

# Contents

## Focus: High-Tech Combat Simulation 2

## Why Congress Cares 4

## Milestones in Simulation Technology 5

Link Trainers (1929) 7

The Whirlwind Computer (1946) and the SAGE Air Defense System (1958) 9

The "Sword of Damocles" Head-Mounted Display (1966) 10

## Virtual Reality 11

Types of VR Systems 12

Cockpit Simulators 13

Image Generators 14

Manipulation and Control Devices 15

Position Tracking 16

Stereo Vision 17

Head-Mounted Displays 18

Haptic Transducers 20

Degrees of Virtual Reality 22

Shared Virtual Reality 23

## Observations 24

Synthetic Environment Technology Is Dual-Use 24

Cost-Effectiveness Is Increasing 25

## Challenges 26

High-Density, Color Flat-Panel Displays 26

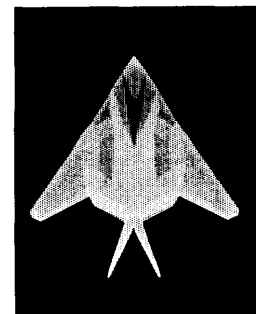
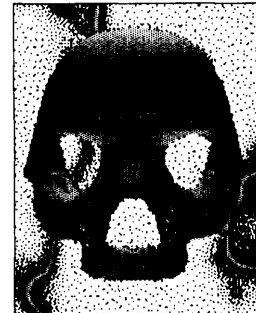
Fast Head Tracking 26

Wideband Networks With Low Latency 27

Multilevel Network Security 27

Automating Object and World Description for Scene Generators 27

Simulating Infantry and Noncombatants 28



## **Issues 30**

Validation 30

Standardization 31

Scalability 32

Flexibility 33

Effectiveness 34

Cost-Effectiveness 34

Infrastructure 34

## **References and Bibliography 37**

## **APPENDICES**

**A Acknowledgments 47**

**B Glossary of Acronyms 49**