



KONGSBERG

BaSE

State-of-the-art 3D Synthetic Environment for World Class Simulators



BaSE (Battlespace Synthetic Environment) provides the building blocks for rapid development of customized simulation applications supporting aerial, naval and ground battlefield scenarios. The easy-to-use instructor applications support building realistic scenarios with unique follow up and evaluation of the trainees.

BaSE supports international simulation standards, enabling interoperability with other simulation systems. BaSE is truly a World Class product, developed through people, technology and dedication.

Features

- Scenario preparation, execution, monitoring and evaluation
- Realistic 3D environment
- High Quality 3D models
- Interoperability based on international simulation and operational standards
- Module based open architecture
- Customizations are enabled through plug-ins

WORLD CLASS - through people, technology and dedication



Customers

- US Army
- Norwegian Navy
- Norwegian Army
- Swedish Navy
- Swedish Army
- Irish Armed Forces
- Canadian Army
- Finnish Army
- Australian Army
- Danish Army
- Czech Army

Instructor/Trainee functionality

- Scenario builder
- Exercise monitoring and control
- Trainee feedback
- During/After Action Reviews (DAR / AAR)
- Systems status monitoring and control
- Model editor functionality

The instructor station user interface is based on standard Microsoft Windows principles. The user of the instructor station is likely to be familiar with this type of user interface, making it easier to learn and understand how to use the instructor station applications.

Visual system

- High quality terrain and models
- Naval, ground and air simulation
- Lifelike environmental conditions.
- Realistic effects (smoke, detonations...)

The visual simulation system displays computer-generated images using high performance COTS PC workstations or laptops. All the software needed for this purpose is OpenSceneGraph that is based on the OpenGL industry standard. This ensures a system that has adaptability and compatibility with future technological advancements in image generators.

Framework

- HLA (Pitch 1516, MÅK 1516, Demso 1.3)
- DIS
- Microsoft Windows
- OpenFlight
- Open Scene Graph
- .NET
- Supports custom object models
- Multiplatform support
- XML
- VoIP

