

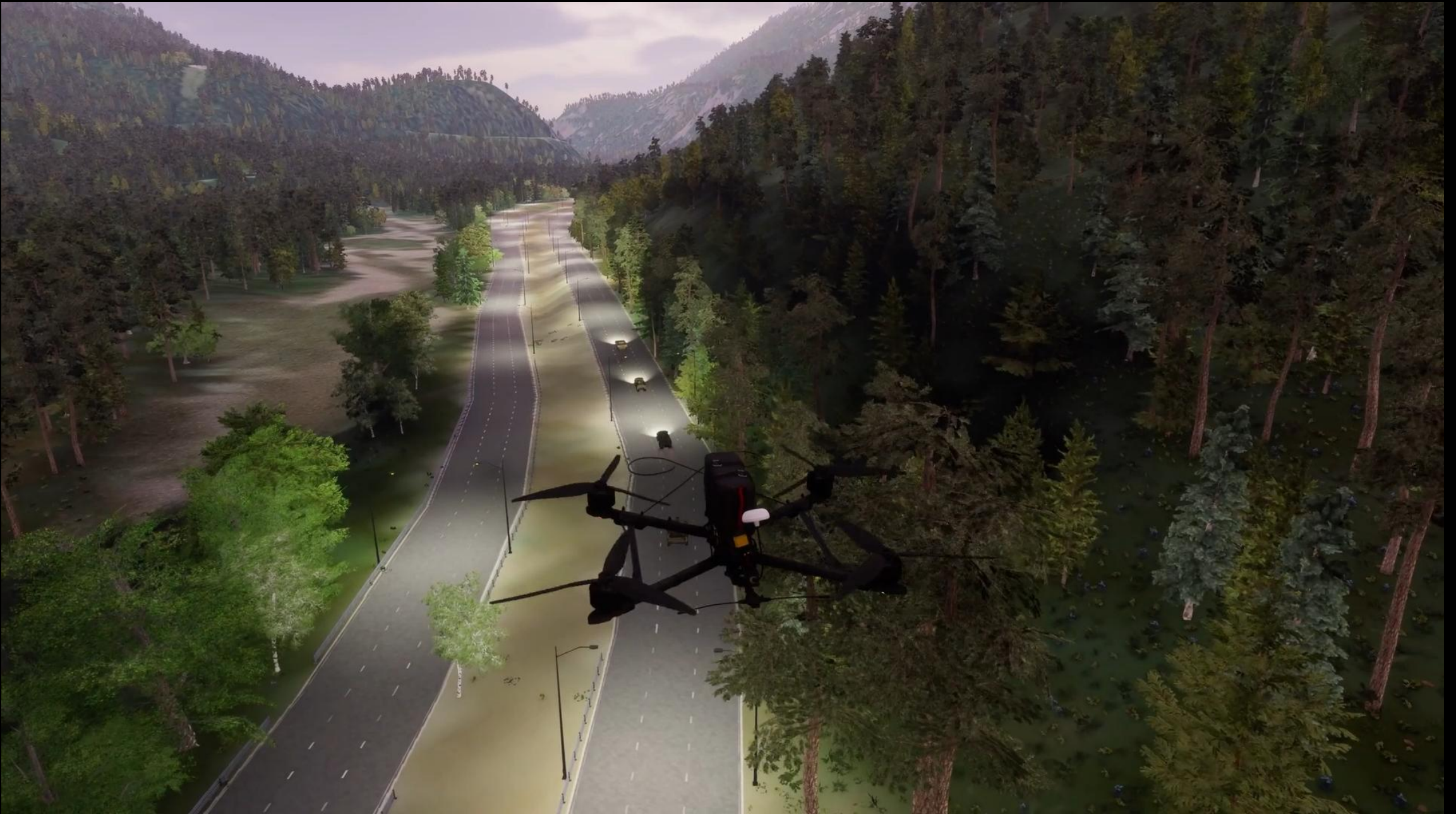
2025



EURO-MAG



BATTLESPACE SIMULATIONS





JTAC HUD in Screen View

Equipment

Default Equipment View

Monocular

Coordinate Format

Default

Altitude Unit

Default

