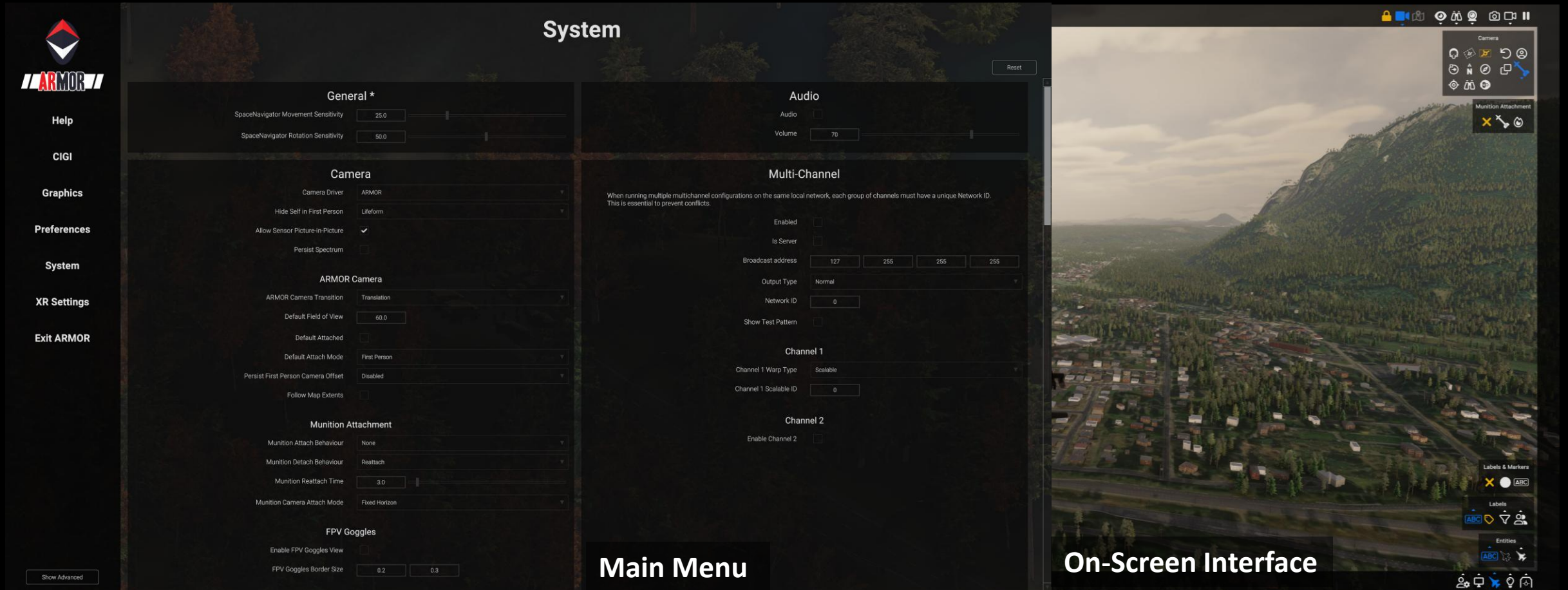




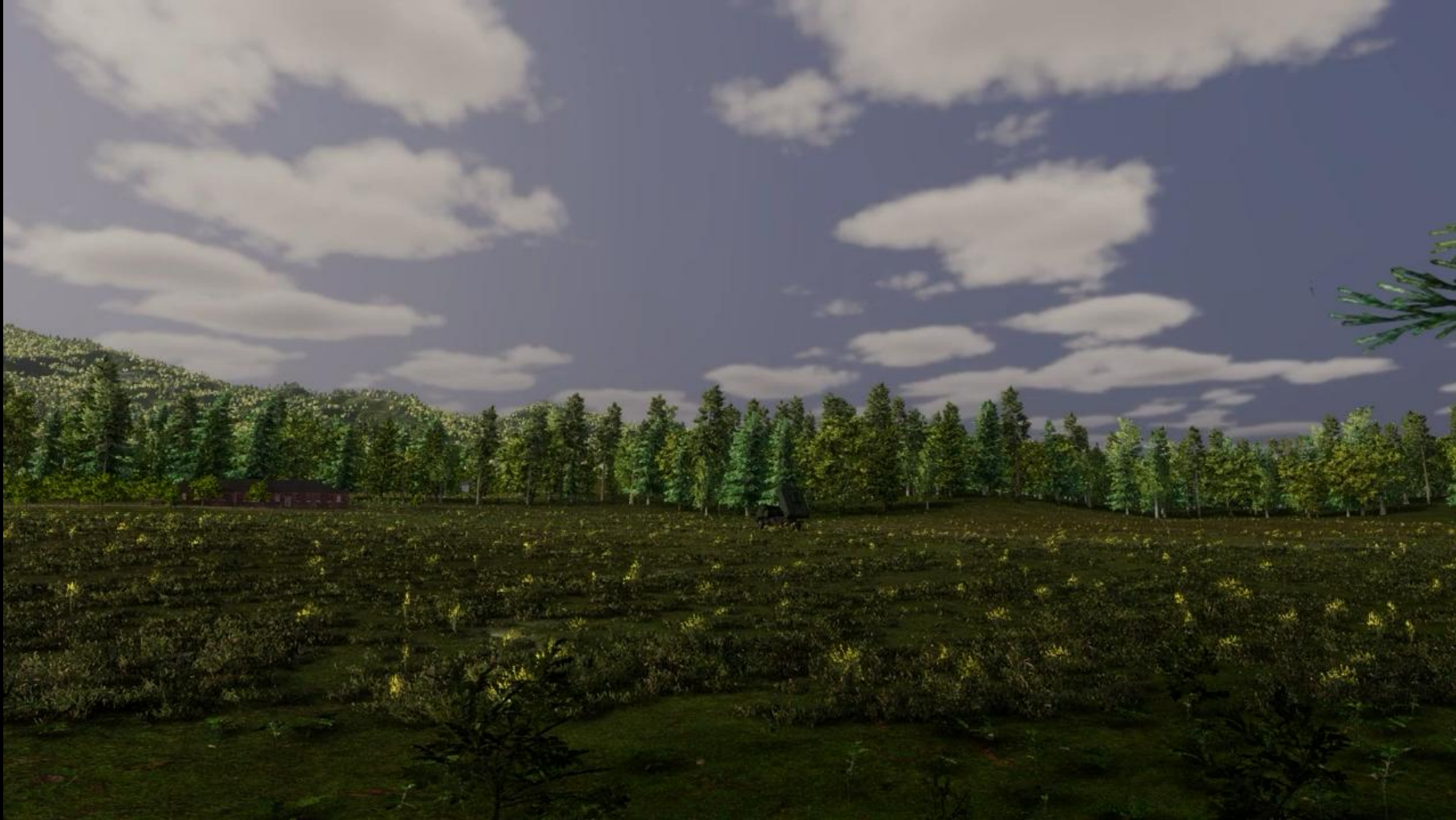
ARMOR What's New

User Interface





Enhanced Visual Effects (VFX)



