



BATTLESPACE SIMULATIONS

Don't settle for only part of the battlespace

ARMOR - What's New

EuroMAG 2026

Support

support@bssim.com

LinkedIn

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

YouTube

youtube.com/BattlespaceSims



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



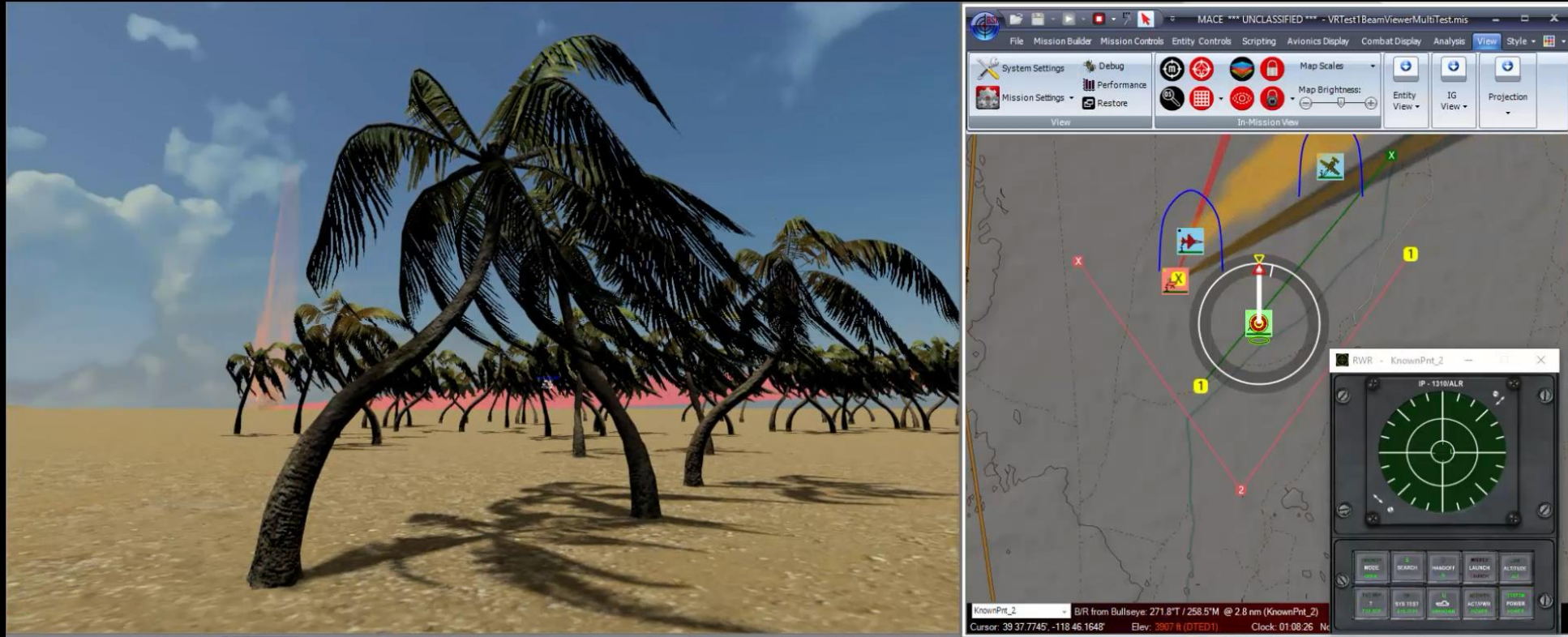
DAY



Multichannel



ARMOR 2019



Advanced Terrain Generation

The screenshot displays the ARMOR Terrain Generator software interface. On the left, a menu shows options like 'Quick New ARMOR Terrain' and 'ARMOR Terrain Generator'. The main window features a 'Preferred Projection' dropdown set to 'WGS 84' (EPSG: 4326) and a 'Swap CADRG/OSM' button. A table lists generated regions, with one selected. An 'Edit Terrain Region' dialog box is open, showing the region's name, coordinates, and a table of points. The dialog also includes a 'Map Tools' section with buttons for 'Current Extent', 'Rectangle', 'Circle', 'Polygon', and 'Edit'. At the bottom, there are checkboxes for 'Show Tiles' and 'Automatically Add To Terrain Paths', along with 'Add to Queue' and 'Cancel' buttons. The status bar indicates 'Status: idle'.

ARMOR Terrain Generator

Friendly / Display Name (optional, if empty then the terrain folder name is used)
Test

Description (optional)

Regions

Name	Area (km ²)
46.7724° N 47.8199° N, 123.8512° W 1...	42477

Buttons: Add, Remove, Edit

Existing / Previously Generated Data
Existing data will be retained. New data will be regenerated as needed to fill the areas defined by the polygons.