Heading Type

Default

Persist Laser Target

☒

Set Equipment Magnification

☒

Binoculars Magnification

8.0

LRF Magnification

6.0

LTD Magnification

10.0

Default Magnification

15.0

18:32:56



MAA1

18:32:46



BINOCULARS

021410x-0016



SELF
10T ET 94692 62465
3,829 ft MSL

1111

02146x-0016



SELF
10T ET 94692 62465
3,829 ft MSL

1111

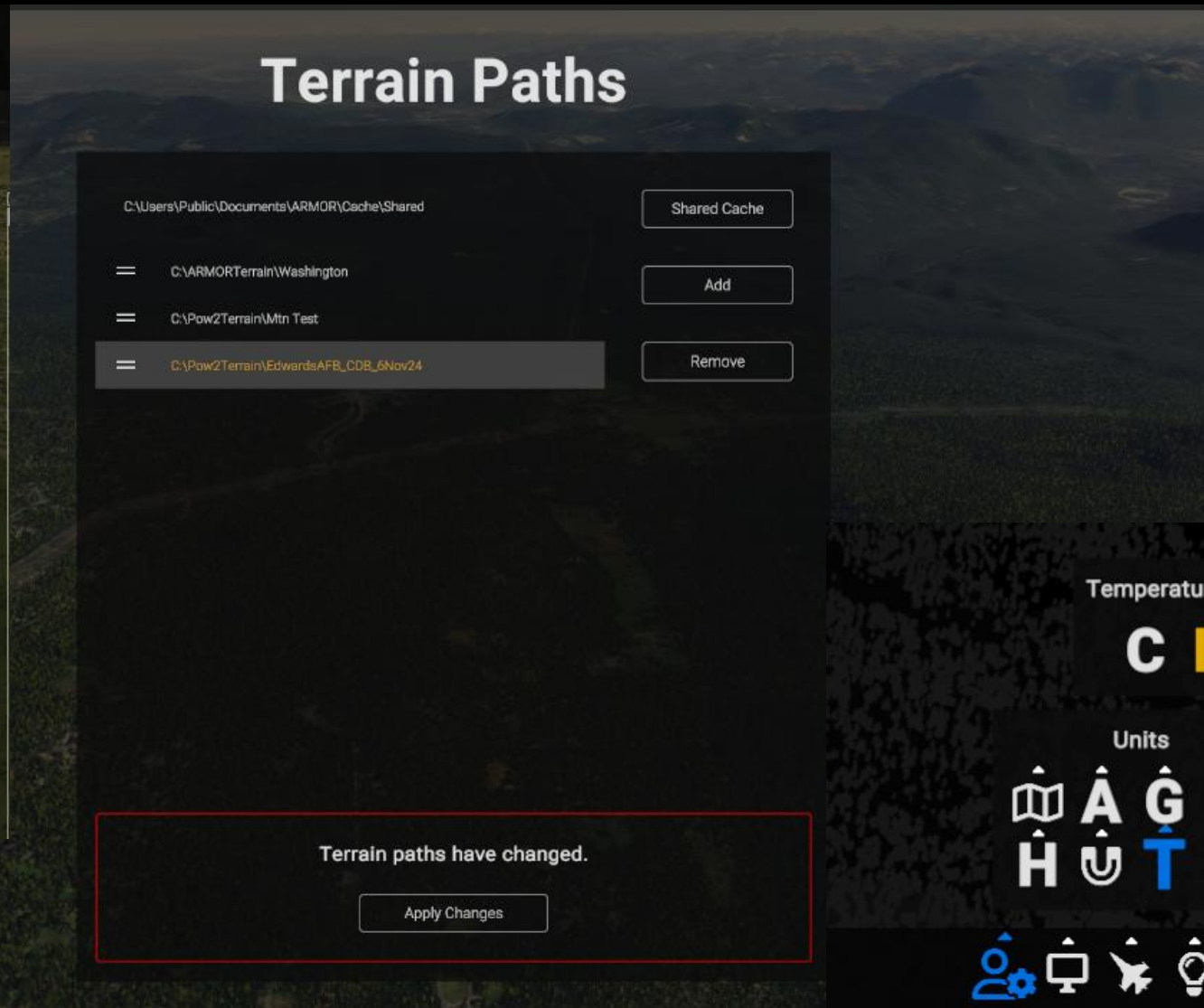
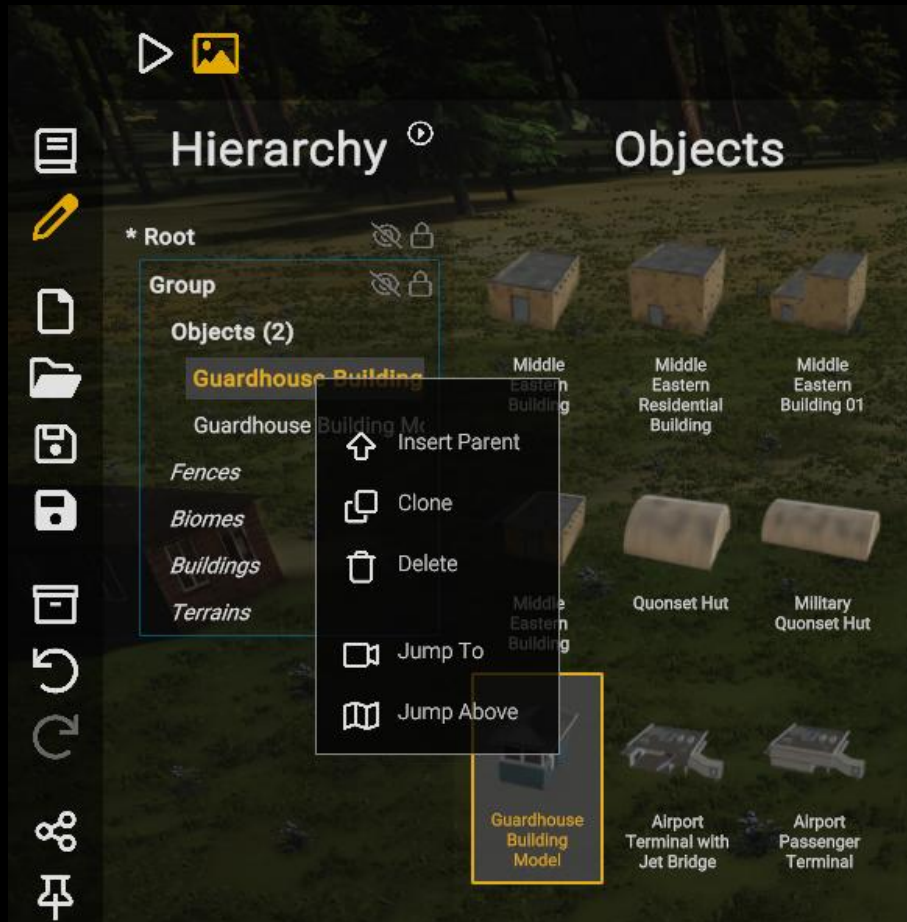
 www.bssim.com

