

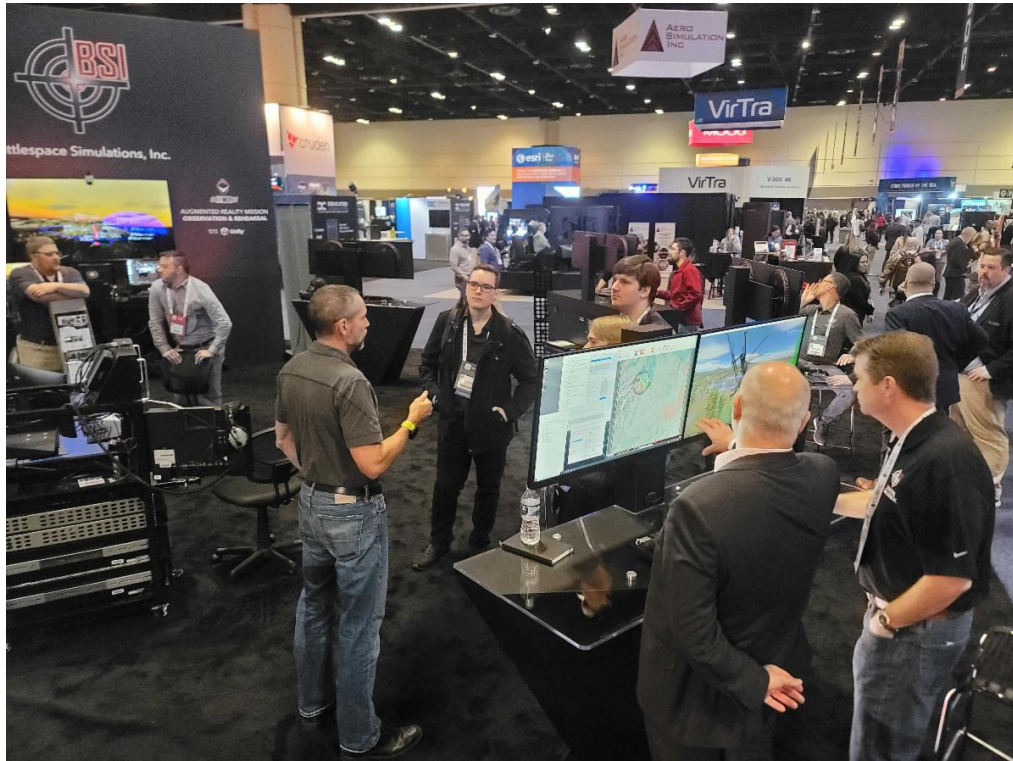


MACE 2022 R1 What's New?

Hello everyone and Happy New Year! Today we are happy to announce that MACE 2022R1 is now available for download as an official release.

Before we get into our summary of the new features, we would once again like to express our sincere appreciation to all of our customers and especially those who engage with us to help us continuously improve MACE. It is extremely fulfilling for us to see people using our software. If you are a MACE user and find yourself saying “if only these guys would add such and such a feature, it would make my life so much easier/help meet additional training objectives” – then please tell us! Many of the best ideas for MACE improvements come from you, our existing customers.

We'd also like to extend our thanks to everyone who recently visited us at I/ITSEC 2022 and making it one of our busiest and most successful conferences!



We already have a very busy conference schedule and hope to see you at:

- Military Virtual Training & Sim Summit (22-23 Feb 2023), UCF Alumni Center, Orlando FL
- IDEX UAE (20-24 Feb 2023), Abu Dhabi, UAE
- DSEI Japan (15-17 Mar 2023), Makuhari Messe, Tokyo
- IT2EC (24-26 Apr 2023), Rotterdam, The Netherlands

- MACE Users' Group (MUG) (2-4 May), Destin-Fort Walton FL Convention Center
- DSET (5-8 Jun 2023), Ashton Gate Bristol UK
- I/ITSEC (27 Nov-1 Dec 2023), Orange County Convention Center, Orlando FL
- AOC International Symposium (11-13 Dec 2023), National Harbor MD

