



**A global sandbox.
An open world.**

A Single Open World

Titan Vanguard is an open simulation platform that provides a genuine new approach for virtual training whilst reducing simulation's cost of ownership. Titan Vanguard supports desktop, VR, AR, full-motion multi-channel simulators through to large scale collective distributed mission rehearsals; all in a single, unified system.

Titan Vanguard embraces the concept of scalable users: from warfighters at the point of need, who require simple and rapid tools to modify terrain and create scenarios; technicians who need to easily access and modify open models, terrain and behaviors to meet evolving training demands with short turnarounds; through to integrators who need to build their own simulations and simulators. Vanguard supports all users in a single synthetic environment, increasing training outputs and substantially reducing simulation's historical high cost of ownership.

Titan Vanguard delivers the entire globe in stunning interactive game quality visuals. Land, Sea, Air and Space are not separated but are a seamless virtual continuum that allows operations anywhere on the globe and into space.

Titan Vanguard gives you Simulation without Limits.



- A modern, game-quality synthetic environment
- Global terrain database with point-and-click editor
- Point-and-click scenario construction
- Multiplayer networking with lobby and FPS gameplay
- Drive any vehicle or ship, fly any plane or helicopter, at any time
- Control any first person entity, friendly or enemy
- Full radio net with signal degradation
- Integrated AI/SAF/CGF and Animation System
- Integrated Physics and Ballistics
- High fidelity flight dynamics and weather system
- 2D map view with ability to stream satellite imagery
- Extensive 3D model library with thousands of entities/objects
- Scenario debrief with bookmarking and playback in full 3D
- Integrated CFF and CAS Tools, Drawing and Mission Planning Tools, Pattern Of Life Tools, Video Streaming, etc



For the Trainer and Trainee



For the Developer

- Complete scripting interface with common web standards
- Drop-in Plugin environment using HTML and Javascript or C++
- Open and editable entity, weapon and effect configurations in industry standard formats
- Open and editable inventory and crew role profiles in industry standard formats
- Open and editable flight model libraries in industry standard formats
- Nested event trigger system and extensive waypoint action controls
- Real-time global terrain editor
- Terrain Pack creator for easily sharing content
- Customizable 2D map system (online and offline) with custom overlays
- In-engine 3D model importer supporting industry standard formats

- Native DIS and HLA support
- CIGI support
- Integrated C++ API and SDK
- Open UI files in common web standards for custom user interfaces
- Create standalone apps with full UI replacement
- Open TCP/IP sockets for custom external interfaces (tablets, mobile phones, web support etc)
- Advanced terrain data import via Geoserver with Terrain Connect
- IG GUI for real-time configuration of viewclients, VR tracking and multichannel simulators



For the Integrator

Open Architecture – Open Standards

The complete range of Land, Sea, Air and Space Training is immediately available upon installation. A single, intuitive product, **with zero hidden costs or add-ons** that delivers capability at point of need.

	Included		Included
Global 3D synthetic environment	✓	DIS, HLA, CIGI interfaces	✓
Terrain and content editing	✓	Radio communications	✓
Open 3D model import	✓	CFF, CAS, JTAC	✓
Terrain - the global + import	✓	Video capture and streaming	✓
Scripting, APIs, HTML5, REST	✓	Full 3D AAR	✓

The fundamental difference with Titan Vanguard - it is entirely Open. Now and Forever.