What's UP MÄK

EVENT NEWS :

MÄK Hits the Road And You're Invited

Earlier this year, MÄK, with partners DiSTI and Scalable Network Technologies (SNT), hit the road to talk with industry professionals about the advances in commercial-off-the-shelf simulation (COTS) tools. The one-day educational seminar, titled ***Military Simulation - COTS Tools and Techniques***, discusses how to leverage COTS tools and techniques in the design and development of new military simulation applications.

In April and May, we sponsored seminars in Phoenix, San Diego, Newport Beach, Virginia Beach, and Reston. We're pleased to announce that due to numerous requests we've added two more locations to the schedule for September and October.

Tuesday, SEPTEMBER 9
3100 Technology Parkway
Partnership II Building, Room 208
Central Florida Research Park
9:00 am – 3:00 pm
ORLANDO, FLORIDA

Thursday, OCTOBER 16
Embassy Suites Huntsville
800 Monroe Street
9:00 am – 3:00 pm
HUNTSVILLE, ALABAMA

The program opens with a keynote by MÄK CEO, Warren Katz. His discussion focuses on the state of the COTS market with an eye on the history of adoption of COTS toolkits in the industry.

Other topics discussed include:

- The COTS solution architecture and how COTS tools can be used to build simulation solutions
- Modeling and Simulation for Network-centric Warfare
- Human Machine Interface Simulation
- How to use COTS tools as a framework for your domain specific simulation
- The closer integration of COTS partner products to offer a more complete solution

Attendees said they found a lot of value in the information presented, particularly what they could achieve with COTS products, while also reducing time, cost, and risk. They also enjoyed the opportunity to network with other modeling and simulation professionals, sharing challenges and successes.

The seminar is complimentary for industry, government and military professionals. It runs from 9:30 am - 3:00 pm. Lunch is provided.

FOR MORE DETAILS OR TO REGISTER, visit www.mak.com/seminars

Attendee comments about the event:

"There's a lot of value to seeing how other people are using these tools."

"I learned about state-of-the-art technologies regarding simulation and scenario development."

"This event exceeded my expectations."

"Interesting and very educational."

"The content is technically appropriate and very useful."

INSIDE THIS ISSUE

A PUBLICATION OF
MÄK TECHNOLOGIES
A COMPANY OF VT Systems

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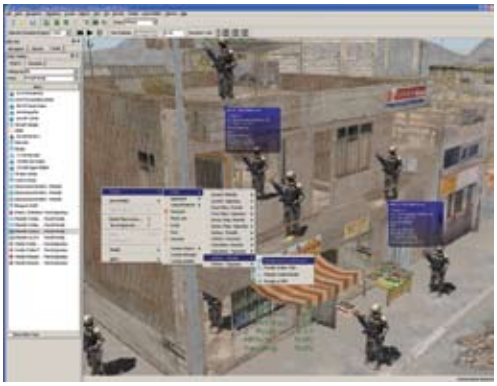
News :

UPCOMING WEBINAR

Network-Centric Warfare: Simulating Battlefield Communications

Information is the key to winning the battle. The competitive advantage of a well-informed war fighter is the goal of network-centric warfare (NCW). This doctrine impacts everyone in the M&S and C4I worlds, whether you are working on R&D, systems engineering, or C4ISR. For a realistic battlefield simulation, you need to model communications. MÄK and Scalable Network Technologies are bringing NCW to simulation with inter-entity communications, radio and communications network infrastructure modeling, and real world communication effects, like time delays and network constraints.



At this webinar Dan Brockway, our Director of Technical Marketing, will show you how to create a rich synthetic battlefield environment using VR-Forces, MÄK's simulation toolkit. He'll detail how to create a simulated world where sensor models perceive the events taking place, entities use radios to send spot reports, and the receiving entities change their behavior in response to the communication.

Steve Norri, of Scalable Network Technologies, will explain and demonstrate how their Qualnet Communication Effects Server adds realism to the simulation by modeling the physical properties of the radios, the network topology and the environmental effects on the transmissions.

Join us on Tuesday, September 16 for this webinar. We offer two sessions for your convenience - 9:00 am EDT and 4:00 pm EDT.

REGISTER AT www.mak.com/community

Save the Date

We'll be holding our semiannual **InfoSession meeting** at Fall SIW on Tuesday, September 16 at noon.

Check www.mak.com for more information.

VR-Link 3.12

MÄK Technologies is pleased to announce the release of VR-Link 3.12. This is a Feature Release with many significant new features and enhancements including the following:

- Modern (STL-like) Articulated/Attached Parts API
- Built in support for DI-Guy's DIS and RPR FOM extensions, allowing you to control visual applications that use Boston Dynamics' DI-Guy human character animation software
- Significant performance improvements for Environmental Process messages, and basic network encoding/decoding classes.
- Reflected Object Lists for MOM Federate and Federation List classes
- Improved FOM Mapper API: The ability to update the Tag field and better support for the MATREX FOM
- Support for application initialization with XML files
- Support for TENA 5.2.2
- Improved class documentation with more examples

MÄK Platform Announcement

Starting this summer MÄK will be adjusting our list of supported platforms. These changes will only affect the Solaris and IRIX platforms. The three impacted products are VR-Link, the MÄK Data Logger, and the MÄK RTI.