Global Illumination

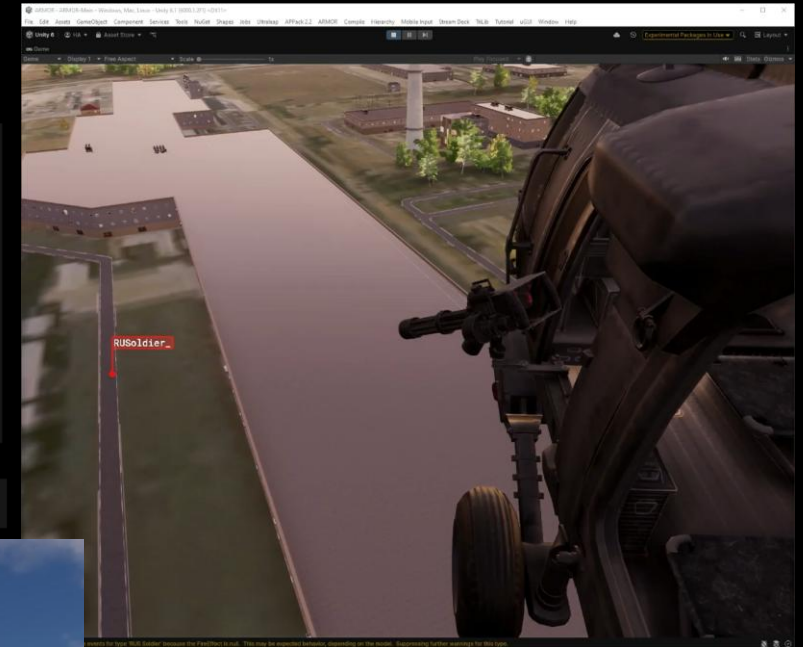




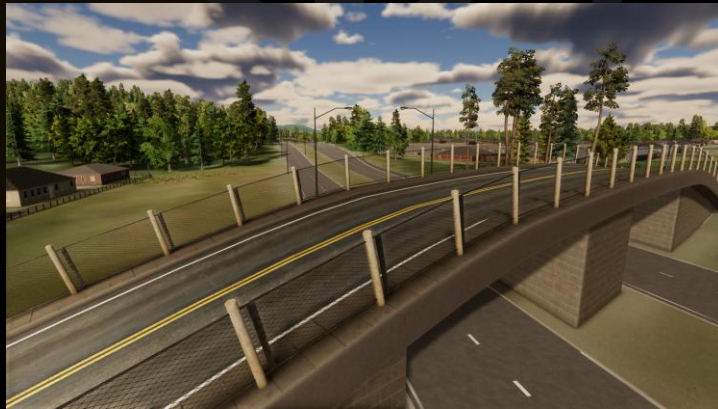
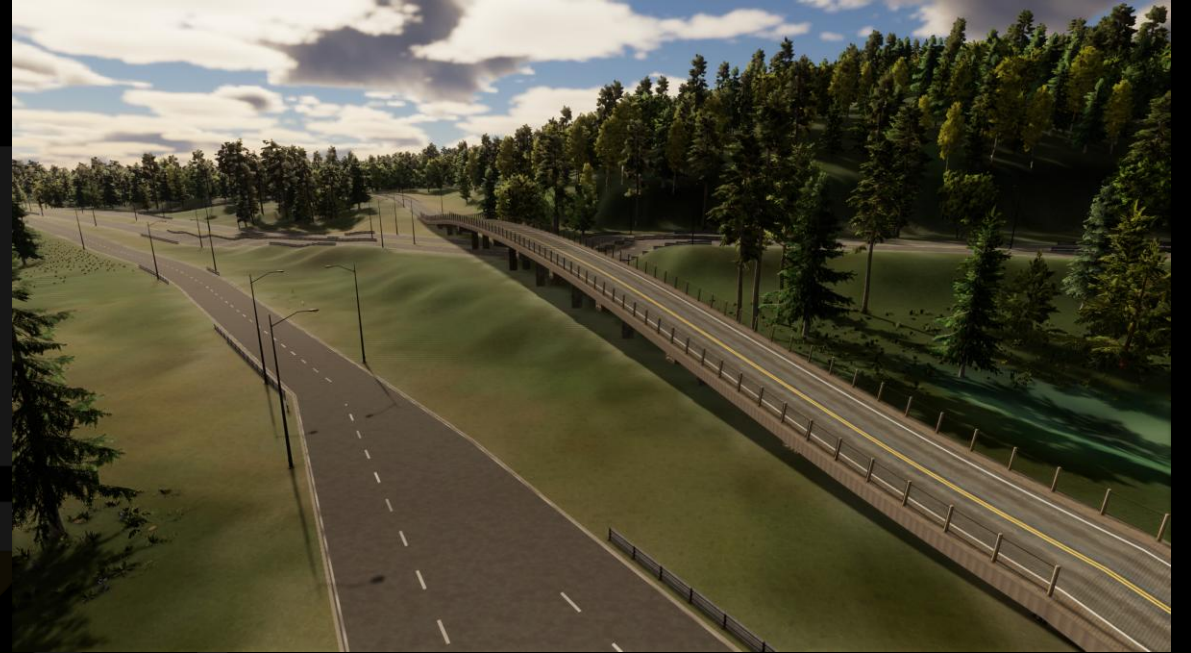
UI / Context Menu



Ongoing Content Development



Bridges & Overpass



Ship Wakes



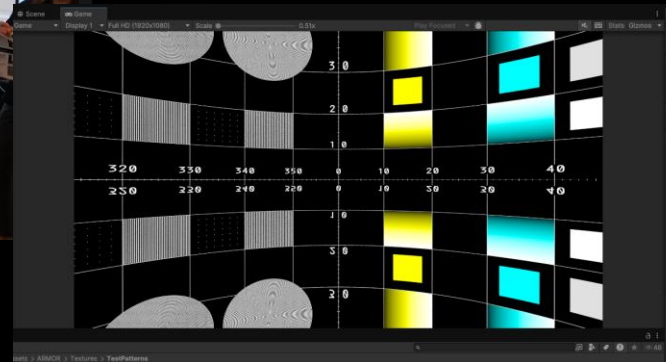
Follow MACE Map Extents



Improved Winter Scenes



Multi-Channel



BSI Control Panel / System Startup & Configuration

BSI Control Panel - 0.9.47

Selection

All (14)

