

What's Up

MAK

September 2025

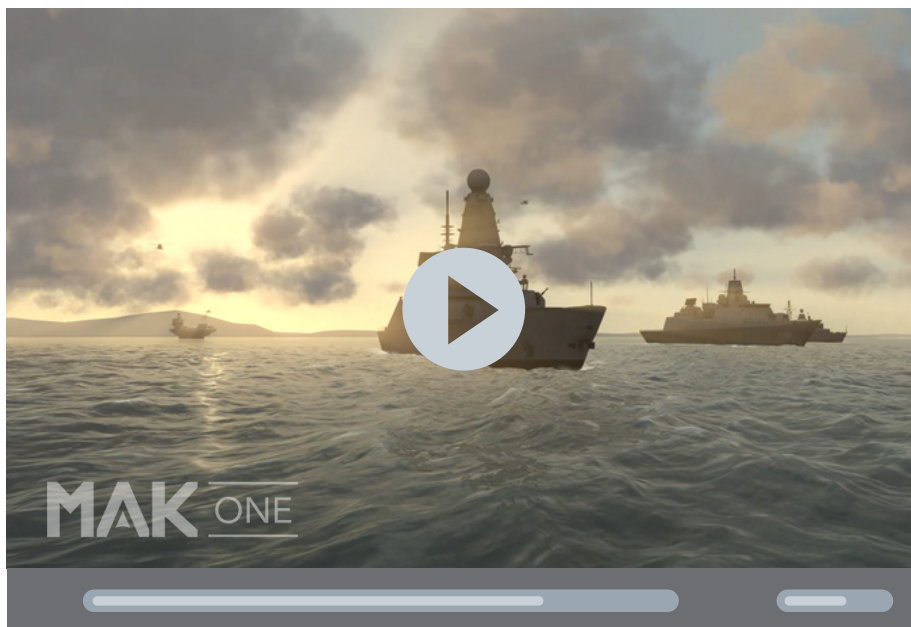
EDITOR'S NOTE



Morgan here with the Q3 issue of our What's Up MAK newsletter, and we are laser-focused on our upcoming MAK ONE 2025 release. It's been an exciting time around MAK these past few months, and we can't wait to share all the ways that the MAK ONE future-ready synthetic environment platform is just better. A better virtual world, a better platform, and a better experience.

But don't take my word for it...go on, keep reading.

A First Look at What's New in MAK ONE 2025



Watch the webinar >>

If you take away just one thing from this newsletter, I hope it's that the **First Look at MAK ONE 2025 webinar** contains everything you need to know about MAK ONE 2025.

MAK's VP of Products, Jim Kogler, walks you through the latest updates to the MAK ONE suite and how they support today's training and simulation demands.

Whether you're already using MAK ONE or exploring what's next, this session will help you understand why MAK ONE continues to lead the way in flexibility, realism, and interoperability.

The MAK ONE 2025 Digest

Now I'd like to invite you to take a tour of all the MAK ONE 2025 goodness at your leisure. Scan, skip around, double click on the topics that speak to you, and enjoy this MAK ONE Digest of epic proportions. (Spoiler alert: it's just...better.)



A Better Virtual World: Introducing a richer, more accurate synthetic environment helping users link, simulate, and visualize anywhere in the world through improved procedural generation including roads and bridges, support for offline use, expanded tactical map options, and enhanced CDB-based sensor integration.

- **Better Procedurally Generated Terrain:** This release adds procedurally generated roads and bridges giving MAK ONE users an even better digital twin of Planet Earth. Read Deb's blog to get [the full terrain scoop](#).
- **Better Deployment:** Look forward to easier deployment of VR-The World data for air-gapped systems via MBTiles export for offline terrain. Read Tim Collin's blog to see [why he's genuinely excited about it](#).
- **Better Tactical Maps:** New stylized maps generated by VR-TheWorld provide more accurate operational views. Read the blog to see how this release turns [tactical maps into powerful, stylized tools for global ops](#). Also read the [VR-TheWorld 4.12 official announcement](#) to learn more.
- **Better CDB Support:** Now you get improved performance and sensor visualization on CDB terrains. ([Did you know that we support CDB?](#) We do!)

Up next: A Better Platform

A BETTER PLATFORM



A Better Platform: New runtime SQL access enables live, in-exercise data analysis, while updated APIs, improved logistics capabilities, and the new role-player SDK make MAK ONE easier to integrate with, build upon, and extend. This release strengthens MAK ONE as both a platform for synthetic environment development and for AI innovation.

