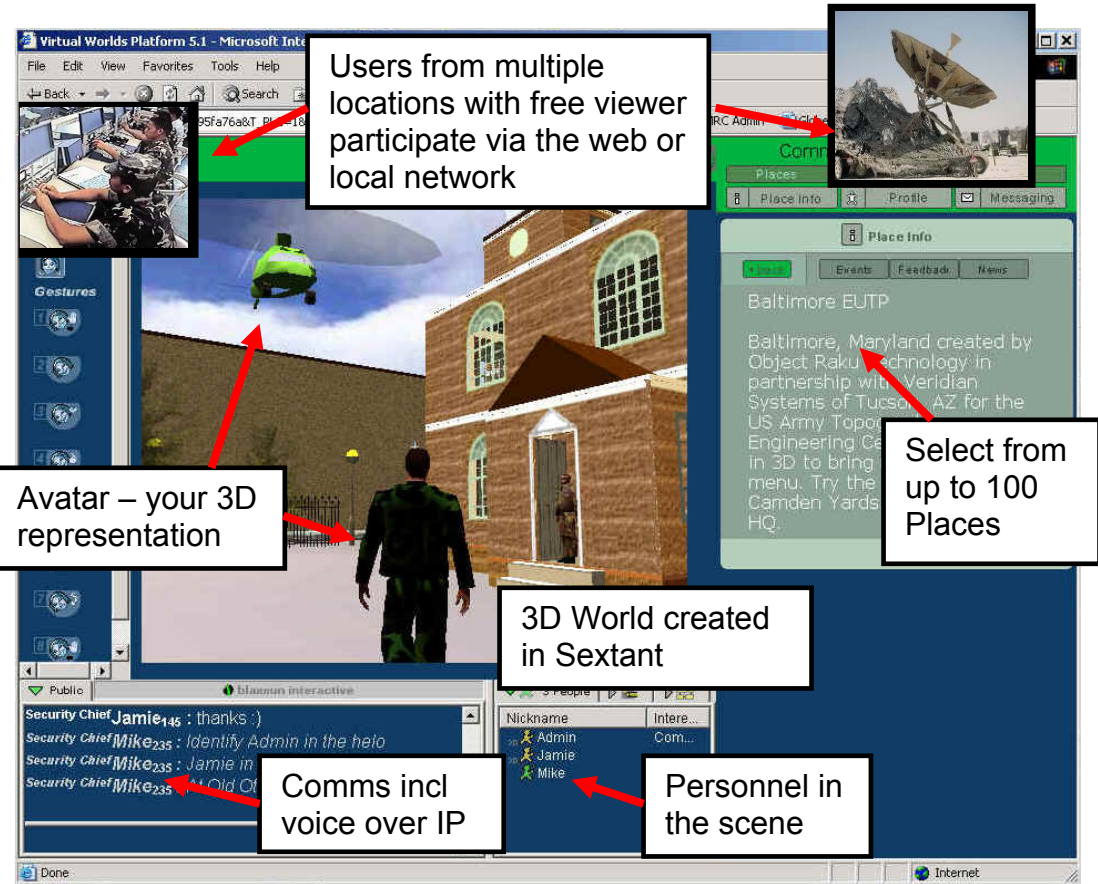


Mission Rehearsal Central

Mission Rehearsal Central (MRC) is a collaborative multi-user server that allows hundreds of individuals to interact concurrently in 3D environments. Object Raku's Sextant software suite has been configured for seamless production of the 3D databases for MRC.



Mission Rehearsal Central is presently deployed across the US DoD and Canadian DND in both training and operational roles. The platform is maintained on both classified and unclassified networks.

Geospatial content can be created in Sextant or use your existing OpenFlight™ files converted to VRML in a Sextant scene.

MRC can participate in a DIS network to receive crowds or other computer generated forces and events, and to send user states and events. Raku MRC-DIS component enables DIS participation and makes MRC DIS/HLA gateway ready.

