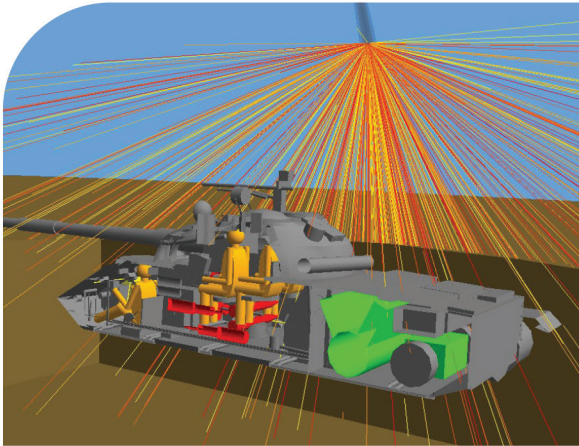


ENDGAME FRAMEWORK WEAPON EFFECTIVENESS ANALYSIS



COMBINES M&S METHODOLOGIES TO BUILD
APPLICATIONS FOR THREAT ANALYSIS AND EVALUATION



PROVEN

- Used extensively in weapon effectiveness analysis

STANDARD

- Provides a method for developing models and methodologies that guide developers to M&S best practices

ACCESSIBLE

- Saves time by reducing need to recreate fundamental architecture for any M&S application

APPLICATIONS PIPELINE

- Supports cross-domain functionality and transitions methodologies from R&D to Warfighter

ENDGAME FRAMEWORK - BASED APPLICATIONS



STANDARD FEATURES FOR MOD SIM DEVELOPER

- Shared representation of elements in the targeting scene
- 3D geometry with built-in visualization
- Weapon & Target common standards
- Relationships between weapon/target elements
- Time-stamped event queue
- Libraries ensuring consistent weaponeering results
- Operational Users: JTCG/ME, CoCOMs, 3000+ current users

EF COMPATIBILITY

- EF was written in standard C++ and utilizes the open source, cross-platform Qt GUI library
- EF cleanly separates the GUI from the compute engine, making it extremely easy to develop custom GUIs



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