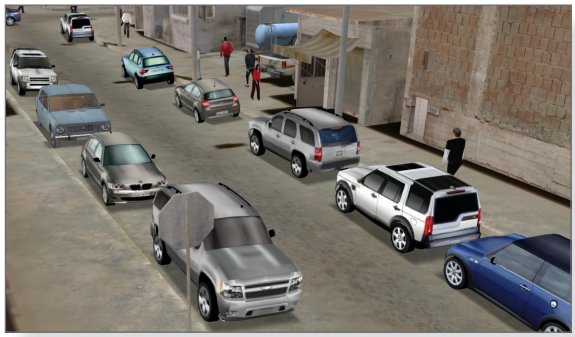
What's Up MÄK

The Pitter Patter of Pattern of Life

Introducing Faster Generation of Realistic Background Traffic using VR-Forces with B-HAVE



It's morning again. Your alarm sounds and you respond with a swift slap of the snooze button. Six times. As you finally make your way to work, you find yourself stuck right behind a school bus. You stop at that coffee place down the street for a quick caffeine jolt, swig your frothy workday nectar, and fade into the anonymity of the random bustle of morning traffic.

As anonymous as you think you are on your morning commute, it turns out that the "random bustle" of daily life isn't that random. You take the same car at roughly the same time on the same road to work every day. Most of us leave for work in the morning and return in the evenings; baristas open their coffee shops, buses follow schedules, and kids go to school - all in a pattern. We rarely pay attention to the pattern while we're driving to work- it all just looks like noise.

For simulations, modeling this pattern of life is important. Simulated worlds need background traffic to add realism and depth but oftentimes the effort to coordinate all the entities is a daunting task. To program randomness and complexity to a city full of entities seems like an insurmountable obstacle for you and your team. How can you create this taxing scenario, with a pattern of life that makes the simulation feel more realistic?

MÄK has your solution. VR-Forces with B-HAVE now makes it easy to create complex Pattern of Life modeling.

While creating individual entities is useful, especially when modeling the target, real pattern of life modeling requires streams of people and vehicles following a context-sensitive pattern. Without variation, the pattern becomes too obvious. We don't actually end up at the same intersection with the same people at the same time every day we go to work. With B-HAVE, first you define one or more patterns through an intuitive user interface and then begin the pattern without having to carefully place each individual person in the pattern. By manipulating patterns in your scenario, you can create rich, complex, and realistic background traffic in minutes.

Creating patterns in VR-Forces with B-HAVE is straightforward; you create instances of Spawn points, places where entities start, in your scenario and then combine multiple spawn points to generate complex streams. The Spawn point specifies the types of entities that will be created. Once they are spawned, entities behave according to their assigned plans to move about and interact within the world. When entities get to a Sink point, they disappear.

With B-HAVE you can:

- Create ground vehicle traffic patterns
- Create random animal traffic, , such as herds of sheep that cross the road every morning
- Develop sophisticated human traffic, like sidewalk traffic
- Fill in Air traffic
- Add Maritime traffic

Download our Pattern of Life FAQ, describing the problem and our new capabilities in greater detail.

INSIDE THIS ISSUE

The Pitter Patter of Pattern of Life: 1
Tech Tip - Editing Logger Files: 2
VR-TheWorld Limited Time Offer: 2
HLA Evolved Tutorial: 3
Company News: 3
MÄKer Spotlight - Fay Nickles 3

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MÄK's Tech Tip by Fred Wersan

Editing Logger Files

Every now and then I need to edit a Logger file, and since I don't do it every day, I always forget which sliders to use to select the portion to edit. And then I can never remember which portion of the file gets edited – the white portion of the time line, or the gray portion. So here is the way to think about it – the white area of the time line is the area that gets cleared or deleted. Use the bottom sliders to expand the gray area at either end of the time line. You are essentially creating a mask over the portions of the time line that you want to protect.

