

AAcuity® Hero-FPS

Hero-FPS -- Robust DIS-Capable First Person Shooter



AAcuity® Hero-FPS Capabilities Include:

- Planning, set-up, control and playback using SDS' robust, GUI-driven Mission Planning, Instructor Operator Station (IOS) and After-Action-Review software
- Situational awareness provided by the informational HUD and compass on the out-the-window display
- Use of OpenFlight, Paging OpenFlight, TerraPage, or SDS' GeoSource-RTB™ terrains
- Real-time damaging of 3D MOUT buildings and directional terrain cratering
- High-fidelity visual/sensor (NVG/IR) scenes provided by SDS' AAcuity® PC-IG
- Employment of a variety of weapons, chem-sticks, and lights while moving throughout the scene--weapons employment uses parametrically-defined, physics-based ballistic models
- Configurable hit-damage display based on weapon detonation type and distance
- An optional Software Developers Kit (SDK) that provides developers with the C++ elements needed to create custom extensions to the simulation

AAcuity® Hero-FPS --Providing First-Person-Shooter Role Player Capabilities for use in Research and Development, Test and Evaluation, and Training Applications where Affordability, Flexibility and Quality Matter

AAcuity® Hero-FPS --In use at US Army Natick Soldier Research Development and Engineering Center (NSRDEC) Supporting Future Warrior Technology Integration (FWTI)



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