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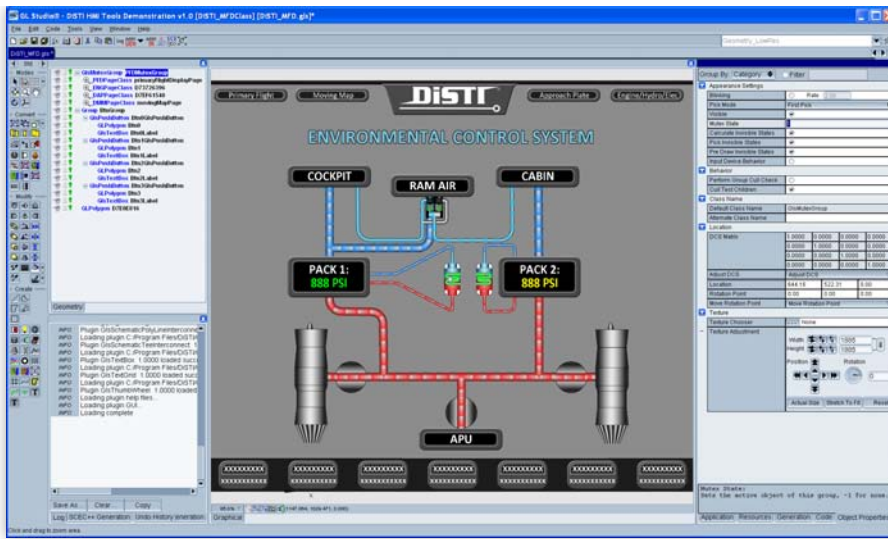
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DiSTI Unveils GL Studio 4.1 at I/ITSEC 2009

DiSTI is exhibiting stunning upgrades to GL Studio and the rest of the HMI product line. These features include a Photoshop file importer, Animated Schematics Plug-in as well as a Document Generator. The all new features of GL Studio 4.1 are, as always, generated by customer feedback and will increase the user's ability to rapidly create state-of-the-art HMI content. Check out the new upgrades and more in action at I/ITSEC, where demonstrators will be on hand to showcase its capabilities and attributes.

The **Photoshop file importer** dramatically reduces the time required to generate 2D panel knobology from photographs. The importer preserves Photoshop image layering while naming syntax triggers automatic generation of knobs, push buttons, and switches.

A unique **Animated Schematics Plug-in** allows users to seamlessly integrate animated graphics with speed and direction properties into GL Studio content.



GL Studio 4.1 Animated Schematics Plug-in.

A new **Unicode text plug-in** enables users to incorporate various characters into GL Studio created content, including foreign language letters and symbols.

GL Studio users now have the ability to keep track of, as well, as analyze attribute definitions with the **User Defined Attribute Dictionary**, which defines various characteristics to the appropriate attributes as they're needed.

The thoughtful **Document Generator** cohesively combines the attribute definitions from the Directory into a separate document for tracking.

GL Studio is Soaring - NASA Selects DiSTI's GL Studio for Latter Phases of Orion Spacecraft Display Prototyping

In August of 2007, NASA selected the GL Studio HMI toolkit for use in the development of its Orion spacecraft cockpit displays. In August of this year, NASA expanded their use of GL Studio for prototyping requirements at several NASA facilities across the country. The Orion Spacecraft has the capability to ferry crews to the International Space Station, the Moon and beyond to Mars.

The factors cited for their ultimate selection of GL Studio include support for OpenGL based 3-D objects, object-oriented code generation, ease of use, a responsive support team and cost. In addition, because of GL Studio's advanced graphics architecture, NASA recognizes the software's ability to meet their future prototyping requirements well into the next decade.

