ASCOT 5 to 7

An Evolution in Industry Leading Environment Generation Technology

Session Manager / Client

ASCOT 7's "Session Manager" simplifies the server/client configuration management process. From a single location, Session Manager allows role players the ability to designate networked systems roles. Using a "drag and drop" user interface, systems are added to a session and assigned a client role. Processing power for the exercise can also be shared among the client systems using "dropped" server nodes. Once responsibilities are established, the session is managed from a single location launching the ASCOT 7 client software remotely.

ASCOT 7 is the natural evolution of the ASCOT product line. The ASCOT 7 software suite takes the ASCOT 5 components (Tactical Display, Editor, Map, Scenario Database Management Tool, Common RADAR Application, ATOExgen) and combines them into a singular program experience. ASCOT 7 allows the user to edit database values, create exercises, import Air Tasking Orders (ATO)/Air Control Orders (ACO), run exercises, and connect to operational systems from one easy-to-use interface. The ASCOT 7 "Client" removes the complication of managing programs and streamlines the scenario creation and execution process.

Collaborative Scenario Development

All clients in ASCOT 7 have access to all of the components mentioned above throughout the exercise, providing the ultimate collaborative scenario development. Role players can create, edit, and drive the same scenario. While a role player drives a scenario objective, the other players can instantly update exercise commands to alter training objectives or input a dynamic scripted event mirroring the ever-changing battlespace. Role players no longer have to change position configurations or pause the exercise to transition between roles.


Database

ASCOT 7's enhanced database gives users the tools to design entities from the ground up. Starting with a chosen environment, users can modify characteristics, maneuverability, appearance, and attached systems. Users craft systems to replicate active and passive emitters, visual sensors, radio transmitters and receivers, munitions and expendables, jammers, and many more. As the exercises increase in difficulty, systems can be molded to mirror the evolution of real-world systems. ASCOT 7's robust database design provides numerous editable fields not seen in ASCOT 5, bringing an unprecedented modeling capability.

In ASCOT 7, perspective matters. Each entity's individual systems determine the available action within the simulated environment. Entities without sensor-induced awareness remain complacent and unaware, limiting a driver's command options. In contrast, entities with advanced passive and active systems use individualized tracking systems to process data activating proactive and reactive commands.

Advanced User Interface

ASCOT 7 introduces the use of tabular displays to the ASCOT product line. The User Interface (UI) is designed with the role player in mind giving users the ability to tear away relevant tabs and move them around the desktop or to additional screens. Access to multiple feature tabs streamlines scenario editing and database alterations. A search feature on each tab gives role players a quick and easy way to sort through extensive scenario and database files.

ASCOT 7's UI is context-based to the current entity selection, consisting of the task and future commands list, quick plan bar, button bar, object view displaying entity data, and overlay controls assigned to hotkeys. All of these features and favorites allow the driver to quickly observe and manipulate an entity's response to the battlespace.
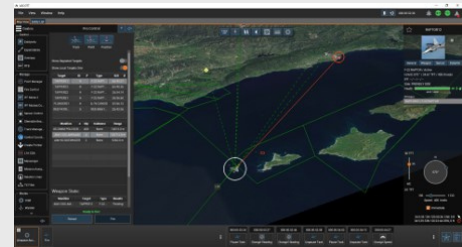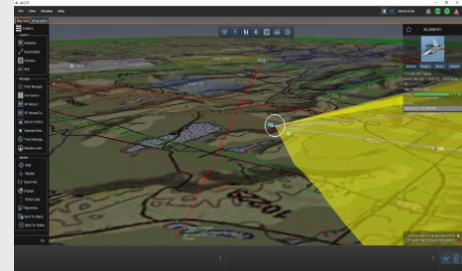
Paths, Quick Plan Bar, and Scripting

ASCOT 7 introduces role-playing features not seen in ASCOT 5 to further reduce driver workload. By using ASCOT 7's "Paths" features, drivers can design reusable routes with embedded commands. Entities assigned to the path automatically transit these routes executing commands at the preconfigured position. The result is an automated series of commands executed by a single assignment to the path by the driver.

"Quick Plan Bars" also allow users to build tactics-based, automated behavior using a series of preselected commands saved to a button bar. Users can use designed quick plans for any number and type of entities and share the quick plan bars between clients via exporting and importing. Once the quick plan is activated, the entity transitions through the pre-saved commands using a tailored icon without taking the driver's attention away from other tasks.

Group Editor

ASCOT 7 further develops its unique perspective-based design through "Group Editor." Group Editor provides an easy-to-use interface for saving entities to a configurable grouping. The grouping is used to establish fire control and sensor relationships between assigned entities replicating the coordination and use of weapons and systems within a team. The attached entities share and use associated systems providing role players the ultimate integrated air defense system articulation and aircraft package execution.

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