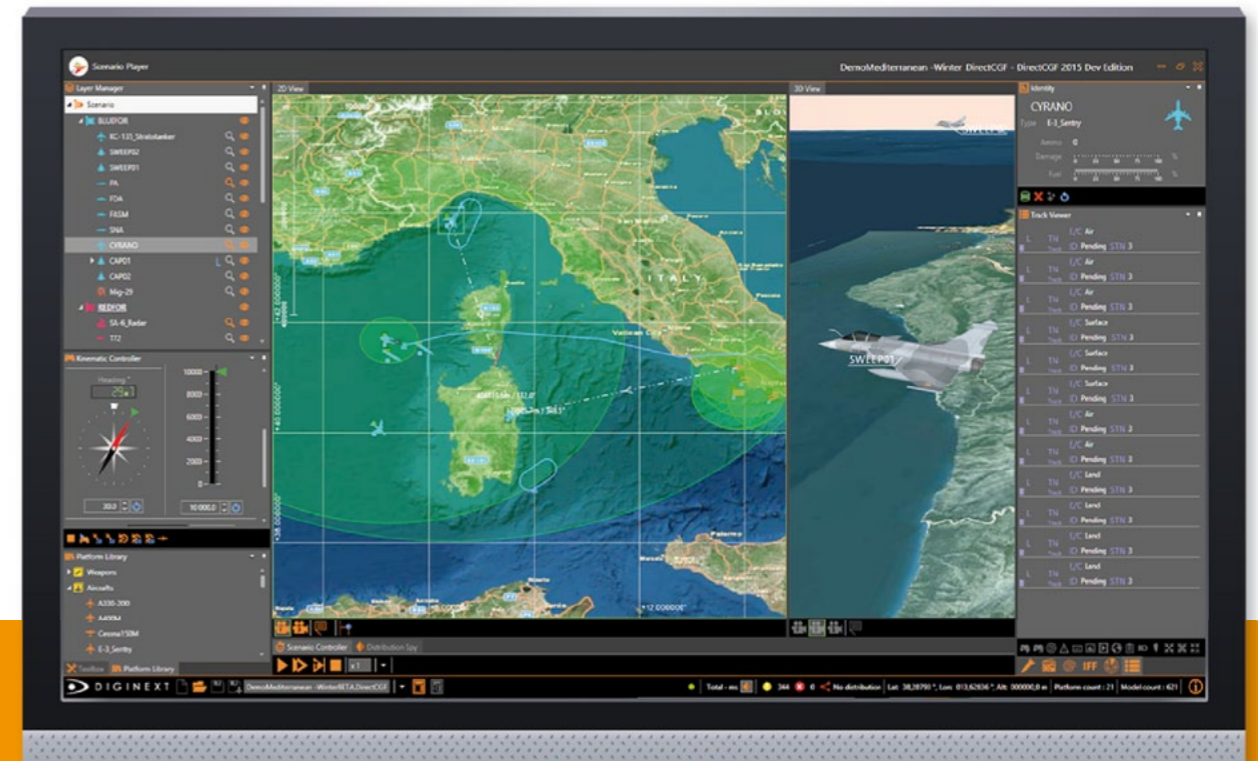


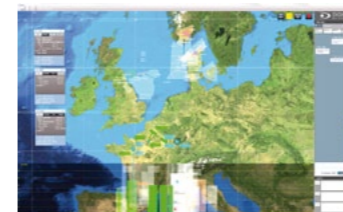
DirectCGF

Network Centric Battlespace Simulation

THE DISRUPTIVE COMPUTER GENERATED FORCES
FOR TRAINING AND DESIGN



Simulate high fidelity tactical situations for LVC experimentations and exercises with the best of simulation and TDL interoperability standards.



LIVE SYSTEMS
L11, L16, JREAP, VMF,
L22, SIMPLE, C-BML



SIMULATORS
HLA, DIS



EMBEDDED SIMULATION
DDS



SCENARIO PLAYER

- High fidelity and proven simulation engine
- Execution control (Play, pause, stop, step by step, fast forward)
- Timeline displaying all simulated events
- Tactical 2D and 3D views, maps of unlimited extension and resolution
- Connection to HLA or DIS federation with advanced filtering options



SCENARIO DESIGNER

In addition to Scenario player features:

- Create advanced scenario with high number of air, land, navy and civilians entities
- Select and import mapping and elevation files from GIS or simulation database formats
- Define initial state of platforms, equipments and behaviors
- Interactive edition of tactical situation and scenario preview
- Gant view for precise adjustment and visualization of scenario timing