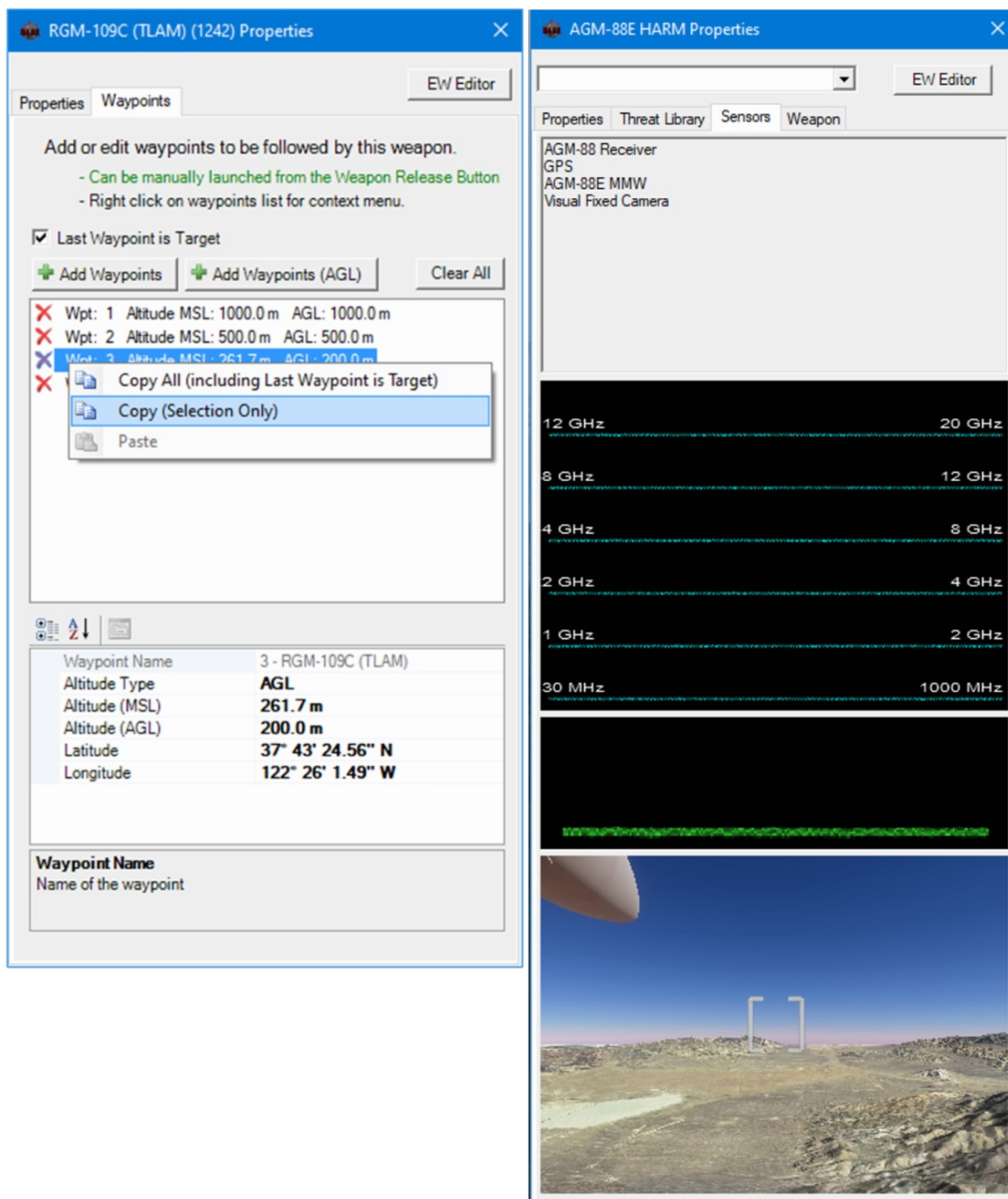
There are many improvements in this version of MACE; this document contains a summary of those improvements, but if you encounter any changes to the MACE user interface not mentioned in this document, please reference the MACE 2022R1 User's Manual (which installs with MACE).

NOTE: MACE's classified database is still in the process of being tested/updated for MACE 2022R1. Please contact us (support@bssim.com) for more information.

New Features!