MACE (6)

ARMOR (2)

BSIMap Server (2)

BSI Service (4)

License Server (0)

DISCord (0)

Viper (0)

Application ↓	Machine Name	IP Address	Port	Version	Date	Status
ARMOR	CORDTOP-TITAN18	172.23.16.1	5853	1.0.0.12305	9/14/2025	Running (2 m)
ARMOR	LAPTOP-HJ83GU54		5852			
BSI Service	CORDTOP-TITAN18	172.23.16.1	5850	0.8.28.0	2025-07-15	Running (2 m)
BSI Service	DESKTOP-3090		5850			
BSI Service	DESKTOP-CORD	192.168.56.1	5850	0.8.28.0	2025-07-15	Running (2 m)
BSI Service	MSI		5851			
BSIMap Server	CORDTOP-TITAN18	172.23.16.1	5852	1.1.14	6/29/1945	Running (2 m)
BSIMap Server	LAPTOP-HJ83GU54		5850			
MACE	CORDTOP-TITAN18	172.23.16.1	5851	1.2.3.47981	9/14/2025	Running (2 m)
MACE	HUDSON		5851			
MACE	LAPTOP-HJ83GU54		5851			
MACE	MILSIM-1		5850			
MACE	MILSIM-2		5850			
MACE	MSI		5850			

Info

License

CIGI

Video steaming

Multi channel

Refresh (8)

