



COMPRO Computer Services, Inc.

Tel: (800) 936-2673

www.compro.net



X-100™ Image Generator for Commercial and Civil Flight Training

The URS X-100™ is designed to provide the civil and commercial training market with high-end performance solutions at significantly reduced initial investment and total cost of ownership. The processing power of the X-100™ renders realistic imagery-based databases that address the proposed FAA/JAA regulatory requirements (14 CFR Part 60/ JAR STD 01A, Amendment 3) for realistic, accurate, and dynamic scene content.

With the X-100™, you can choose the flight conditions, airport scene, and runway environment required. The X-100™ provides you with true-to-life atmospheric conditions including cloud cover, fog, haze, rain, wind, snow, and continuous time of day.



Bringing Reality to the Visual World...



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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
- Pixel level procedural and texture based light sources
- Dynamic scene management
- Real-time texture animation
- Unlimited levels of occulting
- Integrated Boston Dynamics DI-Guy© real-time human simulation
- FAA/JAA compliant display density raster light points

Special Effects

- Emissive and reflective surfaces
- Multi-layer order independent transparency
- Dynamic shadow rendering of scene entities

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
- Large number of moving model traffic

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

Application Programming Interface

- API portable source available
- After Action Review (AAR) record/replay capability
- Common Image Generator Interface (CIGI)
- 3D sound

INTERNATIONAL BUSINESS PARTNERS



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