

// VB-Edit™ Lite.

Virtual Sandbox

VB-Edit Lite, Virtual sandbox is designed for a trainee in a typical classroom scenario.

Training contents include e.g. the creation of field camps, checkpoints, firing positions as well as observation posts.



Creation of a checkpoint in existing scenerary

With VB-Edit Virtual Sandbox, trainees are able to choose and place various objects, create own object groups (called prefabs) in order to integrate and modify them in every thinkable scenerary.

By using the full potential of the simulation, the trainees are capable of reviewing their progress at any time to check trafficability, fields of view - including enemy view – as well as under various light and weather conditions.

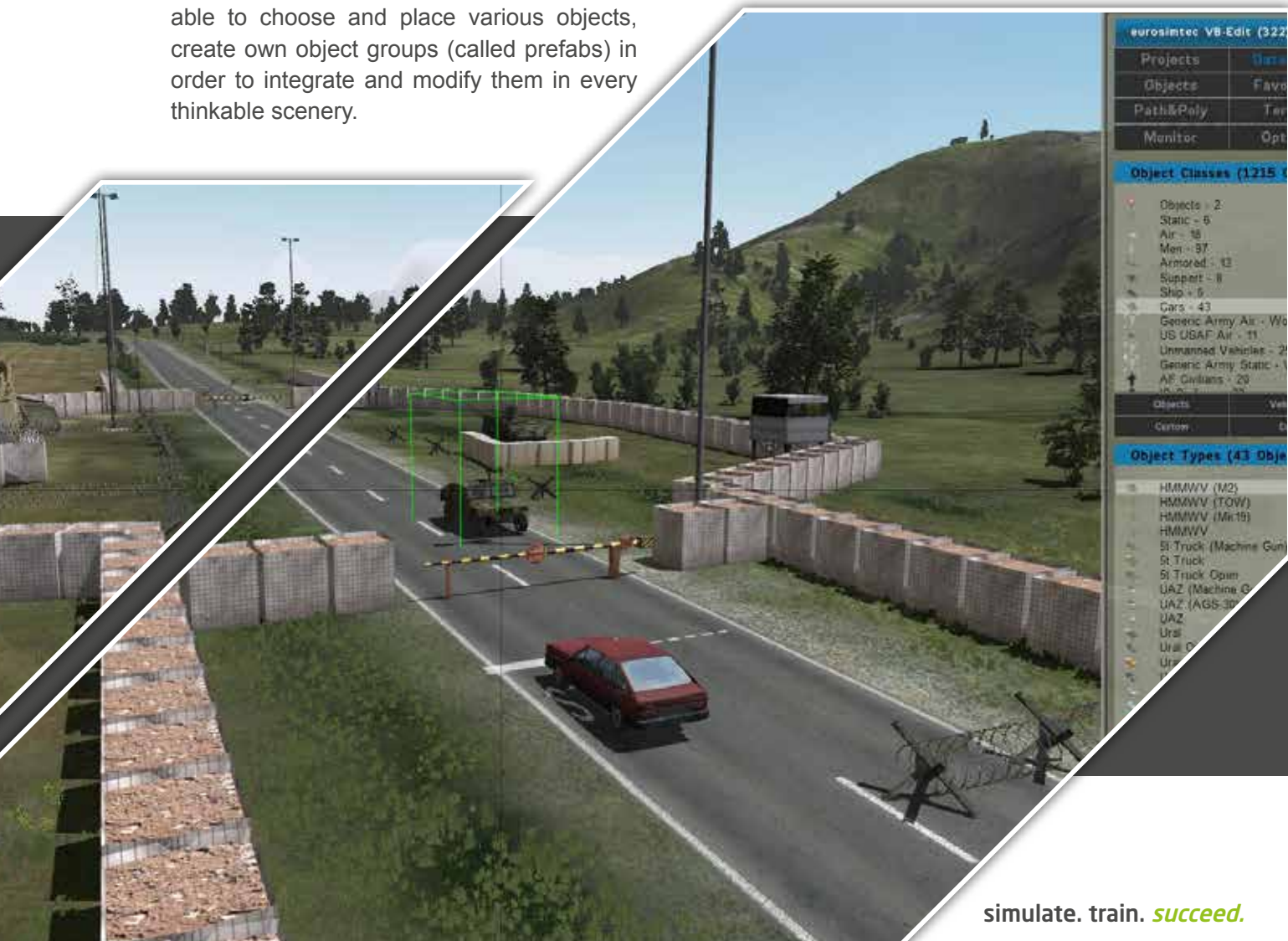


Manipulation of Objects



Day / Night

The simulation offers a highly detailed and realistic environment, thus the success of training is significantly increased compared to conventional training methods using just pen and paper or the literal sandbox training.



// VB-Edit™ Product Suite.

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The right product for your need.

Feature	VB-Edit Lite Virtual Sandbox	VB-Edit Base Virtual Scenery	VB-Edit Pro 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	✗	✗	✓

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Your Advantages

- Create, save and use prefabricated object compositions so-called Prefabs
- Easy access to all VBS objects with the extensive favorites system
- Procedural and thus fast object placement with Brush and Wallbuilder tools
- Script file export

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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.