Ship Wakes



Analog Video Degradation



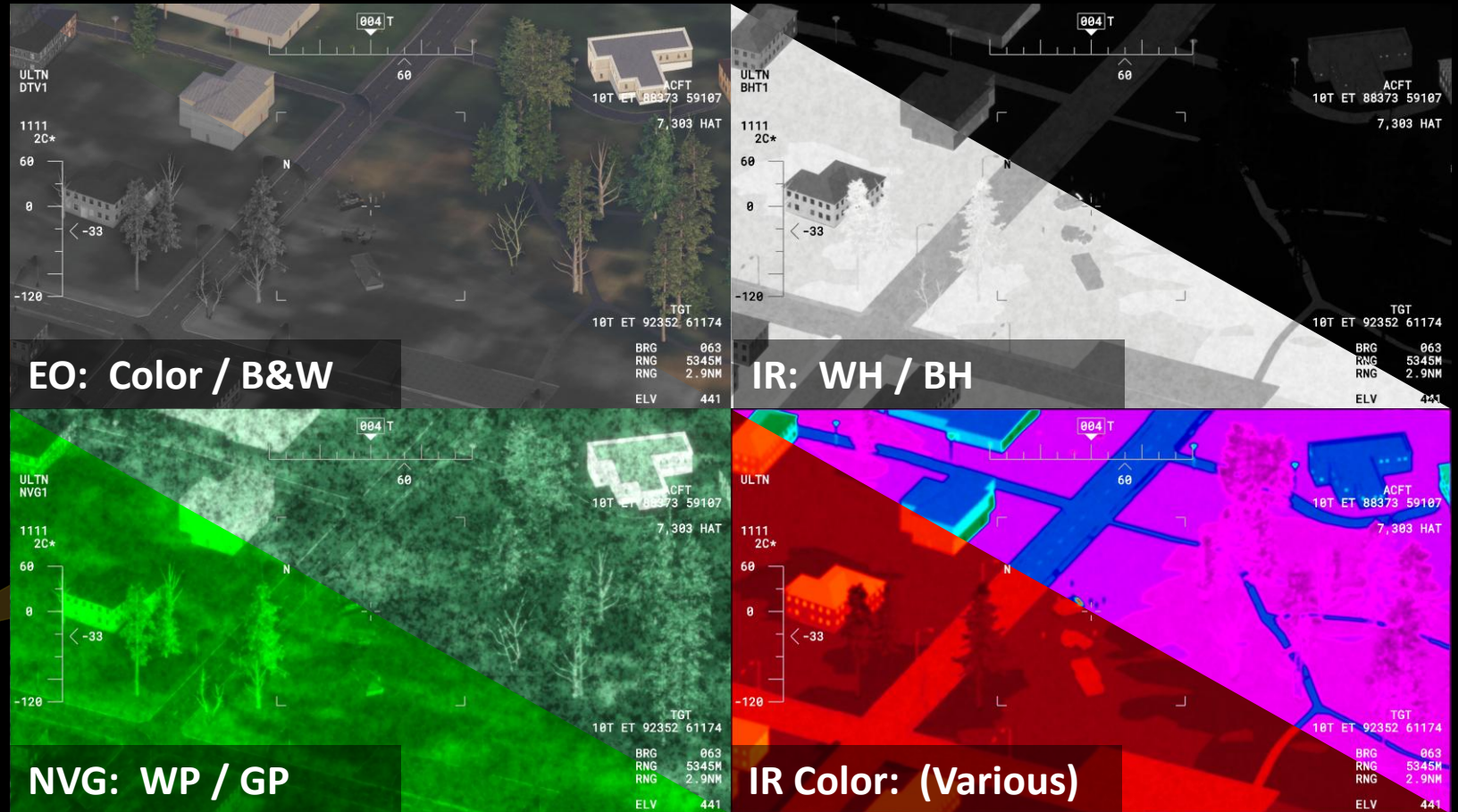
Cockpit Instruments



Spectrum

- + Independent
 - + Display, Sensor
 - + Resolution, Noise

- + Spectrum & Polarity
 - + EO
 - + NVG
 - + IR
 - + IR Color



Global Illumination

+ Light bouncing off surfaces and indirectly lighting other objects, creating more realistic lighting and shadows