Send CIGI messages

Force loopback: Disabled

Local port: 0

Remote port: 0

Local Address: 0.0.0.0

Remote Address: 0.0.0.0

Recieve CIGI messages

Force loopback: Disabled

Local port: 0

Local Address: 0.0.0.0

Display

Group ID: 0

View ID: 0

Clipping Mode: Auto

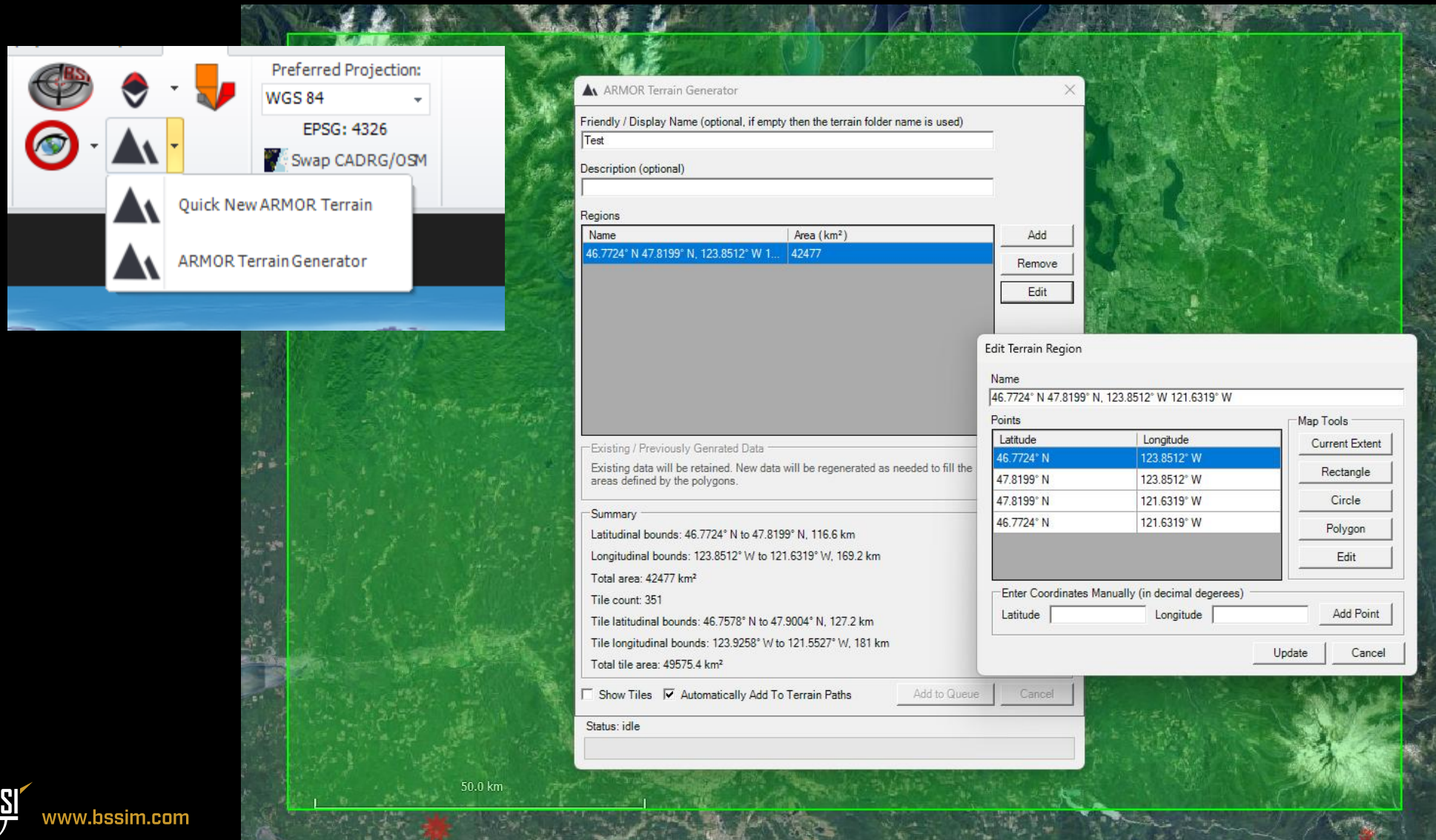
Sensor

Group ID: 0

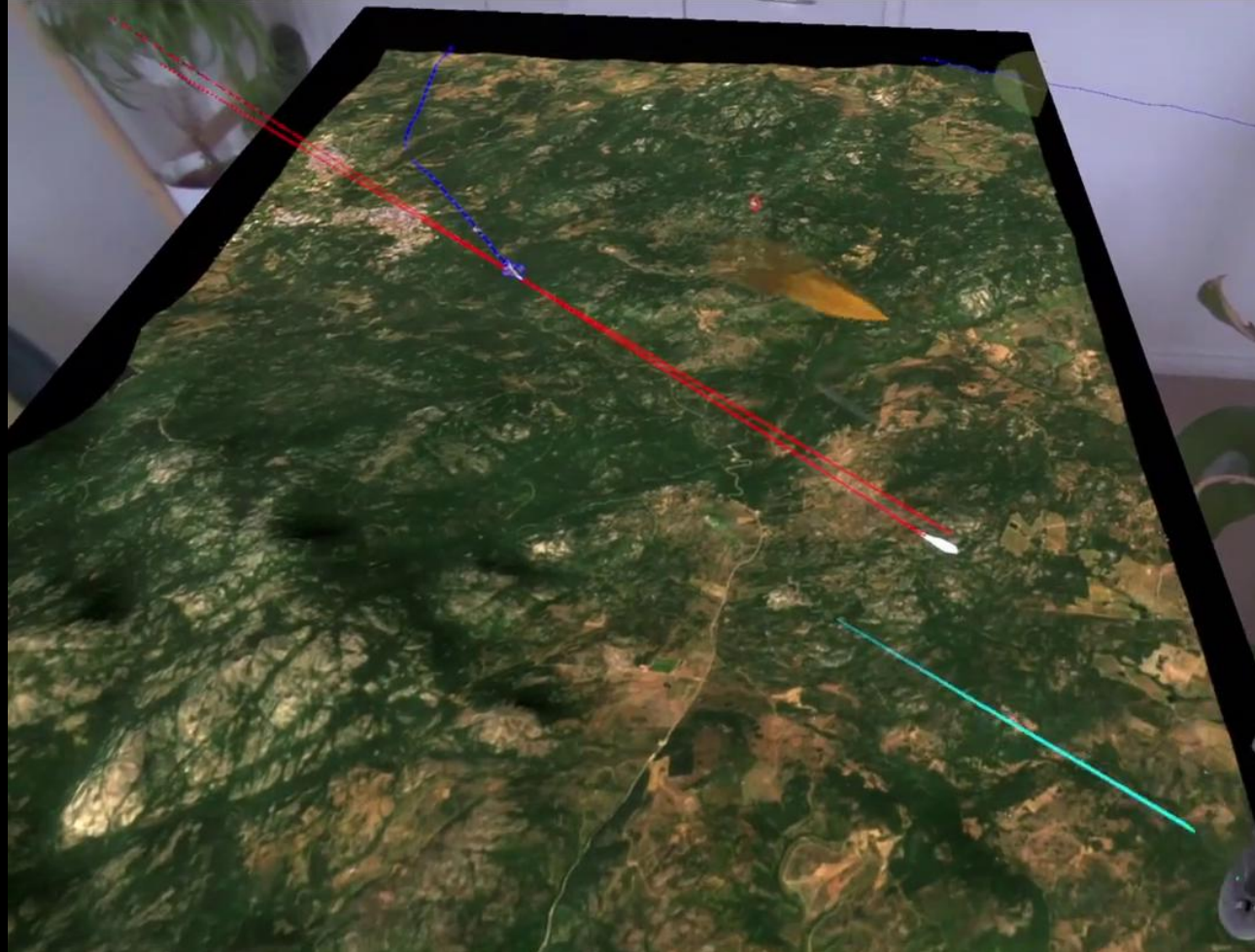
View ID: 0

Clipping Mode: Auto

Advanced Terrain Generation



AR Table Top – Room Scale Rock Drill



Visualisation of the 3D environment

- MACE – Can drive CIGI and DIS based IGs
 - e.g. VBS Blue, VRSG, X-Plane

And BSI's Own Unity based IG



- Proven very capable game engine
- Huge developer community / industry expertise
- Fast Development Cycles
- Huge content catalogue
- Not Chinese owned / influenced





Augmented Reality Mission Observation & Rehearsal



