VBS® 4

Easier. Faster. Global.

VBS® 4 is an easy-to-use, whole-earth virtual and constructive simulation that allows you to create and run any imaginable military training scenario.

At a Glance

VBS4 offers a massive step change in modularity, openness and ease-of-use as well as the performance and terrain-enhancing capability of BISim's new engine, VBS Blue. VBS4's new workflow and capabilities enable users to start training faster, make edits and updates to training scenarios and terrains with greater ease and collaboration, and simulate training scenarios anywhere on the virtual Earth.

Benefits

Train Anywhere on Earth: VBS4 includes whole-Earth data and supports training at any location on the virtual globe.

Increase the Speed of Scenario Creation: VBS4 includes a new mission planning capability allowing users to quickly draw tactical plans in 2D and 3D and then execute those plans in VBS4 with high-fidelity AI.
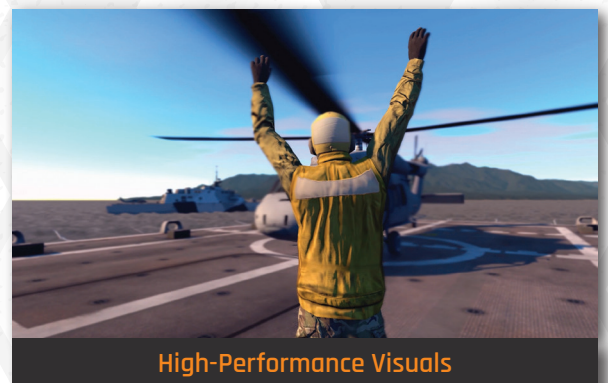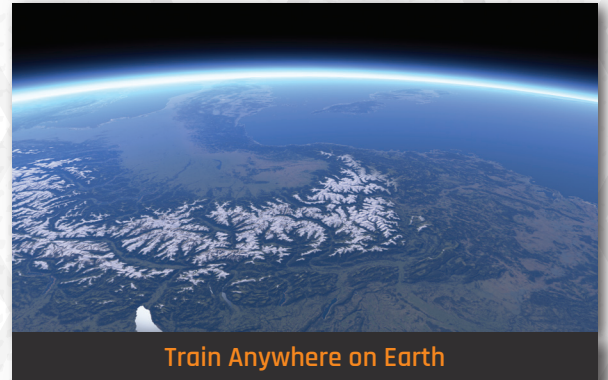
Generate and Edit Terrains Faster: VBS4 includes a new intuitive WYSIWYG editor that allows users to import, create and modify terrain. The interface supports collaboration and enables users without formal training to quickly and easily edit terrains.

Stream High-Fidelity Terrain Data: A powerful companion application included alongside VBS4, VBS World Server (VWS) is a geospatial data server that centralizes terrain data for VBS4 and VBS Blue IG. It provides efficient networked access to high-fidelity terrain for the entire planet.

Reduce the Need for Human Operators: BISim aims to reduce human intervention in simulation exercises through its VBS Control deterministic and doctrinal AI that is fully integrated with VBS4 and the new mission planning component.

A Powerful Simulation Host for VBS Blue IG: VBS4 can drive multiple IG channels with multiple viewports as a high-fidelity simulation host.

Does Everything VBS3 Does and More!: VBS4 will include all VBS3 capability and support all VBS3 use cases.

Train Anywhere on Earth

Enhance Operational Readiness

High-Performance Visuals

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New Plan-Execute-Assess Workflow

Commanders Can Easily Populate Scenarios

VBS Simulation SDK (separate purchase required)

Allows developers to customize and extend VBS4 by providing a framework and suite of tools. It includes a library of APIs and source code allowing developers to customize VBS4 and produce custom applications. In addition to providing a comprehensive set of APIs, the SDK includes VBS Control Editor for editing AI behaviors.

VBS4 SYSTEM REQUIREMENTS

	VBS4	VBS World Server
RECOMMENDED	**CPU:** Intel Core i9-12700K (equivalent or better) Ryzen 9 7900X	**CPU**: Intel Core i9-12700K (equivalent or better) Ryzen 9 7900X
	RAM: 32 GB DDR4 (or better)	**RAM:** 64 GB DDR4 (or better)
	GPU: Nvidia GeForce RTX 3070 (or better)	**GPU:** Nvidia GeForce GTX 1080 (or better)
	Disk: 512GB SSD for OS and VBS4	**Disk:** 512GB SSD for OS, 4TB SSD for VWS and Global Data (optional)
	OS: Windows 10 or 11, 64-bit	**OS:** Windows 10 64-bit, Windows Server 2016/2019
OPTIMAL	**CPU:** Intel Core i9-12900K (equivalent or better) Ryzen 9 7950X	**CPU**: Intel Core i9-12900K (equivalent or better) Ryzen 9 7950X
	RAM: 64 GB DDR4 (or better)	**RAM:** 64 GB DDR4 (or better)
	GPU: Nvidia GeForce RTX 3080 (or better)	**GPU:** Nvidia GeForce GTX 1080 (or better)
	Disk: 1TB SSD for OS and VBS4	**Disk:** 512GB SSD for OS, 4TB* or higher SSD for VWS and Global Data (optional)
	OS: Windows 10 or 11, 64-bit	**OS:** Windows 10 or 11 64-bit, Windows Server 2016/2019

Note: For large multiplayer configurations, VBS4 requires at least a 1Gbps network configuration as well as each system meeting recommended specification.

* If your customer is likely to add more of their own terrain data or insets in the future the amount of data should be increased.

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