PLATFORM ARCHITECT

In addition to Scenario designer features:

- Creation/edition of new platforms and equipment types (sensors, EW, TDL communication, navigation)
- Management of platforms appearances based on their states or events
- Builtin library of platforms, models and equipments
- Design user specific platforms by assembling existing equipments and tuning platforms settings



SCENARIO ANALYSIS

In addition to Scenario designer features:

- Automatic execution of sequence of scenarios (batch mode)
- Record and log simulation results for each execution



C# - Only Quality Stuff Here -->

SDK FOR DEVELOPER

In addition to Platform Architect features:

- Service oriented architecture
- Fully documented C# API with tutorials and samples
- Plugins development to customize DirectCGF GUI
- Development of new numerical models or behaviors
- Compatible with Microsoft VisualStudio 2010 and 2013

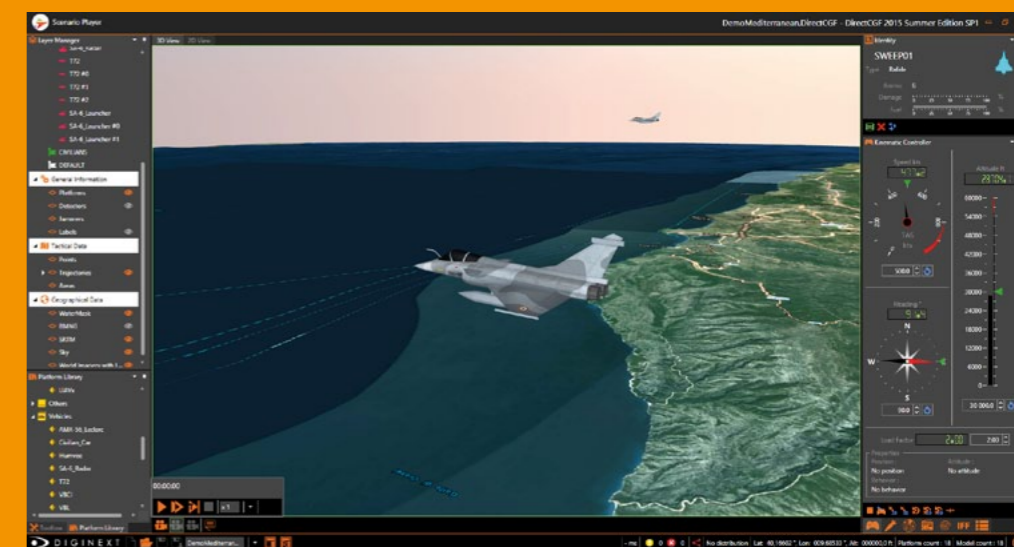
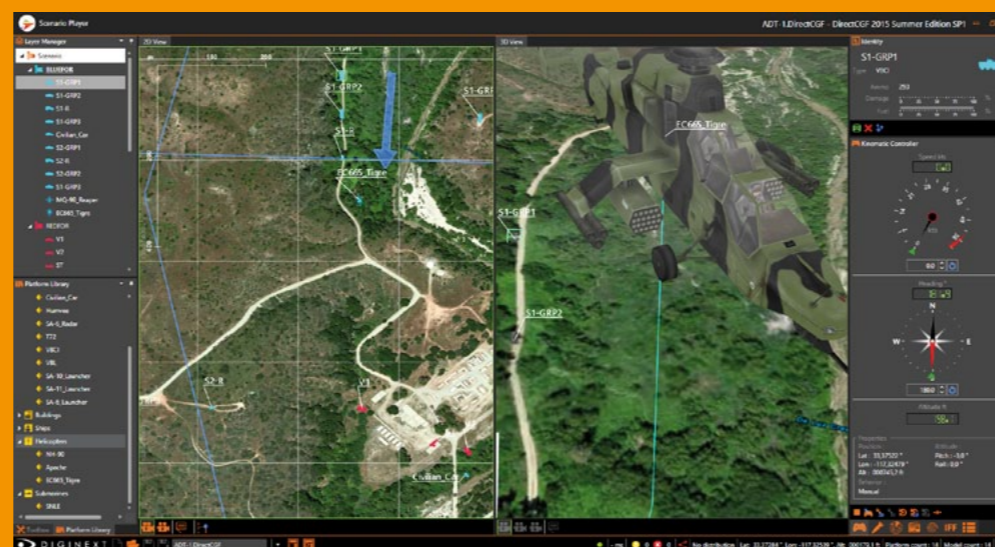
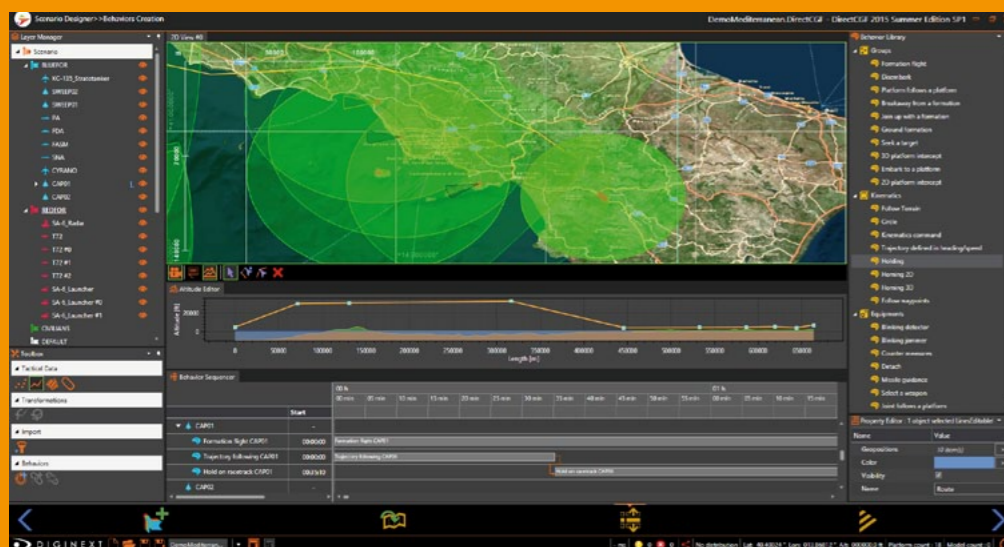


