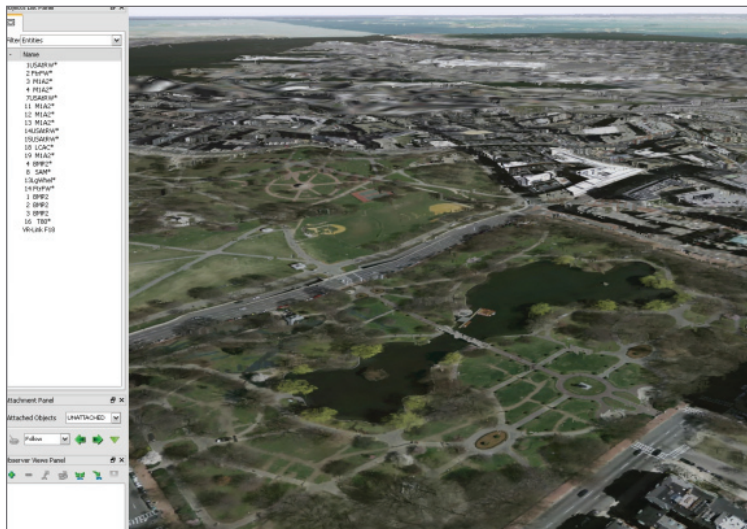


What's Up MÄK

Inject a World of 3D Terrain into Your Simulation



A piece of Boston's terrain, as seen in VR-theWorld

It's no secret that you like to get the most bang for your buck—we all do. For the past 20 years, MÄK has striven to continually provide quality products that work with your budget. So when we offer a deal like this, you know it means serious savings.

For a limited time, we're offering a bundle of MÄK's VR-TheWorld terrain server and VR-inTerra Terrain Agility API for an exceptional price. This special terrain bundle makes it easy for you to create simulations within real-world, 3D environments. With it, you can upgrade existing systems to take advantage of rich 3D terrain with about the same effort as simple digital elevation models (DTED/DEM).

The **VR-TheWorld** server provides streaming terrain to your simulation and visualization applications. You can use it to simulate on the included 2 TB of world-wide

terrain data, or even host your DTED and imagery data within your local network. The VR-TheWorld server is built around open standards such as WMS-C (Open Geospatial Consortium's Web Mapping Service — Cached) and TMS (OSGeo's Tile Map Service). This means that you can use it today with MÄK's visualization and simulation tools or any customer or 3rd party application that supports these Open Streaming Terrain standards.

VR-inTerra quickly and easily supplies your simulation application with the terrain it needs. VR-inTerra saves you from having to write code to load and manage the terrain so you can focus on the functionality of your simulation application. And when you need to move to a new terrain format or even a whole new approach, like streaming terrain, your interface will stay the same. Your application will become "Future Proof."

With this terrain bundle, your simulation applications can break out of the mold of simple DTED terrain and take advantage of complex modeled terrains and innovations in streaming terrain technology.

Make your simulations more competitive, more agile, and more able to simulate anywhere.

Don't forget! This is a limited time offer, valid only through December 23, 2011. Contact one of our sales professionals at info@mak.com or +1.617.876.8085 x2 today!

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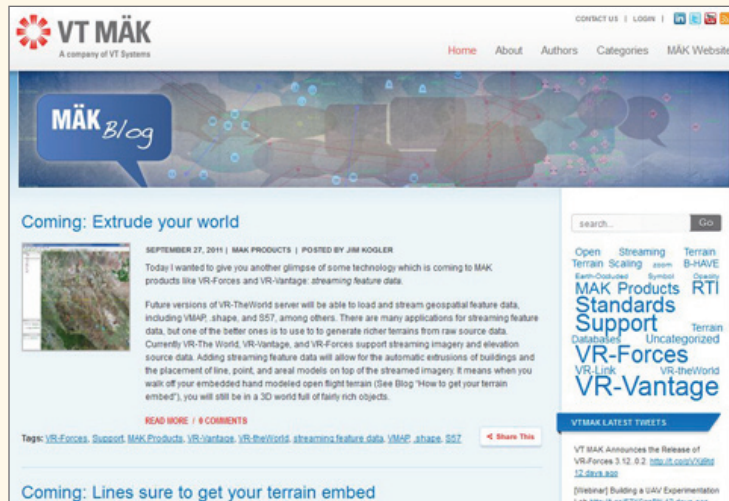
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MÄK's Tech Tip by Fred Wersan

a meta-tech tip

This is a Tech Tip about tech tips. For 10 years, we've been printing three or four Tech Tips a year in What's Up MÄK. We hope that they've been helpful, but at best they've consisted of whatever we thought might be interesting at a particular point in time. But now, with the rollout of our [new website](#), we plan to provide this type of information to you much more frequently. And with our new [Community Forum](#), we offer you the opportunity to share your insights, ask for the tips you really want, and interact with other MÄK product users.



