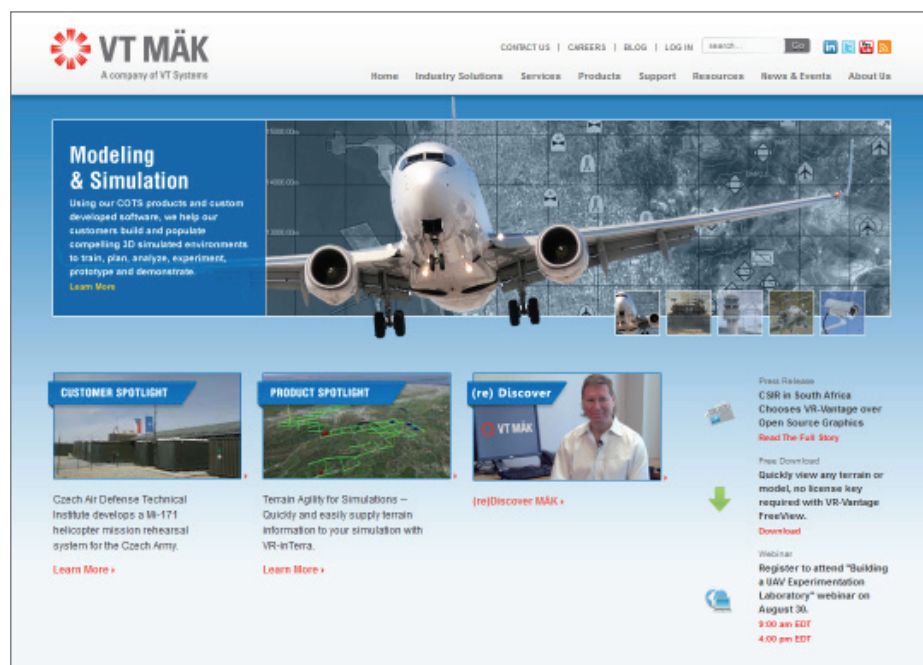


What's Up MÄK

Now is the time to (re)Discover MÄK!



"VT MÄK", "MÄK", "MÄK Technologies", "The VR-Link guys". You may know us by any one of these names. You may also know us by any number of our products - VR-Forces, VR-Link, VR-Vantage, MÄK RTI, or a custom solution from our services team. No matter how you know us, there's more to know.

We'd like to take this opportunity to invite you to (re)Discover MÄK. With our new website, we strive to show you all the ways we can help you and your program succeed. We provide simulation solutions no matter

the industry - **Defense, Air Traffic Management, Command and Control, Homeland Security** and anywhere else that 3D simulated environments are needed. We offer custom products built to your specifications and a comprehensive list of services to help you meet your simulation goals. Our COTS products address the core technologies of simulation, visualization, interoperability, and terrain.

Take a look around our new website and consider our wealth of solutions to help you with your immediate projects.

Go ahead and (re)discover MÄK. www.mak.com

Join the discussion:

Check out MÄK's new **Community Forum** - Share your suggestions, tips, tricks, and "how to" questions with members of the MÄK Community.

We want to hear what you have to say.

(re)Discover MÄK: 1

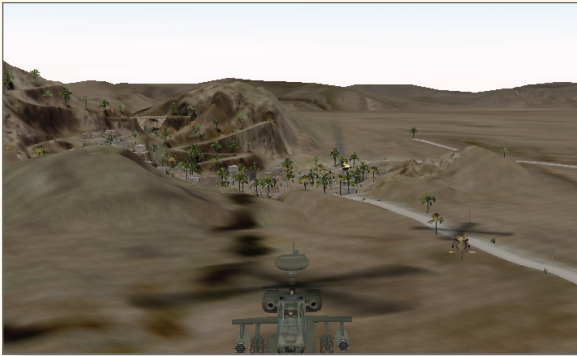
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Zoom Zoom



Look—an explosion in VR-Village!

When you move the observer, you can move as close as you want to an object and you can move as far away from it as you want. When you zoom into an object (technically, magnify the view), you can zoom in as much as you want, but in 3D zoom, you can only zoom out back to the location of the observer—that is, 1X magnification. If you then want to get a view of the scene from a greater distance, you must move the observer. You cannot keep zooming back. (In PVD mode, you can pretty much zoom in and out as much as you want, the behavior is completely different.)