SETTINGS

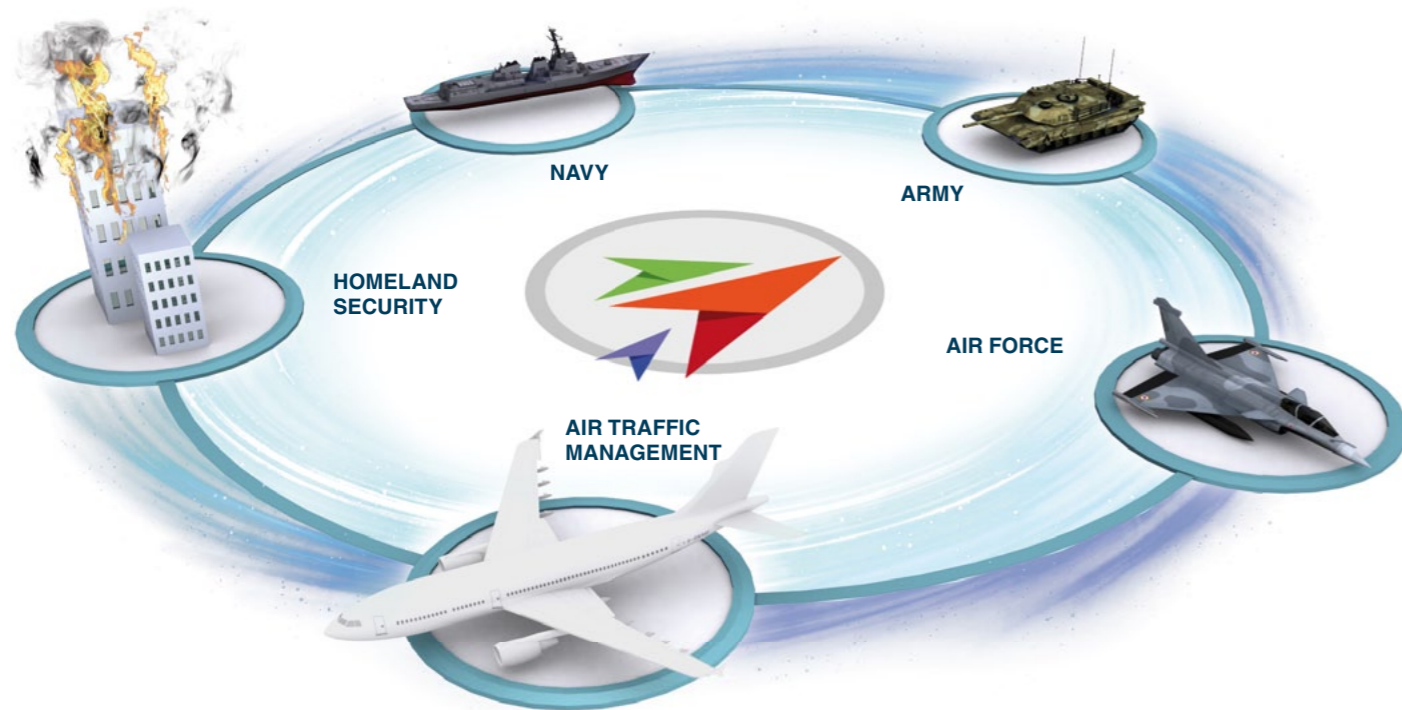
- Multiple services set up
- Fully dockable graphical user interface supporting multiple screens
- Support of all major formats and standard for 3D models, raster images, elevation grids
- Worldwide database for air navigation (NDB, TACAN, ILS, VOR)
- Storage of all configuration, scenario and platforms data in XML
- Compatible with Windows Seven and Windows 8