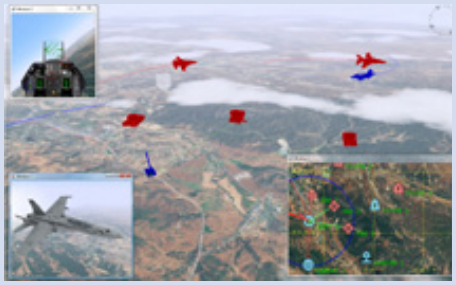
I probably still won't remember, so the next time the Logger gets released, this little tip will be in Logger Users Guide.

Don't forget! Save 35% with our VR-TheWorld & VR-Vantage Bundle

The time to buy is now! When you purchase VR-TheWorld Server 2.0, MÄK's terrain server, you'll receive either 2 licenses of VR-Vantage XR, our augmented 3D viewer, or 1 VR-Vantage development environment for free. That's a 35% savings. But if you wait much longer, the savings will be gone.

Offer ends June 27th so ACT FAST!

Contact your MÄK sales representative or your local MÄK reseller to learn how this bundle can help your project. Reach us at info@mak.com or +1.617.876.8085 x2.



MÄK Webinars

HLA Evolved: A Technical Tutorial

Wednesday, June 27, 2012; 7:30 am EDT

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.

We will discuss:

- What HLA is and how applications can use it to share important data. When discussing HLA, we will use the perspective of HLA Evolved and introduce the versions of HLA and their respective differences.
- How HLA Evolved can benefit today's increasingly complicated distributed simulations, which may exist in complex network environments.
- The technical challenges involved in upgrading to this version of HLA

We will also demonstrate how MÄK has embraced HLA Evolved to make the upgrade process an intuitive and painless experience for you.

Want to join us? To register for the HLA Evolved Tutorial, click here.

Company News

New SimMetrics Software from AGI and VT MÄK Brings Real-Time Analysis to Battlefield Simulations

Doing more with less is a prevalent theme in today's military, especially when it comes to reducing the costs of trials and mission rehearsals while increasing simulation fidelity. To meet this demand, AGI and VT MÄK have created SimMetrics, a new commercially available online analysis tool which models sensors and GPS receivers. SimMetrics' accurate modeling enhances decision making, helping users avoid critical and costly mistakes. Designed for developers and end users of military simulation and virtual training environments, this newly released product was demonstrated at AGI's kiosk in the Antycip booth at ITEC, May 22-24 in London.

"By combining AGI's accurate analysis with VT MÄK's VR-Vantage 3D visualization software, SimMetrics is meeting a critical need for more realistic military simulations," says Shannon Lynch, AGI product manager.

"SimMetrics fills a void by bringing high-level positional and sensor data to today's modeling and simulation marketplace. Through the integration of AGI's industry-leading positional and sensor models with MÄK's real-time simulation interoperability expertise, the user easily achieves the level of fidelity required for effective ISR simulation," says Jim Kogler, VT MÄK director of COTS Products.

For further information on SimMetrics, go to the product page or download an on-demand webinar.

MÄKer Spotlight: Fay Nickles

License Key Administrator and Customer Service Rep

If you've been a customer of ours within the past 6 years, it's likely that you've spoken to, emailed with, or even had the pleasure to meet MÄK's License Key Administrator and Customer Service Rep, Fay Nickles. Her mission is to provide the highest level of customer support and service possible – she understands the importance that when our customers are successful, MÄK is successful.

A woman of many hats, Fay is also responsible for maintaining our customer database, our MÄK price list, promotional item addendums, and backup accounting services for invoices and shipments. Let's suffice it to say that Fay is quite the hat person.

Off the clock, Fay keeps herself busy with her two grandchildren, ages 4 and 10, and taking care of her huge yard with its abundance of wildlife – birds, deer, coyotes, rabbits, and woodchucks often make for evening entertainment. Her latest backyard challenge is figuring out how to keep a couple of the wildlife "regulars", Leelo the rabbit and Fatty Booblatty the ground hog, from eating the entire stock of her new vegetable garden. As soon as the warm weather hits, she and the grandkids will head to their backyard pool for a dip – and so the younger one can finally learn to "cannonball"!

We hope we've piqued your interest in getting to know our MÄK team. Stay tuned to our website for the latest on MÄK!