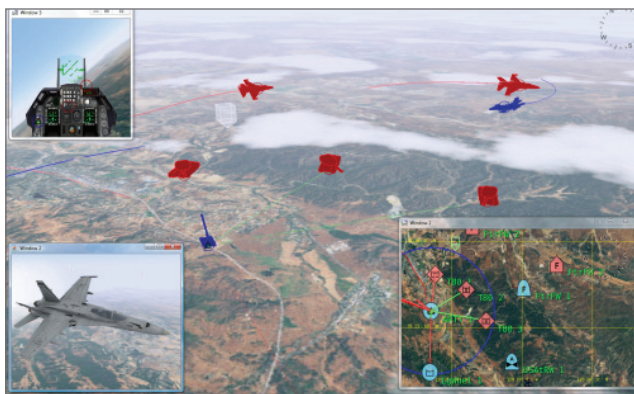


What's Up MÄK

Take Your Geospatial and Simulation Information to the Next Level

Save 35% With Our Special Springtime Bundle!



To celebrate the launch of VR-TheWorld 2.0, MÄK's terrain server, we are offering a special bundle with our premium battlefield visualization software, VR-Vantage. Simply purchase a VR-TheWorld server and you'll get either 2 licenses of VR-Vantage XR, our augmented 3D viewer, or 1 VR-Vantage development environment for free.

VR-TheWorld 2.0 adds the ability to store and stream feature data including roads, buildings, and trees to multiple applications simultaneously. We have continued to expand the amount and quality of imagery and elevation data included with the server while also allowing you to add your own geospatial data to distribute in real-time. With VR-TheWorld 2.0, MÄK ensures compatibility across a range of applications by continuing our focus on delivering products based on truly open standards - we've now added support for Open Geospatial Consortium's Web Feature Service.

View your VR-TheWorld streaming synthetic environment with VR-Vantage XR. VR-Vantage XR gives you a "big picture" understanding of a battlefield situation while retaining an immersive sense of perspective. With VR-Vantage XR, you can simultaneously view the virtual world in 2D and 3D, with configurable information overlays presented in both displays. Click on an entity on the 2D map to "see what he sees" in a 3D inset window. Drop simulated cameras anywhere in the world to zoom in on multiple parts of the battle at once. Whether you use it as a common operating picture for command & control, as an advanced demonstration capability, as an after-action-review display for training, or for situational awareness during simulation exercises, VR-Vantage XR gives you the information you need for better battlefield decision-making.

Or choose to augment your VR-TheWorld experience with a custom crafted visualization solution built with our VR-Vantage development environment. This toolkit is a powerful and flexible platform for 2D and 3D visualization applications. Using a C++ API, you can easily embed out-the-window visuals, 2D tactical maps, sensor or camera displays, or 3D informational overlays directly into your own simulation applications. Whether you are building a first-person virtual trainer, a custom command-and-control interface, or a 3D battlefield analysis tool, the VR-Vantage Toolkit provides the visual features you need to get the job done quickly.

Contact your MÄK sales representative to learn how this bundle can help your project. Act now to take advantage of this special pricing! Reach us at: info@mak.com or +1.617.876.8085 x2.

Learn more about VR-TheWorld with our
product FAQ.

This is a limited time offer. Offer valid through June 27, 2012.

MAK's Tech Tip by Fred Wersan

Connecting to Terrain Servers: An Introduction to .earth Files

VR-Forces and VR-Vantage can stream terrain data using the OSGEarth libraries. Data sources are configured in .earth files. These files are documented at <http://osgearth.org/wiki/MapElement>, but in this tech tip we provide a brief introduction to these files.

An .earth file tells an application where to find the terrain data and configures how to load it. It specifies the location of the data with a URL. For example, VR-TheWorldOnline.earth points to the VR-TheWorld server:

```
<image name="VR-TheWorld Imagery Collection" driver="tms">
  <url>http://www.vr-theworld.com/vr-theworld/tiles/1.0.0/22/</url>
</image>
```

Here is the URL for imagery from the USGS server (USGS No Elevation Online.earth):

```
<image name="i3 Landsat Composite" driver="wms">
  <url>http://isse.cr.usgs.gov/ArcGIS/services/Combined/SDDS_Imagery/MapServer/WMSServer</url> </image>
```

If you are pointing to data on a remote server, you will have to check with the source to find out the correct URLs. Here is a URL for data that is being streamed from a local data directory (SanLuisObispo.earth):

```
<image name="SanLuisObispo Imagery" driver="gdal">
  <url>../data/Terrain/SanLuisObispo/Imagery</url>
</image>
```

This URL is just a pathname.

