

# **PRESS RELEASE**

## **Modern Air Combat Environment (MACE) Gets HLA Interoperability With Pitch Technologies' Developer Studio C# Edition**

**[Linköping, Sweden, and Bradenton, FL, USA, 14 May 2019]**

Battlespace Simulations Inc. (BSI) has announced the addition of a High Level Architecture (HLA) interface to its flagship **Modern Air Combat Environment (MACE)** software. The HLA interface was developed through application of Pitch Technologies' **Developer Studio** software using its new C# code generation capability.

MACE (Modern Air Combat Environment) is BSI's flagship physics-based, full spectrum Computer Generated/Semi-Automated Forces (CGF/SAF) synthetic environment generator. MACE simulates a high-fidelity multi-service combat and threat environment providing a large order of battle ideally suited for both standalone mission rehearsal and distributed mission simulation.

Pitch Developer Studio is the world's most powerful tool for efficiently adding HLA or DIS interoperability quickly and easily to simulation systems. Developer Studio generates professional quality, royalty-free, middleware in C++, Java and C#.

BSI's Owner, Gary DeYoung, said, *"Battlespace Simulations is proud to incorporate Pitch's rich technologies to bring HLA interoperability to MACE. Pitch's Developer Studio made the MACE-HLA transition seamless and efficient. In addition, Pitch's toolset provides a high performance HLA interface and extends MACE's distributed capabilities by leveraging Pitch's supporting tools such as Pitch Booster, Extender, Recorder, and Pitch Commander."*

Bjorn Möller, Pitch's President, added, *"I am very pleased that Battlespace Simulations used Developer Studio to add HLA connectivity to MACE, which is such a powerful and commercial off-the-shelf CGF/SAF. As an HLA federate, MACE can now engage with other federates in HLA federations of any size, including very large scale geographically distributed federations. I believe that many defense customers will be happy to hear this news."*

### **BATTLESPACE SIMULATIONS INC.**

Founded in San Antonio, TX in 2006, BSI provides high-fidelity combat simulation software to armed forces around the world. BSI's MACE enjoys an active community with more than 850 commercially installed systems, has an open application programming interface (API), and a growing partner network extending MACE as their constructive simulation framework. More info at [www.bssim.com](http://www.bssim.com).

### **PITCH TECHNOLOGIES**

Founded in 1991 in Linköping, Sweden, Pitch Technologies is the world leader in standards-based interoperability products and services for training and simulation. Pitch has sold more than 100,000 licenses to aerospace and defense customers in 38 countries. Our mission is to make systems work together using open standards. Pitch has offices in Sweden, France, UK and USA. More info at [www.pitchtechnologies.com](http://www.pitchtechnologies.com).

