



# EME® 5.0 Environmental Modeling Editor for Rapid Database Enhancement







### **EME**®

CATI's Environmental Modeling Editor (EME<sup>®</sup>) software is the perfect solution for the rapid enhancement of X-IG<sup>®</sup> databases, allowing the end-user to simply select and place features within the training environment in minutes.

## **Terrain Manipulation**

In real-time, X-IG<sup>®</sup> and EME<sup>®</sup> will cut, stitch, and smooth the underlying terrain to allow the user to seamlessly and easily add custom or generic features such as airfields to existing geo-specific terrain databases.

### **Increased Realism**

EME® provides the capability to achieve unmatched realism for navigation and orientation cues, final approaches, pattern references, and visual check points.

### **Real-Time Editing**

EME<sup>®</sup> provides a user friendly, real-time integrated viewer and access to several feature libraries containing various cultural models and features. Data elements are added using a drag and drop interface and can subsequently be scaled, moved, rotated and then saved to small, easily distributed data files. The addition of new airports, terminals, and airfield features and the population of entire urban scenes has never been this easy.

### **Cost Savings**

EME<sup>®</sup> lets you freely and continually update airfields and training areas of interest without incurring the high cost and lengthy delays associated with republishing training databases. EME<sup>®</sup> was designed to meet emerging FAA/JAA standards as simulator certification dictates.

Bringing Reality to the Virtual World...







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## **Entity mode**

EME<sup>®</sup> entity mode is used to place non-permanent models that are not intended to be present on IG startup. These temporarily placed models can be exported for later use in scripts.

# Waypoint mode

With EME<sup>®</sup> Waypoint mode, the user may create a set of waypoints for use by an entity model to follow, eliminating the need for a SAF and providing dynamic content to the training environment.

#### **Cultural** mode

In EME<sup>®</sup> Cultural mode, the user may place permanent models in the database that will be present anytime the X-IG<sup>®</sup> database is loaded. When in Cultural mode, the full range of mouse and dialog controls are available to the user for positioning, editing, and scaling the cultural model. This mode is useful when additional scene content is desired to enhance a particular training area of interest, or when scene content needs to be removed.

## Stenciling mode

In real-time, EME<sup>®</sup> will cut, stitch, and smooth the underlying terrain to allow the user to seamlessly and easily add custom or generic features such as airfields and bomb craters to existing geo-specific terrain databases.

The Environmental Modeling Editor (EME<sup>®</sup>) ease of use combined with CATI's powerful X-IG<sup>®</sup> image generator software provides a complete solution for enhancing your training environment.