VBS® Simulation SDK allows developers to customize and extend VBS®3 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 VBS3 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 VBS3 terrain, models, and scenarios

Features
• VBS Control Editor
  • The most powerful and full-featured AI development tool for VBS3, including a visual behavior tree editor and runtime debugging
• VBSDN license
  • VBS3 developer license including content creation tools and technology
• APIs and API source code for customization and integration with VBS3
  • A comprehensive plugin development framework developed by BISim
  • Allows extension and modification of core VBS3 simulation components
• Detailed documentation and examples
• Industry-leading support team dedicated to VBS Simulation SDK customers

For more information, please visit our website, www.bisimulations.com, or contact sales@bisimulations.com.

Copyright © 2018 Bohemia Interactive Simulations k. s. All other trademarks or copyrights are the property of their respective owners. All Rights Reserved.
VBS® Control Editor is an intuitive AI development tool, allowing for rapid development of AI behaviors for VBS3 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 VBS3, 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 behaviors
Highly customizable: Use Lua scripting to further customize your behaviors
Fast iteration & development: Preview any behavior in VBS3 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 VBS3 terrains
• Road network access

For more information, please visit our website, www.bisimulations.com, or contact sales@bisimulations.com.