

ZedaSoft, Inc.

Q. How long has the company been in business?

A. ZedaSoft has been in business since 2000 and ZedaSoft personnel average 18 year experience in this business.

Q. What type of employees does the ZedaSoft have?

A. We have Aerospace, EE, ME, Systems and Software Engineers as well as Subject Matter Experts (military pilots) on staff all combining to provide a first class team and product to our customers. Most have had secret and above clearances in the past.

Q. Is the vendor a reputable one that would safeguard other company and military data provided to them as if it was there own?

A. ZedaSoft works with top defense contractor as well as directly with the military services and regularly signs non-disclosure agreements with these organizations requiring protection of the documentation with the same diligence that we protect our own company and proprietary information.

Q. Can my company share company and/or military data with the vendor in order to provide as realistic simulator functionality as possible?

A. ZedaSoft is an official US defense contractor with a CAGE code. The USAF, the FAA and our Defense Contractor customers regularly share information with ZedaSoft required to provide unclassified training and performance testing based simulators.

Q. Is the vendor willing and capable of on site support of their delivered systems?

A. ZedaSoft supports a number of simulators for various customers both on site and remotely and can arrange a support contract to do the same for any customer.

Q. What kind of response time for this can be expected?

A. We can get to anyplace in the US next day if necessary and around the world within the week.

Q. Does the vendor have experience in the education and training business?

A. ZedaSoft's simulators are all used for education, training and performance evaluation.

Q. Does the vendor have experience with FAA simulators and regulations related to IFR flying?

A. ZedaSoft works very closely with the FAA including research simulators that require high fidelity navigation systems for pilot evaluations of new and existing avionics systems.

Simulation Products

Q. Is the software architecture used for simulation and visualization solutions a mature one with fielded simulators already using it?

A. ZedaSoft's Container Based Architecture (CBA) is fielded in over 25 simulators around the world. It is used in both military and commercial/GA simulators with a large, satisfied customer base.

Q. Is the software architecture use for the solution something that can be extended easily?

A. CBA is easily extended to provide new features and functionality. This is one of the ways the ZedaSoft can provide such rapid turn around of highly integrated solutions for our customers.

Q. Are NAVAID's available that allow precision approaches to runways?

A. ZedaSoft provide ILS and TACAN stations for runways our customers are using and can customize additional ones as necessary for other facilities our customers would like to operate at. This service is typically done as part of the sale of simulators. These NAVAIDS allows ILS based precision approaches to be performed and also provide the required avionics data to support the proper operation of any Head Up Displays (HUDs).

Q. Can the host system be synchronized with a visual system to provide very smooth motion to the pilot?

A. ZedaSoft's CBA system has been doing this for years, synch'ing to both MetaVR and CIGI based IG's.

Q. Can the system provide a compelling interactive environment for the students related to interacting with other student pilots and using basic weapons? How many different simulators has the system been connected to at one time and how does it function?

A. ZedaSoft's CBA system participates every year in large networked simulation exercises that included 50+ simulators with thousands of live, virtual and constructive entities and is known in the industry for its reliability and availability during exercises.

Q. What types of aircraft are available for the system?

A. F-22A, F-16 B40T6, F-16 B50, MH-60 Romeo and Sierra Helicopters, F-15C, ARH Helicopter, Su-30MKI, Jaguar, F-18C. Coming soon, A-10C, C-130(J).

Q. What types of I/O are available?

A. CBA has plug-ins for Thrustmaster Cougar's, Whittenstein, Systran IP based I/O modules. We have integrated customer TERN board I/O systems, Intersense Head Trackers, Speech Recognition Systems from Adacel, touchscreens, etc.

Visual Databases

Q. What database areas of the world are provide with the base product?

A. When our customers do not specify a visual system we typically recommend MetaVR Virtual Reality Scene Generator (VRSG) product. It provides a database of the whole continental US as a standard part of the product.

Q. Is there a path to get high resolution (i.e. 1m or less) imagery of any areas?

A. We have integrated 20cm imagery in the VRSG system for other customers. Our FAA customer has 3 large cities with 1m imagery. Another customer has 1m imagery of Tokyo and Osaka Japan. This along with the rest of the Japanese Island was provided and integrated in 3 weeks from go ahead.

Q. Are geo-specific buildings of required airports included and/or available?

A. We can provide geo-specific buildings of airports and/or areas where our customers would like to fly/operate. For large projects, we usually commit to a number of airports with runways and a dozen or so buildins for realism sake.

Q. Is there a tether mode available that allows the viewing of ones own aircraft from outside the cockpit?

A. This is a base feature of the CBA/MetaVR system today. The simulator can continue to be flown and the visual system will respond by showing the aircraft moving appropriately.

Q. What is the update rate of the visual system?

A. MetaVR runs at 60Hz in all of ZedaSoft provided simulation systems.

Q. Can the visual system provide a top of frame synchronization signal that the sim host can use to manage the real time loop and prevent any jerkyness?

A. This is exactly how MetaVR and CIGI based IG's works. ZedaSoft's CBA system has the ability to be timed in a number of different ways including sync'ed to an IG.

Q. How many channels can the system support and stay synchronized?

A. We regularly provide 3 and 4 channel systems with no obvious synchronization problems or loss of performance. Since they are independent, the theoretical limit is most likely throttled by network performance. We see no reason why 8 or more wouldn't work just as well.

Q. What is a reasonable far clipping plane setting that still allows the visual system to maintain 60Hz?

A. We set the MetaVR system to 150,000 meters (90+ miles) which is important for high flying fighters. Less allows the edge of the database to be visible or requires the system be have a fog/visibility setting closer to hide the edge.