The camera analogy we used earlier is particularly apt for 3D Zoom because the primary use of this feature is to simulate the viewing behaviors of entities that can't move towards the object being viewed, such as the camera on an aircraft, or a spotter or scout observing the terrain from a fixed position.

So as you navigate through the 3D scene and you want to get a closer look at something, remember that you have two different ways to do it – move the observer, or zoom in.

VR-Vantage 1.3.1 and VR-Forces 4.0.1 have a new feature – 3D Zoom. “But wait,” you say, “didn’t they already support zoom? Even the doc says to zoom in.” In previous releases we used the term “zoom” loosely, but now we have to be clear about how you look at something closely, because you have two options – moving the observer and magnifying (zooming) the view.

The easiest way to explain the difference is to think in terms of taking a photograph. If you want a close-up of an object, you can use your telephoto lens to zoom in or you can walk closer to the object you are photographing. In VR-Vantage and VR-Forces, moving the observer closer to the object you are viewing is the equivalent of walking closer to it. 3D zoom is the equivalent of using a telephoto lens. The apparent result may be very similar – a close-up of a scene, but it is important to understand that they are different actions because they behave differently and have different functions in a simulation.



Using 3D zoom, you can now clearly see the explosion.

MÄK Webinar Series

Command & Staff Training: A Low Overhead Approach Wednesday, September 28, 2011

Command & Staff training is a challenge. A realistic operations center environment combined with appropriate scenario-driven, decision-making opportunities are critical in generating “experiential learning” for commanders and their staff. Providing this training capability, as needed, at low cost, just adds to the challenge.

For more than ten years, VT MÄK has supported the US military with desktop training systems for Command & Staff training, built on the foundation of our COTS tools. Our Battle Command simulation is the result. It’s a mature, constructive, and synthetic environment for practicing a full spectrum of military security and combat decision-making tasks.

Join us on September 28 as our experts demonstrate Battle Command, provide insight about our tools, and share the lessons we’ve learned while supporting Command & Staff training. Brian Spaulding, our Battle Command Product Manager, will present the unique features and benefits offered by Battle Command, in addition to discussing our next generation of products to support immersive learning.

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: Max Bandazian

Staff Software Engineer



Since starting at MÄK in 2008, Max has been a valued member of the VR-Vantage team. You may recognize him from front line product support where he answers your most important VR-Vantage questions with panache, verve, and zest.

Around the office Max is known as the quiet VR-Vantage team member; he is soft spoken enough that most people have to be in the same room to have an argument with him (much to the chagrin of Jim Kogler, whom you read about in last month's MÄKer Spotlight). Max is an avid participant in the MÄK Apple Pie Club, the activities of which consist mainly of eating, and occasionally making, apple pies.

Outside of work, Max farms vegetables from the back porch of his Cambridge, MA apartment, where he lives with his wife, Lindsay. At the age of 8, he was widely acclaimed as the youngest sauce-making champion of the Annual Nantucket Spaghetti Festival. He retired early at the age of 10 from the competitive lifestyle.

Max enjoys mathematics, attempting to speak foreign languages, resolving contradictions, and building things from scratch. Once he constructed a BLT from home-cured bacon, porch-grown lettuce and tomato, freshly home-baked bread, and home-made mayonnaise; this remains his high water mark.

We hope we've piqued your interest in getting to know our MÄK team. Stay tuned to our [website](#) to learn more about what's going on at MÄK!

MÄK in the News

Addressing Terrain Interoperability Problems

Military Training Technology
(2nd from the bottom)

MÄK is hiring!

Available positions include:

- Senior Business Systems Analyst
- Junior C++ Software Engineer
- Services & Solutions Engineer
- C++ Software Engineer
- Sales Engineer
- Business Development Executive
- Account Manager

To learn more, visit our [Careers](#) page!

Product Updates

VR-Forces 4.0.1 - Upgrade to VRV 1.3 with improved MetaFlight

B-HAVE 2.0 - Improved path generation speed and better vehicle traffic

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 Jim Kogler, Director of COTS products, as he discusses Pattern-of-Life Simulation with B-HAVE 2.0.