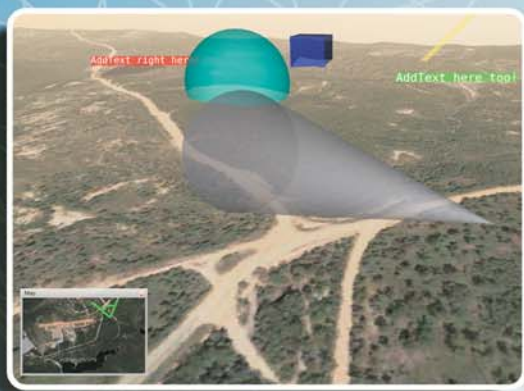
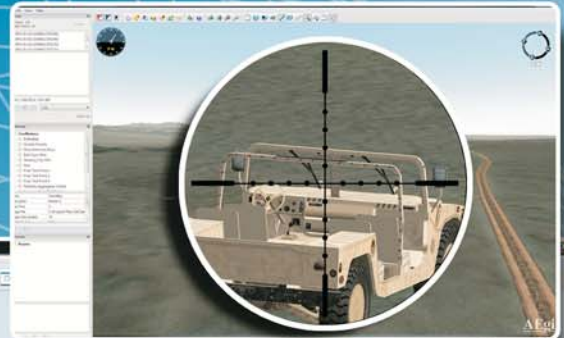


Modus



Modus is a 3D visualization tool designed for Mission Planning and After-Action-Review of high interest - high fidelity - Geo-Specific areas. Modus combines state of the art visualization capabilities along with special tools allowing the user the ability to inspect, plan, execute and replay a variety of mission objectives.



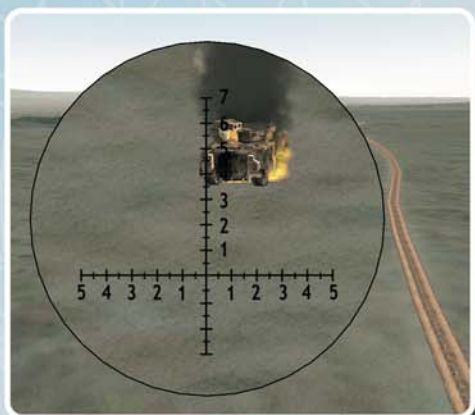
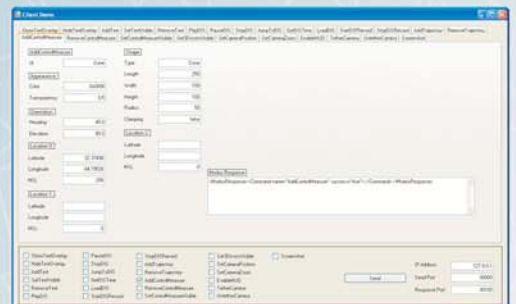
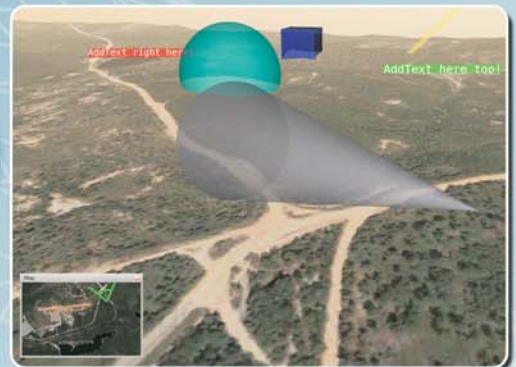
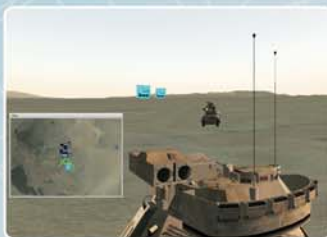
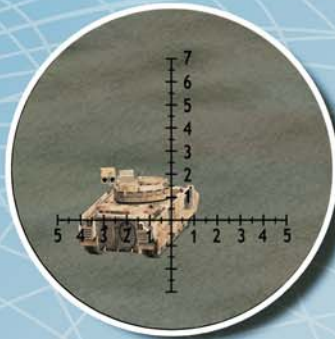
Modus offers a 3D view of the battlefield, battlefield participants, environmental effects, weapon effects, and weather. Modus also contains a two-dimensional (2D) Topographical Map that displays entities or aggregated units and munitions flyout models. The 2D Map can be displayed optionally with the 3D view and supports panning and zooming.

AEgis Technologies Group- the developer of Modus, has been a leader in the modeling and simulation community more than 20 years. We pride ourselves on developing the highest quality realtime applications, training systems, terrain databases, high-fidelity moving models, and on meeting the most challenging training and simulation needs of the Warfighter.



CAPABILITIES OVERVIEW

- 3D View of the Battlefield
- 2D Map Correlated with the 3D View of the Battlefield
 - Supports JPEG2000, ECW
 - Display entity fire/detonations
- Multiple Measurement Tools
 - Object Height (Vertical Range)
 - Distance between Objects (Horizontal Range)
 - Slant Range
- Field of View/Line of Sight Tool
 - With Separate Viewport
 - Red Line/Green Line Intersection Testing
- Geo-Marker Placement to Label Points of Interest
 - GoTo-FlyTo Motion Model
 - Single or Multiple Geo-Markers
- Route Creation and Playback for Single Camera View
 - Record Camera View to Frames for Playback and Movie Creation
- IEEE DIS 1278.1a Compliant
 - PDU Support as Follows:
 - Entity State
 - Aggregate State
 - Fire and Detonation
 - Point Object State
 - Lineal Object State
 - Action Request/Response
- User positioned stealth camera
- Binocular mode - M19
 - Smooth Zoom up to 7x
 - Range Estimation
- Sniper Mode
 - Smooth Zoom up to 40x



ADDITIONAL FEATURES:

- Multiple Terrain Formats
 - Terra Page (.txp)
 - OSG (.ive)
 - OpenFlight (.flt)
- Multiple 3D Model Formats
 - OSG (.ive)
 - OpenFlight (.flt)
 - Sketchup (.skp)
- Heads Up Display (HUD) for UAV
- "Drag and drop" Shapefile Data in 3D View
- Ships with Library of Models
 - Drag and Drop into 3D Scene View
 - Varying Levels of 3D Model Damage
 - Over 400+ Additional Models Available
 - Human Characters
 - Variety of animations
 - Run, Walk, Kneel, Prone, Aim, Shoot, Kick, Wounded...
- Special Effects
 - Fire, Smoke, Explosions
 - User Defined Special Effects
- Weapon Signatures
- Multiple Units of Measurement
- Environmental Effects
 - Time of Day
 - Multiple Cloud Types
 - Ephemeris Model
- Display entities and Aggregated Units
- External Interface provides access to Modus features and controls
- Drawing in the 3D View
- Record and Playback DIS Traffic
- User Configurable Data
 - For Model Enumeration Mapping for DIS Compliant Interface