

What's Up MÄK

Customer Success!

RUAG Defense uses MÄK's COTS Products to build a Crew Training Simulator for the French Army



When RUAG Defence needed a rapid response to the French Army's request for a Crew Training Simulator (CTS), RUAG brought to bear its core system-of-systems integration skills and VT MÄK's commercial off the shelf (COTS) products.

The result is "Simulateur de Tir d'Equipage et de Section" (STES) – a simulator that trains French troops for deployment at individual, crew, and platoon levels through mounted and dismounted combat simulations.

"We chose MÄK because of the high-quality performance, functionality, and stability of their products. MÄK's software development kits (SDK) provide the assistance that system integrators like us need to expand and enhance functionality," explains Fabian Sipp, Product Manager at RUAG Defence.

STES prepares troops in the French Army to operate newly developed, wheeled infantry fighting vehicles. The simulator's Battle Management System provides training on the entire communications and information platform. Commanders and gunners practice asymmetric scenarios in both open terrain and urban environments using MÄK's VR-Forces Computer Generated Force (CGF) system with the B-HAVE Artificial Intelligence (AI) module. (Continued on the next page.)

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*- Fabian Sipp
Product Manager at RUAG Defence*

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(continued) The B-HAVE Module for VR-Forces enabled RUAG to integrate civilians and infantry models into urban operation scenarios. With B-HAVE, these civilian and infantry entities analyze terrain topology, intelligently navigate through complex urban environments, automatically plan and follow paths through 3D building interiors, dynamically avoid collisions with obstacles or other entities, and flee from threats.

In addition to providing a foundation for RUAG Defence's CTS, MÄK products have helped RUAG in its Research and Development (R&D) "game-based visualization technology" program. The integration of MÄK's VR-Vantage into its training solution enabled RUAG to improve the performance of their existing tactical visual database.

RUAG Defence's art director was able to implement massive content with dense vegetation and infrastructure, double the polygon count on existing 3D moving objects, and add new layers of texture while increasing its resolution. The actualization of these improvements by VR-Vantage allowed RUAG to greatly enhance the realism of their simulations.

"RUAG Defence relies on MÄK's COTS products because they can be seamlessly integrated into customer specific applications. MÄK's line of products and responsive customer service has allowed us to reach faster delivery times and a higher degree of customer satisfaction," says Sipp. "Another advantage is that MÄK offered the in-house expertise of retired officers. This was a great help as we

evaluated our customer's needs and developed appropriate training solutions."

RUAG Defence offers advanced services and products for defense and security. It addresses armed forces, original equipment manufacturers, and security and emergency organizations around the world. They are leaders in upgrading and armoring vehicles. They offer command hardware and software, simulation solutions, and life cycle support. RUAG is the preferred supplier and center of excellence for the Swiss Armed Forces.



If you would like MÄK to publish your success story, contact marketing@mak.com.

MÄK Webinar Series

Building a UAV Experimentation Laboratory

Tuesday, August 30

Let us show you how to build a UAV experimentation laboratory using MÄK's products and our partner's products.

Join us for an intriguing webinar on August 30 as our Solution Engineer, Bob Holcomb, takes us through the architecture of a Battle Lab demonstrator and shows us how it is made. Bob will describe how VR-Forces is used for the UAV Flight Controller and Background Scenario Generator; GL-Studio to build the UAV Control Station; VR-Vantage with SensorFX tailored to stream UAV sensor video; Qualnet/Exata to emulate the communication network effects on the streaming video; and SimMetrics to analyze the sensor coverage.

That's a lot. Come early and prepare for an in-depth presentation.

Register at mak.com/community/webinars now!

Can't make it? Registrants will receive a link to download a recording of the webinar.

MÄKer Spotlight: Jim Kogler

Director of COTS Products



Meet Jim Kogler, MÄK's Director of COTS Products as of January 2011. A MÄKer since 2002, Jim has filled quite a few roles around here over the years -- Lead Engineer on VR-Link, Lead Product Engineer, and Product Manager for Link Products. If you're an avid reader of all things MÄK, then you've probably seen his name and expert opinions sprinkled throughout our [website](#), [blog](#), and [press releases](#).

But those are the things you already know about Jim. You may not know that he just earned an International Economics MS degree from Suffolk University. He loves to follow current events and debate the finer points of economics, software design, management principles, and, well, just about everything. He is known around MAK for being heard before being seen. This allows him to debate people even when they're in a different room!

During non-work hours, Jim spends a lot of time with his family, including his newborn son and two-year-old daughter. He loves riding his motorcycle to work, going boating in Boston Harbor, and traveling off the beaten path. Sometimes he even has time to play the piano and listen to opera, both lifetime interests. He would like to climb all 46 Adirondack High Peaks someday and also dreams of building a grandfather clock.

We hope we've piqued your interest in getting to know our MÄK team. Stay tuned to our [website](#) and you could meet Jim and other MÄKers at a [tradeshow](#) near you!

Where's MÄK?

Join us at AUUSI's Unmanned Systems North America Tradeshow!

MÄK will be in AGI's booth showing how to integrate COTS technology for a complete simulation solution.

Where: The Walter E. Washington Convention Center, Washington, D.C., Booth #813

When: August 16 - August 19

For further information and registration details, please visit the [AUUSI website](#).

MÄK in the News

Halldale Media: VT MÄK Expanding Applications to Civil Aviation ([read more](#))

Product Updates

VR-InTerra - VR-inTerra enables simulation applications to take advantage of new terrain approaches like dynamic composition, direct-from-source terrain, and Open Streaming Terrain by bringing Terrain Agility to your simulation.

Maintenance Releases

VR-Link 4.0.2 - adds support for MS Visual C++ 10.0 (32 bit and 64 bit)

VR-Vantage 1.3.1 - adds Linux support, terrain scaling, and camera zooming while integrating the ability to configure display units (miles, feet, kilometers, etc.)

For more information, please contact info@mak.com.

MÄK Blog

Have you checked out the MÄK blog?

MÄK's product managers and business development team are blogging about industry news, changing standards, product updates, and even passing along technical tips. Our latest entry features Brett Wiesner, Product Manager, as he discusses his presentations on Open Streaming Terrain for Modeling and Simulation at IMAGE and NDIA.