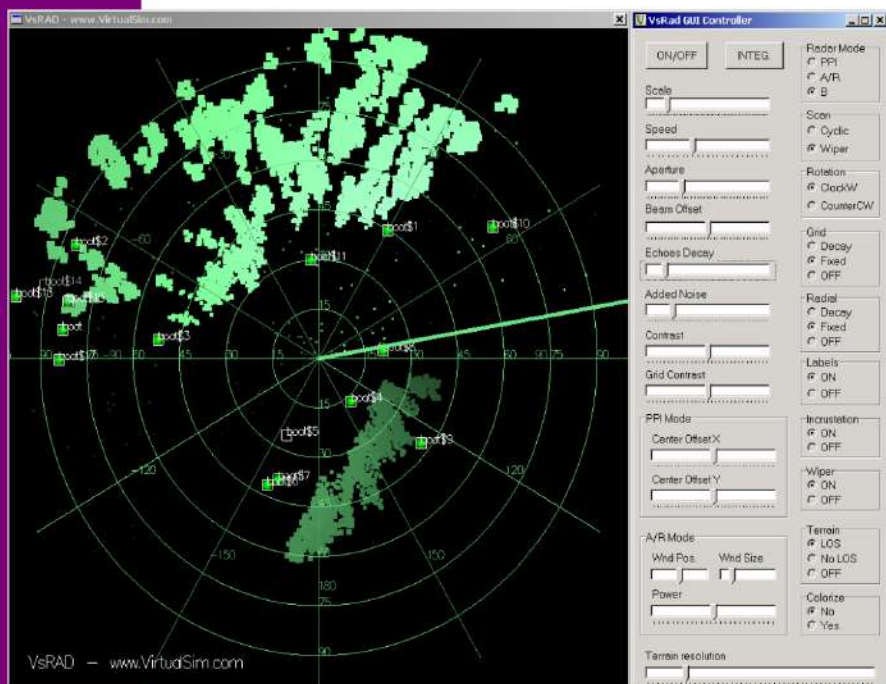




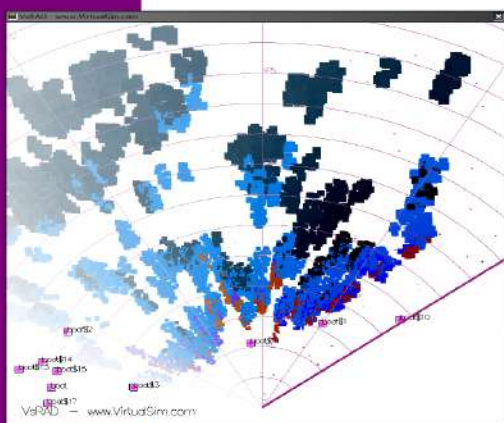
Make simulation simple

vsRAD 4

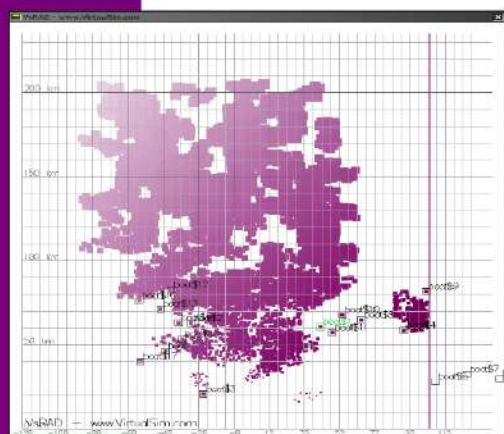
Radar Display Engine



vsRAD radar display and a sample control GUI



PPI mode (azimuth/distance) showing colored terrain echoes



B mode (bearing/distance) showing terrain and platform echoes

White Box - vsRAD is designed to allow the user to add his own callbacks to almost any drawings, using a published API.

C code - vsRAD is written in ANSI C for maximum CPU performances.

OpenGL - vsRAD uses OpenGL for more realistic visual effects.

Shared-Memory - vsRAD uses a shared-memory segment for data inputs and commands, avoiding synchronization glitches with the data provider.

Connectivity - vsRAD is a standalone library that can be embedded into a graphical application.

API - vsRAD comes with a complete API to control the display at runtime.

Expandability - vsRAD provides out of the box PPI, A/R and B modes. Other modes can be added by the user.

Map Display - Coastlines, Arc/Info, Dted.

Real-Time Engine - 30Hz internal, slaved to external clock or asynchronous.

No export-license

A/R mode (distance/amplitude) showing echoes with zoomed window for the lower display

vsRAD is an affordable radar display toolkit designed as a COTS product to be customized by the user and embedded into a 3rd party front-end application.

The toolkit provides, out of the box, several modes to display radar echoes. It is not restricted by any international export license limitation.

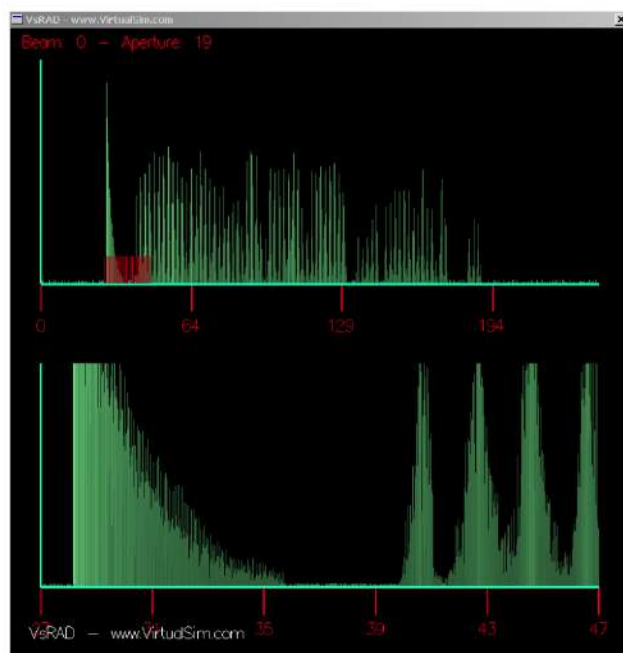
vsRAD architecture is totally opened. Input echoes provided by an external radar detection model are processed in a continuous flow for display. Shared-memory is used for remote control, mode switching and runtime parameter changes. A public API allows the user to add his own callbacks for displaying extra layers or visual effects.

The user can modify or easily replace any visual component given by default. Detection echoes or terrain representations are also user-replaceable. Grids, noise and decay models can be parameterized or replaced as necessary.

vsRAD is written in ANSI C code for maximum real-time performances and understanding. It is unnecessary to be a senior programmer to customize the display engine. The toolkit can support hundreds of echoes and provides outstanding results with a high-end OpenGL graphic card.

GIS layer can be added on the display. vsRAD supports Coastlines, Dted and Arc/Info. A Terrain converter tool is provided in the package.

Typical application of vsRAD is embedded into a radar panel for simulators and trainers.



VirtualSim
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vsRAD

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vsRAD is an affordable radar display toolkit designed as a COTS product to be parametrized and customized by the user and embedded into a 3rd party front-end application.

The toolkit provides, out of the box, several modes to display radar echoes. it is not restricted by any international export license limitation.

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vsRAD is written in ANSI C code for maximum real-time performances. The engine can support hundreds of echoes and provides outstanding results with a high-end OpenGL graphic card.

vsRAD supports Coastlines and Arc/Info for GIS overlay. A Terrain converter tool is provided in the package to import DTED, DEM & S57 databases.

Typical application of vsRAD is embedded into a radar panel for simulators and trainers.

