

INTRODUCING VBS TACTICS: A NEW 2D INTERFACE FOR CONTROLLING FORMATIONS OF UNITS IN VBS3

Prague – At ITEC 2015, Bohemia Interactive Simulations (BISim) introduces its newest product VBS Tactics, an intuitive 2D interface for control of virtual units in VBS3 at the tactical level.

“VBS Tactics fills an important gap between Virtual Battlespace 3 and larger constructive simulations,” said BISim Co-CEO Pete Morrison. “For officer training, it will help enable more interactive training in the classroom. For simulation centers using VBS3, it gives administrators greater control over AI units in the runtime environment. For commanders, it offers a means to visualize tactical plans before deployment.”

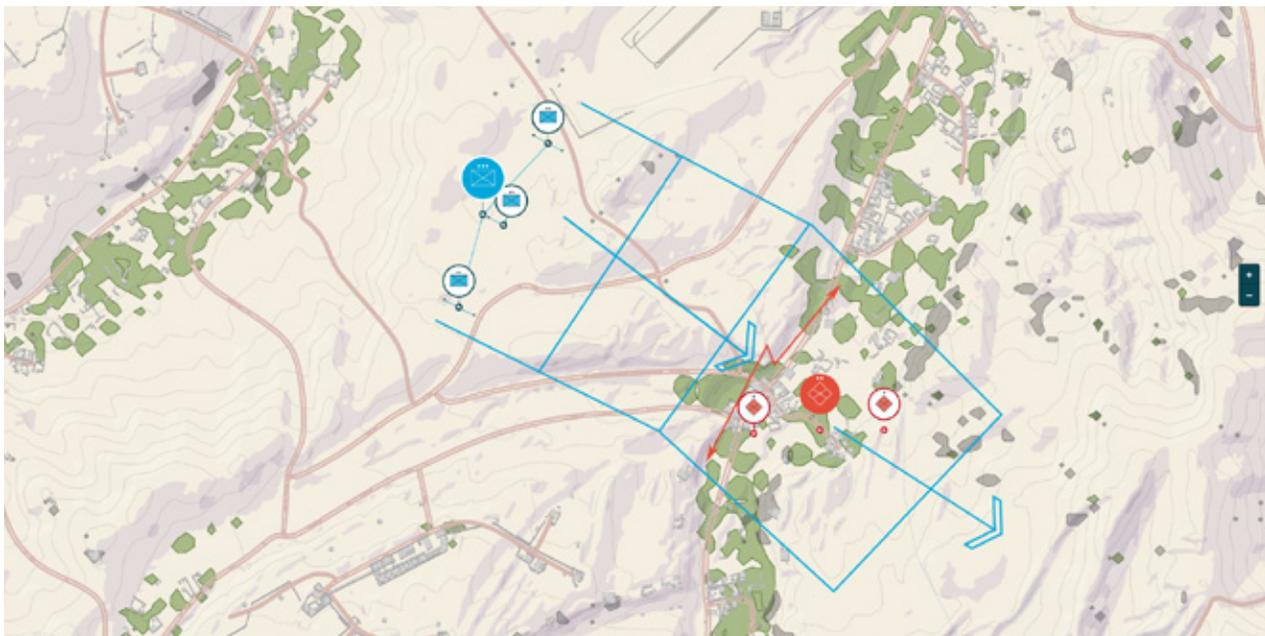
VBS Tactics allows users to conduct realtime tactical maneuver exercises by controlling fire team to company-size AI entity groups in a 2D virtual environment and visualized in 3D in VBS3. VBS Tactics features a new AI system that enables AI entities to behave according to

established military doctrine.

The interface allows users to configure orders of battle, plan a mission with military symbology, execute missions in real time within VBS3, update tactical orders on the fly, and review the results in VBS3 After Action Review.

The core architecture of VBS Tactics is built on web technologies which allows its clients to connect to the server via local area networks, wide area networks and across the internet. Designed for flexibility, VBS Tactics is capable of running on multiple operating systems, ready to run on multiple devices including desktop, tablet, and other mobile devices, and interoperable with other simulation products (when connected to VBS3’s HLA/DIS gateway).

See demonstrations of VBS Tactics at BISim’s booth 4A-300 at ITEC.



Conduct real-time tactical maneuver exercises by controlling fire team- to company-size AI entity groups in a 2D virtual environment.



Execute missions in real time within VB53.

BOHEMIA INTERACTIVE SIMULATIONS

Founded in 2001, Bohemia Interactive Simulations (BISim) is a global software company at the forefront of simulation training solutions for military and civilian organizations. BISim develops high-fidelity, cost-effective technologies for tactical military training. We apply game-based technology to a range of breakthrough, military-specific training and simulation software products.

For more information, visit our website at www.bisimulations.com.