Summary
Latitudinal bounds: 46.7724° N to 47.8199° N, 116.6 km
Longitudinal bounds: 123.8512° W to 121.6319° W, 169.2 km
Total area: 42477 km²
Tile count: 351
Tile latitudinal bounds: 46.7578° N to 47.9004° N, 127.2 km
Tile longitudinal bounds: 123.9258° W to 121.5527° W, 181 km
Total tile area: 49575.4 km²

☐ Show Tiles ☒ Automatically Add To Terrain Paths

Status: idle

Edit Terrain Region

Name
46.7724° N 47.8199° N, 123.8512° W 121.6319° W

Points

Latitude	Longitude
46.7724° N	123.8512° W
47.8199° N	123.8512° W
47.8199° N	121.6319° W
46.7724° N	121.6319° W

Map Tools

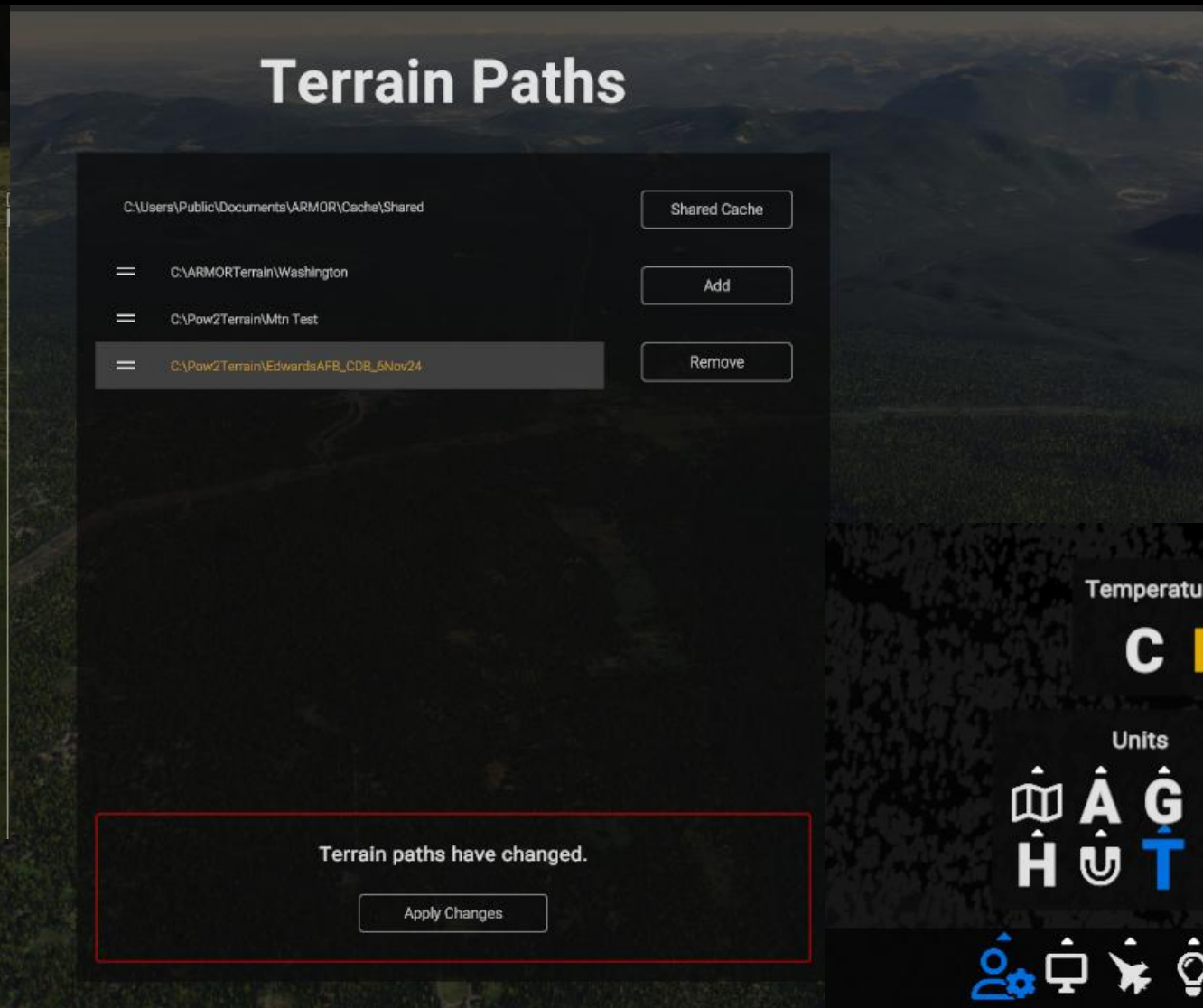
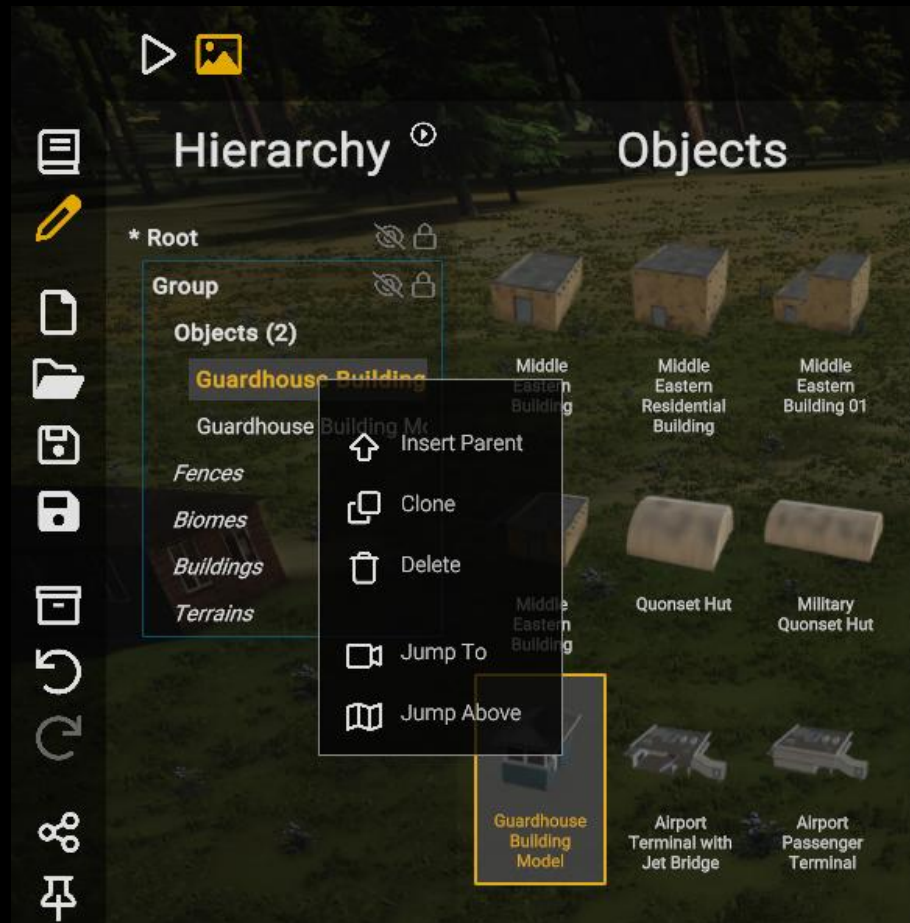
Enter Coordinates Manually (in decimal degrees)
Latitude Longitude