Programmable Weapons and Equipment

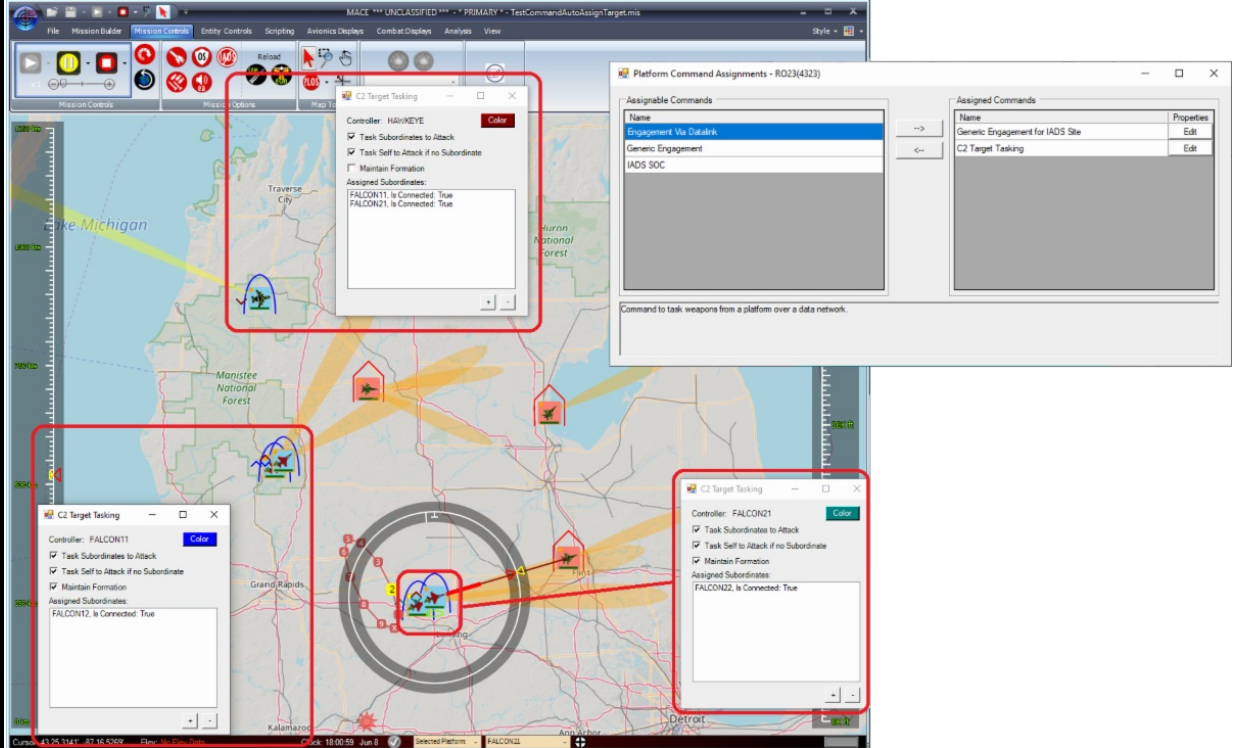
MACE now supports 'instanced' weapons with user definable threat libraries, programmable waypoints and modifiable weapon-specific commands. This is ideal for weapons like cruise missiles or weapons you might want to program for a specific behavior, such as the AGM-88 (HARM).



Platform and Weapon Command Patterns

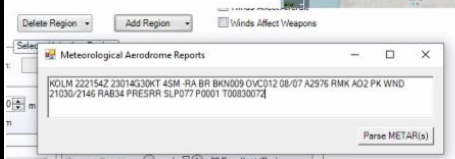
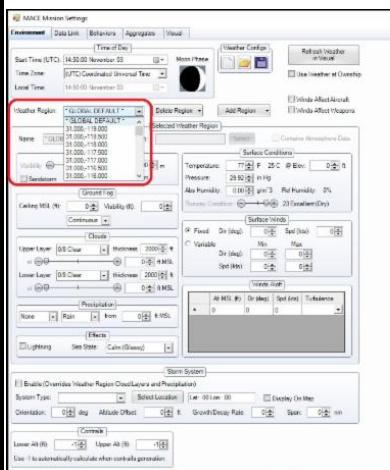
Just right click on the entity and select "Command" - initial commands include:

- Engagement Via Datalink
- C2 Target Tasking
- IADS SOC
- Generic Engagement for IADS Site



Weather Regions/Import

You can now import multiple weather for multiple regions within a mission. Platform maneuvering, emitters and other properties will be affected by the nearest weather region.



