# // VB-Edit™ Product Suite.

## // VB-Edit™ Base.
### Virtual Scenery

VB-Edit Base adresses the instructor, who has to be prepare various scenarios for various training objectives rapidly and efficiently, without being an expert in the creation of whole 3D Databases.
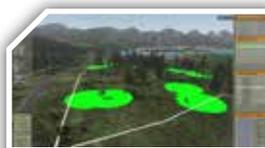
The first task of the instructor is to prepare the Hotspots for his training needs.

Therefore VB-Edit Base offers all functions of the VB-Edit virtual sandbox, enhanced by the Path- & Polygon tools, in order to populate even larger areas, e.g. for creating forests.

Furthermore, VB-Edit Base offers a basic Terrain-Tool, allowing to alter the height model of the terrain.

This way, the instructor is capable of creating new sceneries, and thus, generating new content and situations for training.

Trainees have to react to different lines of visibility or obstacles and so to dynamically adapt their learned skills to various situations.
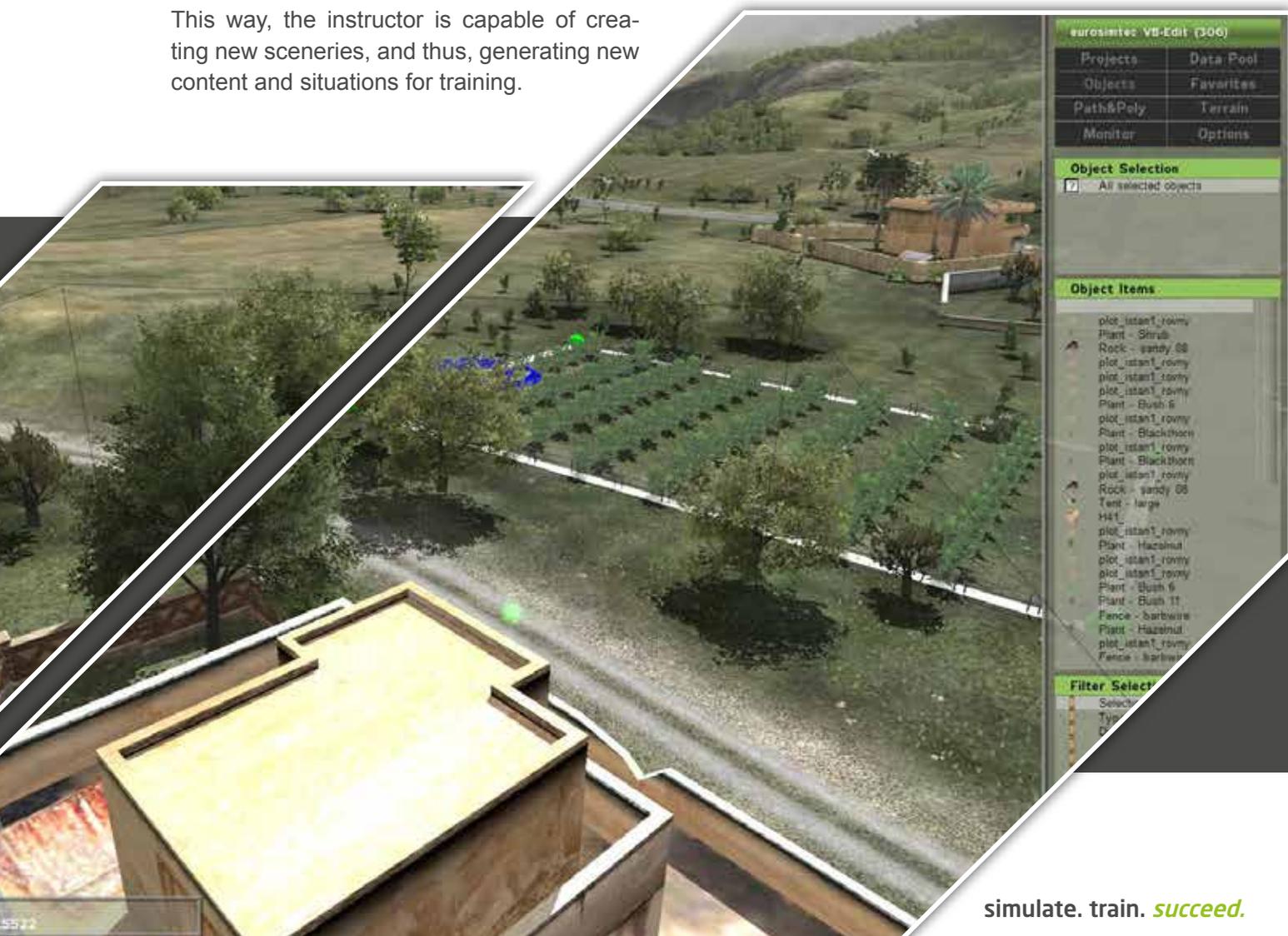
Polygon Tool

Favorites (Prefabs)

The instructor is now capable to easily create training scenarios that are flexibel, diversified and, last but not least, highly rlevant and closely linked to reality. This alltogether ensures the desired training success.

**simulate. train. *succeed.***

# // VB-Edit™ Product Suite.

## // VB-Edit™
### The right product for your need.

| Feature | VB-Edit Lite<br>Virtual Sandbox | VB-Edit Base<br>Virtual Scenery | VB-Edit Pro<br>Virtual Environment |
|---|:---:|:---:|:---:|
| Single Object Placement | ✔ | ✔ | ✔ |
| Brush-Tools | ✔ | ✔ | ✔ |
| Wallbuilder | ✔ | ✔ | ✔ |
| Favorites | ✔ | ✔ | ✔ |
| Prefabs | ✔ | ✔ | ✔ |
| Multiselection | ✖ | ✔ | ✔ |
| Datapool w/all VBS3 Objects | ✔ | ✔ | ✔ |
| Multi-User-Capability | ✔ | ✔ | ✔ |
| Path-Tool | ✖ | ✔ | ✔ |
| Polygon-Tool | ✖ | ✔ | ✔ |
| Road-Tool | ✖ | ✖ | ✔ |
| Terrain-Tool | ✖ | ✔ | ✔ |
| Shapefile Support | ✖ | ✖ | ✔ |
| Multiple Projects | ✖ | ✖ | ✔ |
| Export to Scriptfile | ✔ | ✔ | ✔ |
| Export to Missionfile | ✔ | ✔ | ✔ |
| Export to Visitor | ✖ | ✖ | ✔ |

## // VB-Edit™ Base
### Your Advantages

All advantages of **VB-Edit Lite** plus

- Extended procedural object placement with Path and Polygon tools to populate bigger areas
- Basic Terrain tool functions to tailor your hotspot areas exactly to your training and mission rehearsal needs

## // VB-Edit™
### Your Benefit

VB-Edit provides a significant number of tools for optimized, flexible and fast positioning of objects. The functionality allows fast placing along path or filling complete areas with objects like vegetation or buildings.

VB-Edit is designed to minimize the amount of time and resources necessary to populate a 3D environment.

The results speak for themselves.

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