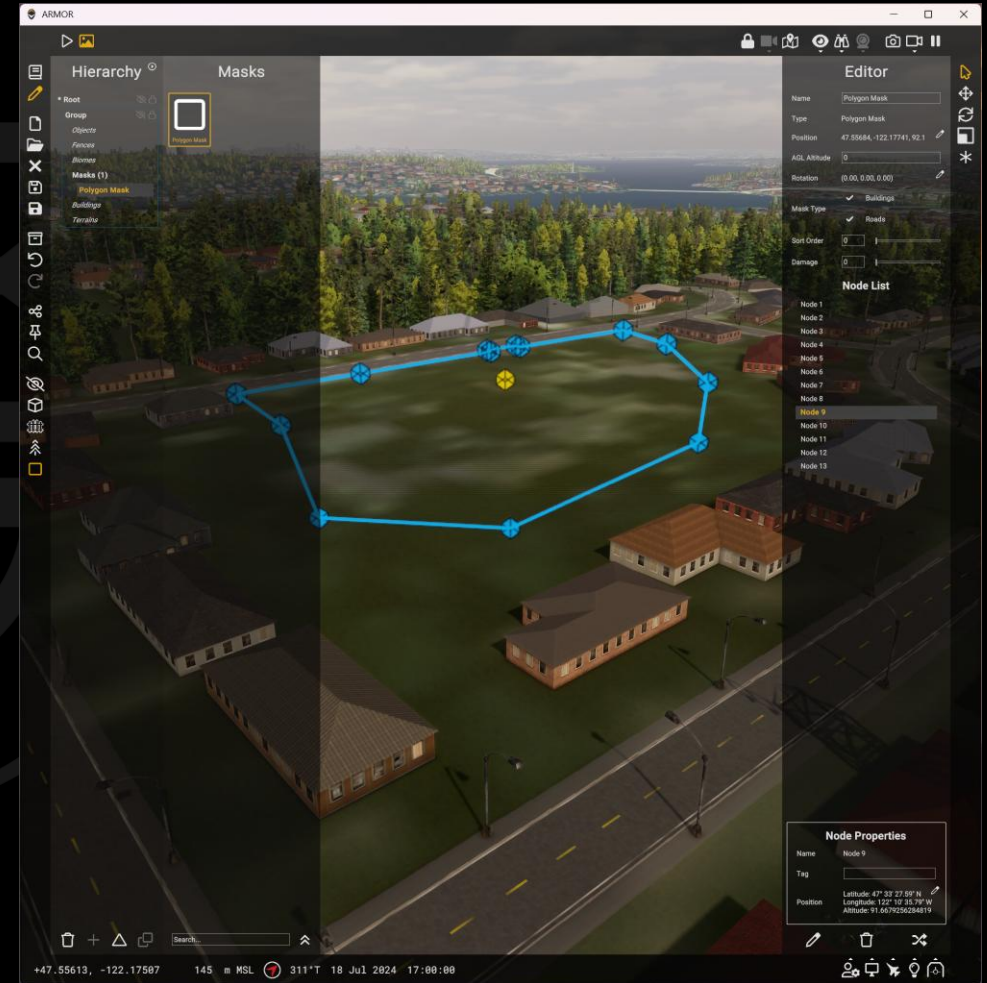
Terrain Editor / 3rd Party Model Integration