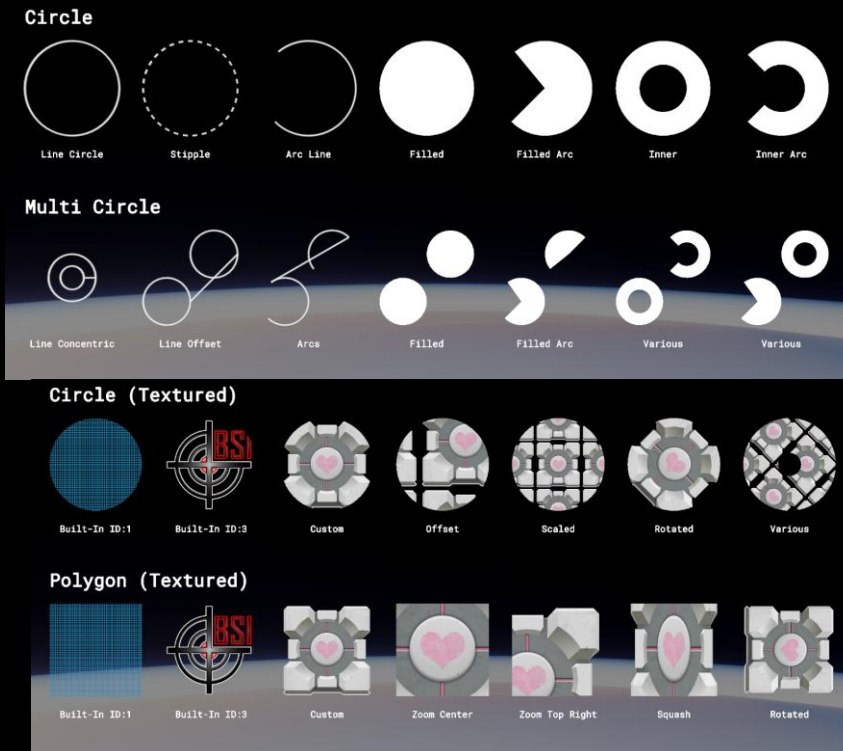


Add'l JTAC Overlays/HUD

- + Mono/Bino Options
- + Customizable FoV
- + Customizable Units



CIGI Symbols Library



Introducing the Runtime Terrain Editor



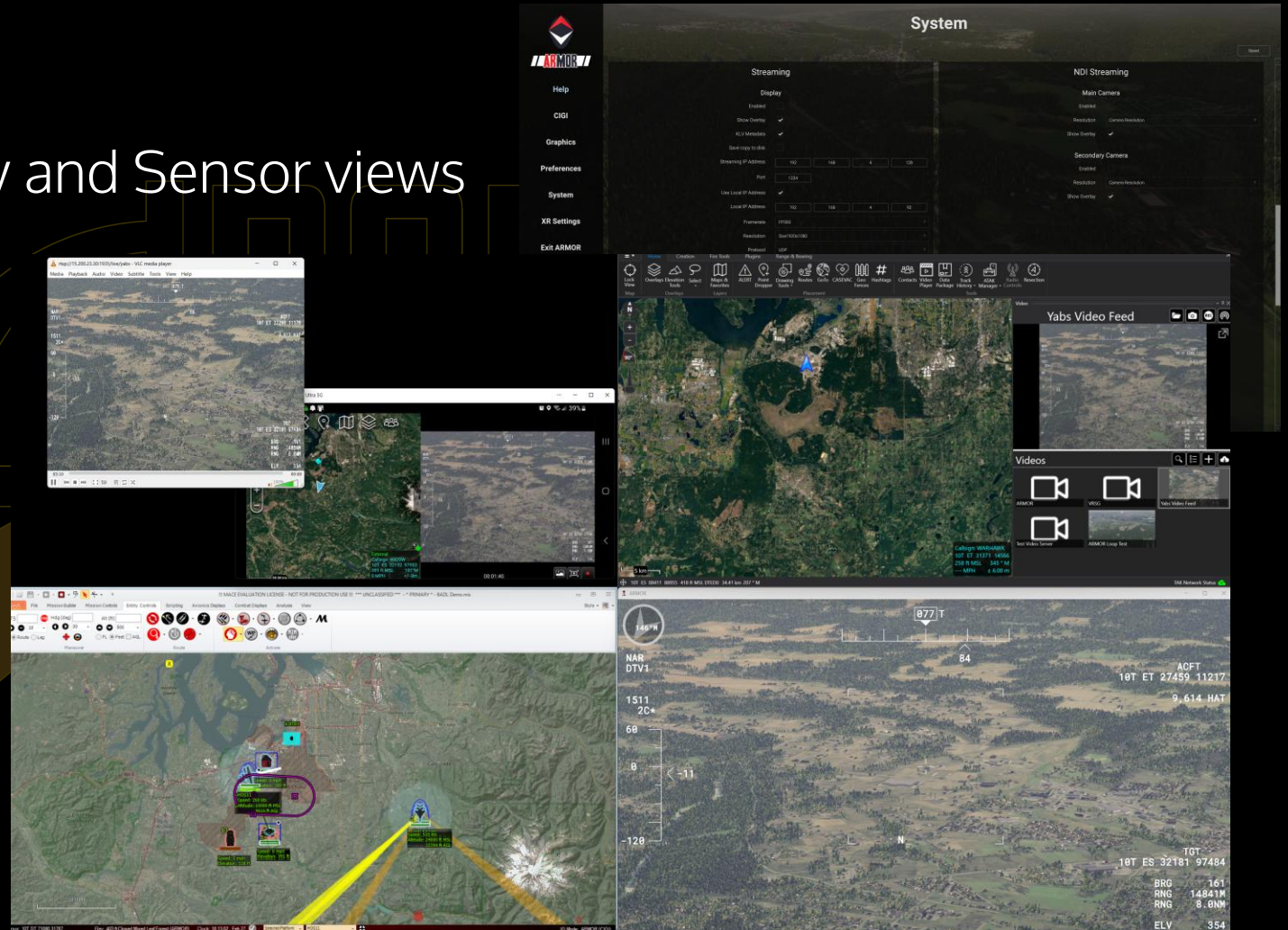