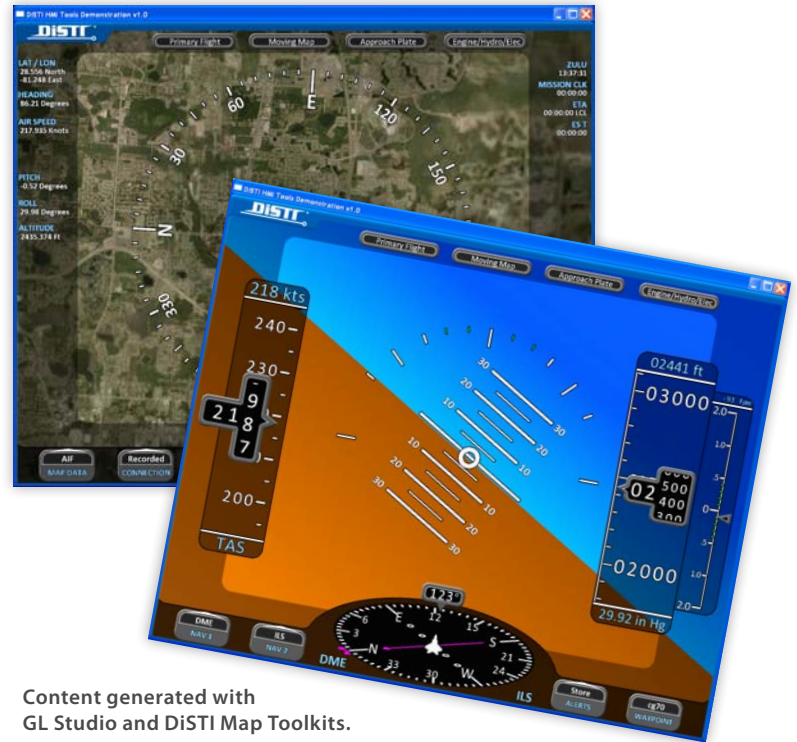


Artist rendition of NASA's Orion Spacecraft approaching the International Space Station.

We've Been Busy - DiSTI HMI Software Releases

2009 has been a busy year. The following list outlines our product releases so far this year. Each improvement is designed to provide faster, more efficient and cost effective HMI development. To find the latest versions of all DiSTI software, visit the DiSTI Web site and click on Support.

- » GL Studio 4.0 build 1007
- » Java Code Generator 1.3 for GL Studio 4.0
- » SCEC++ Code Generator 1.0.4 for GL Studio 4.0
- » GL Studio ARINC 661 Toolkit 1.1 for GL Studio 4.0
- » DiSTI Map Toolkit 1.0.5 for GL Studio 4.0
- » GlsMenu 1.4 for GL Studio 4.0
- » GlsPlayer 4.0.10.0 (Active X Control) for GL Studio 4.0
- » GLS Statemate 1.0 for GL Studio 4.0
- » GLS Vega Prime 2.10 for GL Studio 4.0 and Vega Prime 3.0
- » DiSTI Data Director 1.1



Content generated with GL Studio and DiSTI Map Toolkits.

DiSTI Now Offering 3-D Modeling and ISD Services

In addition to a multitude of graphical interface software and solutions, DiSTI has now added 3-D Modeling and Instructional System Design to its list of services. The scope for 3-D model development encompasses creating high fidelity 3-D assets for use as courseware elements and other multimedia production content.

These new service offerings allow our customers to more closely align their high fidelity 3-D graphical assets with training requirements, decreasing their product development timeline while gaining visually stunning models for use in their courseware.



AK-47 3-D Model.

DiSTI Increases its Pre-built Library with Turnkey Virtual Cockpits

DiSTI offers a variety of complete turnkey cockpits to give your project a critical head-start. These pre-built photo realistic virtual cockpits integrate seamlessly into your software designs with minimal effort, saving both production time and money. Because all associated source material is delivered with the cockpit, GL Studio users can modify it as needed.

Each delivered virtual cockpit includes a full interface control document (ICD), all GL Studio design files, GL Studio .NET and ActiveX Control, as well as any associated textures or behaviors. The cockpits are available as either a Dynamic Link Library (Windows - .DLL) or a Shared Object (Linux - .SO).



Pre-built cockpit for an F-16.

DiSTI Continues as a Leader in Virtual Maintenance Training

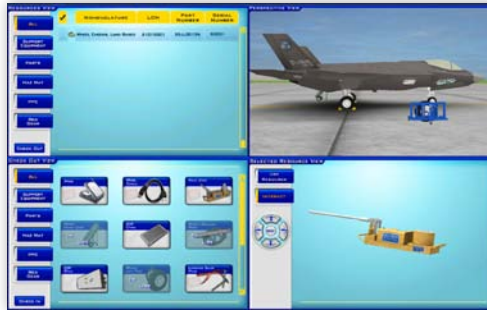
DiSTI's technology transcends military applications with corporate users

In addition to various military applications, DiSTI is now being utilized for various programs including power generation, automotive and aviation industries.

