



LiteFlite[®]

Reconfigurable PC-Based Flight Simulators

LiteFlite[®] *READY for Training*

With its **Reconfigurable/Extensible**-architecture, **Adaptable** high-fidelity image generation, and **Distributable/Interoperable** nature, **LiteFlite[®] Reconfigurable Simulators** are truly **READY for Training** regardless of the training objectives.

LiteFlite[®] simulators are designed to support training objectives by encompassing the entire mission training cycle including mission planning, execution and debriefing/after-action-review (AAR) in a stand-alone or distributed mission training event.

LiteFlite[®]'s features include:

- Robust GUI-Based Instructor Operator Station (IOS)
- Mission-Planning—Rapidly build, edit and save training scenarios using GUI-menus/map-view displays. Scenarios can include ownership (type, configurations, routes); air-to-air computer generated forces; other friendly aircraft orbits; scripted vehicle activity (friendly and enemy); and environmental conditions. Also supports display of danger areas, SAM sites and No-Fly zones in the visual scene; placement of follow-paths (course-rules); and use of current DAFIF airport data that allows the selection of airports and runways complete with ILS data.
- Mission Operations—Start/stop, data recording/marketing/playback; real-time moving map functionality plus interaction with other virtual and constructive simulations during run-time.
- AAR Capabilities—Improved camera functionality including a wide variety of instructional viewpoints using multiple, selectable cameras; data capture, graphing and display in an XML-file format for AAR data retrieval/analysis; and interactive replay that supports event playback and re-fly based on instructional feedback.
- PFPS/FalconView interface
 - Includes a flight plan conversion tool to translate FalconView CRD files to LiteFlite[®]'s native AFP file format facilitating direct use of FalconView generated flight plans in LiteFlite[®].
- Support for loiter patterns in flight plans and “turn short” waypoint autopilot functionality.
- Improved efficiency in DIS remote entity processing and native DIS filtering capabilities.
- Enhanced EO Pod functionality including EO Pod Situational Awareness camera views.
- Recording and QuickTime movie production for inclusion in CBT/WBT.
- Software-based, built-in ASTI-compatible DIS radios.
- Support for layered winds and turbulence.
- C-130, F-18 and SH-60 aircraft plus airborne-tactical-laser (ATL) and high-power-microwave (HPM) weapon simulations.

LiteFlite[®] is available in PC notebook, desktop and full cockpit configurations.



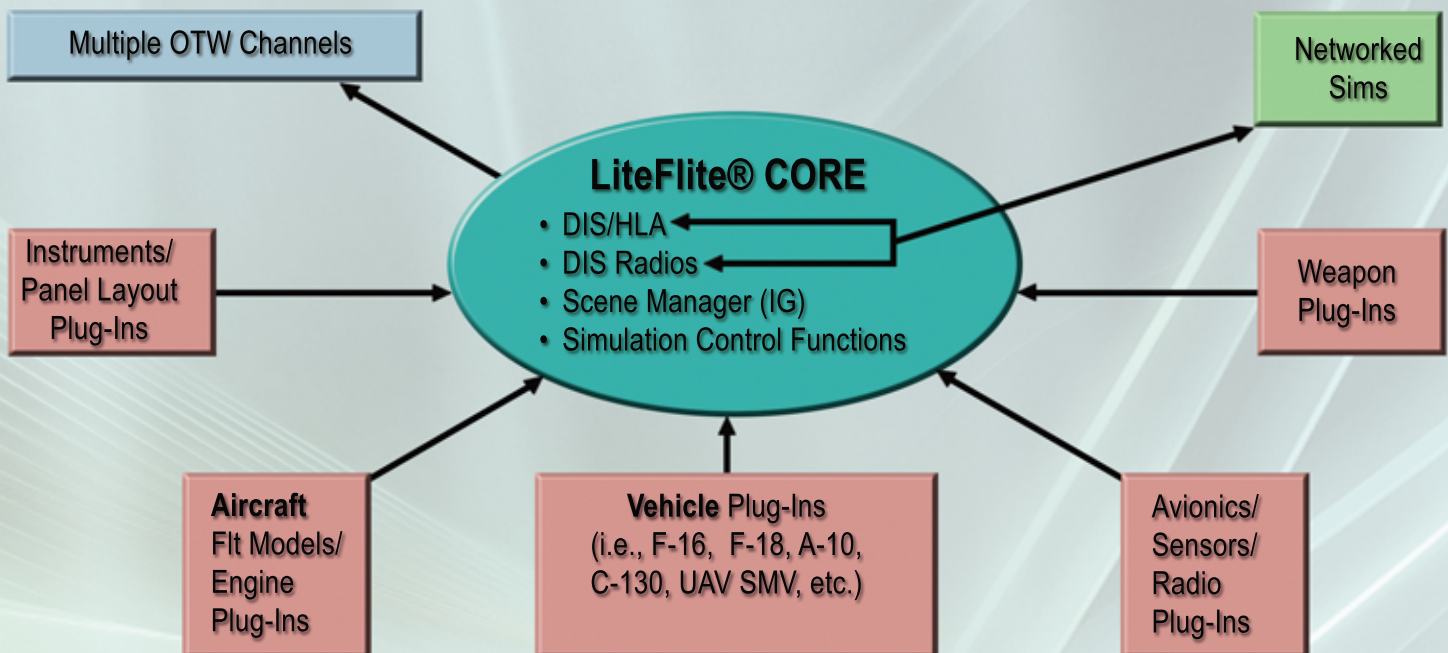


LiteFlite[®] Reconfigurable PC-Based Flight Simulators

Introducing SDS' Completely Re-Architected, Highly Successful PC-based LiteFlite[®] Reconfigurable Flight/Space Simulators

LiteFlite[®]'s latest architecture preserves all the capabilities of the original LiteFlite[®] simulator product line while providing a totally revamped modular, plug-in architecture that adds the flexibility, adaptability and new features needed to ensure LiteFlite[®] is the software of choice for simulation-based training/mission rehearsal, research and development, and test and evaluation activities. With over 150 systems fielded to date, customers recognize that the original LiteFlite[®] provides quality training, whether stand-alone or distributed, at an affordable cost.

LiteFlite[®] and its associated Software Developer's Toolkit facilitate direct customer development/adaptation of modular components such as flight models, instrumentation, avionics, sensors, weapons, and/or entire vehicle types (such as specific fighter, bomber, transport, helo, etc.) complete with their specific flight models, instrumentation, sensors, avionics and weapons. The simulators also include many new features including software-based ASTi-compatible DIS radios and improved high-fidelity aerodynamics, physically-accurate weaponry, and highly realistic out-the-window (OTW) visual/sensor scenes.



LiteFlite[®]'s **Software Developers Kit (SDK)** is an optional component providing developers with the C++ elements needed to create custom extensions to the simulation. This SDK provides developers object-oriented direct access to LiteFlite[®]'s simulation primitives, its DIS/HLA integration, and the rich visual system provided by CYBORG Game-Engine. With the SDK, developers can integrate other simulation code into LiteFlite[®] developing custom LiteFlite[®] plug-in object models for virtually any plug-in class.



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