- **Better Access to Data:** VR-Forces Simulation Engine Database Connect (DB Connect) lets you access internal data during runtime with a direct import to SQL for analysis and scoring. [Here's how Alex Broadbent is using it in his scenarios.](#)
- **Better Role Player Customization:** The new VR-Engage SDK gives developers more control to tailor role players for specific training needs. Here is your [step-by-step walkthrough of how to create a custom role](#) in VR-Engage—complete with bonus code examples!
- **Better API Support:** Improved APIs make development simpler, with cleaner data transfer and fewer outdated features. Also, catch this article from Jim Kogler about [MAK ONE's open APIs and why they matter.](#)
- **Better Logistics Management:** A simpler way to store, track, and move resources across platforms is making its way into this release.
- **Better Networking:** MAK RTI 5.0 brings HLA 4 support to MAK ONE with modern C++ compatibility, smarter FOM and DDM merging, and new tools for secure, flexible federation connectivity. Read the [MAK RTI 5.0 announcement](#) to learn more.
- **BONUS:** While not specifically tied to the MAK ONE 2025 release, here is [MAK's approach to AI](#) and why the MAK ONE platform is THE platform for AI innovation.



A BETTER EXPERIENCE

A Better Experience: MAK ONE users get more out-of-the-box capabilities including easier scenario creation at the Brigade and Battalion level, more intuitive configuration of first-person ground vehicles, more realistic movement, multi-hit damage models, GPS denied support, multi-vehicle towing, and SAR image generation.

- **Better Ground Movement:** We're continuing to improve our ground movement modeling, giving users more realistic and nuanced ground unit motion, including off-road navigation, improved tasking, and micro-movement updates.
- **Better GPS Modeling:** Introducing a new GPS system susceptible to jamming, plus a GPS jammer system for any entity. Two for one this time: read this article from Jim for the [technical story behind ground truth and perceived location](#) and this blog from Ross Uhler, former Lt. Colonel in the Air Force, for his [operational perspective of training in a GPS-jammed environment](#).
- **Better Damage Models:** Experience more accurate physical and visual damage, including multi-hit damage models, sensor damages, and mobility damage.
- **Better SAR Image Generation:** RFView® for MAK ONE adds high-fidelity, physics-based SAR imagery. Check out the RFView® for MAK ONE [webinar recording](#) and [announcement blog article](#).
- **Better Aggregate Modeling:** MAK ONE is making it easier to generate scenarios at the Brigade and Battalion levels with a redesigned ORBAT that simplifies operational planning. Get the [hour-long webinar](#), or check out this [8-minute video walkthrough](#).

Up next: A Better Experience continued...

- **Better Multi-Vehicle Operations:** New towing capabilities let you connect and maneuver multiple vehicle types with ease.
- **Better Text Chat:** More realistic communication between simulation participants includes multi-channel and multi-force support, and can be injected via global tasks and recorded on the network.
- **Better Flexibility via CIGI Control:** VR-Engage CIGI interface gives operators real-time control over visual output. Read the blog to see how CIGI support in VR-Engage gives you **real-time visual control with external IGs**.

Curious when your MAK ONE 2025 product is officially ready for download?

Join the **MAK Announce list** and get MAK ONE 2025 product release alerts, detailed release notes, and download links delivered straight to your inbox.

» **www.mak.com/connect/announce**

MAK ONE 2025

IT'S JUST BETTER.

Catch MAK ONE 2025 Live

Here's where you can find the MAK team over the next few months:

📍 AUSA 2025

October 13-15 | Washington D.C. | Booth #2325, Hall B

Experience the MAK ONE Synthetic Environment and FPV Drone Simulator at ST Engineering booth #2325, Hall B. You can [learn more about the exhibits in our booth here](#).

📍 I/ITSEC 2025

December 1-4 | Orlando, Florida | Booths #1221 and #1123

The MAK team is pumped for I/ITSEC this year. We've got so much goodness to show off, you can find us in two booths (right across the hall from one another), booth #1221 and #1123. Stop by to learn about the MAK ONE suite of simulation software, see MAK ONE applications integrated to demonstrate complex Ground and Air Operations, and experience how real training solutions are built on MAK ONE.

Can't make it to those events? Prefer a private demo? Let us know at info@mak.com and we'll bring the magic of MAK to you.

Hey, thanks for reading.

If you've got a minute, let me know what you liked, didn't like, or want to see more of in this newsletter, will ya?

This issue was largely focused on our upcoming MAK ONE release, but we're back to our regularly scheduled program next quarter.

Send me an email with your thoughts (or to say hello)!

- Morgan @ MAK