Unity based visualisation coupled with MACE

- Bundled with all MACE EW
- VR / AR / MR
- Single & Multichannel
- 1st person / Cockpits / Sensor Views / Tabletop
- Information dense overlays
- Worldwide terrain - No GIS Expertise required



Night NVG



IR



DAY



Multichannel



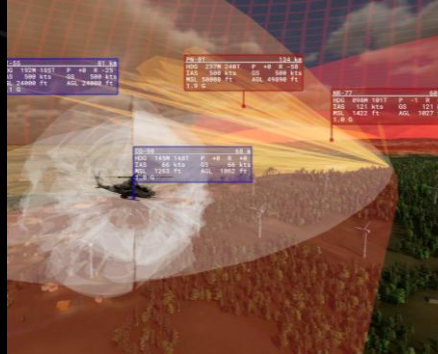
ARMOR Extended Reality [XR]

- Virtual / Augmented / Mixed Reality
- Tabletop mode for collaborative planning
 - Local multiplayer in MR in the room
 - Networked 'Virtual Players' in the right physical locations
- Transition to 1 to 1 mode for mission rehearsal
- Supports all Open VR / Steam VR Headsets

Remote Collaborative XR Mission Planning



VR EW Visualisation 1:1



MR Roleplayer Station 1:1



MR Outdoor 1:1



Mission Planning Analysis and Rehearsal (MPAR)