Streaming & KLV Metadata

+ Streaming

- + Independently stream Display and Sensor views
- + Embed KLV metadata

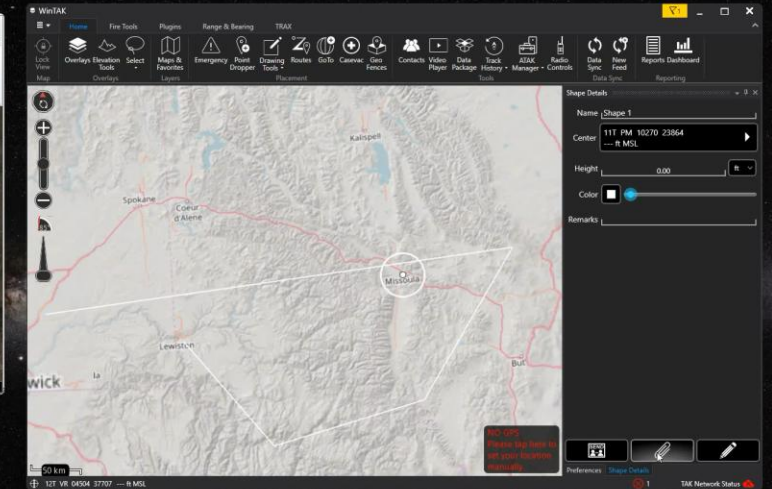
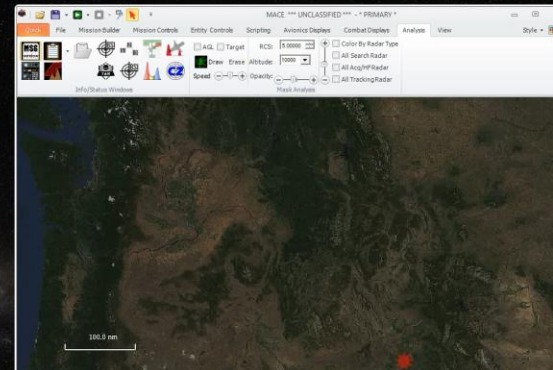
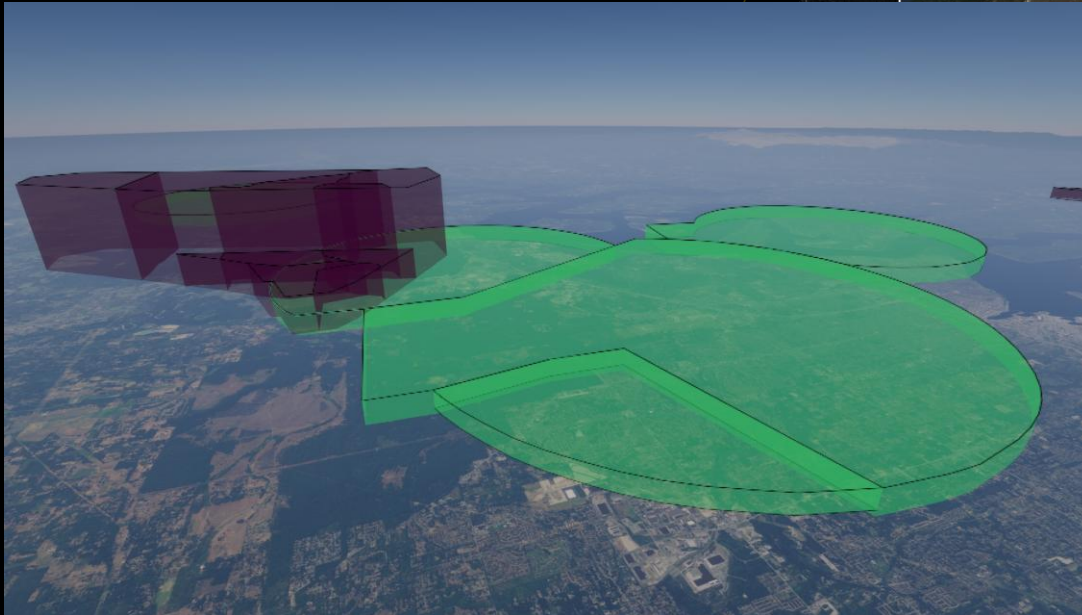
+ NDI Streaming

