

# WAR GAME SIMULATION

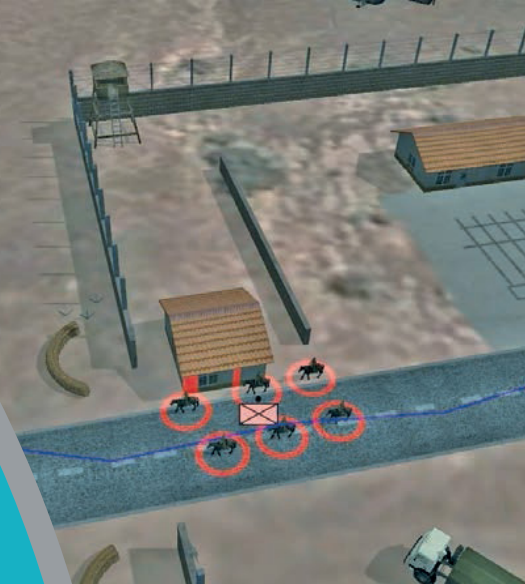
A WAR GAME SIMULATION WITH EASY-TO-USE TOUCHSCREEN CONTROL SUPPORT ON A 3D PLATFORM

## Tactical Simulation Attributes

- Extendable infrastructure
- New model and behavior support
- AI behavioural support
- 100+ user support
- Touchscreen control support
- 1000 objects (border security, land, air and sea support)
- Limitless scenario creation capability
- 2D map and 3D simulation support

## Mission Space

- Transition/Displacement
- Discovery and surveillance
- Artillery fire support
- Detection/Recognition
- Air defence
- Mine detection and removal
- Logistic support
- Classic war capability with respect to border security



# WAR GAME SIMULATION



## MODELS SUPPORTED IN THE SIMULATION

### Vehicles

- Land
- Tracked
- Wheeled
- Sea
- Boats
- Submarine
- Hovercraft
- Air
- Aircraft
- Helicopter
- UAV

### Live Entities

- Soldier
- Refugee
- Desenter
- Smuggler
- Terroist
- Animal

### Sensors

- Radar
- Thermal
- Laser
- Binoculars / Periscope
- Night vision apparatus
- Eyes
- Camera
- Laser alert receiver
- Thermal vision system
- Mine detector

### Communication System

- Wired
- Wireless
- Satellite
- Under water

### Weaponary

- Infantry weaponry
- Infantry shotgun
- Machine gun
- Pistol
- Machine pistol
- Rocket launcher
- Bomb launcher
- Hand grenade
- Artillery
- Canon
- Howitzer
- Anti-aircraft
- MBRL
- Guided missile
- Mine
- Torpedo

### Simulation Scenarios

- Border security
- Scenarios where smugglers or refugees violate borders
- Scenarios with armed smugglers on horseback
- Scenarios with refugees with artillery
- Riverside scenarios
- Seaside scenarios
- Fire scenarios
- Classic war scenarios
- Scenarios where infantry and tank units support border security
- Effective ring support (cannon, MBRL/BM21) scenarios
- Fortication (mine) scenarios

### Simulation Software

- Scenario management software
- New model creation interface
- Terrain creation interface
- Millitary units creation interface
- Symbols creation interface
- Scenario running and recording management
- 2D animation
- Assessment and evaluation
- Briefing and reporting

# WAR GAME SIMULATION

## 3D Visualisation

- Multi-Channel visualization
- Large area visualization (up to 100\*100 km)
- Weather effects
- Dynamic shadows and lighting

## Model Creation Tool

- New type model creation
- Changing model attributes
- Model tree organisation
- Sensor models
- Static entity models
- Communication models
- Weapon models
- Ammunition models
- Scenario Running
- Simultaneous scenario running for up 100+ users
- Running models on distributed servers
- Optional HLA support
- Scenario recording
- Analysis tools

## Scenario Creation Tools

- Virtual environment border determination
- Static entities creation
- Rivers, roads, etc.
- Symbols creation
- Units and advancement denition
- Platform placement
- Time-based event denitions

## Scenario Management Software

- 2D map and 3D simulation control
- Multiple cameras support
- Object control
- Changing weather conditions
- Simulation control

## Artificial Intelligence Capabilities

Behaviour capabilities

- Command control
- Path finding algorithms
- Script-based control

## GIS Capabilities

- Map and layer management
- Symbol visualization
- Measurement and analysis
- Filtering and appearance settings





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