We began blogging and tweeting at I/ITSEC 2009. Our [blog](#) is now a prominent part of the website and we have been writing regularly about new product releases, industry issues, and yes, tech tips. Posting to the blog is one-way from MÄK, but you can comment on blogs if you want to generate some discussion.

The new Community Forum is your destination for asking questions, finding answers, and providing us with feedback. The old Support FAQ is gone but the topics from the FAQ have been rolled into the Forum, so that information is still there. We've organized the forum into three major areas – [Suggestions](#), [How To](#), and [Use Cases](#).

Suggestions is the place to go to give MÄK general feedback about how we are doing and how we can provide better products, a better web site, a better customer experience, or any other reasonable suggestion. The How To section is the place for product questions, tips, and so on. Use Cases is the place to tell us and other MÄK customers about how you are using our products to meet the needs of your customers. The more we know about how you are using our products, the better we will be able to improve them to meet your needs.

So, check it out. You no longer have to wait months for the next tech tip. (Sigh of relief goes here.)

MÄK's Blog

Attending SIW, Fall 2011

by Aaron Dubois

Last week a couple of other MÄKers and I once again made the trip down to Orlando to attend the biannual Simulation Interoperability Workshop (SIW). I'm sure many of you are familiar with the workshop, but for those of you who don't know it, SIW is where people in the simulation industry from around the world meet to discuss the work they've been doing in simulation interoperability and develop the standards that the industry uses. This is where standards such as HLA and DIS are developed.

The workshop consisted of the usual presentations and development group meetings. To me, one of the most interesting was the RPR FOM revival meeting. There is a new push right now to restart the RPR FOM Product Development Group (PDG) and finalize the RPR FOM 2 standard. There are currently several draft versions of the standard, but nothing official. As a result, different simulations will end up using slightly different versions of RPR 2. At MÄK, we've added support in our products for a few of the more popular RPR 2 drafts, but we are definitely interested in seeing the standard finalized. We're excited to be part of the RPR FOM 2 standardization effort, and we hope that RPR will continue beyond that as well. After all, the new version of DIS is nearing completion, so the RPR FOM will need to keep up.

SIW also hosted an LVC Tool Demonstration Workshop, where I did a presentation on VR-Exchange. I was impressed with the size of the crowd, so to all those who stuck around until 4:00 on Thursday, thank you! For those of you who missed it, I showed the flexibility available in VR-Exchange that allows it to perform translation just the way you need it between HLA, DIS, TENA, different RTIs, different FOMs, and any custom protocol you like. We appreciate SISO holding the workshop, and we're glad we were able to be involved.

Looking forward to seeing you at the next SIW in the spring!

Check out our blog! MÄK's product managers and business development team are blogging about industry news, changing standards, product updates, and even passing along technical tips. Don't miss out on the latest!

MÄKer Spotlight: Deb Fullford

Account Manager



While 1994 was a good year for Trekkies everywhere (remember *Star Trek: Generations*, anyone?), it was also a good year for VT MÄK. 1994 is when MÄKer Deb Fullford decided to share with us her many talents.

Deb began her MÄK voyage as a MÄK Stealth engineer, moved into the Sales Department to lead the business development team, and is now an account manager, providing technical guidance, demonstration support, and her expert technical knowledge of the M&S market to assist customers in developing successful simulations.

In addition to her charming and personable demeanor, she holds a Masters of Science in Aeronautical and Astronautical Engineering from MIT and a BS in Aerospace Engineering from Boston University. She is known for her ability to explain difficult technical concepts with the same ease and comfort that she runs Girl Scout meetings. The depth of her engineering experience combined with her charisma makes Deb a favorite among customers.

Outside of work, Deb enjoys a range of interests. From snow-skiing and boating with her husband John and twin daughters Lily and Meri, to leading (the aforementioned) Girl Scout troop, to taking African dance classes, she really does do it all. It's no question that her family thinks of her as Wonder Woman, but it's safe to say that we here at MÄK do too. (The fact that she dressed up as Wonder Woman at our 2006 Super Hero themed Chowdah Fest only solidified this opinion.)

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!

Product Updates

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

VR-Forces 3.12.0.2 - This binary compatible maintenance release for VR-Forces 3.12 includes a number of fixes and performance optimizations to VR-Forces. Any plugins and add on modules developed for VR-Forces 3.12.0.x, including B-HAVE and the VR-Forces 3D GUI, will continue to work with this new version of VR-Forces.

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

Where's MÄK in October?

October 1-5: **56th ATCA Annual Conference & Exposition**

October 10-12: **AUSA 2011 Annual Meeting & Exposition**

October 16-19: **GEOINT 2011**

October 19-21: **Special Equipment Exhibition & Conference for Anti-Terrorism**

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!

MÄK Webinars

Check our Webinar schedule online: We're finalizing the details of our upcoming webinars. Please visit www.mak.com/news-and-events/events to check the schedule and register!