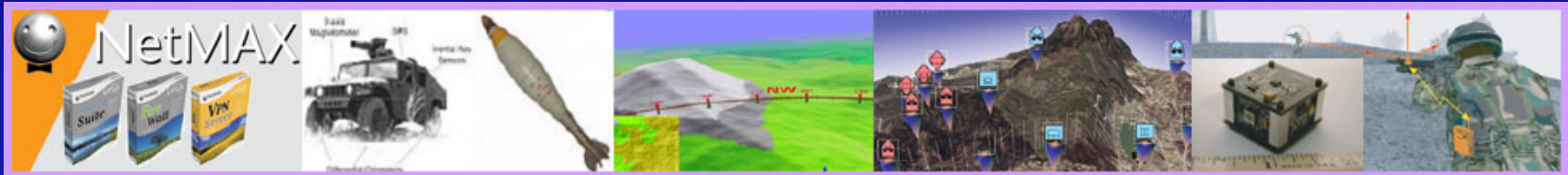


Cybernet Tools on Parade

Charles J. Cohen, Ph.D.

Vice President, Research and Development



Cybernet Systems Corporation

727 Airport Blvd

Ann Arbor, Michigan 48108

www.cybernet.com

(734) 668-2567

The Company

- ❖ Two Locations
 - Main Plant: Ann Arbor, MI
 - Planning Office: Arlington, VA
- ❖ Three Corporate Divisions
 - *Cybernet* Commercial Products
 - *Cybernet* Defense Products
 - *Cybernet* Medical Products
- ❖ Wholly Owned American Company Founded in 1988
- ❖ Main Focus on Research and Development
- ❖ FDA Good Manufacturing Practices Approved
- ❖ 1st Outside Investors in 1998 (Sparton Corp. and Ampex)
- ❖ Special Status: 8(a), SDB, Woman Owned
- ❖ Revenue: ~\$7M/yr, 70% Military, 30% Commercial
- ❖ 26 Patents Granted, ~14 Patents Pending
- ❖ 30,000 sq/ft R&D Facility in Ann Arbor, MI

Amplifying Human Performance Through Advanced Technology

What do we do?

- ❖ Cybernet focuses on working with the U.S. Government to develop technology-based solutions for immediate, short-term, mid-term, and long-term needs.
 - Customers include:

▪ U.S. Army	MDA	DoEd
▪ U.S. Air Force	DOE	NIH
▪ U.S. Navy	NASA	State of Michigan
- ❖ Cybernet commercializes technology developed for the government to meet the needs of businesses and individuals.
 - Customers include:

▪ Ford	Boeing	Harris
▪ Northrop Grumman	AT&T	Anheuser Busch

Distributed Training and Simulation Software

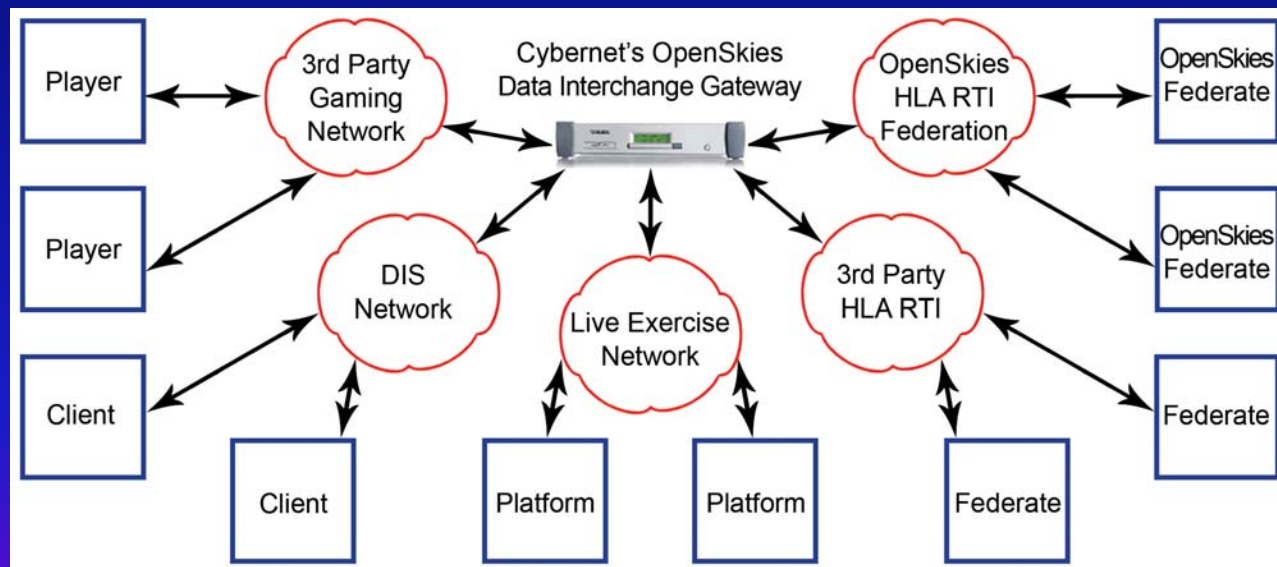
- ❖ *OpenSkies*™ Scaled-up IEEE 1516 HLA Compliant Software for Commercial and Military Gaming, Messaging, Routing (patented)
- ❖ Includes Engines for 3D, Terrain, Sound, Chat, AI, Scenarios
- ❖ Licensed to Game Developers for Massive Multiplayer PC Games
- ❖ Easily Re-Configurable Bandwidth Management System
- ❖ Built-in Embedded Training Capability for (C3I) Systems
- ❖ Developed specifically for Networking Communication Systems
- ❖ Loadable Simulation Modules: Dynamically Loaded Libraries (DLLs), based on open C++ code that describe object behavior
- ❖ Designed to easily wrap around Partner Software



