



Low Fidelity Tactical Simulation Environment: simJr

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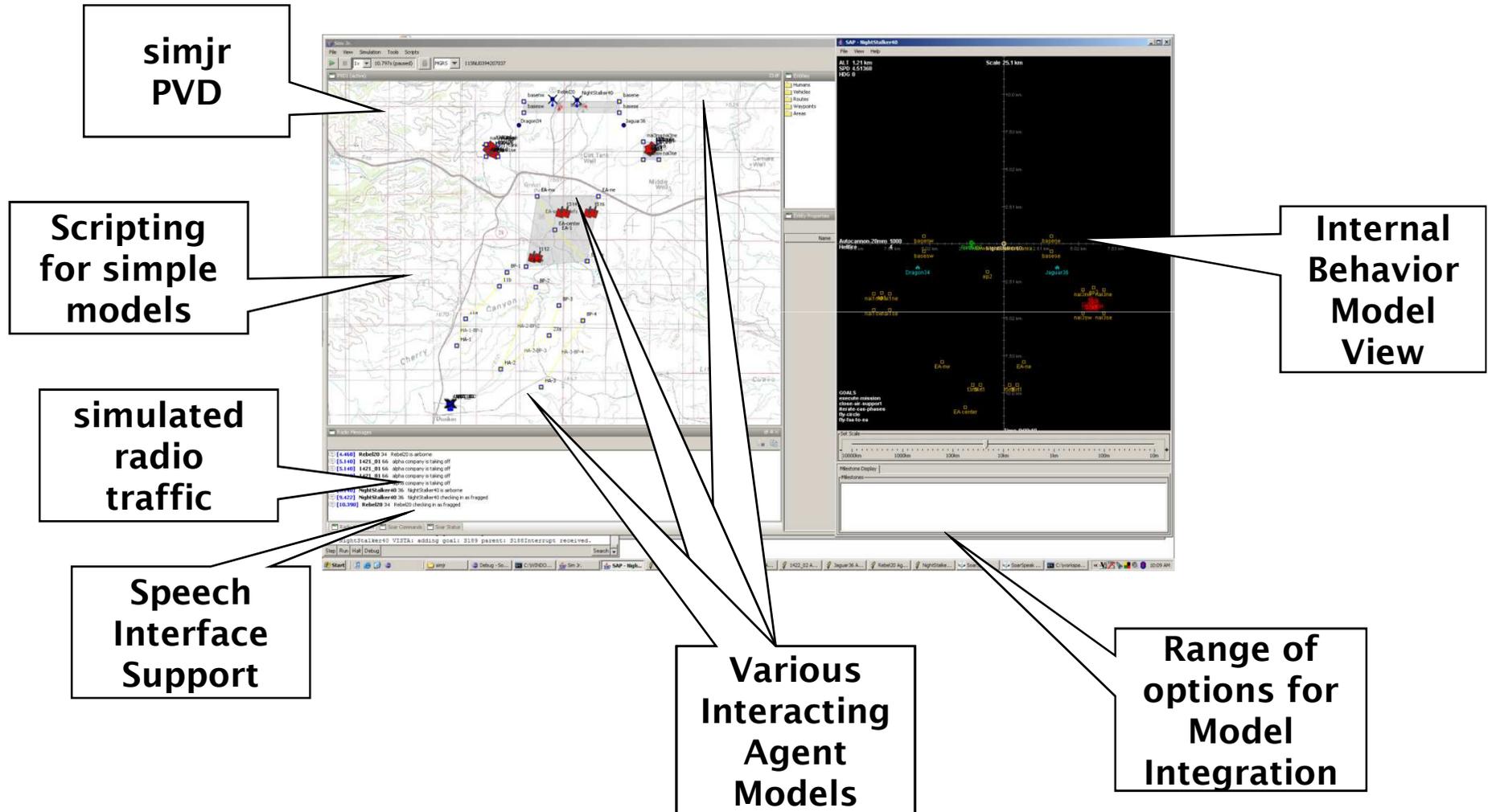
Soar Technology, Inc.

simJr Motivation

- Problem: Most simulation environments are:
 - 1) hugely complex, difficult to interface with
 - 2) under tight restrictions (usage, export, etc)
 - 3) not easily acquired (expensive, licenses, etc.)

- Solution: build our own simulation environment
 - 1) be able to demo our tactical HBMs and related work
 - 2) be able to take and show anywhere (conferences, tradeshow, outside US, etc.)

Lightweight Simulation: "simJr"



Simplified Environment = Focus on Behaviors

- Nuggets:
 - Focus on behaviors, not details of movement dynamics, etc.
 - Our own sandbox for new model development, demonstrations, training
 - Integrated Helo-Soar, IF-Soar, TacAir-Soar... SoarSpeak... VISTA... ATE...
- Coal:
 - Some useful things missing: eg, terrain
 - Not suitable for all kinds of models that we build

