

DiSTI Named Among **Top 100 Companies for Working Families**

DiSTI has been recognized as an Orlando Sentinel Top 100 Company for Working Families. With this annual program,



the Orlando Sentinel seeks to highlight the Central Florida companies that strive each and every day to maintain a favorable balance for their employees lifestyles, through comprehensive and creative benefits, packages, and programs.

Each year, this honor is given to 100 Central Florida businesses. The final list is composed of two size categories with 50 companies each: 249 employees or less and 250 employees or more. The companies are chosen by an independent panel of



local human resources experts that review and analyze applications, supporting documentation, and nomination letters submitted by employees.

DiSTI's unique annual motivational trips, holiday celebrations, health reimbursement benefits, and community involvement activities were among the several items chosen for recognition. ■

Complimentary **Data Director and RSO Bundle** with **GL Studio Purchase**



For a limited time, the Data Director Toolkit and an RSO Bundle of choice will be complimented with the purchase of GL Studio. Through this offering developers and programmers can utilize the Data Director toolkit to easily integrate the RSO bundle of their choice into their GL Studio generated project, while rapidly decreasing production time and overall cost.

Ideal for the Human Factors and Prototyping communities, DiSTI's Data Director toolkit connects multiple data sources, such as math models or simulation data, to user interface

objects with no programming involved. An RSO bundle consists of photo realistic software components, including both the appearance and behavior of the object coupled with a well defined interface. With the advantage of pre-built content, an RSO can be easily merged into master design projects by integration teams to support large modular designs.

This promotion is available until September 30, 2011. Terms and conditions do apply to this limited time offer. For more details, visit www.dist.com/promo. To receive your free Data Director Toolkit and RSO pre built content bundle, contact sales@dist.com today! ■

AgustaWestland Develops Innovative iPad Training with GL Studio

Through the GL Studio iDevices toolkit, DiSTI is supporting AgustaWestland in the development of an innovative mobile application for aviation training. Beginning with the iPad, AgustaWestland is developing a range of mobile applications to improve the flexibility and effectiveness of training media within its courses. By leveraging this next generation of hardware and software technologies, AgustaWestland is able to provide more immersive and flexible training for students, while removing physical barriers to learning.

The initial proof of concept was developed for the Apache Tactical Situation Display (TSD), which provides a visually compelling, tactile and interactive emulation of the main mission computer for the aircraft. The GL Studio iDevice toolkit was used to develop these state-of-the-art iPad applications. The sophisticated embedded code generation ability of GL Studio, coupled with its high fidelity visual display and secure capabilities, gives developers the ability to rapidly create content without compromise. ■



Calytrix Technologies Utilizes GL Studio to Develop New Faceplates



DiSTI's GL Studio was used in the creation of Calytrix Technologies' newest radio simulation product, CNR-Skins. CNR-Skins is a set of highly realistic, interactive, graphical faceplates of military radios, coupled to Calytrix's Comm Net Radio Simulator (CNR-Sim). This combination of CNR-Sim for radio communications and CNR-Skins for realistic radio controls and

displays provides the highest level of radio simulation for training.

GL Studio empowered the developers at Calytrix to rapidly generate interactive faceplates for the new CNR-Skins product. GL Studio enables the complete replication of the behavior and functionality of each radio component in a rapid graphical development environment that maintains photo-realism. ■

Mars500 Project Gains Reliable Research Data with GL Studio

GL Studio toolkit was utilized in the Mars500 Project to enhance simulated research through the creation of graphical cockpits and behaviors. Mars500 is a \$15 million joint experiment run by the European Space Agency (ESA), Russia, and China, to study and bring feasible solutions to the complex psychological and technical challenges for long spaceflights.

GL Studio enabled the teams at JC Group Ltd and Information Meta Systems Company

(IMS) to create high fidelity replications of the actual rover cockpit and controls. With these virtual representations, the pioneer space crew can easily prepare for potential unfavorable scenarios, gain situational awareness of the rover cockpit, and complete vital exploration procedures of the mysterious "red" planet.

