet and VR-Forces are sold separately. Both products are available now.

FOR MORE INFORMATION AND PRICING FOR QualNet, contact sales@scalable-networks.com.

FOR MORE INFORMATION AND PRICING FOr VR-Forces, contact sales@mak.com. ■

Warren Katz to be Eurosatory Keynote Speaker

We're very pleased that our company founder and chief executive officer Warren Katz will be a keynote speaker during the "Future Trends in Simulation" conferences at Eurosatory in Paris. Katz's presentation, titled "Industry Trends — COTS and Simulation" will discuss the rise of commercial-off-the-shelf tools in the defense simulation market. His presentation is **Tuesday, June 17 at 16:00 hours**. MÄK will be showcased in the Antycip booth (Booth #U210) at the exhibition.

Eurosatory is an annual international defense conference and exhibition. The 2008 show will be held June 16-20 at Paris Nord Villpointe. For more information about the event please visit www.eurosatory.com.

"The modeling and simulation market is in the middle of a disruptive transition from low-volume, high-priced simulations that are custom-made for each application, to a high-volume, low-priced market of interoperable COTS products," explains Katz. "This explosion of simulation deployment will have a similar effect to what the PC did to the mainframe, the car did to the train, and GPS did to the map." ■

VR-Forces 3.11, B-HAVE 1.2, and Launch of 3D GUI for VR-Forces

We're proud to announce the availability of several major new Feature Releases:

- VR-Forces 3.11
- B-HAVE Module version 1.2 for VR-Forces 3.11
- and the launch of the new 3D GUI for VR-Forces!

With VR-Forces 3.11, we have added significant capabilities in the areas of sensor modeling, communications, entity editing,and ease of scenario generation. But a particular focus has been on addressing the challenges of complex urban simulation environments:

The new 3D GUI for VR-Forces allows you to create, edit, and manage scenarios by directly manipulating objects in the 3D scene. You can place human entities, waypoints, routes, and other objects inside of multi-story buildings, in caves and tunnels, and under awnings and overpasses. Assign tasks and plans by clicking on an entity in the 3D view, and visually set altitude and orientation via drag and drop. The 3D GUI retains the same familiar eyepoint navigation controls and informational overlays as MÄK Stealth.

The 3D GUI is packaged as a separate installer that you can install directly into the VR-Forces 3.11 installation folder. However, VR-Forces customers do not need to buy any new licenses in order to run the 3D GUI. An existing VR-Forces front-end license will allow you to run ***either*** the 2D PVD-based VR-Forces GUI ***or*** the new 3D GUI. (If you want to run the two front-ends side-by-side (2D and 3D), you will need two VR-Forces front-end licenses — just as you always would have needed to run two 2D front-ends simultaneously).

While the 3D GUI provides an intuitive way to place and task entities, it is the B-HAVE AI Module that provides the intelligence needed to automatically navigate through complex 3D environments. B-HAVE allows entities to plan and follow paths through multi-story 3D building interiors, dynamically avoid collisions with obstacles or other entities, and flee from threats. B-HAVE 1.2 adds greater support for military and civilian vehicle traffic: Vehicles maneuver intelligently at intersections — staying in lane as they turn, and realistically stopping at intersections when other vehicles are present, or when pedestrians are crossing. B-HAVE 1.2 also provides a Remote Control API, allowing you to assign B-HAVE tasks to VR-Forces entities from custom applications.

Rounding out the new capabilities for urban simulation are several features in the core VR-Forces 3.11 engine:

- Support for rocket propelled grenades
- Support for roadside IEDs (improvized explosive devices)
- Car bombs and humans configured with explosives
- Ability to choose a floor to place an entity on, even in the 2D GUI
- More realistic human movement model

The new releases include a new desert village sample terrain database called VR-Village, and a new "carBomb" demo scenario that runs on the VR-Village terrain. (This is the scenario we first demonstrated at I/ITSEC in December). The demo scenario requires B-HAVE to execute since it relies on B-HAVE capabilities, but MÄK Data Logger 4.2.2 comes with a Logger recording of the carBomb demo.