JSBSim Joystick Flight Model

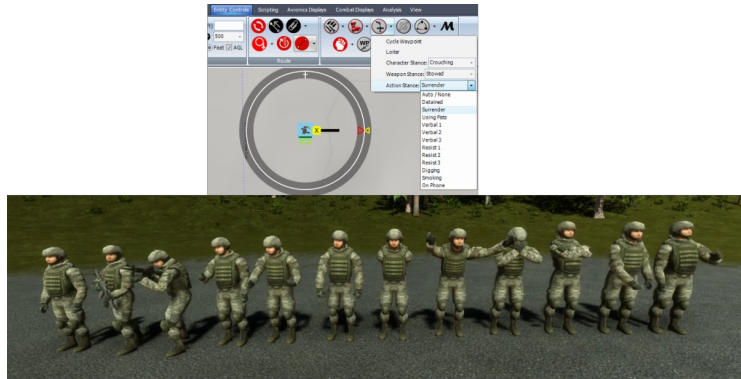
JSBSim is an open source Flight Dynamics Model (FDM) software library that supports takeoffs and landings for pilot-in-the-loop simulation

Includes: Mass Balance, Ground Reactions, Propulsion, Aerodynamics, Buoyant forces, External forces, and Atmosphere



Character Animations

Even more character Stances to include Weapons Stances and Action Stances.



Articulated Slew Rates on Hardpoints

Set individual slew rates for articulated hardpoints such as missiles and gun barrels.



Space Entities

Support for satellite import using NORAD Two Line Element (TLE) files.

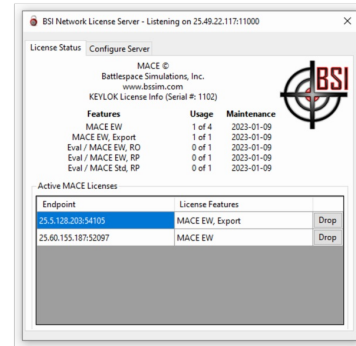
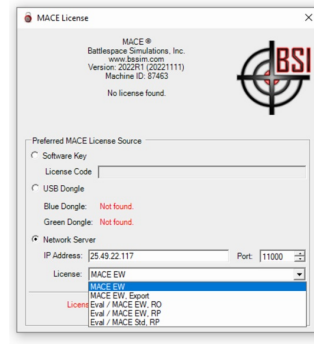
Improved vertical propagation modeling for space surveillance radars.



Network License

Many of you have asked about

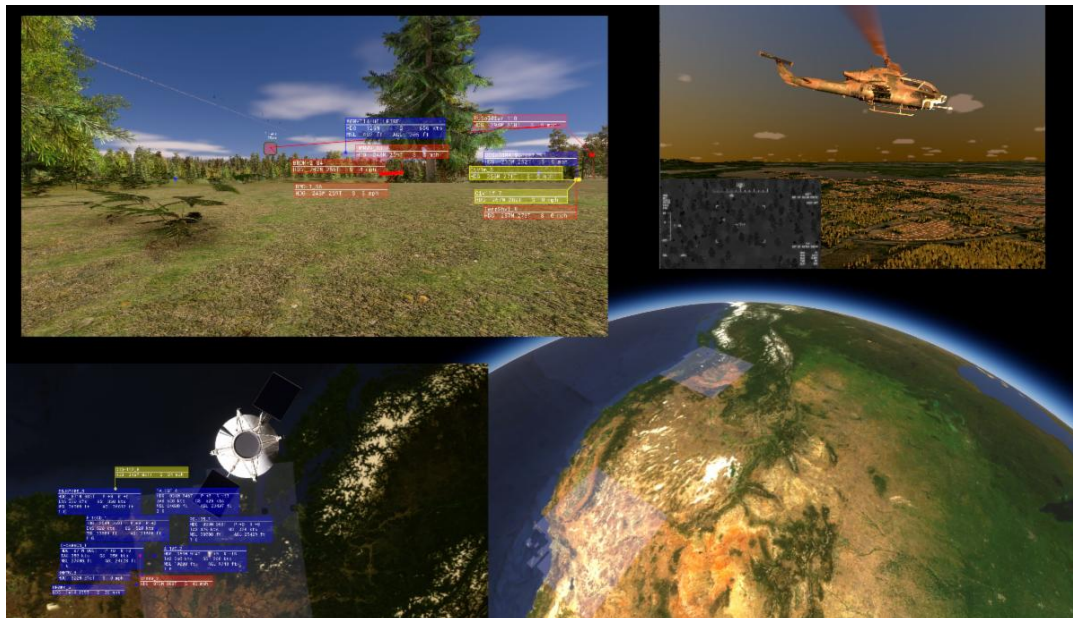
support for network/cloud licensing - this is now supported in MACE 2022R1. Contact us to learn more.



