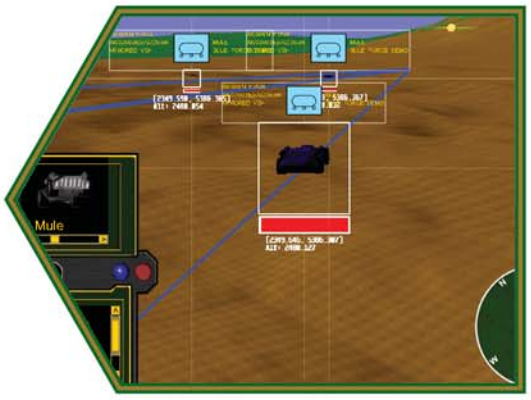
View and Command Synthetic Forces

The Overseer system allows the control of swarms of Unmanned Vehicles (UVs) and other Synthetic Forces (SFs) through the use of modern graphical interface techniques situated in a 3D virtual environment.

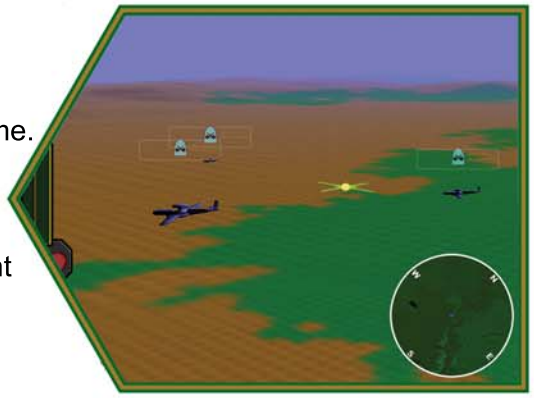
Developed using the OpenSkies Graphics API and integrated with the OpenSkies Network SDK, the Overseer system provides the viewing and communications capabilities of Cybernet's Tactical Viewer with additional interfaces and options for controlling the actions of autonomous Synthetic Forces.

On a standard PC with accelerated graphics, the Overseer system is capable of representing hundreds of networked and graphically represented SFs.



Overseer Features

- Imports data from most digital sources (DMA, USGS, etc.).
- Allows seamless real-time representation from ground to Earth orbit.
- Supports full MIL-STD-2525B Military Symbology.
- Autonomous behaviors for each unit depicted.
- Interoperability with other Cybernet simulations including the Tactical Viewer.
- Scalable, open system based on the OpenSkies Graphics API.
- Full representation of the entire Earth at desired resolution, including seamless transition between resolutions.
- Capable of simulating and controlling hundreds of Synthetic Forces (Aircraft, Ground Vehicles, Vessels, UAVs, UGVs and USVs) in real-time.
- Networked using the OpenSkies Network SDK, which is interoperable with the High Level Architecture (HLA) protocol.
- Intuitive graphical control of swarms of SFs in a 3D Virtual Environment including: multi-selection, multi-command, selection memory, fuzzy selection, formations, patrols, paths and attitude stances.



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