

S-MISSION

DESIGN, RUN AND DEPLOY HIGH FIDELITY SIMULATION

TURN-KEY HIGH FIDELITY CGF SOFTWARE

BENEFITS

- **Accuracy**

Instead of simply approximating, S-Mission calculates elements in a simulation, including trajectories, flight characteristics, and weather effects. S-Mission is based on proven results technology that is currently deployed in critical programs.

- **Extensibility**

Build entities and behaviors based on each project's needs using the Model Editor and Behaviors Editor. The XML-based database in S-Mission allows for importing or exporting models and for interfacing with other systems.

- **Adaptability**

The Service oriented architecture (SOA) and SIM OneNet technology enable S-Mission to discover itself as well as RTIs, updates to terrain, and to interoperate with other modules.

- **Modularity**

The plug-in architecture allows users to access what is needed when it is required, including 3rd party tools and simulations.

- **Usability**

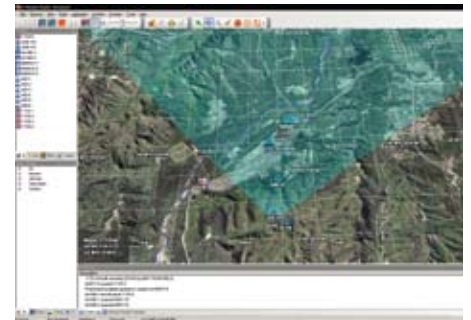
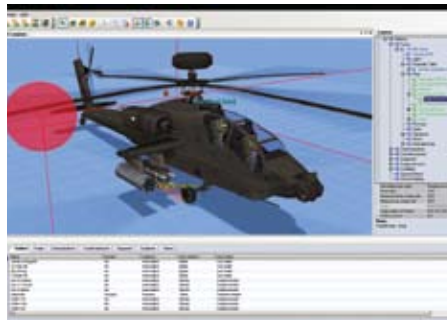
S-Mission is accessible to all levels of users because of its Windows®-based design with a strong emphasis on visual cues.

Offering analysts, trainers, simulation engineers, and planners a full range of capabilities right out-of-the-box, S-Mission is the only simulation software that “just works” with all terrain databases to produce correlated output across all formats.

S-Mission is a turn-key COTS simulation software that includes:

- A high-fidelity simulation core
- Computer Generated Forces (CGF)
- 3D GUI based Model editor
- 2D/3D scenario editor
- 3D stealth viewer
- Integrated behavior editor
- Sound effects server
- Runtime infrastructure (RTI)

To assure perfect correlation, S-Mission reads Presagis TerraPage (.txp) as a native format for both 2D and 3D visualization on the terrain server. In addition S-Mission includes a graphical user interface for use in computer generated forces scenarios and for adding, editing, or customizing simulated entities, behaviors, rules, sounds, and dynamics.



S-MISSION IS DESIGNED TO BE DEPLOYED IN LARGE SCALE OPERATIONAL ENVIRONMENTS, INCLUDING:

FEATURES

- **Computer Generated Forces (CGFs)**
Providing a comprehensive range of land and maritime behaviors as well as the most sophisticated air behaviors on the market.
- **Model Editor**
Using a 3D GUI environment to create or customize any simulated model in S-Mission. Assign the right visual representation to high fidelity dynamics and make them correlated
- **Weather Server**
Using Environmental Scenario Generation (ESG) files to build accurate weather for any simulated environment.
- **Navigation Server**
Providing radio station, runway, and general navigation aids and allowing Jeppesen® and DAFIF databases to be read in their native formats.
- **2D and 3D Visualization**
Supplying ready-to-use components and out-of-the-box compatibility with Presagis SOFViz™, and MobileViz™.
- **Terrain Server**
Directly using Presagis TerraPage visual format, the terrain server provides streaming updates to visual and CGF databases and
- **Sound Server**
Delivering configuration-free spatial audio, entity-based sounds, and physics-based effects, including propagation, attenuation, and Doppler.

Military Modeling and Simulation

Training, analysis, test and evaluation, adaptive planning, mission rehearsal, experimentation, and acquisition.

Analysis

Terrestrial and space-based communications modeling and aviation dynamics, including live control and constructive, real-time weather effects for navigation, sensors, and acoustics.

Emergency Management

Training, planning, and rehearsal for fire and police departments, emergency operations, medical services, and Homeland Security.

Other Civil Sectors

City planning, transportation, aviation and aviation-related engineering and research, and airport security.

Command and Control

Direct connect to live hardware provides control of Unmanned Aerial Vehicles (UAVs), GPS-enabled devices, or other hardware through IEEE1394, Ethernet, or STANAG 4586 interfaces.

Visit www.presagis.com for more information.