UI / Context Menu



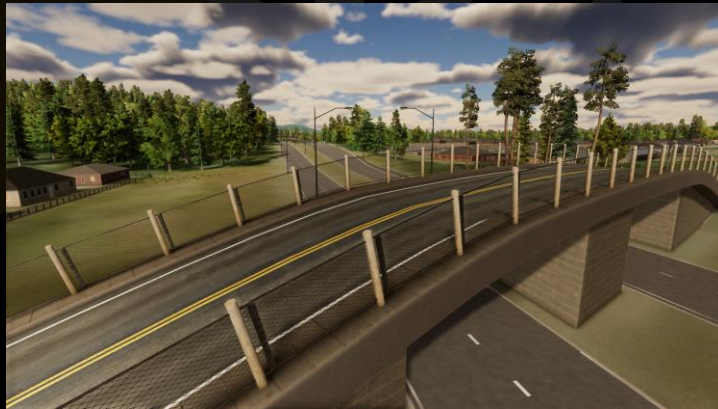
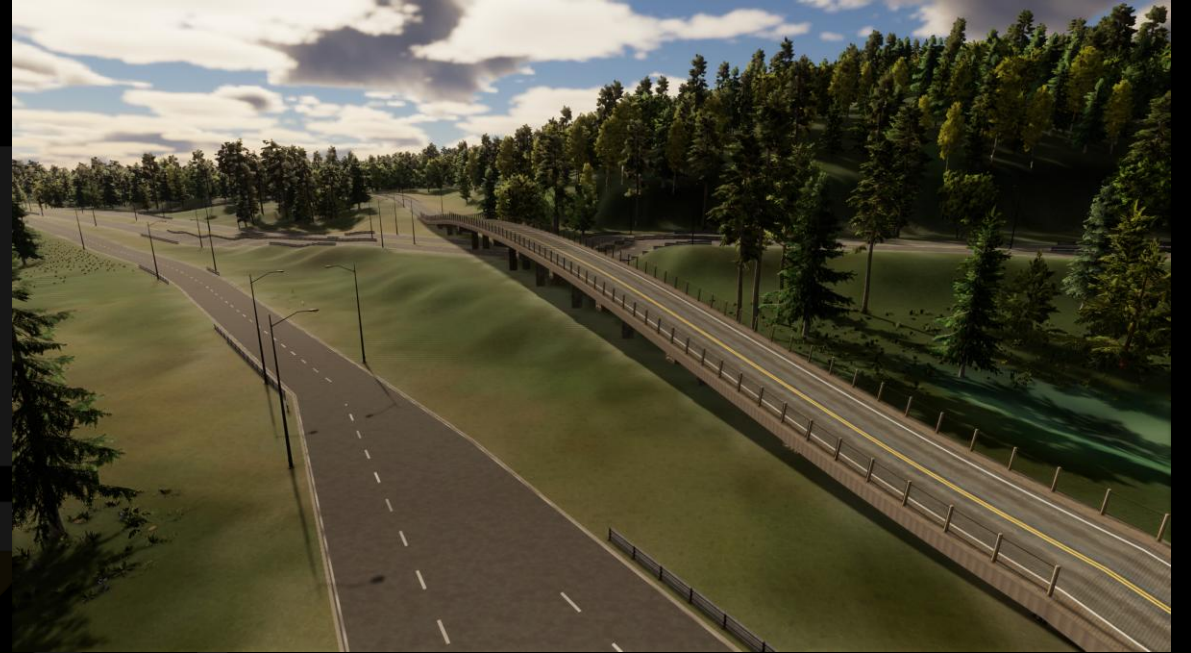
Building and Road Masking





