

MÄK Stealth

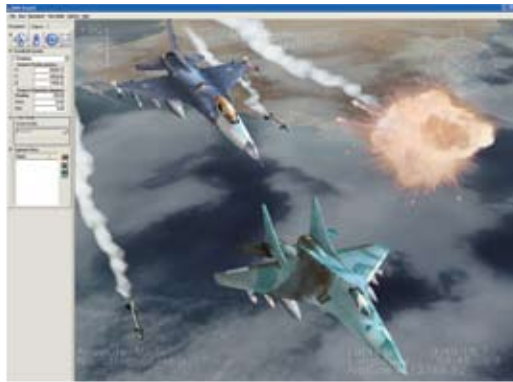
3D Information Station for the HLA/DIS Battle

Overview

The MÄK Stealth is a 3D visualization tool that focuses on information. It provides the most data about your networked virtual world, and presents it in a clear and easily accessible way. Whether you need it for situation awareness, simulation debugging, or after action review, the MÄK Stealth is easy to use and runs out-of-the-box without additional configuration. Using an intuitive navigation GUI, joystick, game controller, or keyboard controls, you can fly through a virtual world and attach to simulated entities in one of ten attach modes to unobtrusively observe the action.

Focused on Information

The MÄK Stealth visually presents the widest variety of information about your DIS or HLA virtual environment. In addition to the typical entity display, the Stealth draws trailing effects, trajectory histories, entity labels, billboard icons for unit identification, translucent bounding volumes to represent aggregates, dynamic sensor volumes, and intervisibility lines. It can also draw 3D representations of tactical graphics from VR-Forces, such as waypoints, minefields and air corridors. A 2D overlay provides an entity locator and position indicator. Picture-in-picture inset views allow you to see what any vehicle is seeing, even as you watch it travel across the terrain.



Customizable 3D Models

The Stealth comes with a rich set of 3D entity models that support attached parts, damage representations, and articulated parts such as turrets and guns. You can add your own 3D models, using the GUI Model Mapper to preview and associate them with DIS/HLA entity types. No configuration file editing is necessary.

Extensibility

Built on an extensible 3D run-time environment, the Stealth can take advantage of third party plug-in modules to add specialized functionality such as procedural terrain generation, sensors, dismounted infantry and instrumentation displays.* You can use a graphic user interface to configure Stealth parameters, such as channels, environment effects, and field-of-view. A Stealth Toolkit API is provided to augment the Stealth's already extensive built-in capabilities, or to embed Stealth functionality in user applications.**

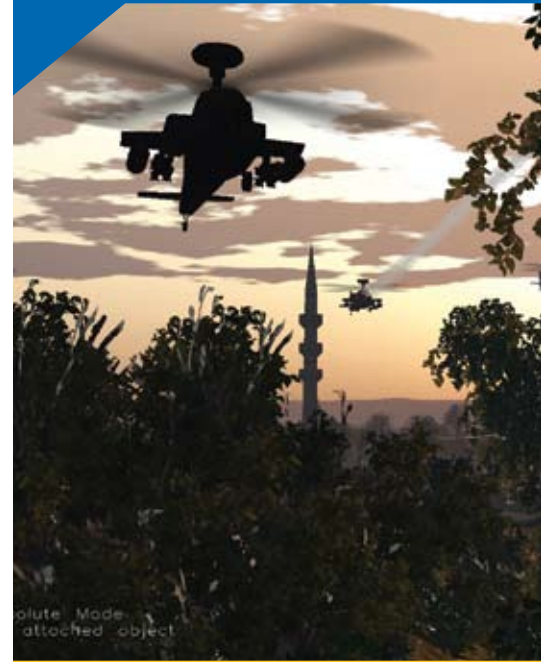
Supported Platforms

- Windows® XP/2000
- Linux®

* Plug-in modules sold separately.

** Requires Developers Licenses for VR-Link and other third party toolkits.

Visualize



- 3D VISUALIZATION DISPLAY
- VIEW ENTITIES, TRAILS, AGGREGATES, TRAJECTORIES, AND SENSORS
- BATTLEFIELD SOUNDS
- CONTROLLED VIA GUI, KEYBOARD, MOUSE, GAMEPAD OR NETWORK
- GUI MODEL MAPPER FOR EASY MODEL INTEGRATION
- ABILITY TO LEVERAGE THIRD PARTY MODULES*
- OpenFlight® COMPATIBLE
- DATABASE PAGING FOR LARGE TERRAIN DATABASES
- TOOLKIT API FOR USER CUSTOMIZATION**
- FOM-AGILE THROUGH THE VR-LINK® FOM MAPPER ARCHITECTURE
- EXPORTS .AVI VIDEOS



Link – Simulate – Visualize

MÄK StealthXR

The 3D Situation Awareness Tool

Overview

StealthXR is a powerful tool that combines the best features of traditional 2D and 3D visualization systems into a single "exaggerated reality" (XR) 3D display. Built as an add-on module to the MÄK Stealth, StealthXR provides both a "big picture" understanding of a battlefield situation and an immersive sense of perspective, all in a single tool. StealthXR delivers a common operating picture for simulation and command & control environments resulting in better decision making and reduced uncertainty.