Boeing selected DiSTI through the Naval Air Warfare Center Training Systems Division to create the 3-D virtual environment for the first F/A-18E maintenance trainer to be delivered to an international military. These trainers are scheduled for and on-time delivery to the Royal Australian Air Force in November 2010.

AAI Services, in collaboration with DiSTI, won the development of the Lockheed Martin F-35 Lightning II Aircraft Systems Maintenance Trainer (ASMT). The finished training system will combine a realistic aircraft simulation with DiSTI's high fidelity 3-D virtual environment to educate student maintainers on ground operation, maintenance and testing procedures.

"DiSTI's consistent commitment to exceptional technology and innovative solutions is crucial to the establishment and execution of these programs," remarked DiSTI President Joe



F-35 Lightning II Joint Strike Fighter ASMT.

Swinski. "Our exceptional performance on numerous high profile programs for the U.S. as well as foreign militaries has solidified DiSTI's position as the leader in virtual maintenance training technology."

Other virtual maintenance trainers in the DiSTI arsenal include diesel engine courses created for the U.S. Army Transportation School as well as the recently delivered

Allison 4500 SP Transmission Virtual Maintenance Trainer.

DiSTI has recently been contracted to develop similar training aids for power generation and automotive clients.

LCAC Virtual Maintenance Trainer.



DiSTI Delivers Allison 4500 SP Transmission Virtual Maintenance Trainer

DiSTI announced in May the delivery of the Allison 4500 SP Transmission 3-D Virtual Maintenance Trainer to the Wheeled Vehicle Tactical Training Department at Aberdeen Proving Ground. Because the training environment is available on the U.S. Army's Knowledge Online Portal, which utilizes Blackboard software, personnel can easily access the trainer anytime and anywhere in the world.

DiSTI was contracted in September 2008 to develop the training environment to combat the physical size constraints prevalent at the training facility. The diverse number and size of components required to train personnel inhibited the number of physical training devices available as well as final productivity. With DiSTI's successful completion of a virtual



Allison Transmission 3-D Virtual Maintenance Trainer.

maintenance trainer, these constraints are no longer an issue.

The immersive 3-D training environment covers removal and installation of the Allison's

speed sensors and spool valves in two separate modes - tutorial, where students watch the steps and interactive, where students perform the steps themselves. The environment also features a free play mode where students can dynamically interact with the transmission without a procedure, as well as a theory of operation mode illustrating solenoid fluid flow.

"This delivery constitutes a significant milestone for virtual training capabilities thanks to our utilization of Java technology," says DiSTI President, Joe Swinski. In fact, due to the Java technology used, the Allison training material can be accessed without specialty software installed, offering true hardware and operating system independence.

DiSTI Tech Tips

Integrating GL Studio RSO's into MÄK's VR-Vantage

Not only does GL Studio allow users to create Reusable Software Objects (RSOs) proficiently, it offers the ability to integrate those RSOs and other content into the VR-Vantage visual solution. In essence, GL Studio RSOs can be used to provide a graphical interface, including graphical overlays and heads up displays, to MÄK's Vantage IG. In turn, VR-Vantage can seamlessly integrate the display and interaction of RSOs into the rest of a simulation.

The integration process can be used in various applications due to the simplicity of each step. First, a model definition, describing the object and any attributes, must be created for the RSO in VR-Vantage. The next step is to associate the RSO with an entity type, which can be easily done from the share simulation settings in VR-Vantage. Next, open the RSO from within Vantage IG by matching the entity type specified with the previously defined model definition. Finally, add the simulation data to a heads-up display or cockpit by utilizing MÄK's attribute updaters.



VR-Vantage Integration.

The compatibility between GL Studio and VR-Vantage is intended to give our customers the flexibility and high fidelity they demand.

To obtain a written copy of this integration example or if you have any other questions please contact us at sales@disti.com.



Attend our GL Studio Monthly Tech Tip Webinar. It's Free!

The First Wednesday of Every Month @ 11 AM Eastern. Visit www.disticom/webinars for more information.



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