

What's Up MÄK

VT MÄK at I/ITSEC 2012: Simulation Innovation & Interoperability



We're bringing together our innovations and interoperability expertise to provide you with inventive solutions to your simulation problems - and we're going to show you just what we can do at I/ITSEC 2012.

You've heard about how we're putting the web to work for M&S with our **WebLVC Initiative**. Now see it in action and talk to the experts who developed the concept. MÄK's WebLVC Initiative combines web and mobile technologies with traditional COTS modeling and simulation products to provide powerful and lightweight solutions—high-performing, yet accessible anywhere. The initiative includes a WebLVC protocol, a WebLVC Server, and a WebLVC Testbed.

You can also watch our **Interoperability** products in action at our new Interoperability demonstration station. VR-Link, VR-Exchange, MAK RTI, Logger, and the WebLVC Server use traditional and new technologies to connect your simulations, whether your simulators span local or wide area networks or protocol boundaries like DIS, HLA 1.3, HLA 1516, or HLA Evolved.

See **Innovation** at work in VR-Forces and VR-Vantage. Quickly create realistic background traffic with our Pattern of Life capability and learn how to develop complex behaviors with our new Lua Scripting. See how the VR-Vantage 1.5 release incorporates streaming video, which enables believable simulated video, and CameraFX, providing affordable, non-physics based visualization of EO, NVG, and IR scenes.

The whole world is full of **Innovation** at our VR-TheWorld demo area. We'll show how streaming terrain and steaming features can help you build your simulated world even faster.

How can MÄK's **Simulation Innovation & Interoperability** help your project? Learn how with our Spotlight Showcase, offering customer and partner presentations about using MÄK products.

MÄK's Limited Space Special Events - Sign up today!

HLA Evolved Tutorial

Monday, Dec. 3; 13:00 – 16:00

How can HLA Evolved, the latest IEEE standard for simulation interoperability, help your program? Its popularity is causing widespread adoption in large multi-national exercises – how can you best take advantage of this prevalence? Join us for this three hour technical tutorial about the standard, presented by the industry's interoperability experts.

VR-Forces Users Group Meeting

Tuesday, Dec. 4; 14:00 – 16:00

VR-Forces Users are invited to join us as Jim Kogler presents what's on the horizon for VR-Forces 4.1 and what's further out in the future. Bring your issues, ideas, and input to share. The event will also include an overview of Lua scripting to give you a jump start on creating more complex behaviors in your simulation.

Spaces for both events are very limited, so sign up soon to reserve your spot.

Can't make it to I/ITSEC in Orlando? Join us for **Virtual I/ITSEC!**

Tuesday, December 18, 2012 from 3:00-4:00 pm

Join Dan Brockway and Michelene St. Amand as they walk you through the highlights of I/ITSEC 2012. We'll share industry trends spotted at the show as well as MÄK's demonstrations and presentations. Hear an overview of MÄK's WebLVC Initiative, learn what's new in VR-Forces, and find out the latest news about MÄK's full product line. **Register now!**

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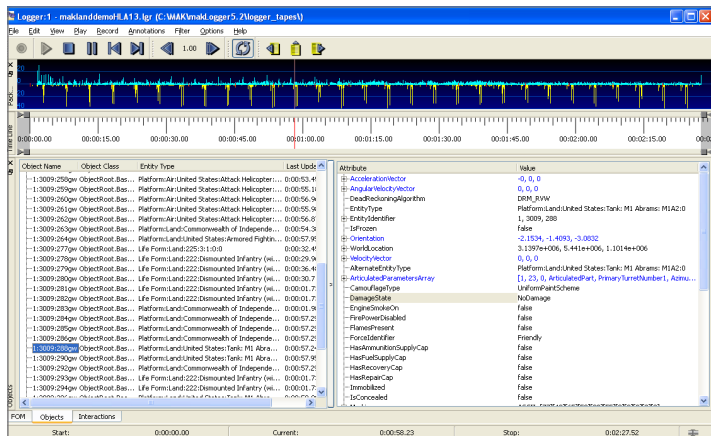
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MAK's Tech Tip by Fred Wersan

MAK Data Logger 5.2 HLA Traffic Analyzer

MAK Data Logger 5.2 has a new feature called the HLA Traffic Analyzer. This feature lets you examine the data the Logger is receiving or publishing and can help you diagnose problems with federates. The HLA Traffic Analyzer provides three views of data: the FOM view, an Objects view, and an Interactions view. The FOM view shows all object classes and their attributes' data format, and all interaction classes and their parameters' data format.



The Objects view displays all objects that are currently known by the Logger. If the Logger is recording, these are the discovered objects; if it is playing, these are the registered objects. When you select an object, the Traffic Analyzer displays its attributes.

The Interactions view displays the interactions in the HLA exercise and information about them.

