

**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.

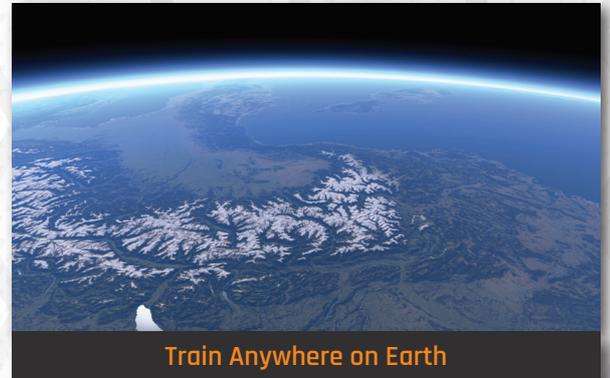
**Generate and Edit Terrains Faster:** VBS4 includes a new intuitive WYSIWYG editor that allows users to import, create and modify terrain. The interface supports collaboration and enables users without formal training to quickly and easily edit terrains.

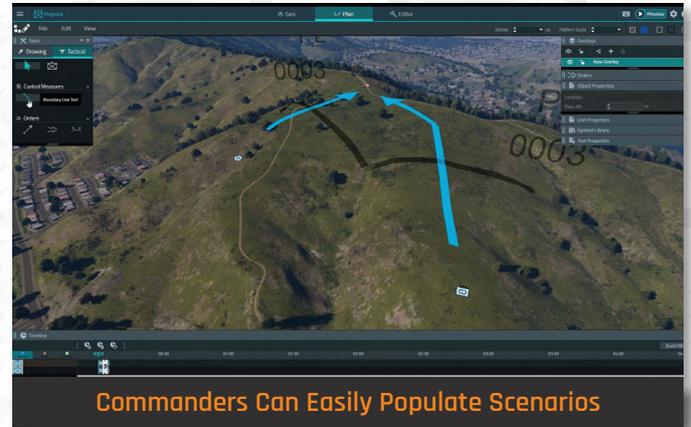
**Stream High-Fidelity Terrain Data:** A powerful companion application included alongside VBS4, VBS World Server (VWS) is a geospatial data server that centralizes terrain data for VBS4 and VBS Blue IG. It provides efficient networked access to high-fidelity terrain for the entire planet.

**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:** VBS4 can drive multiple IG channels as a high-fidelity simulation host to tap into the comprehensive simulation capabilities for simulator use. VBS4 can be run as a 'headless host' with any CIGI-compliant image generator.

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





### 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

##### RECOMMENDED

##### VBS4

**CPU:** Intel Core i9-10900K (or better)  
Ryzen 9 5950X  
**RAM:** 32 GB DDR4 (or better)  
**GPU:** Nvidia GeForce RTX 3070 (or better)  
DirectX 11  
**Disk:** 512GB SSD for OS and VBS4  
**OS:** Windows 10 or 11, 64-bit

##### VBS World Server

**CPU:** Intel Core i9-10900K (or better)  
Ryzen 9 5950X  
**RAM:** 64 GB DDR4 (or better)  
**GPU:** Nvidia GeForce GTX 2070 (or better)  
DirectX 11  
**Disk:** 512GB SSD for OS,  
2TB SSD for VWS, and Global Data (optional)  
**OS:** Windows 10 64-bit,  
Windows Server 2016/2019  
**Network:** 1 Gbps

##### OPTIMAL

**CPU:** Intel Core i9-10900K (or better)  
Ryzen 9 5950X  
**RAM:** 64 GB DDR4 (or better)  
**GPU:** Nvidia GeForce RTX 3080 (or better)  
DirectX 11  
**Disk:** 1TB SSD for OS and VBS4  
**OS:** Windows 10 or 11, 64-bit

**CPU:** Intel Core i9-10900K (or better)  
Ryzen 9 5950X  
**RAM:** 128 GB DDR4 (or better)  
**GPU:** Nvidia GeForce GTX 3080 (or better)  
DirectX 11  
**Disk:** 512GB SSD for OS,  
2TB\* SSD for VWS, and Global Data (optional)  
**OS:** Windows 10 64-bit,  
Windows Server 2016/2019  
**Network:** 10 Gbps

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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