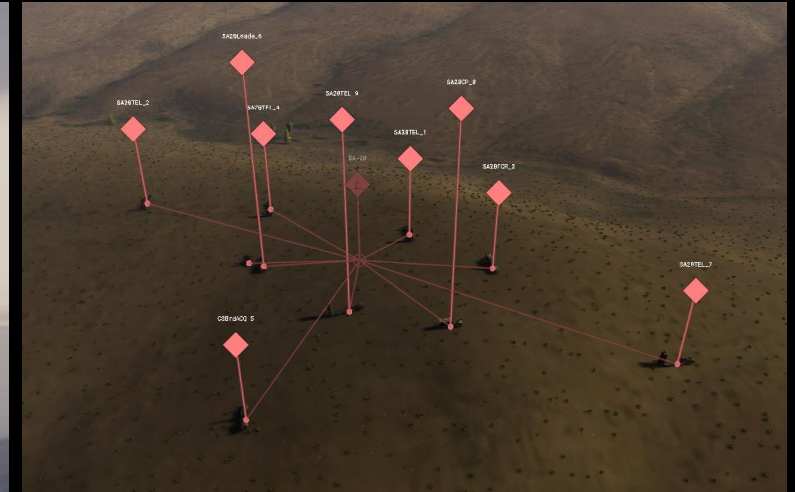
Contains 2.4 billion buildings

Bridges & Overpass

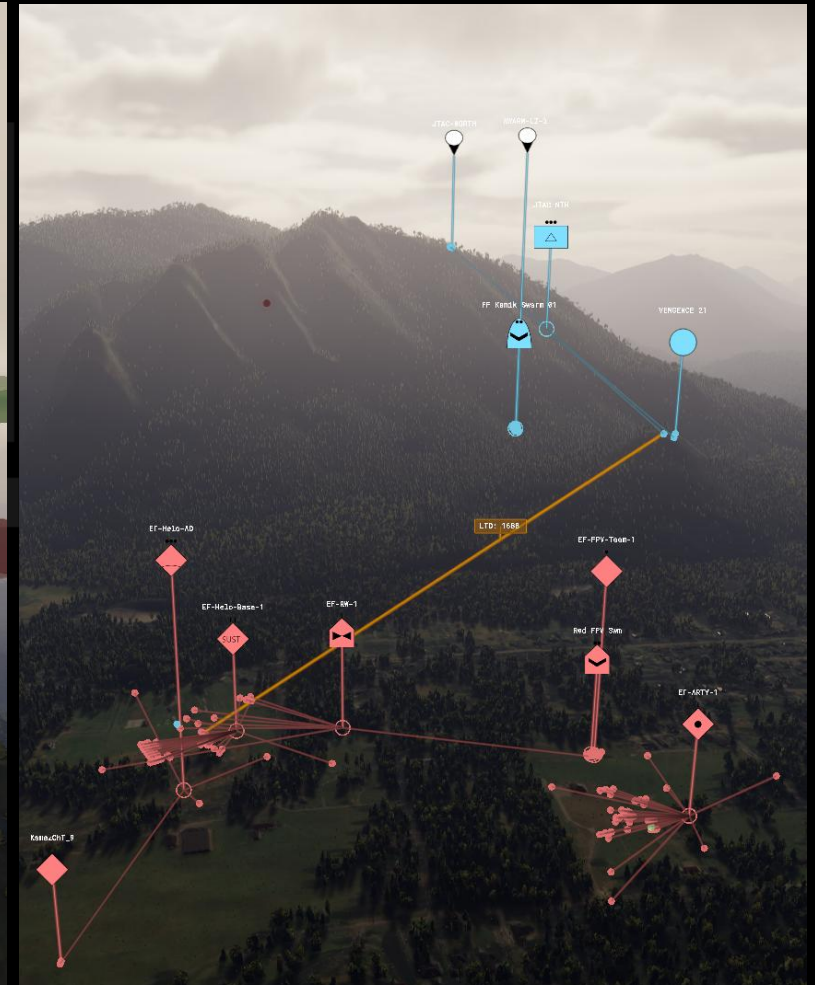
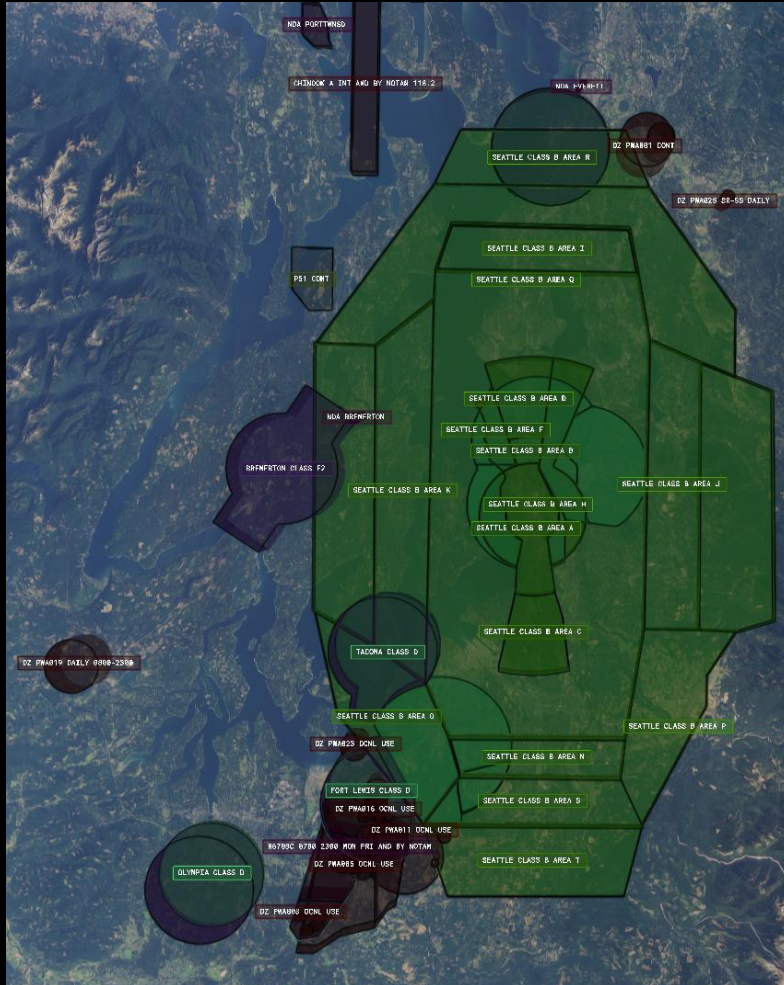