Suppose that you have recorded a simulation and you are using the recording to view the simulation in a viewer, such as VR-Vantage. In the original simulation you simulated a vehicle with its headlights on. When you view the simulation, the headlights are not on. Where is the problem, in the simulator or viewer?

In the HLA Traffic Analyzer, select the vehicle in the Object view and look at the state of the HeadLightsOn attribute. If the attribute is false, then your simulator did not send the attribute information that you expected. If the attribute is true, then the viewer is not displaying that attribute properly. You can now proceed to try to fix the problem in the correct application.

MAK Webinar

Quickly Creating Realistic Background Traffic in Your Simulation

Thursday, November 15, 2012; 9-10 am EDT

Without a rich tapestry of people and vehicles, a simulated world can feel empty, unrealistic. But adding background vehicle and pedestrian traffic can be complicated and time-consuming, dropping off your to-do list when deadlines loom.

This webinar will introduce you to MAK's Pattern of Life capability, which allows you to quickly fill your world with crowds of people and vehicles; background traffic that behaves in natural, life-like patterns. These patterns emulate children on their way to school in the morning, for example, or worker's vehicles leaving buildings during lunch.

Jim Kogler, MAK's Director of COTS Products, will discuss this new capability and show how patterns are developed with a simple GUI - allowing you to compose patterns to model human behavior, taking simulation conditions (like time of day) into account. By manipulating patterns in the scenario, you can create rich, complex, and realistic background traffic in minutes. He'll also show how this capability extends to air traffic, maritime traffic, and even random animal traffic. Join us to learn how Pattern of Life can enrich your simulation.

Can't join us? Registrants receive a link to download the recorded webinar.

Want to join us? To register for the Pattern of Life webinar, click [here](#).

VR-Exchange: Adding Support for Your MATREX Federation

While VR-Exchange has always supported DIS and HLA through the RPR FOM (multiple versions), this year MÄK is making a concerted effort to broaden our support for other commonly used FOMs and protocols.

To this end, we have recently added several new brokers to support FOMs used extensively by the US DoD. We have started with a broker to support the MATREX Federation. We currently support MATREX version 7.x, but will upgrade to version 8.0 when it is released later this year. In the past we have had limited support for MATREX via a FOM Mapper plug-in. While this limited approach worked, we believe it was not very robust. All new translation to the MATREX FOM is done through a new stand-alone broker, offering robust and MATREX-specific translation options. Additionally, we are pleased to announce support for the Joint Land Component Constructive Training Capability (JLCCTC) Multi-Resolution Federation (MRF). We will also begin work on JLCCTC-Entity Resolution Federation (ERF) support in the coming months.

As with all new VR-Exchange FOM support, translation between these and other protocols and object models can be complicated. Depending on what protocols you want to bridge between, the object model may or may not support robust translation capabilities. Additionally, VR-Exchange has not been extended to support all the objects in any of these FOMs. As has been our historical practice, we will continue to expand translation based on the needs of our customers. Let us know what you need and we will be happy to figure out ways to make your exercise successful, in addition to explaining limitations you may face.

These brokers, while part of the standard product for no additional cost, are not internationally available. If you require one of these brokers for your work, please let us know. We can work with US DoD to verify your eligibility.

TheWorld + TheViews = Special Offer

Buy VR-TheWorld, MÄK's premiere web-based streaming terrain server, and receive a free VR-Vantage Stealth viewer with a year of maintenance. That's a **35% savings** with this bundle.

This special offer allows you to take advantage of the flexibility of MÄK products. Build your simulation in VR-theWorld's synthetic environment and visualize your virtual battle in 3D or 2D with VR-Vantage Stealth.

There's no better time to purchase our VR-theWorld Server. Contact your MÄK sales representative today at info@mak.com or +1.617.876.8085 x2 to learn how this bundle can take your project to the next level.

Hurry! This savings only lasts until December 23.

MÄKer Spotlight: Matthew Figueroa

Software Engineer



When you think of a Software Engineer, the bass guitar doesn't usually come to mind. Nor does foosball. But for Matt Figueroa, a software engineer at MÄK, that's exactly what should come to mind. In addition to running the nightly build system and handling the release engineering of our products, he's got some crazy skills with both the bass AND foosball. The adjective "adept" just doesn't really cover Mr. Figueroa.

A graduate of Boston University with a Computer Engineering degree, Matt works mostly on the MÄK Data Logger as a part of our VR-Link team. He's been at MÄK for a little over two years and is known as the go-to guy for the management of packaging/installers of our products.

When Matt isn't working, he enjoys bettering those bass guitar skills mentioned earlier, immersing himself in the Boston music scene, and beating all the bad guys in video games. While he jokes that another talent of his is "reading upwards of 10 – maybe even 12 – words per minute," we're willing to bet that since his current book is George R. R. Martin's A Song of Fire and Ice, he can probably read at LEAST 15 per minute.

We hope we've piqued your interest in getting to know our MÄK team. Stay tuned to our [website](http://www.mak.com) for the latest on MÄK!