

Frigate indirect fire on Porto Island: AEROPVS015

The demonstration by VirtualSim showcases the integration of their vsTASKER battlefield simulator with the VBS-IG (Virtual Battle space Image Generator) using the CIGI protocol. This multi-stage 3D scenario features an Anzac-class frigate conducting indirect fire strikes on Porto Island based on target data relayed by a Predator drone.

Would you like to know more about the specific technical details (such as the CIGI protocol implementation) or explore other battlefield simulations available in vsTASKER?

In this demo, vsTASKER is using VBS-IG through CIGI protocol to display in 3D an indirect fire on Porto island (provided by Bohemia terrain).

First stage of the scenario: a convoy of two tanks and one armed vehicle is detected and tracked by a Predator drone. It sends the position of the threats to a frigate (Anzac) which starts indirect fires.

After the first detonations, the armed vehicle takes shelter while the two tanks engage a riposte. At the same time a platoon is rushing towards a missile launcher, also detected by the drone.

Finally the ship is destroyed and the drone is shot down by a machine gun.

- VBS-IG from Bohemia Simulation
- vsTASKER 7 using CIGI over Wifi 5Mhz
- CIGI v3.3 + special packets for VBS
- Gamepad to control the missile launcher vehicle
- Some ambient sounds have been added to the video
- IG Computer: i7 7600K, 32G RAM, NVidia 1060 GTX
- Host Computer: i5 8600K, 24G RAM



The "**Frigate indirect fire on Porto Island**" is a technical integration demo created by **VirtualSim**. It showcases the capabilities of their **vsTASKER 7** simulation software acting as a host to control 3D environments via the **CIGI protocol**.

Demo Scenario Overview

- **The Setup:** A Predator drone detects and tracks an enemy convoy consisting of two tanks and an armed vehicle on Porto Island (a terrain provided by Bohemia Interactive).
- **The Action:** The drone transmits the target coordinates to an **Anzac-class frigate**, which initiates an indirect shore bombardment.
- **The Reaction:** Upon detonation, the armed vehicle seeks cover while the two enemy tanks return fire. Simultaneously, a friendly platoon advances toward a nearby missile launcher.
- **The Outcome:** The tactical scenario ends dramatically as the frigate is ultimately destroyed, and the tracking drone is shot down by an enemy machine gun.

Technical Details & Infrastructure

- **Software Engines:** The simulation links VirtualSim's vsTASKER software with **VBS-IG** (Virtual Battle space Image Generator) from Bohemia Simulation.
- **Protocol:** Uses **CIGI v3.3** (Common Image Generator Interface) over a 5MHz Wi-Fi connection, including custom data packets.
- **Control Hardware:** A standard gamepad is mapped to manually control the enemy missile launcher vehicle.

If you are trying to recreate this specific battlefield simulation environment, I can provide details on how **vsTASKER** maps coordinate data or how the **CIGI protocol** handles communication packets between the host and the image generator. Which aspect would you like to explore?

OS & HARDWARE SUPPORT	INDUSTRY APPLICATION

Note: ** Specifications are copied from manufacturer data. Please contact before buying.