Labels: Aggregates and MIL-STD-2525



Labels: Airspaces, Shapes, Designations, ...



Grid Lines

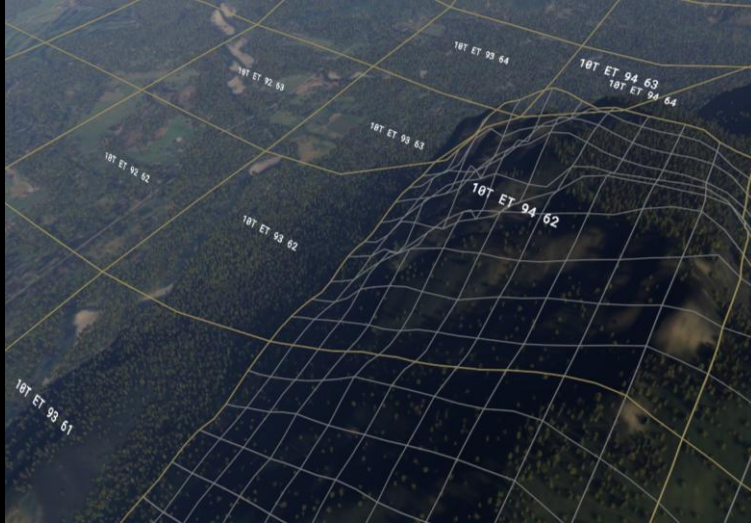


Table Formatted Aeronautic Data Set



Airport Signage



Follow MACE Map Extents

ARMOR FEATURE
FOLLOW MAP EXTENTS

Global Illumination



IR Weapons feedback to MACE

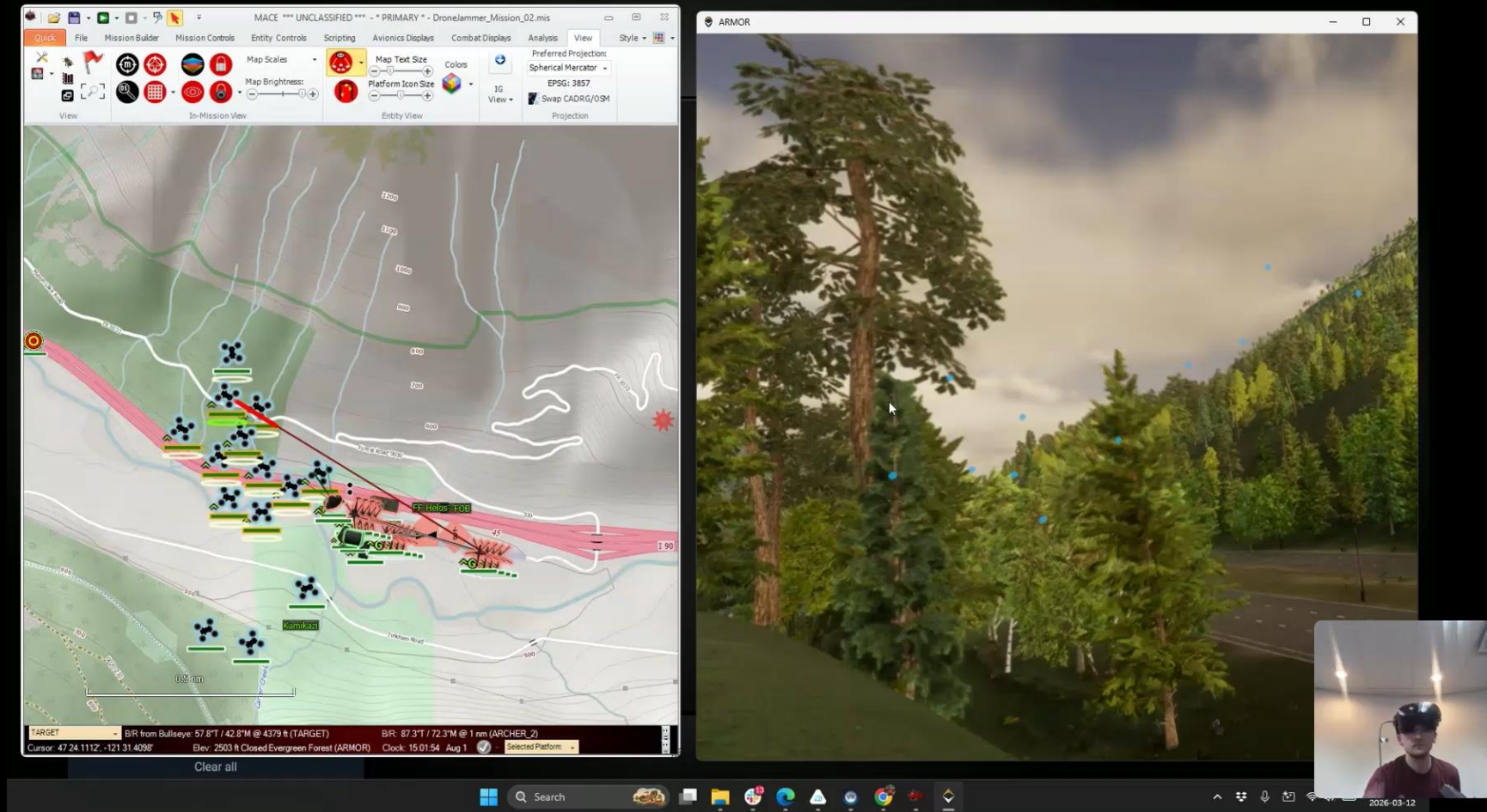


Ship Wakes





Counter-UAS (cUAS)





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

0214

10x

-0016



SELF
10T ET 94692 62465
3,829 ft MSL

1111

0214

6x

-0016

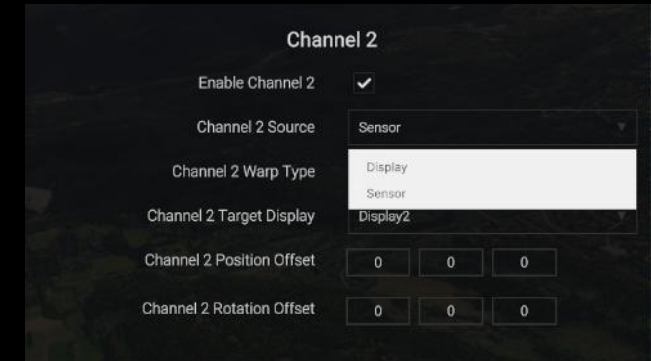
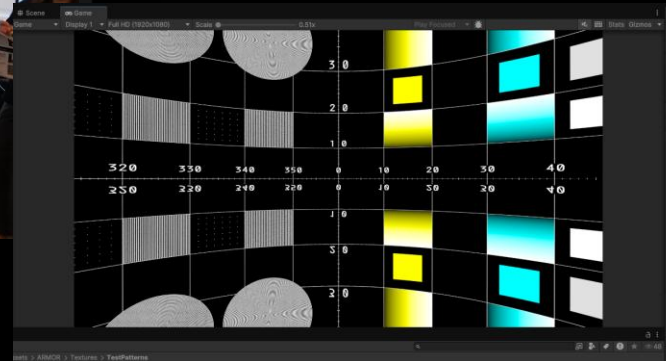