Exaggerated Reality

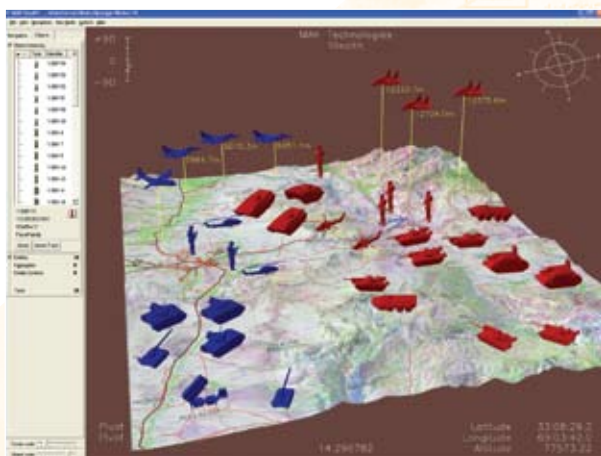
StealthXR augments your view of the virtual world by providing a rich set of advanced visualization features and techniques. Vehicles can be represented using bitmaps, MILSTD 2525B icons, or boldly-colored icons that are drawn out of scale to be clearly visible even from a distance. As you zoom in and out, you can switch dynamically between these cartoonish views and the realistic, textured 3D models normally used in MÄK Stealth. The tool can automatically declutter the scene by using a single icon or model to represent several overlapping entities. StealthXR natively supports both HLA and DIS, but can be tailored through the Toolkit API to import entity locations and tracks from various C4I protocols or specific scenario file formats.*

Directly Import Terrain Source Data

Terrain data can be imported directly from DTED or GIS formats, or from OpenFlight® files. StealthXR can automatically color terrain based on elevation, but also allows you to dynamically switch among various raster images draped over the 3D terrain (satellite imagery, political maps, etc.) Terrain elevations can be scaled and exaggerated to better judge contours. Information that is not typically seen during a real-world battle, such as intervisibility lines, sensor volumes, threat domes, and depth and altitude indicators can be displayed to provide additional insight.

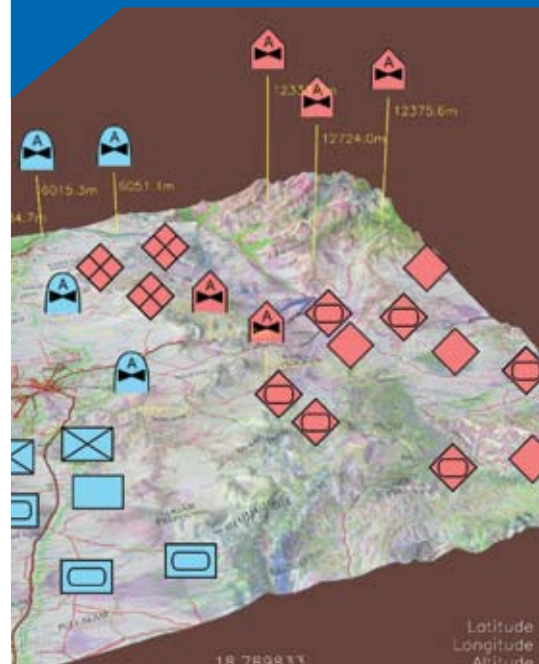
Eyepoint Control

Because it is built on the MÄK Stealth, StealthXR preserves all the Stealth features you find indispensable. It retains the intuitive navigation controls, allowing you to fly over the battlefield, pivot the terrain, and switch among saved views, by using a joystick, game controller, keyboard, or GUI.



* Requires Developers Licenses for VR-Link and other third party toolkits.

Visualize



- COMMON OPERATING PICTURE
- EXAGGERATED REALITY VIEW
- AUTOMATIC DECLUTTERING
- COMMAND & CONTROL, TRAINING, AND ANALYSIS ENVIRONMENTS
- ORTHOGRAPHIC OR PERSPECTIVE VIEW
- TERRAIN AND ICON SCALING
- ABILITY TO DYNAMICALLY SWITCH BETWEEN SATELLITE IMAGERY AND POLITICAL MAPS
- MILSTD 2525B ICONS
- DTED, OpenFlight, OR GIS TERRAIN



Link - Simulate - Visualize