Air Force Enterprise Integration Tools

ENABLING MULTI-SERVICE TRAINING

Modern battlespace simulations are complex. The right tools are crucial for achieving program goals efficiently.

Developed and maintained by HII, U.S. Air Force GOTS tools deliver multi-service capability, helping users identify issues in complex simulations, provide visibility at the right level of abstraction, and are versatile in an evolving training environment.

CORE ENTERPRISE TOOLS

TEST AND CERTIFICATION FRAMEWORK (TAC-F)

TAC-F provides automated and semi-automated DMO standards criteria verification testing. In passive mode, it monitors network traffic for non-compliance issues. In interactive mode, TAC-F provides the right stimulus to evoke responses from the article under test.

Indispensable for certification, TAC-F also excels as a monitoring tool during events, providing real-time issue indications, assisting in troubleshooting, and reporting evidence of test outcomes.

HIIFLY AIRCRAFT TEST REFERENCE SIMULATION

HIIFly provides a fully compliant, surrogate multi-platform simulator. This high-fidelity aircraft simulation is built for test engineers with no piloting experience. HIIFly's plug-ins, including Relative Position Monitor and EFAT, offer crucial data visualization. User interface controls allow test teams to set parameters for test and root cause analysis.

HIIFly is vital in resolving urgent system problem reports, saving critical time in setting up scenarios and evoking responses for test cases.

JOINT EVALUATION TOOL FOR SIMULATIONS, TRAFFIC AND REAL-TIME ANALYSIS OF MOVEMENT (JETSTREAM)

JETSTREAM analyzes entity state data on-the-wire and presents dead reckoning algorithm information live, generating artifacts with time- and kinematic-related data. It answers the question, "was the correct, self-consistent data generated by the platforms?"

JETSTREAM examines protocol data unit (PDU) publication patterns and key geometry-related simulation metrics, providing real-time analysis of kinematic behavior. This can expose timing, equations of motion implementation, and dead reckoning threshold issues.