SELF
10T ET 94692 62465
3,829 ft MSL

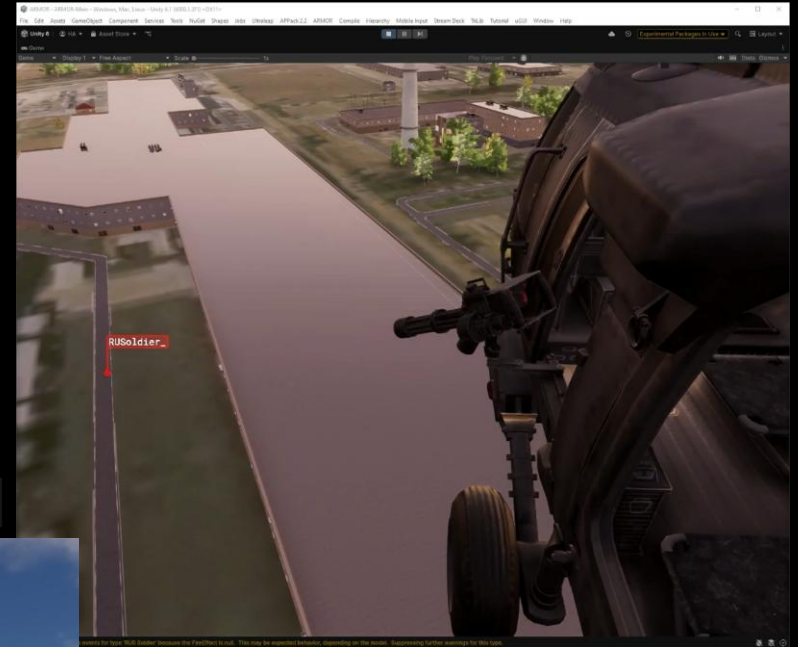
1111

www.bssim.com

Multi-Channel



Ongoing Content Development



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

BLADE: Battlespace Live Airspace Deconfliction Engine

RAPID FIRES INTEGRATION IN CONGESTED AIRSPACE

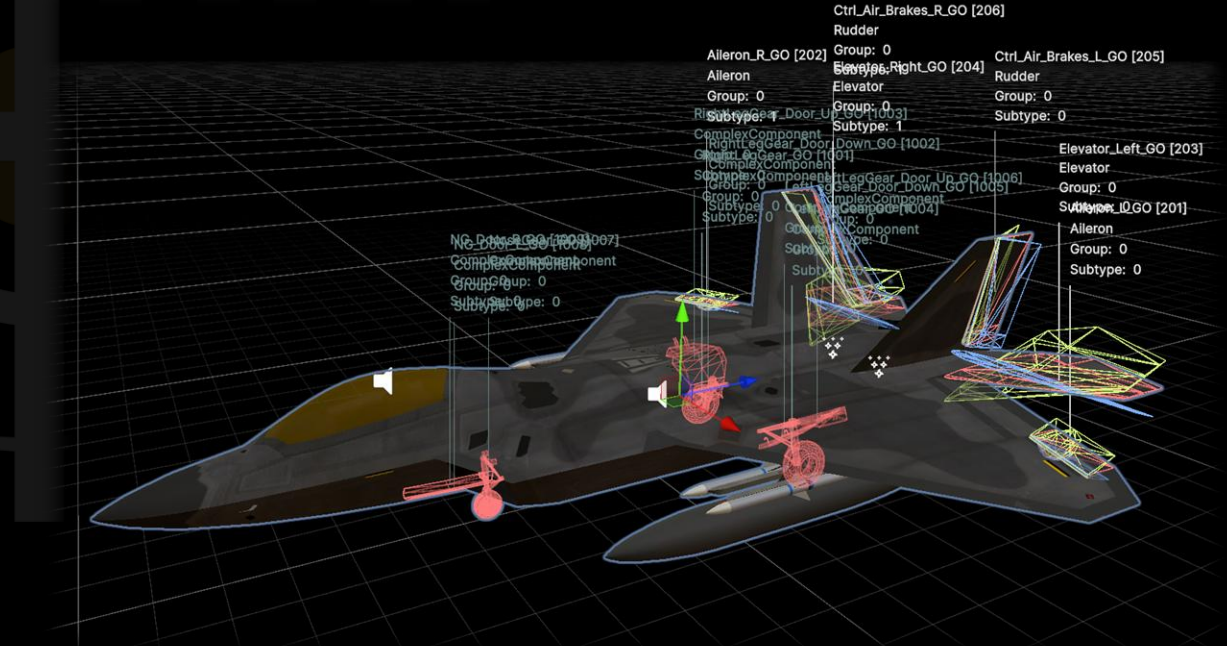


2027 Roadmap

- Runtime terrain height editing
- SWIR / LWIR / SAR
- XR UI/UX and tabletop enhancements
- New visualizations (e.g. CFF)
- Virtual Interaction: For Symbols-based MFDs and more
- Third-party entity models, with Model Editor
- Unity ECS-based rendering (performance & scalability)

Third Party Content

- Tooling: Content scene, distributable components, custom editors, ...
- Now: Custom cultural models via Runtime Editor
- 2027: Custom entity models plus new Model Editor



Multi-Wavelength IR





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Questions?

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