Other MACE Improvements

- WintTAK/TRAX Integration - Can execute either Link-16 or VMF DACAS procedures from JFIRE, Appendix E
- Support of FAA Coded Instrument Flight Procedures (CIFP) Database
- Weapons - Filter/Search added to Weapons and Script dialogs
- Support for 150%+ Scaling
- API Executable Script Triggers/Actions
- JREAP-C Terminal (Only relay J-Series messages via JREAP-C that the selected platform on the map would receive.)
- Updated Training Videos on our YouTube page [Visit our YouTube Site](#)
- New searchable Layer Manager
- User-definable, weapon-specific damage effects
- Sling Load simulation
- Improvements to Traffic Logic

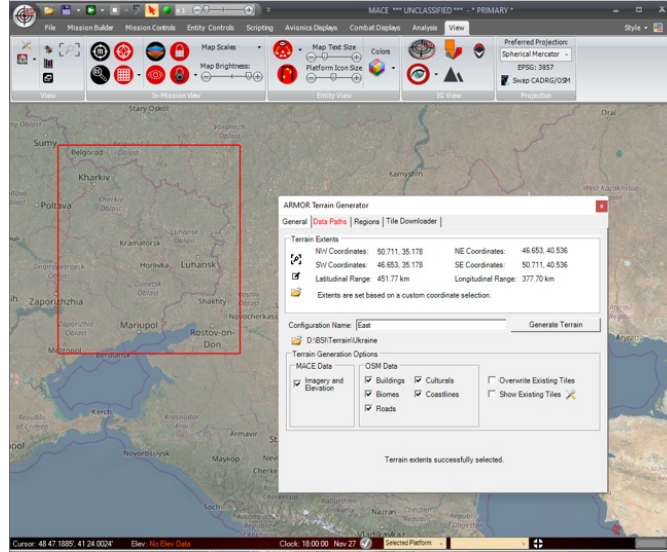
BSI's Augmented Reality Mission Observation and Rehearsal (ARMOR) Updates and Performance Improvements



Terrain Generation

ARMOR Terrain is generated from directly within MACE. No third party GIS software is required.

MACE now ships with 4TB of GIS data, sufficient for creating ARMOR terrain (with buildings, roads and vegetation) anywhere in the world.



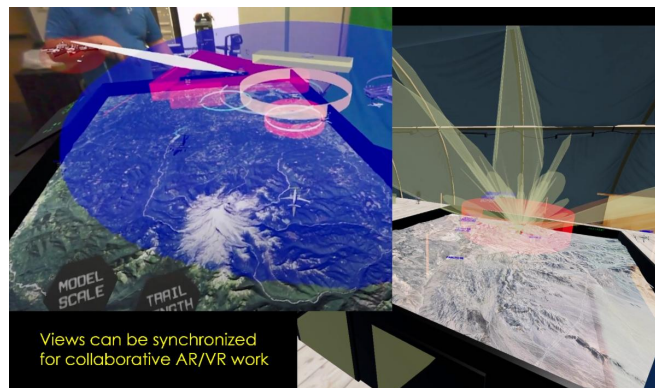
Mission Rehearsal: EW Planning and Analysis

MACE-EW includes the Mission Rehearsal Tool, a toolset for analyzing routes, threats and RF propagation. Import routes from existing mission planning tools and then refine using MACE's more advanced EW and propagation capabilities. Plus, unlike other EW Planning and Analysis Tools, you can actually hit 'play' and simulate combat.