Amplifying Human Performance Through Advanced Technology

Data Interchange Gateway

- ❖ HLA-based interface between live and simulation applications.



Training Software

Distributed Mission Training Software

USAF SIMAF (WPAFB)

Integration of Openskies™ Massive Multi-Player (MMP) technology into DoD EAAGLES Software

Network various weapon system simulators in distributed location



Satellite Command Training

U.S. Air Force (WPAFB)

Scenario-based assessment programs for satellite control

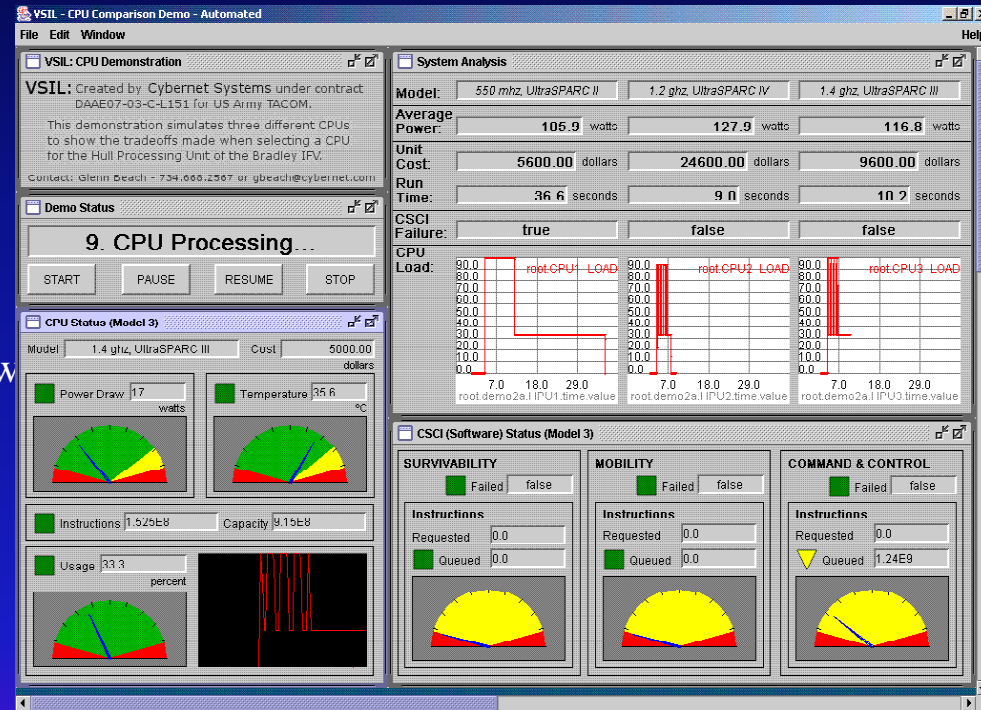
Robust HLA compliant software capable of handling entire array of commandlets

Physics-based satellite behavioral model



Virtual System Integration Lab (VSIL)

- ❖ Component-based Vehicle Simulation Laboratory
- ❖ Allows side-by-side comparison of numerous vehicle configurations
- ❖ Cut costs by evaluating configurations prior to acquisition
 - Allows more rapid deployments of new vehicle technology
 - More efficient designs
- ❖ Uses standardized component architecture
- ❖ Components can be developed in Simulink, MatLab, C/C++, Java, or hosted remotely via HLA.