GL Studio allowed engineers to rapidly generate these essential graphical user interfaces without losing the critical

instrumentation cues necessary to produce the best possible training throughput results. ■



Screenshot of Martian Rover Cockpit

We're Going Places - Upcoming DiSTI Events

DSEI
London, UK
Sept. 13 - 16, 2011

ARM TechCon
Santa Clara, CA
Oct. 25 - 27, 2011

Virtual Maintenance Training **Benefits** Continue to Impress

Engage the **Digital Generation** with Immersive and Engaging **Gaming Technology**



DiSTI is consistently recognized as the industry leader in enabling platform level virtual maintenance training through the rapid development of compelling virtual displays and environments. Virtual maintenance training benefits, such as faster and less expensive training as well as increased student retention and throughput, have been discussed in previous newsletter issues. This issue will dive into the specific benefits seen when using this technology with the current digital generation.

Today's warfighter entering the service is a part of the constantly evolving digital generation. This warfighter has grown up with the emergence of sophisticated and interactive technologies that have become prevalent throughout all aspects of life. The warfighter not only utilizes this technology on a daily basis, but he or she also expects the same technologies and level of interactivity to be an integral part of learning.

While armored with sophisticated knowledge and experience, the modern warfighter must be adverse to the constantly emerging complex aircraft, bringing with it more computer based diagnostics and data. Additionally, the technically advanced equipment that provides new capabilities to modern warfare requires an equal amount of technology awareness and literacy by those warfighters responsible for its continual maintenance. Although virtual maintenance training will not contain the necessary amount of experience obtained through hard

training, it becomes an essential guide for today's warfighter. His or her pre-existing knowledge can be supplanted within a virtual domain, establishing an awareness and knowledge of the actual device, which allows for the warfighter's seamless transition into the physical domain.

Virtual maintenance trainers, produced with DiSTI's environments, provide an engaging and immersive training medium to bridge the gap between the virtual and

physical domains of training. Recently, DiSTI's high fidelity interactive graphics and virtual displays were coupled with Boeing's contract for the F/A-18E Integrated Visual Environment Maintenance Trainer (IVEMT), to properly train the U.S. Navy modern warfighters. With virtual maintenance trainers, the level of interactivity provides a "game-like" experience for the warfighter, in which tasks can be propagated to reflect gaining varying levels of achievement and reward. The implementation of virtual maintenance trainers within a training program results in a greater transfer of training knowledge as well as increased overall throughput performed by the student. ■



U.S. Navy Integrated Virtual Environment Maintenance Trainer

IberSim

Madrid, Spain

Oct. 26 - 27, 2011

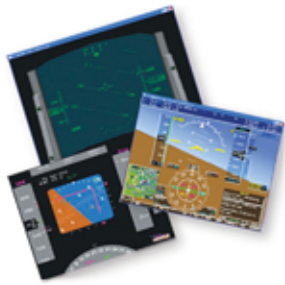
I/ITSEC

Orlando, FL

Nov. 28 - Dec. 1, 2011

DiSTI

Take Applications to the **Next Level** with the RSO 2.0 Interface



With a preexisting project and implementing our RSO interface you can seamlessly add photo realistic gauges to your display, which will update telemetry instead of simply outputting numbers. We currently have a wide range of toolkits and libraries to load RSOs into existing applications, giving your GL Studio created content the mobility to run wherever you need it. Our standard RSO loader can be used in existing C and OpenGL applications to load GL Studio content. If you are working in a Microsoft .NET framework, such as C# or Visual Basic, you can

supplement your windowed environment with our GLS DotNET control. Our GL Studio Player allows you to load RSOs within an MFC application, Websites, Word, and PowerPoint.

Our RSOs will be upgraded to the newest RSO 2.0 interface with the GL Studio 4.2.3 release, allowing you to integrate GL Studio content faster and easier than before. This update includes the newly added ability to get a handle to a resource and directly pass in values. For example, when including an



RPM gauge to your engine testing application, you could insert an RSO by using our RSO loader. Once the gauge is displayed in your application, you can then get a handle to the gauge's RPM property.

Your application will pass an integer or float RPM value to the gauge handle, updating your gauge's display. Should your application need to suspend, you can call an updated property within the RSO to pause the animation, or you can handle the redrawing manually.

These enhancements allow for the rapid creation of feature rich applications or the addition of new depth and usability to existing applications. By employing GL Studio and RSOs you can take your applications to the next level with accurate 3D visuals. ■



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