

# VBS® SIMULATION SDK

Powerful Tools to Customize VBS



VBS® Simulation SDK allows developers to customize and extend VBS® 4 by providing a framework and suite of tools, including the powerful VBS® Control Editor.

## At a Glance

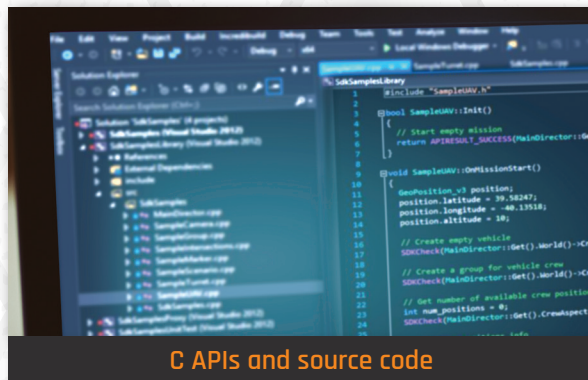
VBS Simulation SDK includes a library of APIs and source code allowing developers to customize virtually every aspect of VBS4 and produce custom applications. The APIs form a modular plug-in architecture that enable developers to integrate third-party technologies effectively and efficiently. It also includes our state-of-the-art AI behavior toolkit, VBS Control Editor.

## Highlights

- Highly efficient 'author once' for all use cases workflow
- Open & modular development framework with plugin
- API architecture
- Customizable runtime and tools
- Fully supports existing VBS4 terrain, models, and scenarios

## Features

- VBS Control Editor
  - The most powerful and full-featured AI development tool for VBS4, including a visual behavior tree editor and runtime debugging
- VBS4 Runtime license
  - Developer license including content creation tools and technology
- APIs and API source code for customization and integration with VBS4
  - A comprehensive plugin development framework developed by BISim
  - Allows extension and modification of core simulation components
- Gears Studio Pro - Integrated Development Environment
  - Create components from a template through a guided process
  - Edit APIs with real-time error reporting
  - Version APIs to facilitate collaborative development
  - Manage groups of components as products
  - Edit all components from a single Microsoft Visual Studio solution
  - Integrate with build servers for continuous integration and unit testing
- Detailed documentation and examples
- Industry-leading support team dedicated to VBS Simulation SDK customers



C APIs and source code



Develop custom simulation applications



AI Editor Toolkit Included



LEARN MORE



For more information, please visit our website, [www.bisimulations.com](http://www.bisimulations.com), or contact [sales@bisimulations.com](mailto:sales@bisimulations.com).

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# VBS® CONTROL EDITOR

High Fidelity, Intelligent Behaviors: Deterministic and Doctrinal AI for VBS4



VBS® Control Editor is an intuitive AI development tool, allowing for rapid development of AI behaviors for VBS4 and, through the Gears framework, other software applications. VBS® Control provides full and direct control of AI and is designed to deal with both entity level behaviors as well as higher levels of abstracted behaviors such as squad, platoon or company level.

## At a Glance

Sold as a part of the VBS Simulation SDK, the VBS Control Editor provides a full set of AI development tools for VBS4, including a visual behavior tree editor and powerful live debugging tools.

Using industry-leading behavior tree technology and Lua scripting, users can create highly complex AI behaviors using an intuitive editor. Doctrinal behaviors at multiple levels of command are supported, as well as non-military behaviors such as civilian pattern of life. Simulated entities can include vehicles of any type (e.g. land, sea, air and space assets).

## Highlights

**Visual:** Quickly design and view AI behavior

**Highly customizable:** Use Lua scripting to further customize your behaviors

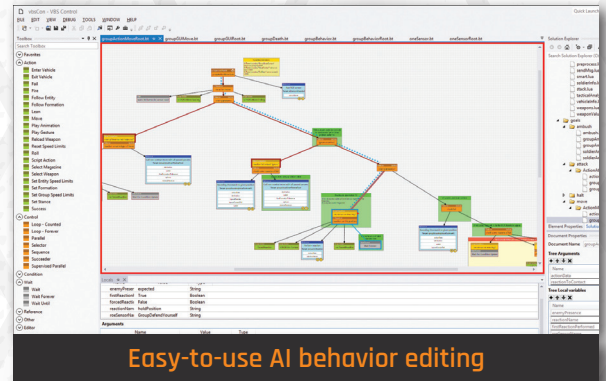
**Fast iteration & development:** Preview any behavior in a few seconds without recompiling or restarting

**High fidelity:** Supports detailed animations and movement to create highly immersive behaviors

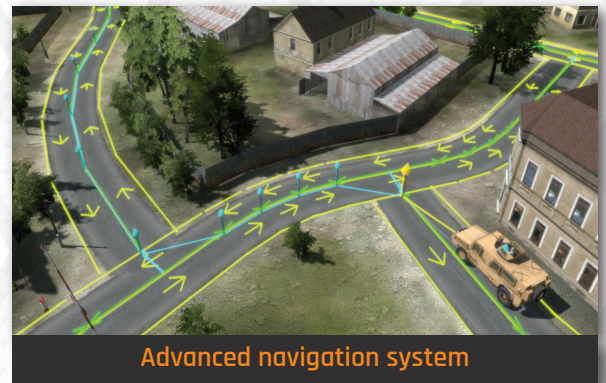
**Modular:** Our innovative behavior tree approach allows easy creation of advanced behaviors from simple, reusable building blocks

## Features

- Visual AI Editor
- Powerful Lua & Behavior tree API
- Intuitive real-time debugger
- Advanced navmesh navigation system
- Tactical terrain analysis & covers
- Vehicle & group behaviors
- Examples & comprehensive manuals
- Compatible with custom VBS4 terrains
- Road network access



Easy-to-use AI behavior editing



Advanced navigation system



AI cover system and tactical pathfinding

