



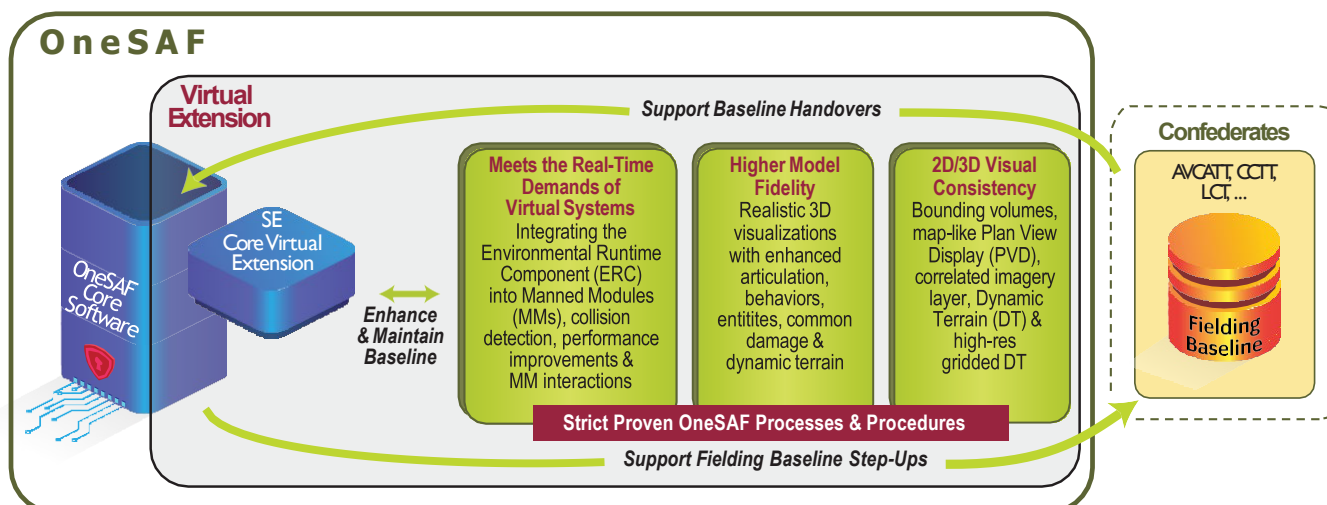
Virtual Extensions

OneSAF meets the real-time training demands of the Virtual Confederates with a common baseline that's fielded and in use by systems and trainers across all Army virtual programs.



Real-Time Collective and Combined Arms Training

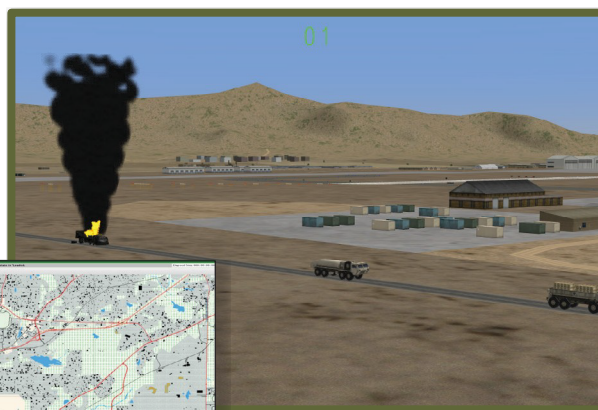
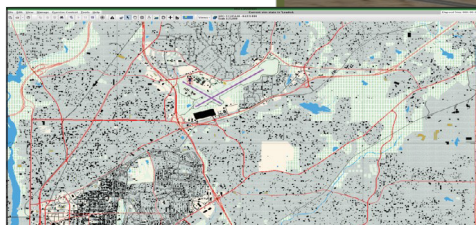
OneSAF supports Army virtual program training requirements at over 58 sites. OneSAF's virtual extension provides enhanced models and functionality to meet collective and combined arms training objectives.