- + High performance
- + Super low latency

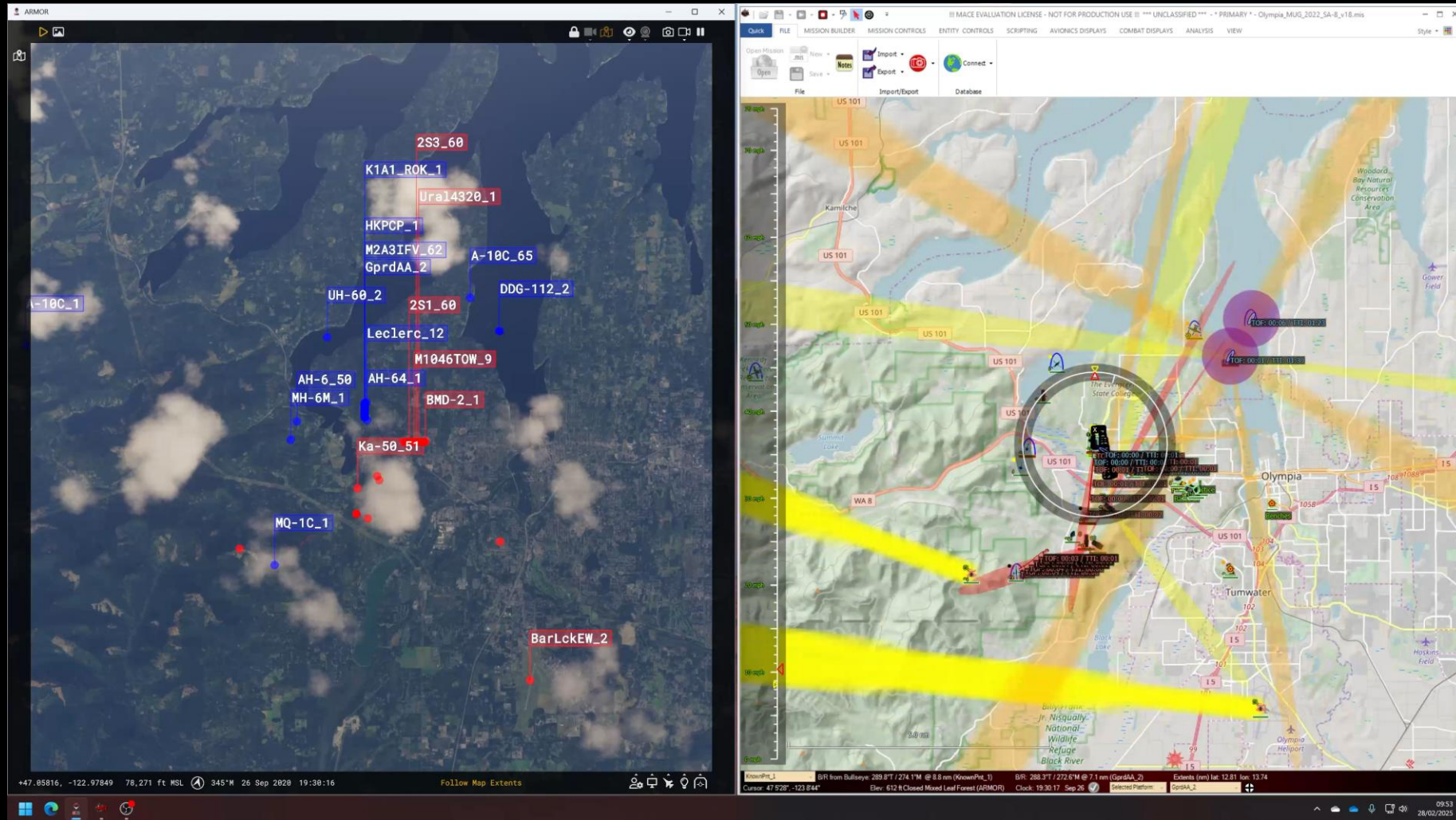


ATAK/Sit(x) Server Integration

