

Realistic Air Force Electronic Warfare Simulations



Battlespace Simulations' simulations are used to train every undergraduate electronic warfare officer (EWO) in the United States Air Force. The TatukGIS Developer Kernel (DK) provides the GIS platform for BSI's simulations. Simulation building upon this mature Geographic Information System (GIS) expands the virtual battle space to the entire world, making BSI's simulations useful for operational mission rehearsal as opposed to just a few "canned" training scenarios.

BSI chose the .NET WinForms edition of the TatukGIS DK product for the best combination of GIS capability, price, and performance. The incorporation of the DK has delivered a significant upgrade to BSI's product line in terms of capability and flexibility, providing support for a wide range of raster and vector data types. For example, the DK's native support for Compressed Arc Digitized Raster Graphic (CADRG) format is a very attractive feature for BSI, as this data format is very popular with customers in the United States Air Force.

BSI's simulations are used by the Air Combat Command, Air Force Special Operations Command, Air Education and Training Command, the Naval Postgraduate School, and Air National Guard for applications including: Constructive Mission Rehearsal, Signal Recognition Training, In-flight Navigation Training, In-flight Threat Reaction Training, and PC-based Distributed Mission Rehearsal.