Congressional Plus-Up Funded 2005

Weapon System Control Software

Single UAV GUI Development

- ❖ Funded by USAF Phase II (WPAFB)
- ❖ 3D Situation Awareness Viewer
- ❖ Minimize “info processing”, Maximize Situational Awareness

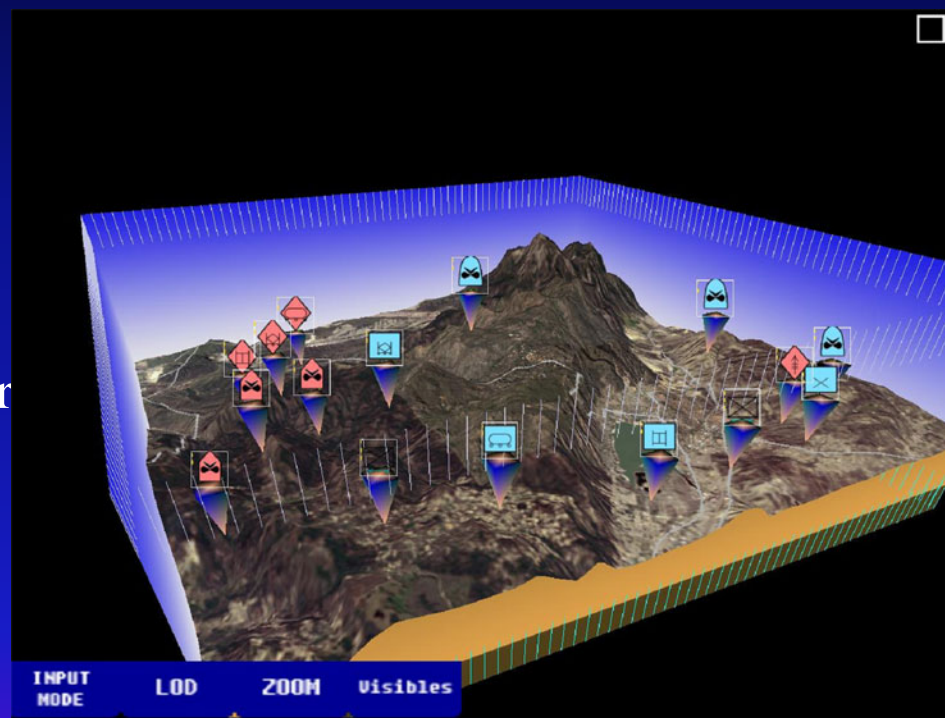
Multiple UAV GUI Development

- ❖ Funded by USAF Phase II (Rome Lab)
- ❖ 3D Graphical Representation of the Operational Geographic Area “Overseer”
- ❖ Control of Multiple UAV’s by a single operator including mission planning
- ❖ Goal: Total Operator Immersion into UAV SWARM Battle Space



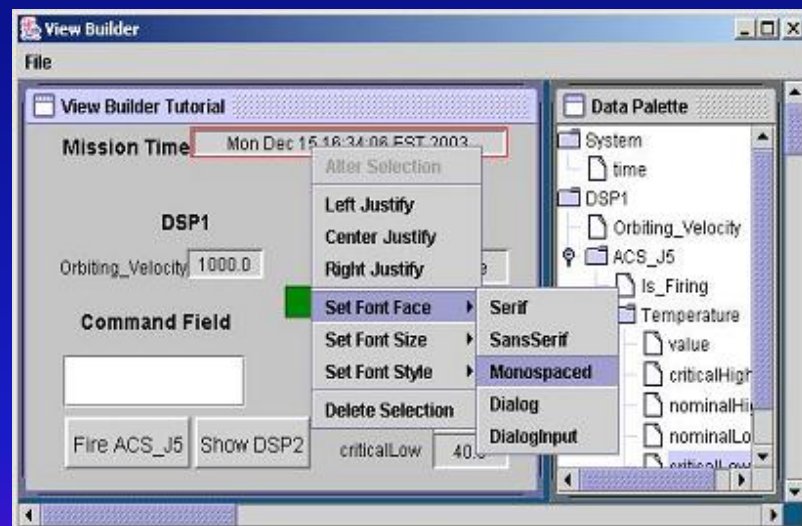
Advanced Terrain Viewing on Handheld Displays

- ❖ Funded by U.S Army Phase II SBIR (TEC)
- ❖ Displays 3D topographic information on handheld computers
- ❖ Generates the illusion of 3D images on a small, flat computer screen
- ❖ Compass-slaved viewing of the terrain; when the user turns the handheld, the graphical display rotates to that same orientation



OpenSim™ Toolkit

- ❖ General-purpose, Data-driven Scenario-based Training System
- ❖ Developed under SBIR for the Air Force and Missile Defense Agency
- ❖ Allows rapid development of screens to view simulation data and control execution
- ❖ Application and training domain independent
- ❖ Drag-and-drop from the data model
- ❖ Provides interfaces and data exchange with other simulations and legacy applications





Contact

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