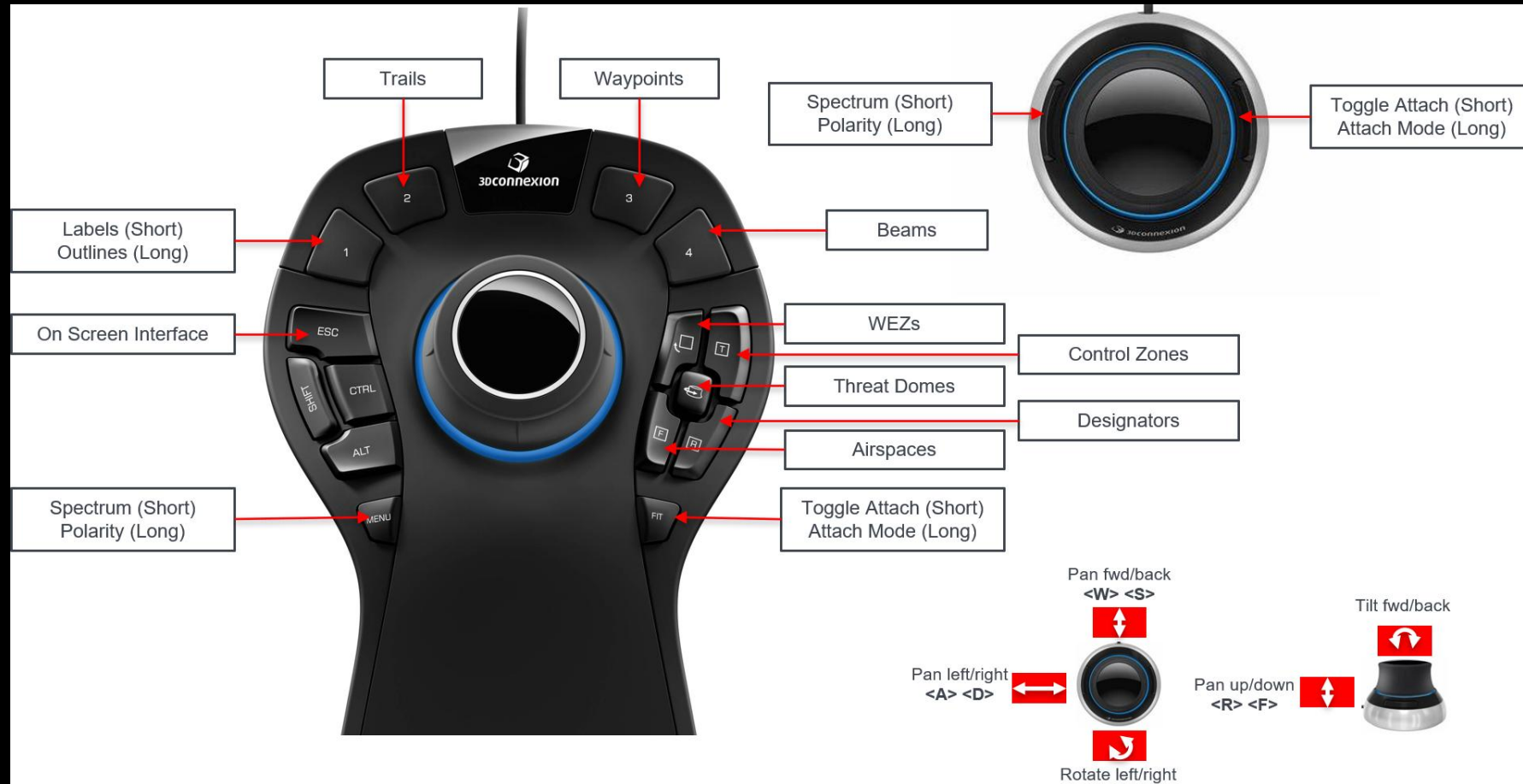
+ Bi-Directional
Communication
+ 2525 Symbolology / Shapes



