

300 Infantrymen over a Minefield: AEROPVS016

"300 Infantrymen over a Minefield" is a tactical integration demonstration developed by **VirtualSim** to showcase interoperability between **vsTASKER** (a C2 and simulation system) and **VBS-IG** via the CIGI protocol.

Here is a breakdown of how the simulation operates:

- **Role Distribution:** vsTASKER acts as the host server orchestrating the behavioral logic, while VBS-IG (Virtual Battle space Image Generator) renders the high-fidelity 3D environment.
- **CIGI Protocol:** Both software communicate using the **Common Image Generator Interface (CIGI)**, allowing the scenario logic to instantly translate into real-time 3D visuals.
- **The Scenario:** The simulation places 300 infantry entities on the battlefield, tasking them with tactical breaching and crossing a localized minefield. It serves as a stress-test and proof-of-concept for handling high entity counts and dynamic physics (such as proximity meshes) simultaneously.
- **Testing Capabilities:** The simulation is utilized by defense planners and simulation engineers to study troop casualties, route clearance, and battlefield AI behaviors under high-stress conditions.

Check out the VirtualSim Portfolio for more information and to view the official demonstration tag.

Would you like to explore how **vsTASKER** handles other complex scenarios, or do you want to learn more about the **CIGI protocol**?

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