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What's Up MAK

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Elettronica and Antycip Simulation choose MAK software for Electronic Warfare Battlelab

Electronic warfare refers to the ability to use the electromagnetic spectrum to sense, protect, and communicate in theater, most notably through radar and communications. In order to gain an edge in Electronic Warfare, militaries around the world are looking to better detect, understand, and respond to the use of electronic systems.

In order to maximize electronic warfare outcomes, training systems are needed to simulate a tactical environment within which teams can learn the tactics, techniques and procedures involved.

In response to this ambitious challenge, Elettronica SpA, a leader in the field of Electronic Counter-Measures, has teamed with VT MAK and Antycip Simulation to develop the Electronic Warfare Battlelab. The Electronic Warfare Battlelab is a multi-role, multiplatform, joint-force training arena designed to conduct leading edge joint mission exercise sessions that focus on electronic warfare.

Inside the Battlelab, there are six intelligence stations (two electronic intelligence, one communications intelligence, and three reconfigurable workposts), along with an Intercom communications system to populate audio traffic. Connected to the network are two pilot workstations and one Command & Control Student workstation. An Instructor Operator Station

(IOS) serves as a supervision system and delivers visualization and insights to instructors and observers. The IOS station works in tandem with a CGF to supply tactical scenario generation, electromagnetic environment generation. A workstation is dedicated to visual database/3D model generation. An HLA communication infrastructure ties the entire system together.



Antycip Simulation assisted Elettronica in determining the best software to bring the system to life, and they chose MAK. **VR-Forces** powers the IOS, the CGF, and provides a 2D Map view of the simulation for the video wall. **VR-Vantage** and the **MAK Data Logger** work in tandem to provide 3D views for after action review. **VR-Engage** serves as the base of the the two pilot stations. **The MAK**

RTI serves as the backbone of the communication infrastructure. This software arrangement powered the system while retaining maximum flexibility and extendability for future evolutions of the setup.



The resulting system is capable of training tasks at the individual level as well as complex coordination actions required of multi-echelon joint-force operations.

This enhanced collaboration between different roles and forces creates a more nuanced and beneficial simulation.

“Antycip played a huge role in the success of this project by consulting for the software architecture definition, training Elettronica’s software developers, and helping to select the correct software products,” Enrico Fazio, Head of Customer Support Engineering at Elettronica. “They supported the installation and helped to integrate the Elettronica software modules. With the aid of Antycip, we chose MAK software because the flexibility of its COTS solutions gave us the widest range of options, making it the most appealing for our architecture.”

Want to see videos of more solutions? [Check out MAKtv!](#) Want to learn more about the integral pieces of a simulation and their levels of fidelity? See [The Tech-Savvy Guide to Virtual Simulation](#). Interested to see a [demonstration](#)?

We’re expanding VR-Forces training course offerings!

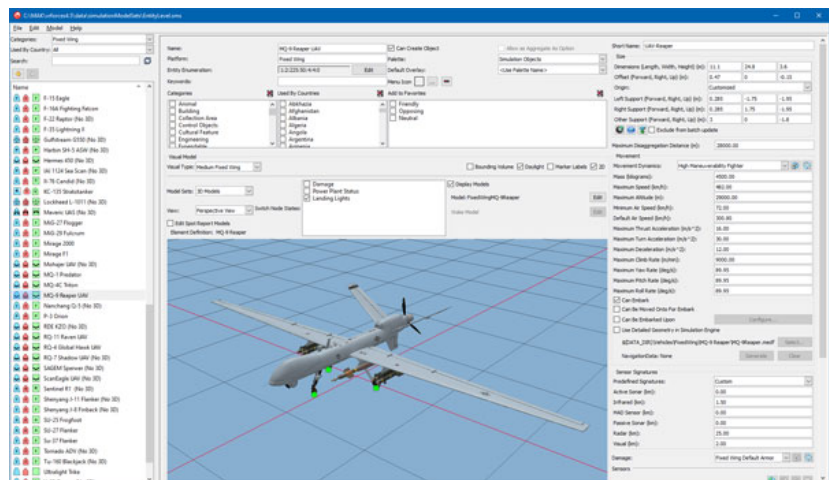
We’re expanding the VR-Forces training course offerings! Due to the overwhelming response we’ve received to our online VR-Forces 101 and 102 courses, we’ve decided to expand our course offerings and add VR-Forces 201 and 202 to the mix. 201 and 202 take deeper dives on specific topics, and are for those who have completed the 100-level classes or are more seasoned users. All classes require students to have a working copy of VR-Forces.

