Training System Updates

Scenario Editor



CAE offers Training System Updates to existing military customers to enhance training system capability and availability, as well as to prolong the useful life of equipment. As a leading training expert, CAE collaborates with customers to determine the best plan of action for your needs and budget.

Overview

CAE's current Synthetic Tactical Real-time Interactive Virtual Environment for Computer-Generated Forces (STRIVE-CGF) software product offers a comprehensive suite of tools which instructors can use to build training scenarios. The CAE STRIVE-CGF includes synthetic entities such as aircraft, ships and ground vehicles along with attributed routes and behaviors to act either as allies or adversaries in a simulated virtual battlefield.

Complex tactical scenarios can be created, whereby the synthetic entities react in real-time to the trainee's actions according to the pre-programmed "intelligence" the instructor provides to the entities. These capabilities greatly enhance the tactical and operational skills a trainee can develop during virtual training.

Scenario Editor

Using end-user instructor feedback and leveraging the latest technology, CAE has developed the Scenario Editor, a new application that combines several previous STRIVE-CGF tools into a single, more intuitive and user- friendly product.

The Scenario Editor allows an instructor to more easily and efficiently create, modify, monitor and control training scenarios and all the high-fidelity synthetic environment elements that they include in the virtual environment.



Product improvements

The primary improvements in CAE's new Scenario Editor include:

- Simpler, more ergonomic and efficient graphical user interface
- → Significantly faster creation and accurate placement of synthetic entities in a scenario using a high-precision 3D map
- → Easier to control and modify synthetic entities within a
- → Easier to accurately place mission route waypoints within a scenario, visualize their position in space and change their attributes
- → Simpler to generate multiple instances of a synthetic entity or a mission route waypoint
- → Less time to assign behaviors to synthetic entities and add behaviors to complex scenarios
- → Ability to initially generate and validate scenarios off-line to ensure that they run as intended by the instructor before running the scenario on the simulator itself

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Additional features

The Scenario Editor provides other useful features related to mission planning and debriefing, including:

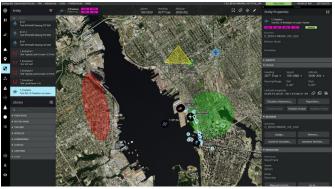
Tactical overlays to provide improved situational awareness and easier airspace planning	Advanced declutter capabilities for mission routes, map grids, icons and entity traces
Embedded help menu	Search feature to quickly find scenario elements
Map-centric operations toggling between 2D and 3D maps	Latch camera viewpoint on a moving entity
Visualization of sensor detection zones in both 2D and 3D	Line of sight between synthetic entities
Display motion traces of synthetic entities and munitions	Bearing and range measurement tool within the map

Ability to obtain a quick overview on the positioning and status of multiple scenario elements simultaneously

Backward compatibility

All synthetic entity monitoring and control capabilities from the previous set of CAE STRIVE-CGF tools are still available in the Scenario Editor. Any scenario generated using these tools will still run once the Scenario Editor is installed.





Talk to your CAE representative to determine the right approach for your needs and budget.

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