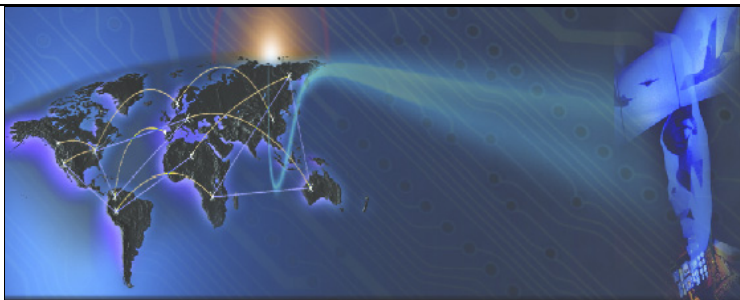




COMPRO Computer Services, Inc.

Tel: (800) 936-2673

www.compro.net



Real-Time Rendering Engine

- Renderings of 50,000 fully-textured, shaded and anti-aliased polygons per channel, peak performance of over 100,000 polygons at 60 Hz
- Renderings of 30,000 light points in day/night/dusk at 60 Hz
- Synchronized multi-channel capability using hardware Genlock solutions
- Auto-alignment and channel edge blending for continuous multi-window applications without performance penalty
- Database paging and texture compression for uninterrupted training through high resolution geo-specific databases
- Full scene anti-aliasing for superior artifact control
- Anisotropic texture filtering increasing texture resolution
- Shader-based light point simulation increasing realism and preventing overlapping lights from bunching
- Multiple light sources (ambient light, spotlights, steerable search lights, landing lights, etc.)
- Dynamic scene management
- FOV based dynamic LOD control
- Real-time texture animation
- Unlimited levels of occulting
- Integrated Boston Dynamics' DI-Guy real-time human simulation

Special Effects

- 30 highly-realistic tactical and cultural effects
- Emissive and reflective surfaces
- Multi-layer order-independent transparency
- Dynamic shadow rendering of scene entities
- Effect, color, and size characteristics correlated to associated database material
- GUI-based special effects (XFX) composer

SAF

- Multiple SAF format
- Fully correlated SAF

Standard Interfaces

- Distributed Interactive Simulation (DIS)
- High-Level Architecture (HLA)
- Common Image Generator Interface (CIGI)

Sensor Modeling

- Realistic sensor simulation based on LOWTRAN thermal environment model
- ROC-V modeling
- Controllable IR hotspots
- Tunable device specific IR effects: noise, brightness, gain, AC coupling, polarity, auto/manual gain, and level focus
- NVG simulation night imagery viewable with the unaided eye
- Tunable NVG attributes
- LLTV camera model

Atmospheric and Weather Effects

- Comprehensive weather and atmospheric effects
- Multiple lightning and thunderstorm models
- Directional and dynamic snow/rain models
- Multiple clouds, fog, and haze layer models
- Continuous and static time of day
- Ephemeris models

Mission Functions

- Tactical terrain server processes up to 80,000 concurrent requests per second
- Surface material code feedback to host for ice, snow, rain, etc.
- 50,000 height of terrain calculations per second
- 5,500 collision detection calculations per second
- 10,000 laser range calculations per second
- Contrast based Image Auto-Tracker (IAT)

Application Programming Interface

- API portable source available
- After Action Review (AAR) record/replay capability
- 3D sound

Databases

- Extensive libraries of world-wide, geo-specific, high resolution databases
- Rapid placement of database features using the Environmental Modeling Editor (EME™) for fast turnaround and reduced cost
- Stenciling of air fields
- Real-time tessellation

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