● SIMULATION INTEROPERABILITY

- Compliant with HLA 1.3 and 1516 standards and various versions of RPR FOM (including V2), DIS 1995, 1998, 2012
- Advanced filtering options on DIS and HLA messages
- Control publish/subscribe per message/interaction
- Enhance capabilities of remote entities with DirectCGF equipments and models
- Support ownership transfer, dead reckoning and aggregation disaggregation patterns



● A SCALABLE CATALOG OF PLATFORMS AND FEATURES FOR A WIDE RANGE OF OPERATIONAL ENVIRONMENTS



● ADD-ON MODULES

OPERATE SIMULATIONS WITH ACTUAL OR SIMULATED NC²/C² SYSTEMS

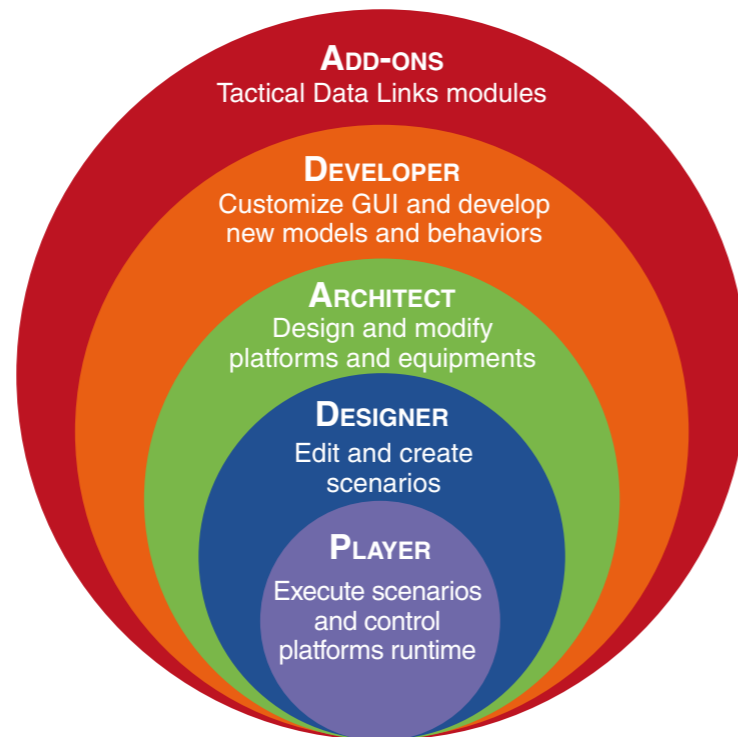
Tactical Data Links services

- PPLI / Blue force tracking
- Resources monitoring
- Tracks detection, correlation and transmission
- Entity control
- Mission assignment (MAD)
- Transmission of mark point, pointers, free text messages
- Threat warning

Tactical Data Links implementation

- Generic messages format and rules (LX)
- Compliant to TDL STANAG / MILSTD (L16 / JREAP, L11, L22, VMF and SIMPLE)
- Automatic behaviors triggered by tactical messages exchanges
- Interoperability with reasoning time messaging systems (CBML)

● A FULL SUITE OF VERSIONS



powered by DIRECTSIM FRAMEWORK

For more information, please contact DIGINEXT Business Development:

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