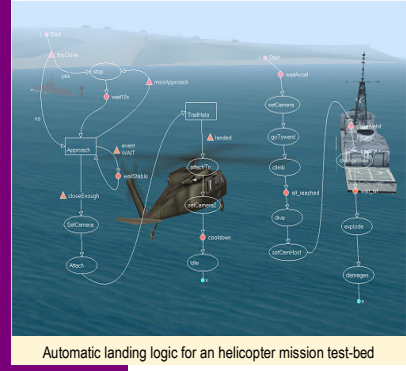
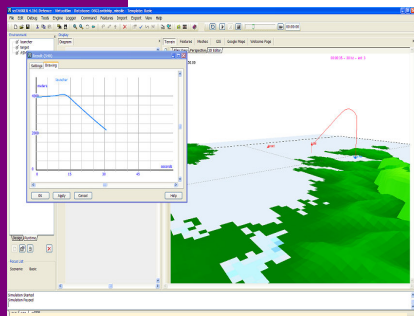


vsTASKER 4.1

Realtime Simulation SDK



vsTASKER is a powerful simulation environment for modeling all purpose real-time behaviors, doctrines and tactical missions. It allows design, study, animation and visualization of scenarios, entities, complex logics and models with unmatched simplicity. It is used to tremendously boost real-time behaviors modeling process for non-experienced scenario designers.



With vsTASKER's intuitive object-oriented modeling and graphical editing approach, you concentrate your time and effort uniquely on behavior design, model specifications and scenario requirements. Changing parameters, behaviors or assigning new models are made through visual components, directly on screen.

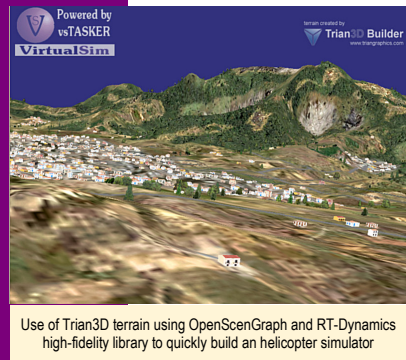
vsTASKER automatically generates C++ code that combines user-code and translates all diagrams into classes. On a mouse-click, vsTASKER outputs EXE, or DLL. Output executable runs without license and is embeddable in any other simulation system.

With vsTASKER, hundreds of entities with complex doctrines can run in real-time (at 30Hz) or faster with minimum CPU consumption.

vsTASKER is HLA 1516 & 1.3 compliant and provides mechanisms to work with any provided FOM. It can import OMT definitions to automatically build Objects and setup the SOM environment.

Scenario analysis and *what-if* studies can be easily performed using the tool powerful batch engine combined with RTC asynchronous mode.

vsTASKER is an affordable platform for the modeling & simulation industry. It can be easily connected to flight simulators, synthetic environments, 3rd party applications and any popular 3D engine for immediate real-time visualization.



- White-Box Approach
- Real-Time Simulation SDK
- C++ Code Generator
- Optimized Runtime Controller
- Free Runtime-License
- Runtime Entities
- Templates & Repositories
- User-Definable GUI Commands
- Internationalization
- Diagrams Orientated
- OpenGL Map Display
- MATLAB & Simulink enabled
- Code Insight Helper
- Data Logger
- Snapshot & Restore
- FOM & OMT Editor
- HLA 1.3 & 1516 (Pitch & Mäk)
- OpenDIS
- Plug & Play Sockets
- Google Map & Earth GIS
- TatukGIS
- Diagrams & Grafecet
- Formation Patterns
- User-definable Models
- OpenGL HMI Builder
- Network & Mesh Path-Finding
- Communication Channels
- Curves & Graphs
- MySQL enabled
- Batch Mode
- Runtime Monitoring
- Rule Engine (Fact database)
- Numerous Viewers:
 - OpenGL
 - OpenSceneGraph
 - Delta3D
 - VegaPrime
 - Google-Earth
 - STK
- Terrain Import:
 - OpenFlight
 - DEM & DTED
 - WireFrame
 - Arc/Info
 - S57 NavCharts
 - Coastlines