



OneSAF®-VBS2™ Connectivity

Enhancing the Virtual Wargaming Environment

Computer gaming technology has created a multitude of new military training opportunities, becoming more and more realistic as the technology advances. Two of the most exciting developments have been the introduction of the Virtual Battlespace 2 (VBS2) engine and the One Semi-Automated Forces (OneSAF) environment. Thanks to Science Applications International Corporation (SAIC), these separate systems now work together.

SAIC has developed a distributed interactive simulation (DIS) connection between VBS2 and OneSAF, allowing game actors in VBS2 and simulated forces in OneSAF to interact in the same virtual environment. As in any DIS system, the actual processing takes place across multiple host computers, reducing gameplay lag and making the system more robust.

OneSAF®-VBS2™ Connectivity

Robert Franceschini

407.243.3348



Capabilities

- Integrates VBS2 and OneSAF applications into a single training environment
- Enables conversion between DIS and game state data
- Correctly represents actors, engagements and damage across simulations
- Provides mission execution, command and control, and situational awareness training
- Supports LVC simulations
- Supports a multiple role player environment

Our connection employs the gateway application LVC-Game™, developed by Calytrix Technologies, to convert between DIS and game state data. Features now available in the connected OneSAF-VBS2 battlespace include

- Players in VBS2 can mount and dismount OneSAF vehicles
- Sample game terrain maps matching OTF data
- Actors originating in VBS2 are represented correctly in OneSAF and vice versa
- Engagements and damage assessments are performed seamlessly

SAIC has extensive experience in providing simulations and gaming technology to meet military training needs. Our solutions are used in current military training exercises, providing mission execution, command and control, and situational awareness training for entire units. Players can actively participate in real time in a live-virtual-constructive (LVC) simulation.

Virtual wargaming and training continues to advance with developments in game technology. With solutions like OneSAF-VBS2 connectivity, SAIC is deploying new capabilities to hone Warfighters' combat edge. Contact us today to learn more.

Robert Franceschini, Chief Systems Engineer

12901 Science Dr. | Orlando, FL 32826

tel: 407.243.3348 | email: robert.w.franceschini@saic.com

Visit us online at: www.saic.com

Energy | Environment | National Security | Health | Critical Infrastructure



© 2008 Science Applications International Corporation. All rights reserved. SAIC and the SAIC logo are registered trademarks of Science Applications International Corporation in the U.S. and/or other countries. VBS2 is a trademark of Bohemia Interactive in the United States and/or other countries. LVC is a trademark of Calytrix Technologies in the United States and/or other countries. OneSAF is a registered trademark of the United States Army in the United States and/or other countries.