Follow Map Extents

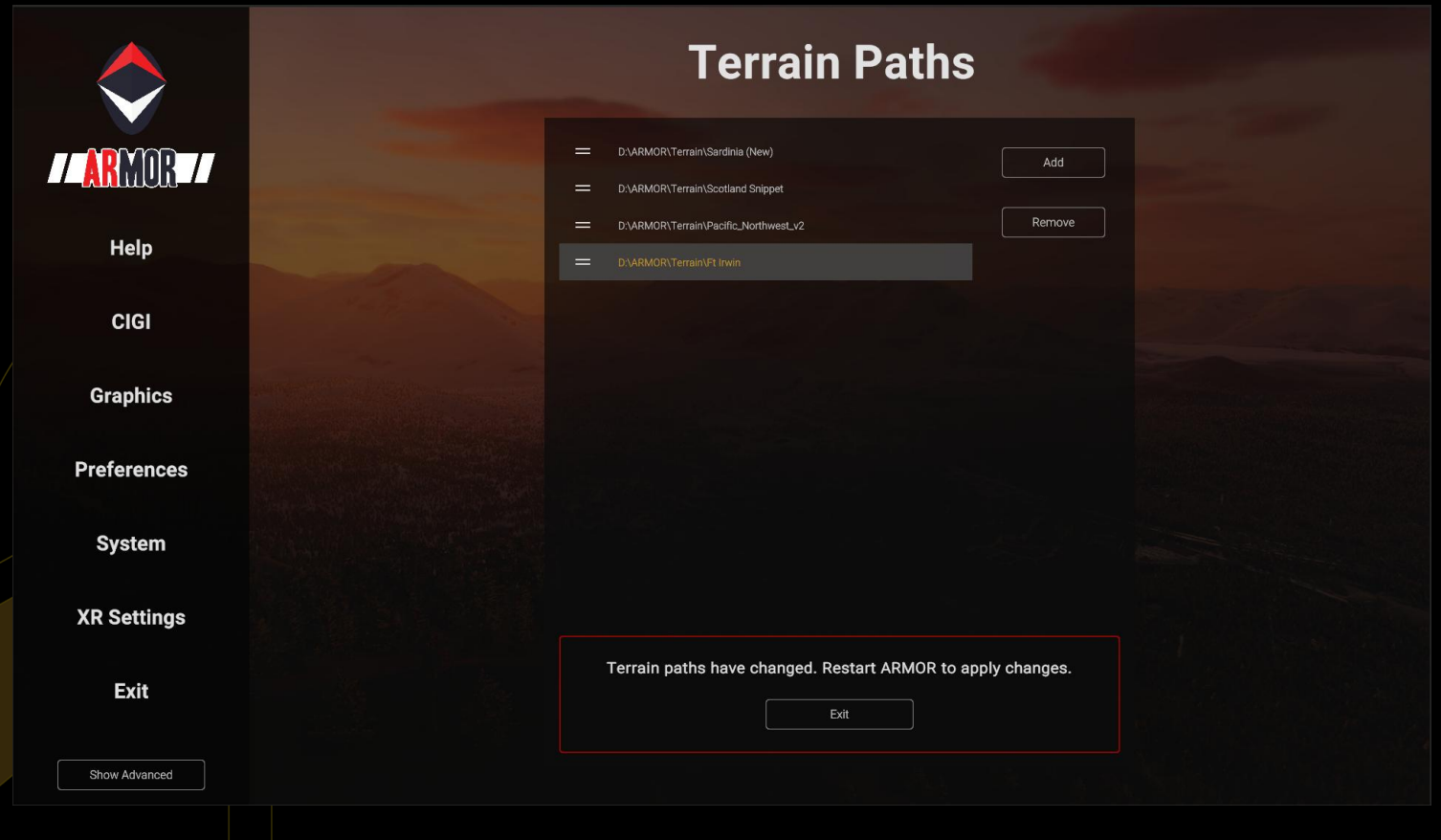


Space Navigator Support



And More...

- + Constant Performance/Scalability Improvements
- + Enhanced Multichannel support
- + Terrain Paths integration with MACE



2025 Roadmap

- + DirectX 12 w/Direct Storage
- + Frame Generation
- + Continued Terrain Editor Features / Model Library Development
- + Model Editor f/3rd Party Integrations
- + Growing Platform/Model Pipeline
- + FPV Drone Simulation
- + XR Performance & Visual Quality

