

MAK ONE Infrastructure Tools

Tools to Connect and Supply Data

MAK ONE Infrastructure Tools connect systems and components into distributed simulation networks and feed data into the simulation environment. Used in multi-domain synthetic environments for training, experimentation, mission rehearsal, research and development, and virtual prototyping, the MAK ONE Infrastructure Tools are the foundation of the MAK ONE suite of software.

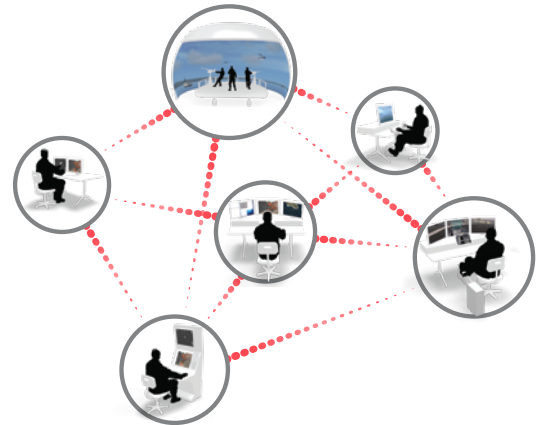
VR-Link

MAK ONE'S HLA & DIS SIMULATION NETWORKING

The VR-Link toolkit provides an easy way to network simulators and other virtual reality applications. It uses a protocol-independent API that abstracts away specific networking details and provides your software with support for industry-standard High Level Architecture (HLA) and the Distributed Interactive Simulation (DIS) protocols.

PRODUCT HIGHLIGHTS ►

- HLA & DIS simulation networking
- Easy way to network simulators
- Protocol-independent API
- Future proof
- Code generator



MAK RTI

HIGH-PERFORMANCE HLA RUNTIME INFRASTRUCTURE

A proven solution that enables High Level Architecture (HLA) federates to rapidly and efficiently communicate. Chosen for both large and small federations because of its performance, support for a wide variety of network architectures, easy-to-use configuration GUI, range of supported platforms, and successful track record.

PRODUCT HIGHLIGHTS ►

- Industry-leading performance
- SISO verified
- Unlimited forwarders
- Simple and complex networks



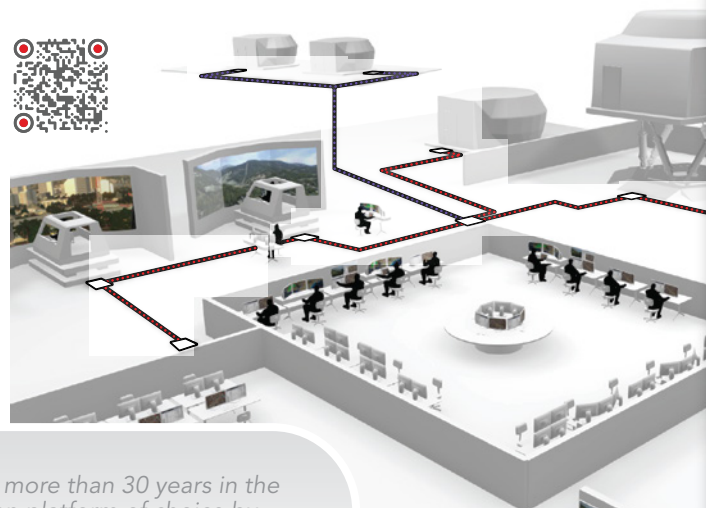
VR-Exchange

MAK'S UNIVERSAL TRANSLATOR FOR DISTRIBUTED SIMULATIONS

VR-Exchange lets all-comers participate in the simulation. All the techniques needed to connect simulations built for separate purposes into cohesive synthetic environments. FOM-to-FOM translation, RTI-to-RTI bridging, DIS or HLA-to-TENA translation, and simulation-to-C4I interoperability.

PRODUCT HIGHLIGHTS ►

- FOM-To-FOM translation
- DIS Or HLA-To-TENA translation
- RTI-To-RTI bridging
- Filter and isolate networks
- Customizable to support new protocols
- Simulation-To-C4I interoperability



Proudly built by simulation experts at MAK Technologies with more than 30 years in the Modeling & Simulation community, MAK ONE is the simulation platform of choice by governments and system integrators around the world.

MAK Data Logger

SIMULATION RECORDING AND REPLAY



An easy-to-use system for capturing and replaying activity within a synthetic environment. Using the intuitive GUI, you can record High Level Architecture (HLA) or Distributed Interactive Simulation (DIS) messages to a file and replay them for easy analysis and After-Action Review.

PRODUCT HIGHLIGHTS ▶

- DVR-like controls
- Time-based annotations
- HLA, DIS, audio, video
- Export to ODBC databases
- Controllable by external applications



MAK WebLVC Server

BROWSER-BASED INTERFACES TO THE SYNTHETIC ENVIRONMENT



Build simple applications to observe, control, and participate in complex simulations. The MAK WebLVC Server connects web-based simulation federates to DIS/HLA federations using the WebLVC protocol.

PRODUCT HIGHLIGHTS ▶

- Browser-based thin clients
- Connect web apps to DIS, HLA, Tena
- Built with VR-Exchange
- Client-side javascript libraries



MAK Legion

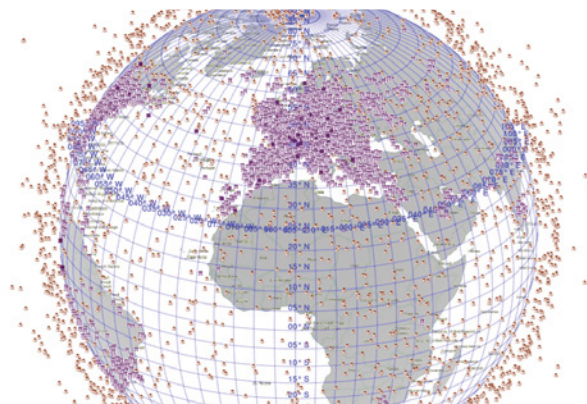
SYNTHETIC ENVIRONMENTS AT UNPRECEDENTED SCALE



Scalability and Interoperability Framework for real time distributed simulations at unprecedented scale. MAK Legion is a scalability and interoperability framework for exchanging information, exchanging state and interactions between different simulation applications – between virtual simulators, constructive simulations, and other tools that go into a simulation system.

PRODUCT HIGHLIGHTS ▶

- Cloud and local deployment
- Relevance filtering
- Tread-safe Data Store
- Spatial organization
- Data-oriented design



VR-TheWorld Server

THE PHYSICAL WORLD WITHIN MAK ONE ENVIRONMENTS



Streaming Terrain for MAK ONE applications and standards compatible simulations. VR-TheWorld Server stores and streams the terrain data used to build MAK ONE Synthetic Environments. Elevation, imagery, and features including roads, buildings, and trees can be streamed to multiple applications simultaneously.

PRODUCT HIGHLIGHTS ▶

- Terabytes of elevation, imagery, features & land use data
- Web interface to add data
- Global base-map
- Local server and cloud implementations
- Supports multiple source formats



DI-Guy SDK

REALISTIC HUMAN CHARACTERS FOR EXTRAORDINARY VISUAL SIMULATION



Super-realistic, fully-rigged, easy to control human and animal characters. DI-Guy SDK renders animated human characters into all the MAK ONE applications as well as into Image Generators from other vendors across the Modeling, Simulation & Training Industry.

PRODUCT HIGHLIGHTS ▶

- Thousands of characters
- High performance SDK
- Seamless transitions
- Runs in Windows & Linux