Each of these <image> elements specifies a driver (tms, gdal, or wms). Different data sources are accessible using different data libraries. To read a data source, your application needs a driver that understands it. "tms" is the OSGeo TileMapService. You can read about it at www.osgeo.org. "wms" is Web Mapping Service (www.opengeospatial.org/standards/wms). "gdal" is Geospatial Data Abstraction Library (www.gdal.org). VR-Vantage and VR-Forces have drivers for all of these data sources (and more).

MAK Webinars

Interoperability 101- A Primer on Distributed Simulation Standards

April 11, 2012; 10 am EDT

You have multiple simulations and training applications. You need them to interoperate. With a multitude of distributed simulation standards, how do you choose which one to use? DIS? HLA? Evolved? 1516?

This interoperability overview will provide an introduction to the standards and discuss the pros and cons of each approach. Aaron Dubois, Product Manager of MAK's Link products will share his expertise and insights gained working on MAK's industry leading interoperability products. Whether it's Distributed Interactive Simulation, High level Architecture, or the latest approved standard, HLA Evolved, Aaron will give you the basic information you need to implement the right standard for your project.

Simulated Video for UAS Development, Prototyping, Analysis, and Training

April 26, 2012; 10 am EDT

Unmanned surveillance systems have become an integral part of battlefield operations. The seamless simulation of surveillance systems alongside other traditional military assets for system development and realistic training exercises is now a necessity. Producing video feeds that are indistinguishable from real world video streams allows for successful integration into training, development and analysis.

This webinar will show you how you can use MAK tools to build a synthetic, interactive, scenario-driven simulated video stream and then how these feeds can be substituted for live video in the demonstration, development, testing, and embedded training of operational video exploitation systems such as UAS ground control stations, situational awareness (SA) systems, sensor fusion systems, and remote video terminals. Bob Holcomb, MAK Solution Architect, will show you the architecture of a rich simulation environment for creating Simulated Video using MAK tools, and will share demonstrations of Simulated Video in use.

Want to join us? To register for the Interoperability 101 webinar, click [here](#).
For the Simulated Video webinar, click [here](#).

MÄKer Spotlight: Kevin Johnson

Technical Product Manager, Terrain Products



Meet Kevin Johnson, the Technical Product Manager for Terrain Products at MÄK. A dedicated MÄKer since 1998, he is responsible for all aspects of VR-theWorld and VR-inTerra, MÄK's terrain products (you can learn more [here](#)). Before he joined the Product group, Kevin was lead developer on the GEMS (GIS enabled modeling and simulation) series of projects where they made VR-Forces and OneSAF run directly on GIS data instead of a native terrain data.

Kevin got his Bachelors of Electrical Engineering from Ohio University and Masters in Computer engineering from Rochester Institute of Technology.

In his free time, Kevin is a Punkin' Chunker. What's a Punkin' Chunker, you ask? You should check out the "World Championship Punkin' Chunkin'" on Science and the Discovery Channel around Thanksgiving. (Hint: It deals with "chunking pumpkins.") He competes in this Delaware championship every year and his team has been on TV multiple times. So, he's pretty much famous.

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:

VR-Exchange 2.0.1 – Adds VC10 Support and improved HLA Evolved API

VR-theWorld Server 2.0 – Support for streaming vector features (WFS) and a completely overhauled GUI allowing for easier management of content, and improved hardware configuration

VR-Vantage 1.4.1 – Adds textured extruded buildings, models from the VR-theWorld server, and forests generated from streaming .shapeFile areas (forested areas), and other effects

For more information, contact info@mak.com or visit www.mak.com!



Website & "Engineer Down the Hall" Experience

Has our website become part of MÄK's "Engineer Down the Hall" experience? Or not?

We know MÄK customers value our awesome customer support. We help our customers with a direct, engineer-down-the-hall approach that keeps them moving on their project deliverables, no matter what issues arise.

Well, lately we have been taking advantage of our new website to facilitate a two-way communication with you, our customers. How's it going?

Take our quick survey and let us know!