[VR-Forces 201](#) will be held on [Wednesday, June 14th at 10:00 AM EDT](#). 201 focuses on three main areas: a VR-Forces component system overview, the VR-Forces simulation object editor, and the VR-Forces object parameter database editor.

The component system overview will focus on sensors, controllers, and actuators.

The VR-Forces simulation object editor portion will teach students how to add or remove components, as well as how to edit component parameters.

The VR-Forces object parameter database portion will teach students how to create new systems, provide editable parameters, as well as discuss the connections between components in a system and the connections between systems themselves.



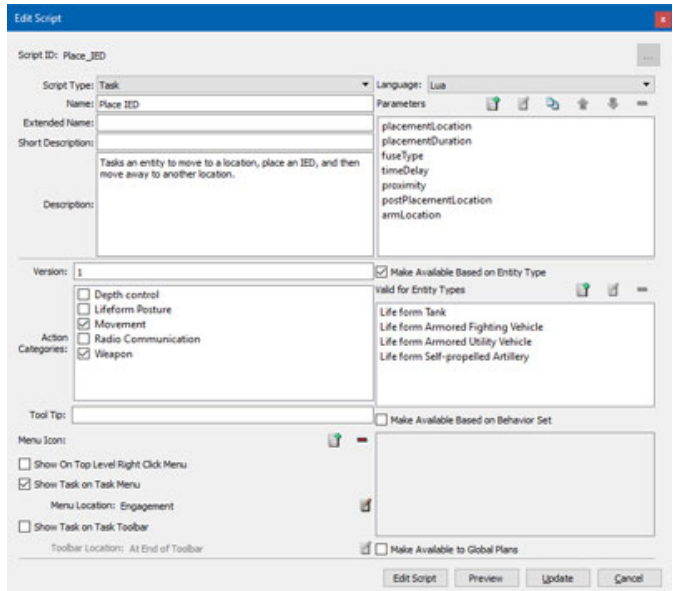
These points will be addressed by demonstrating how a weapon system works and by creating a new weapon system.

VR-Forces 202 will be held on Friday, June 16th at 1:00 PM EDT. 202 focuses exclusively on customization through Lua scripting. Students will learn how to use existing task scripts, as well as how to make new scripts. When creating new scripts, particular attention will be focused on scenario-specific scripts, system scripts, and reactive tasks.

We are holding another round of VR-Forces 101 and 102 classes, which are designed specifically for those new to VR-Forces. 101 will be held on Tuesday, June 13th at 1:00 PM EDT and 102 will be held on Thursday, June 15th at 10:00 AM EDT.

In addition to our online courses, we will be holding a free VR-Forces in-depth training course on-site here in Cambridge from July 24-28th. The course is free to any VR-Forces user with active maintenance. The course is designed to provide in-depth knowledge of how to use VR-Forces including scenario creation, configuration, and customization. During the course, trainees will participate in hands-on workshop exercises. Contact your sales POC to register. Attendance is limited and restricted to a maximum 2 attendees per company.

Want more information on [MAK Assist](#) and our [training](#) classes?



NewsMAKers

Steve Peart has been traveling around the world, holding conferences and attending shows! Check out the [MAK Blog](#) and see the places he's been in May!

We've released a new podcast - a discussion of Virtual Reality hardware with Bob Holcomb! You can listen to this episode and others on [iTunes](#) and [Stitcher](#)- subscribe on either audio service to always hear the latest conversations MAK is having!