



# VBS2™ VTK

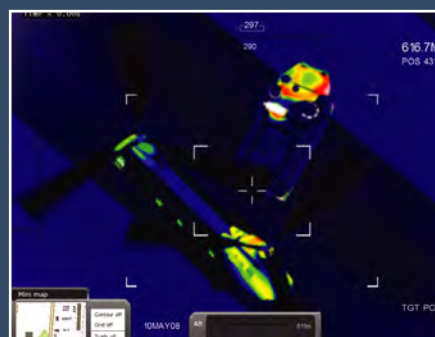
## Virtual Training Kit

VBS2 has passed a major milestone, with the completion of the extensive Virtual Training Kit (VTK) enhancements. Through the sponsorship of both the United States Marine Corps (USMC) and United Kingdom Ministry of Defence (UK MoD), and feedback from other major customers including the Australian and New Zealand Defence Forces, VBS2 VTK represents the state-of-the-art for commercial-off-the-shelf, desktop PC-based virtual training.



Our mandate for VBS2 VTK was simple: extend the capability of VBS2 to deliver a truly customizable, robust and feature-rich virtual environment oriented towards tactical training and mission rehearsal. The target for the VBS2 VTK is the military end user - BIA has effectively handed the power for content creation (rapid development of 3D models and terrain) and modification over to the boots-on-the-ground either at home or deployed.

The VBS2 VTK replaces the VBS2 Desktop Trainer. It will be provided as a free update to all customers. VBS2 VTK is a completed product, a highly capable virtual environment ready for use by modern warfighters.



### Editor and AAR Enhancements:

#### Mission editor improvements

The Offline Mission Editor (OME) now supports 3D waypoints and linking, a greater range of IED related features, and includes a briefing editor. The VBS2 Editor now also supports layers and merging scenarios.



#### Group, unit and weapon editors

New types of groups and units (individual entities) can be defined from within the VBS2 mission editor, and weapon attachments can be configured in-simulation.

#### RTE improvements

The Real Time Editor (RTE) can now be operated on any computer on the network, updates automatically as the scenario changes and now includes a developer console.

### C2 Interface improvements

The Command and Control (C2) Interface now supports group hierarchies, allowing individuals to command large numbers of subordinate units in Real Time.

### After-action review enhancements

The VBS2 After-Action Review (AAR) now includes bookmarks and statistics, and supports playback of recorded voice (requires additional products, contact BIA for more info).



[www.virtualbattlespace.com](http://www.virtualbattlespace.com)

[www.vbs2.com](http://www.vbs2.com)

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## Development Suite Enhancements:

### Rapid terrain development enhancements

Import real-world data quickly and efficiently, and also in-simulation real time terrain editing.

### Configuration editor

Modify a wide range of configuration settings for simulated entities in a stand-alone application with an intuitive user interface.

### Import of 2D map

It is now possible to import a geo-referenced topographical map as well as satellite imagery when importing real-world terrain.



## Environment Enhancements:

### Destructible environment

The VBS2 environment can now be made to destruct in a realistic fashion, including destructible buildings (an example destructible terrain area is provided).

### Deformable terrain

The VBS2 terrain can be deformed in real time and will deform as a result of explosions.



### Breaching

The capability to breach wire, doors, walls and windows has been added via a range of new action menu items, and interaction with urban areas in general has been greatly improved.

## Entity Enhancements:

### Updated fatigue/morale/suppression models

Physical and psychological characteristics can now be defined for entities (either AI or human controlled).

### Handling of wounded and enemy

VBS2 now supports battlefield clearance (dragging wounded), and the ability to command POWs (who may surrender depending on their situation and morale).

### Realistic inventory

The VBS2 inventory is now weight-based and supports containers, and is tied into the updated fatigue model.



### Hand Signals

VBS2 now supports gestures (separate upper torso animation), which are used to provide hand signals and also reloading on the move.



### Support for culture and language training

VBS2 VTK supports two-way Arabic conversations with AI entities via a text-based conversation system. More realistic crowd AI has been implemented and also crowd control functions.

### Improved AI

AI path-planning has been improved and optimized (multi core processors are now exploited), and AI will now use cover, lean around corners and generally act more realistically.

### Additional civilian representations

VBS2 now includes children and also afghan entities.

## Vehicle and Weapon Platform Enhancements:

### Thermal Imaging

VBS2 now includes a highly researched TI model with numerous modes and configuration options, with support for heating and cooling of vehicle components in real time.

### Armored gunnery enhancements

VBS2 now features commander override and a generic lase/lead lock simulation, as well as more realistic gunnery sights.



### Vehicle recovery

VBS2 now supports towing and articulated vehicles.

## Incident Response Enhancements:

### Non-lethal weapon simulation

A range of non-lethal weapons are included, ranging from non-lethal shotgun rounds through to a functional Active Denial System (ADS) for crowd clearance.



### Basic incident response simulation

Additional IEDs have been implemented and IED options improved, and VBS2 now includes a bomb disposal unit and a bomb detection dog.

### Basic NBC simulation

USMC MOPP levels are simulated (a simulated entity can now don an NBC suite), and NBC munitions are simulated at a basic level.

## US Army Content:

VBS2 now includes a wide range of highly realistic US Army entities, weapons and vehicles. DARWARS Ambush! 3D representations have been replicated in VBS2 at much higher levels of detail and realism.



## Open Platform Enhancements:

### Application Scripting Interface (ASI)

With a view to supporting external AI, VBS2 now supports external 'plugins' DLL's that can directly access the powerful VBS2 scripting language.

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