

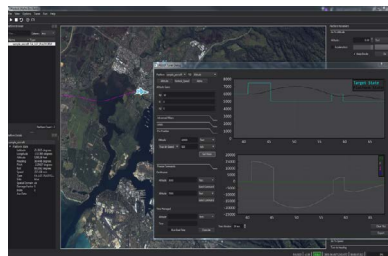
WARLOCK

Advanced Framework For Simulation Integration & Modeling



As the original developers of Warlock, DCS creates custom displays, interfaces, and visualizations to support distributed wargames. DCS has vast experience developing scenarios used in both constructive and virtual environments to support mission planning, operational planning, and MS&A powered wargames.

- Supports engagement, mission, operational, and strategic level experimentation and analysis within AFSIM
- Control AFSIM entities to support constructive analysis, wargaming, and operational planning
- Provides the same multi-domain and multi-resolution capabilities as AFSIM
- Enables iterative collaboration between wargamer and analyst
- Shares the same simulation engine (mission.exe) used in constructive and live virtual analysis
- Separate application (warlock.exe) delivered in AFSIM release
- Central map display with intuitive controls

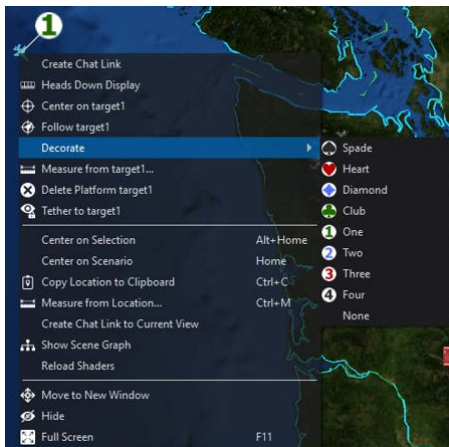
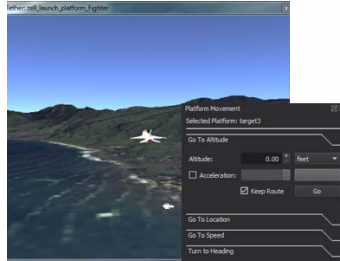


- Extendable application and fully customizable
 - Supports plugins to enable expansion of capabilities
 - Enables rapid development of custom operator-in-the-loop "panels"
- Most functionality is modular and can be customized
- Flexible panel architecture
- Real-Time data visualization
 - Killer-Victim scoreboard to track statistics
 - Plot platform characteristics vs time (altitude, speed etc.)
- Drag and drop operations for repositioning windows in the central display
- Astrolabe tool allows injection of orbital mission sequences into running simulations
- Solar lighting and sub-solar point display
- Cyber engagement plugin to view perceived and control cyber attacks and scan events



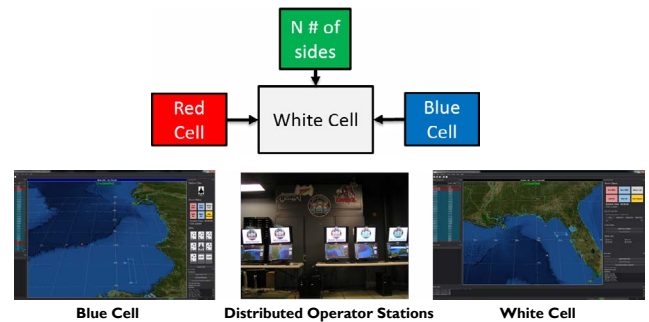
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- Scenario control (start, stop, multiples of real-time, etc.)
- Platform control (go to location, fire weapon, etc)
- Tether to and follow platforms (custom camera views)
- Execute custom scripts on a platform
- Ability to save and recall camera views via toolbar
- User actions can be saved to an AER file
- Networked chat channels for communication with other players
- Ability to add points of interest, range rings, and annotations to the map
- Support for map layers including shape files
- Sensor projections/terrain masking
- Video capture/screenshot capability
- Model viewer utility
- Dialog builder allows users to build a dialog with customizable buttons that are associated with AFSIM scripts
- Platform part browser allows users to change the debug on, and operational flags of a platform part
- Platform decorations can be used to mark platforms for quick identification
- Platform options dialog to control interaction lines and more



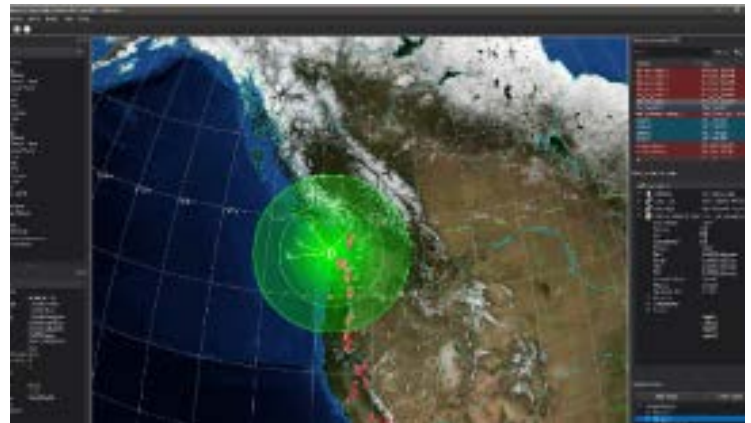
DISTRIBUTED WARGAMING

- Enable multi-user simulation interactions
- Enable physically distributed multi-cell execution
- Monitors remotely connected simulations (status bar update, auto-pause)
- Distributed data logging capability
- Sim controller clock speed up to 1000x real-time



GOVERNMENT MANAGEMENT

- AFSIM is available to DoD and DoD industry at no cost, includes source code, documentation, and access to training material
- Information Transfer Agreement (ITA) allows for direct distribution to industry, including classified version, allowing use of AFSIM for IRAD projects



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