Besides urban simulation, the VR-Forces 3.11 release also focuses on sensors and network-centric warfare. New capabilities include the following:

- Entities can now task other entities by sending radio messages. New conditionals in plans allow entities to react to radio messages.
- VR-Forces now implements Scalable Network Technologies' interface for interoperating with an external Communications Effects Server. VR-Forces can use Scalable's Qualnet (or other applications that implement Scalable's interface) to realistically model the fact that terrain and environment can cause radio messages to be dropped.
- VR-Forces now supports multiple levels of "sensing" of remote entities: Detection, Classification, Recognition, Identification
- Detection lists can be shared among entities for shared situational awareness

Other new capabilities in VR-Forces 3.11 include:

- A new Entity Creation Palette on the VR-Forces GUI toolbar
- A new Entity Editor application that allows you to edit the set of entity models available to VR-Forces. Add a new entity type to the simulation engine's model library, map your entity type to a graphical icon, and automatically add it to the VR-Forces entity creation palette, all from a single tool.
- A Scenario Merge tool for creating large scenarios from smaller parts
- Toolbar buttons for setting commonly used options
- Create and copy entities and their plans via copy and paste
- Support for CTDB "c7l" terrain databases
- And much more!

In conjunction with VR-Forces 3.11, we have also released a corresponding version of the MÄK Plan View Display – version 2.11.

MÄK Stealth 6.2

This Feature Release updates the MÄK Stealth to current versions of VR-Link (version 3.11.1), Vega Prime (version 2.2), and Qt (version 4.3.3), and includes several new features and enhancements. Stealth 6.2 is also the version of MÄK Stealth that serves as the basis for release 1.0 of the new 3D GUI for VR-Forces.

New functionality in Stealth 6.2 includes the following:

- The Stealth can now import point features (vector data) from a VR-Forces GDB terrain database, and automatically add 3D graphical models to the scene at run-time based on the location and type of the point features. You can use MÄK's Terrain Database Tool (included with Stealth), to quickly create a GDB vector database either by importing a vector format like DFAD or shapefiles, or by manually placing features in TDB Tool). Feature codes can be mapped to names of OpenFlight files either by using the featureMap.mtl configuration file in Stealth, or by using the "DtModelFile" attribute of the point feature itself to store the name of the OpenFlight file.

[CONTINUED PG. 4]

- New keyboard shortcuts allow you to quickly control the near clipping distance. (Look inside of 3D buildings by manipulating the near clipping plane until the roof or near walls are invisible.)
- Improved selection/highlighting behavior: Stealth will now draw a highlighted bounding box to indicate entities that are selected.
- Tactical graphics, such as waypoints, are now drawn at a scale that is more suitable for urban environments.
- MÄK's new demonstration terrain, VR-Village, is included with Stealth 6.2. A new logger recording that uses this terrain, VR-Village-CarBombDemoDIS.lgr, is also included.
- New high-quality 3D models for about 15 different entity types.

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.** ■

RESELLERS

For a full list of MÄK's international resellers, please visit www.mak.com/products/resellers.php

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Singapore
Spain
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Taiwan
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WHERE WE'LL BE

ITEC 2008

JUNE 10 – 12 : BOOTH C120

Stockholmsmassan
Stockholm, Sweden

FOR INFORMATION & ATTENDANCE:
www.itec.co.uk

Eurosatory with Antycip Simulation

JUNE 16 – 20 : BOOTH U210

Paris-Nord Villpointe
Paris, France

FOR INFORMATION & ATTENDANCE:
www.eurosatory.com

Fall SIW

SEPTEMBER 14 – 19 : BOOTH TBD

Florida Mall Conference Center
Orlando, Florida, USA

FOR INFORMATION & ATTENDANCE:
www.sisostds.org

Speakers Corner at ITEC 2008

Wednesday, 11 June at 9:15 - 10:45

VALUE BASED TEAM TRAINING:
"QuickStrike — Unit Level Training to Optimize Collective Training Events" by Richard Jones, MÄK

Collective exercises provide a unique opportunity for realistic training. However, the training value of these events may not be optimised if participating units enter the training event less than fully competent in their mission essential individual and team tasks and processes. The USAF recognised this and tasked MÄK Technologies to field an organic training capability at the unit level for all squadrons with an Air Support Operations Center (ASOC) mission. This new unit-level capability to do mission rehearsals and qualification training is preparing ASOC personnel to take full advantage of the training opportunities offered by a complex multi-level training environment. ■

MÄK TECHNOLOGIES
A COMPANY OF VT Systems
68 MOULTON STREET, CAMBRIDGE, MA 02138

Link — Simulate — Visualize