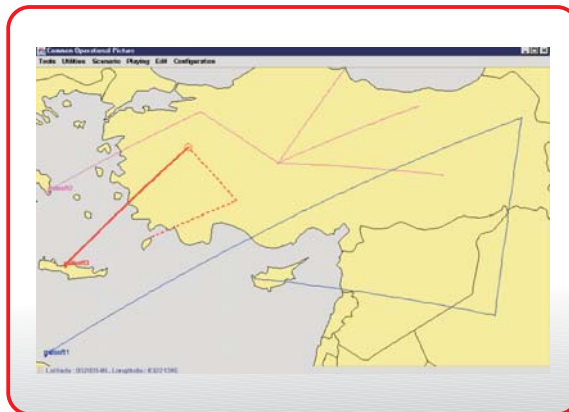


SEP is a tool used for defining dynamic scenarios in order to synthetically create the theatre picture necessary for simulation, and training/exercise purposes. The scenario editing is based on a graphical user interface using object model libraries, with a mixture of graphical and textual items on a map background. SEP utilizes Raster, Vector and DTED (Level-1) map formats.

System Features



- Java programming language
- Platform independent
- CORBA interface
- ADatP-3 interface
- User Friendly Human Machine Interface
- Easy training
- Flexibility of reading map data from both remote and local sources





System Functions

Editing

- Vector, DTED and raster map utilization
- Definition of platforms, platform groups and units by using platform and unit database
- Drawing paths for platforms, platform groups and units on the selected map background and editing of the drawn paths
 - Assign different characteristics for each leg separately
 - Modify leg characteristics
 - Insert/delete waypoint to paths
- Definition of sensors by using a sensor database and assigning them to platforms
- Coverage area calculation and display (on DTED map) of sensors
- Consistency check calculations such as
 - Sensing land platform on sea/lake/river
 - Sensing sea platforms on land
 - Sensing air platforms' altitude conflicting with terrain altitude
 - Speed-time check on a leg
- Adding positive or negative start time offset to each path separately
- Adding waiting time to each waypoint separately
- Path duplication and sequencing of duplicated paths
- Flight path data generation for 3-D fly-through simulation
- Scenario summary file generation
- Path smoothing for air platforms
- ADatP-3 Ownsitrep and Ensitrep message database for units
- Providing visual facilities such as symbology, different coloring for easy distinguishing of path or platform characteristics
- Definition of link sites, assigning specific ID's according to the selected link type
- Assigning jamming capability to platforms
- Saving a defined scenario for future use and loading a previously defined scenario

Playing & Messaging

- Simulation of the platform movement and sensor behavior on platforms
- Display of instant platform positions at user defined update rates
- User options to display previous passed points, entire path, instantaneous velocity vector
- Play, PlayPreview, Pause, Fast Forward, Rewind, Stop and Quick Play capabilities with user defined quick play, fast forward and rewind rates
- User defined offset time for scenario play start and user defined scenario play duration
- Display play progress bar
- AdatP-3 message (Ownsitrep and Ensitrep) sending for units with a user defined reporting period through SMTP interface
- Message generation based on required sensor data format
- Sending instant platform information, including position (latitude, longitude, altitude), velocity, IFF/SIF codes, platform status, equipment status data, to radar/link simulators via CORBA middleware.