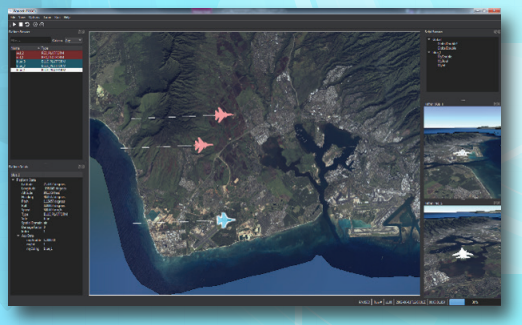
Warlock

AFRL

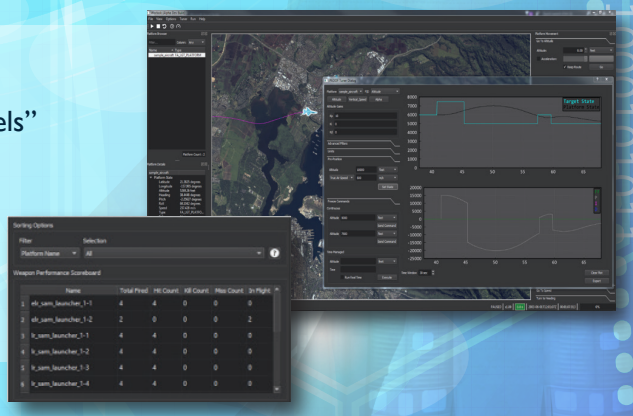
A Commander/Operator-in-the-Loop Tool Designed to Interact Directly with an AFSIM Scenario to Facilitate Analysis, Virtual Studies, and Wargaming

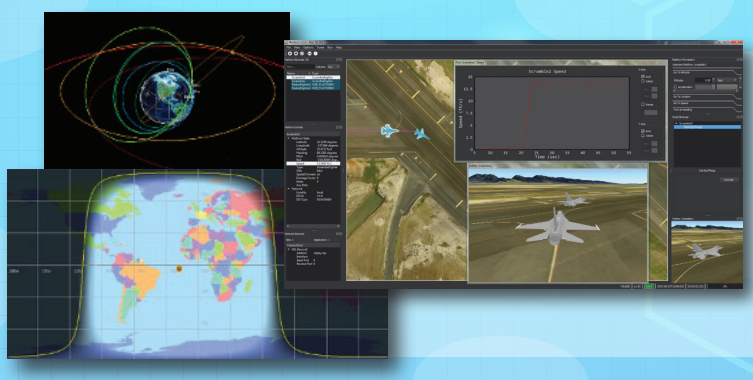
- Supports engagement, mission, operational, and strategic level experimentation and analysis within AFSIM
- Control AFSIM entities to support constructive analysis, wargaming, and operational planning
- Provides the same multi-domain and multi-resolution capabilities as AFSIM
- Enables iterative collaboration between wargamer and analyst



- Direct interface with AFSIM simulation
- 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

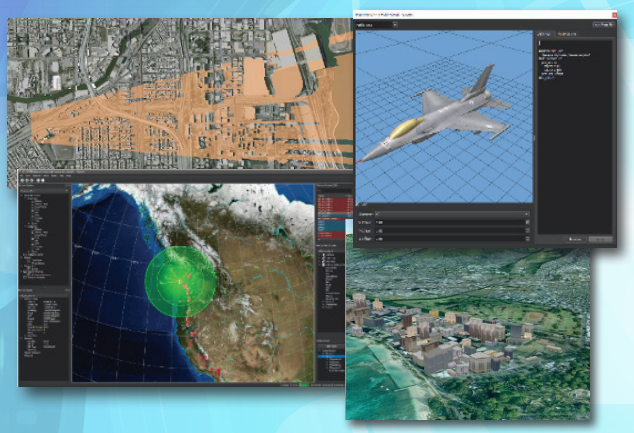
- Extendable application and fully customizable
  - Supports plugins to enable expansion of capabilities
  - Enables rapid development of custom operator-in-the-loop "panels"
- Most functionality is modular and can be customized
- Flexible panel architecture
- Real-Time data visualization
  - Killer-Victim scoreboard to track statistics
  - Plot platform characteristics vs time (altitude, speed etc.)





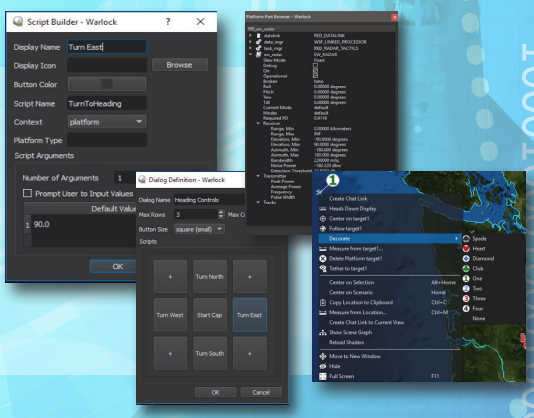
- Drag and drop operations for repositioning windows in the central display
- Astrolabe tool allows injection of orbital mission sequences into running simulations
- Solar lighting and sub-solar point display
- Cyber engagement plugin to view perceived and control cyber attacks and scan events

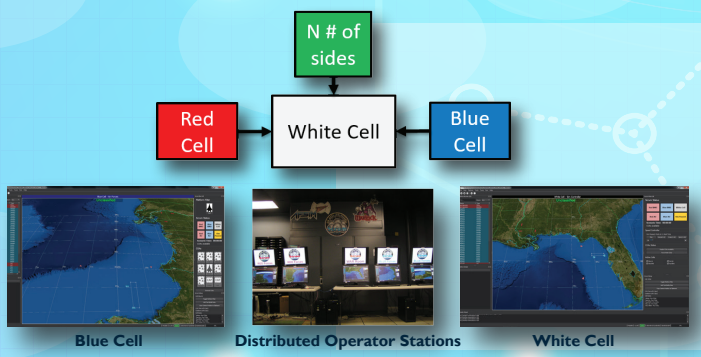
- Scenario control (start, stop, multiples of real-time, etc.)
- Platform control (go to location, fire weapon, etc)
- Tether to and follow platforms (custom camera views)
- Execute custom scripts on a platform
- Ability to save and recall camera views via toolbar
- User actions can be saved to an AER 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

SEND A REQUEST FOR MORE INFORMATION OR A COPY OF AFSIM TO AFRL.RQ.AFSIM@us.af.mil

JULY22