Collaborative/Distributed AR/VR Digital Sandtable

In addition to screen mode, ARMOR also supports both AR and VR modes, and can also run as a 'digital sandtable' for distributed/collaborative mission planning, observation or debrief.



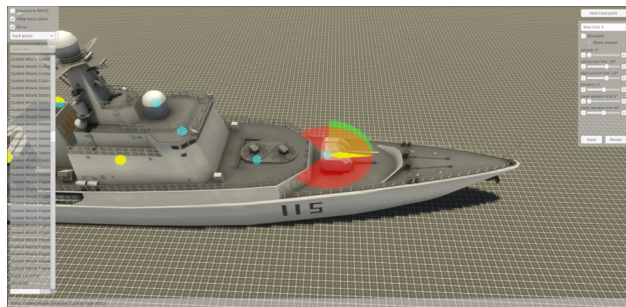
Sensor Simulation and Emulated Equipment Overlays

ARMOR supports IR and NVG sensor modes for sensor simulation plus overlays for simulated JTAC equipment.



Model Viewer/Editor

The ARMOR model viewer includes tools for creating and editing hard points, weapon engagement limits and sensor-to-weapon pairing



Resources

As a reminder, we have a series of MACE Tutorial Videos posted on our YouTube page. You can go to "Playlists" then "Tutorials" : <https://www.bssim.com/videos/>

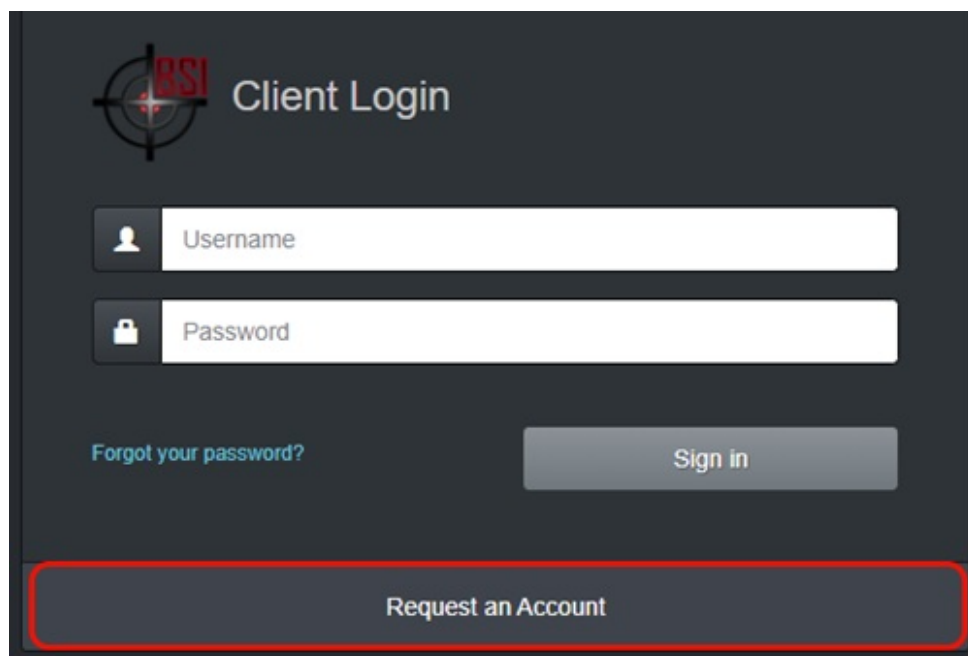
There have many other videos posted on our YouTube page as well, designed to demonstrate specific capabilities or new features: <https://www.youtube.com/user/BattlespaceSims/videos>

If you have any questions please e-mail us @ support@bssim.com and we will do our best to reply within one business day.

Get Your MACE!

You can download MACE from this folder: <https://downloads.bssim.com/>

Note: The login process has changed; you will need to request an account (click on the 'Request Account' button as shown in the screenshot below:



Thanks again everyone, and please let us know if you have any suggestions or encounter any issues with this new MACE.

Best Regards,
The BSI Team

Visit our web site

STAY CONNECTED with BSI



Don't Settle for only part of the Battlespace!