Hardware requirements are modest at Pentium 4 with 512 MB RAM recommended for configurations up to 500 concurrent users. MRC runs on top of Apache server or Windows 2003 Server. Up to 100 separate worlds can be loaded into the platform for user selection. The MRC server engine is mature and has been run successfully with over 10,000 concurrent users. For heavy volume, sophisticated load-balancing mechanisms can be configured.

Multiple users enter the rapidly created, mission specific 3D worlds to go into buildings, check lines of sight, and develop and brief courses of action dynamically. A team **rehearses tactics and courses of action** against another team for **real world** areas. With Sextant, the tools are **portable** and web-based, so rehearsal for **denied areas**, secured installations, or training areas is possible from anywhere – even in the plane enroute to the AOI. Communicate opposing force sightings and other reports over the intercom, within the groups or privately, using text, text to voice audio or voice over IP audio. Familiar multi-user **networked gaming** technology **reduces the training burden** as users access the worlds via standard internet browser connection (wireless, dial up, LAN, or WAN).

Inject Crowds into your Rehearsal

Bio|Graphic

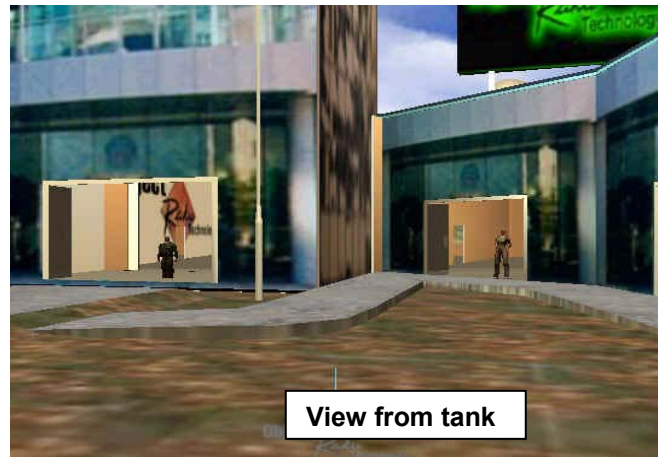
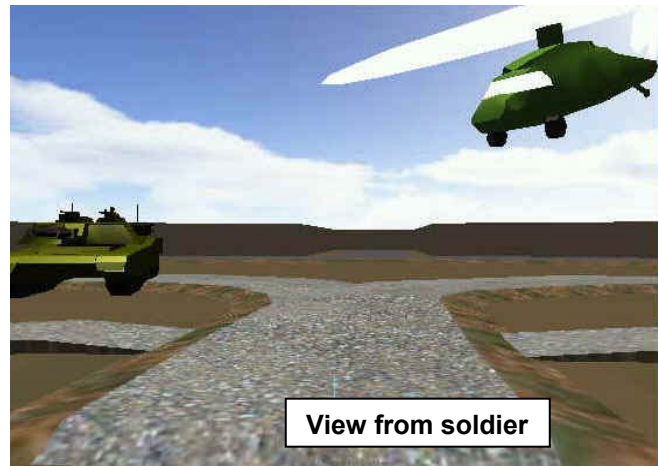
Sextant Crowd Creator and Crowd Injector components provide full access to crowd animation and behaviour by integrating BioGraphic Technologies' AI.implant engine, an industry leading product for crowd behaviour modelling. With the Crowd Creator plug-in to the Sextant authoring tool, users can establish the crowd population, locations, paths and behaviours that respect the detailed geospatial terrain, and export to the runtime engine. The Crowd Injector connects the AI.implant engine to the DIS network so crowd entities can appear in the simulation based on their state. Use the Crowd Injector with Raku MRC-DIS component for crowds in MRC or with your own simulation system.

Mission Rehearsal Central

Communicate with *hundreds* of concurrent operators on-line by Text, Text to Voice or Voice over IP.

MRC 3D scenes created in Sextant can include hot-links to:

- Applications (Word, PowerPoint, etc)
- Images (jpg, etc)
- URL's



**Different people
at different physical locations
each with unique perspectives...**