

Tactical Display simplified: AEROPVS08

The vsTASKER HMI Builder simplifies creating a standalone tactical display by using an **integrated OpenGL engine** that embeds UI elements directly into the core simulation code. This removes the need to buy separate, expensive HMI software or spend hours integrating external UI code with your simulator.

Key Capabilities of the Simplified Tactical Display

- 🔧 **Direct Architecture:** Built using standard OpenGL. It utilizes textures and bitmaps directly inside the simulation thread to streamline graphics processing.
- 🔧 **WYSIWYG Editor:** Provides an out-of-the-box interface using specialized interactive objects called "sprites" (such as knobs, lamps, maps, and text fields).
- 🔧 **Zero License Deployment:** The generated C++ HMI code runs alongside the simulation engine and can be compiled and deployed to end-user workstations completely license-free.
- 🔧 **Unified Data Access:** Code written within each UI component can directly read and manipulate internal simulation entities, components, and environment models without network lag.
- 🔧 If you are developing a custom panel, I can help you map out the specific features you need. Are you looking to integrate **live GIS/map widgets**, replicate specific **military symbology (like MIL-STD-2525)**, or handle **real-time radar/sensor data** within your display?

In **vsTASKER**, creating a "Tactical Display" is simplified by using its built-in, OpenGL-based HMI (Human-Machine Interface) builder. Instead of relying on heavy third-party UI tools, you can seamlessly integrate standalone tactical displays directly with your simulation core, using bitmaps for texturing.

Key Features of vsTASKER's Tactical Displays

- ✚ **No Complex Code Integration:** The tool lets users quickly generate 2D/3D operational panels without writing complex interface or graphics codes.
- ✚ **Texture Customization:** You can use external bitmap editors (like PaintShop) to design and cut UI components for buttons, dials, or Primary Flight Displays.
- ✚ **Real-time Mapping:** Includes a built-in GDI Map to dynamically display scenario maps alongside the tactical readouts.
- ✚ **Standalone or Embedded:** The generated UI acts as an independent tactical panel that links perfectly with the simulation logic.

For a detailed walkthrough, you can check out the official VirtualSim Tactical Display Simplified Portfolio.

If you want to dive deeper, let me know:

- Are you looking to **build a custom UI** from scratch or **integrate an ADS-B stream**?
- Would you like the steps to request the **free evaluation version**?

Tactical Display simplified

by VirtualSim

Most of the time, a Rolls-Royce is useless for everyday shopping, but pleasant for anyone who can afford it.

When a simulator needs a UI or HMI panel for training purposes, what is important is the process and not the 3D shadows. Why would you buy an expensive UI software and spend time integrating its code with yours, when you can just use the one inside your favorite simulation software ?

vsTASKER HMI builder is based on OpenGL. It uses bitmaps for texturing objects and combines the UI with the simulation core. Less work for the end-user.

- Picture of a tactical display (jpeg).
- Bitmap editor (PaintShop) for cutting texture parts

- GDI Map to display in real-time the scenario map

OS & HARDWARE SUPPORT	INDUSTRY APPLICATION

Note: ** Specifications are copied from manufacturer data. Please contact before buying.