New feature releases of the MÄK Data Logger and VR-Link will be issued on Windows and Linux operating systems. These releases will not be issued on the IRIX or Solaris operating system. As stated in our maintenance policy, we will continue to support existing IRIX and Solaris feature releases and all associated maintenance releases for one year after the upcoming release. Customers who continue to renew maintenance on IRIX and Solaris will receive technical support, including patches released at MÄK's discretion. No new feature or maintenance releases will be issued on IRIX and Solaris.

If you have a Protection Plan, Multi-Platform Licenses, or require updated versions of VR-Link or the MÄK Data Logger on these platforms please contact your sales representative for additional details.

The MÄK RTI will also change on IRIX and Solaris. With the upcoming feature release of the MÄK RTI, version 3.3, the Solaris and IRIX versions will be released as the MÄK RTI LS version 3.3.

RTI LS is a fully compatible RTI, but will not include the rtiexec, RTIspy, or distributed forwarder. The RTI LS is everything you need to connect a federate on Solaris or IRIX to a MÄK RTI federation. The RTI LS will continue to be maintained and released in conjunction with the MÄK RTI indefinitely.

Customers who have current maintenance for the MÄK RTI on either IRIX or Solaris will receive the MÄK RTI LS as part of their standard maintenance agreement.

Customers with questions or concerns should feel free to contact their sales representative at **sales@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**.

TECH TIP

VR-Forces 3.11 introduced the Entity Editor, a tool that allows you to easily edit a basic set of parameters for VR-Forces entities. More importantly, it makes it much easier to edit complex entity components, such as movement systems, sensors, and weapon systems. For example, M2A2 Bradley Fighting Vehicles have TOW missile systems, but the entity model provided with VR-Forces does not. To add a TOW missile system to the VR-Forces M2A2 model:

1. Open the Entity Editor and load the default simulation model set.
2. In the list of ground vehicles, select the M2A2 Bradley IFV. Instead of adding the TOW system to the default M2A2, we'll create a new entity type.
3. Choose Model > New Model from Existing.
4. Give the new model the name M2A2 Bradley IFV with TOW. The Entity Editor now shows the new entity. It has a unique enumeration and OPE file.
5. In the Forces group box, clear the ForceOpposing and ForceNeutral check boxes.
6. Click the New System icon next to the Weapons label (in the lower right section of the Ground Attributes box). A list of weapons systems is displayed.
7. Select TOW Missile Launcher and click OK. The system is added to the Weapons list.
8. Select the TOW Missile Launcher system in the list.

FIGURE 1

TECH TIP continued

9. Click the Properties icon. The TOW Missile Launcher Properties dialog box opens.

10. Specify the number of missiles the Bradley should carry (7). The new entity is complete (figure 1)

11. Choose File > Save Simulation Model Set.

The next time you start VR-Forces, you will be able to add the new entity to a scenario (figure 2).

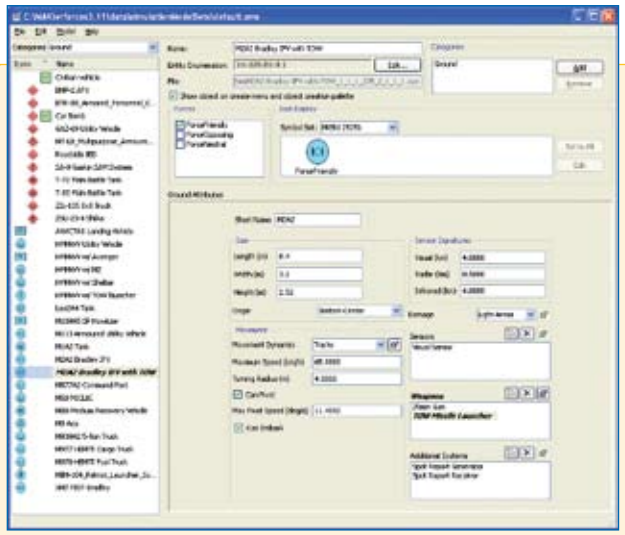


FIGURE 2

For complete details about the Entity Editor, please see VR-Forces Configuration Guide.

WHERE WE'LL BE

Fall SIW
SEPTEMBER 14-19 : BOOTH 3

Florida Mall
Conference Center
Orlando, FL

FOR MORE INFORMATION VISIT
www.sisostds.org

NGAUS 2008
SEPTEMBER 20-22 : BOOTH 1006
(WITH VT SYSTEMS)

Baltimore Convention Center
Baltimore, MD

FOR MORE INFORMATION VISIT
www.ngaus.org/content.asp?bid=8202

AUSA Annual Meeting
OCTOBER 6-8 : BOOTH 2424
(WITH VT SYSTEMS)

Washington
Convention Center
Washington, DC

FOR MORE INFORMATION VISIT
www.ausa.org

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www.mak.com/products/resellers.php

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Link — Simulate — Visualize

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