

# AAcuity® *Hero-FPS*

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

**AAcuity® *Hero-FPS*** enables the user to become a first-person simulator operating in stand-alone (self-contained) or networked (distributed) exercise modes to support a variety of research and development, hardware-in-the-loop testing, and individual/team training requirements.



**AAcuity® *Hero-FPS*** provides a robust, stand-alone environment that includes dynamic scripted friendly and enemy flight/ground/sea-based combatants interacting on high-fidelity terrains with highly-realistic visual/sensor scenes provided by SDS' AAcuity® PC-IG. In addition, multiple *Hero-FPS*s can be networked together to enhance scenario realism and aid team-training activities. Scenarios can include:

- Day, night and sensor (NVG/IR) aided operations
- Virtual and constructive humans, aircraft and vehicles
- Realistic weather/special effects, variable time-of-day/wind effects, moving-trees/grass
- Real-time damaging of 3D MOUT buildings and directional terrain cratering

**AAcuity® *Hero-FPS*** also provides the capability to observe, interact with, or assume the position of virtually any entity in a Distributed Interactive Simulation (DIS) exercise. As such, *Hero-FPS* can function as an individual (independent) player or provide both the appropriate views (visual, NVG, and IR) and firing capabilities associated with virtually any weapon/position on/within a specified DIS entity in the scenario.

***Dynamic Interaction/Kill Removal—High Fidelity Visuals/Special Effects—DIS Role Player***

## ***PC-Based AAcuity® *Hero-FPS****

***An Affordable, Highly-Effective Simulation Tool--Available Today***