Consistency Between 2D OTF and 3D Visuals

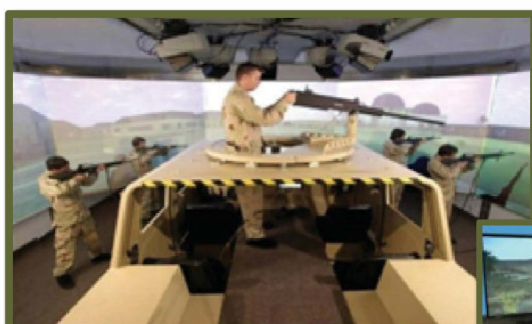
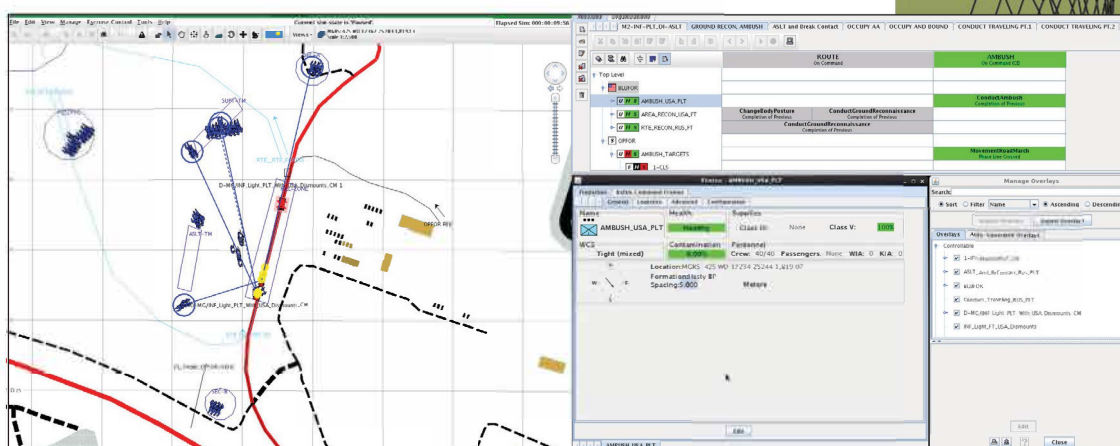
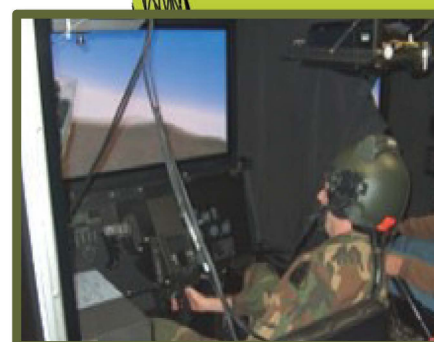
Focus on tactically realistic behaviors and models that reflect real-world actions when viewed in an image generator:

- ▶ VBS®, EPX®, Veritas, and OneSAF's 3D Stealth
- ▶ TCM-V and subject matter expert approved entities, units, behaviors, and vulnerability data that are common across all virtual programs
- ▶ Enhanced articulated parts and special appearance field (V-DIS)
- ▶ Dynamic terrain
- ▶ Map-like plan view display
- ▶ Master Entity List



Manned Module Interactions

- ▶ Integration of OneSAF's ERC into CCTT and AVCATT Manned Modules (MMs) to provide a consistent terrain reasoning view with the CGF and Battlemaster
- ▶ MM collision detection
- ▶ Higher-fidelity performing ground and air mobility models to support real-time demands of virtual systems
- ▶ Common damage algorithm and data
- ▶ Range target vulnerability model for use with gunnery training
- ▶ Command From Simulator:
 - CGF/MM coordinated unit level behaviors
 - Addition of a passive mobility follower capability
- ▶ RWA MM landing on ship orderable behavior
- ▶ RWA MM sling load entities and behaviors
- ▶ Building block for LCT and ESS to provide further customization when interoperating with LVC-IA, WARSIM, and other simulations



For more information,
please contact:

Angela Stacy
Assistant Program Manager
One Semi-Automated Forces

Email: usarmy.orlando.peo-stri.list@army.mil
onesaf-product-support@army.mil