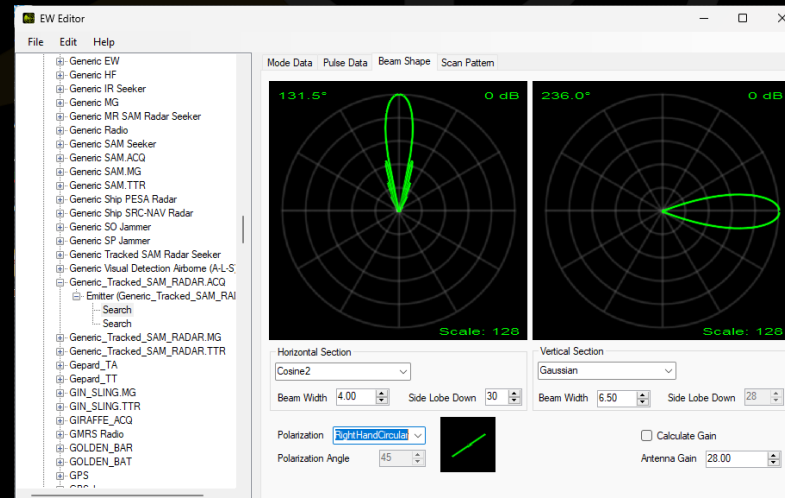
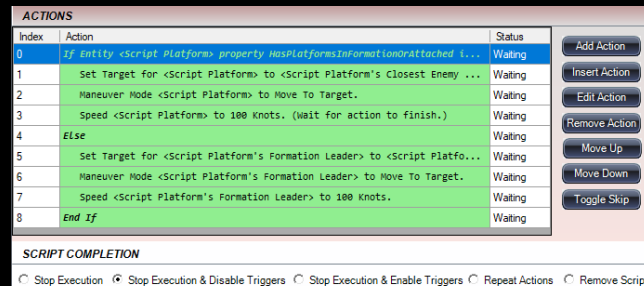
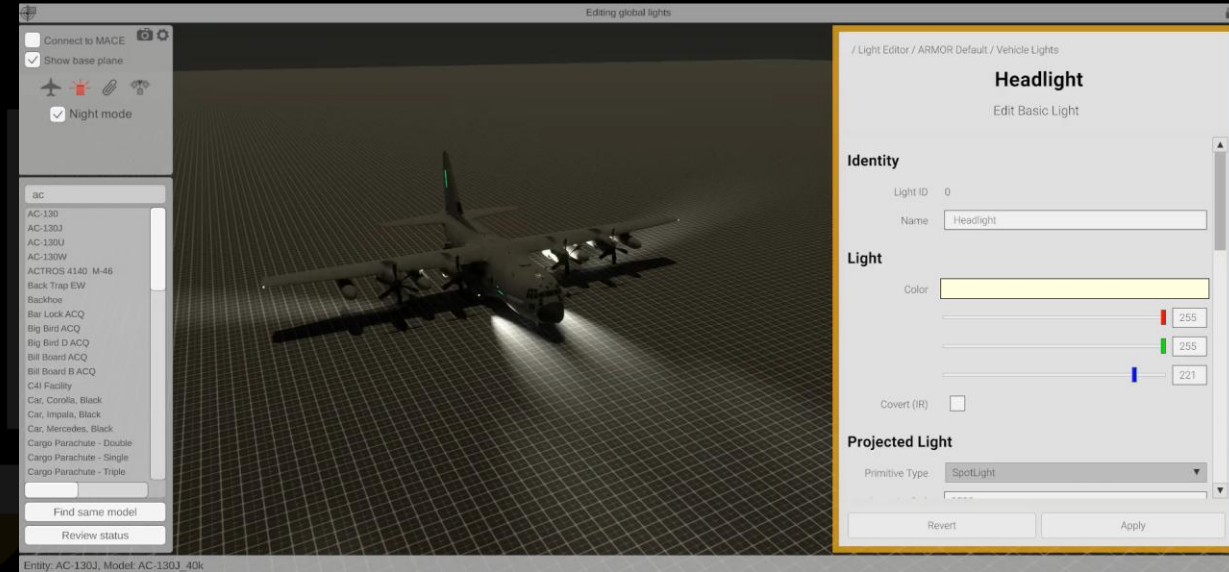
Julia Demaree Nikhinson/AP

Helicopters from the 160th Special Operations Aviation Regiment, from left, MH-6 Little Bird's, MH-60 Black Hawk's, and MH-47 Chinook's, fly behind the Washington Monument during military parade commemorating the Army's 250th anniversary Saturday, June 14, 2025, in Washington.

- MACE and ARMOR in use to plan and brief routing for US Army's 250th birthday celebration

Non Dev Users - Tools

- Worldwide Terrain Generation
 - No GIS Expertise required
- User Model Editing/Creation
 - Mission Object Config Tool (MOCT)
 - WEZ Generator
 - ARMOR Model Editor
 - Emitter Editor
 - Script Editor



World Terrain Generation

- MACE built on a worldwide GIS core
- Rapid development and now 4th iteration:
 - Round earth terrain system
 - No User-GIS-specialism required
 - 3D Terrain creation from multiple GIS Data
 - Open Street Maps
 - Land Usage
 - Climate Zone Data
 - Hi Resolution Imagery
 - Regional Data
 - Airfield and AIRNC data
 - AI building facade
 - Production of terrain surface and correctly positioned and appearing on-terrain objects
 - Fast recall – go to any fully populated terrain any location within seconds



Kuala Lumpur (Left: Real Right: ARMOR)





One high fidelity simulation framework

Multiple use cases

For help contact: support@bssim.com

www.linkedin.com/company/battlespace-simulations-inc-/

www.youtube.com/BattlespaceSims