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During I/ITSEC 2008, Calytrix Technologies and Bohemia Interactive Australia will demonstrate real-time interaction between VBS2 and the US Army's **OneSAF** runtime environment, interconnected via LVC Game and using correlated terrains produced by TerraSim's **TerraTools**®. This demonstration will take place in the Calytrix and Bohemia Interactive joint exhibit space (Booth #2647).

VBS2, more formally known as **Virtual Battlespace 2** and produced by Bohemia Interactive Australia, is the leading "serious games" technology 3D visualization product. High fidelity urban environments, correlated for visual and constructive simulation, are in high demand for training and mission rehearsal. TerraSim, the provider of technology-leading 3D database development product TerraTools, has released a new plug-in module that outputs 3D visual terrain databases in VBS2 format.

Coupled with Calytrix Technologies' **LVC Game** software, VBS2 interconnects with other Live, Virtual and Constructive (LVC) applications using DIS or HLA networking protocols. Though VBS2 and LVC Game have been in combined use for several years, customers have had to develop VBS2 format and SAF terrain databases independently, usually with results lacking critically-needed correlation among diverse formats. Now, with TerraTools' production of terrain databases for VBS2 and other constructive simulation formats, the required correlation is assured.

TerraSim's VBS2 exporter plug-in extends TerraTools' impressive range of capabilities to export 3D terrain databases correlated for both visual simulation and semi-automated forces (SAF) applications of constructive simulation.

More information about these companies and products is at www.calytrix.com, www.vbs2.com, and www.terrasim.com.