SE-Workbench-RBGM: Real Beam ground Mapping software package description

The SE-Workbench-RBGM solution allows the experimented users to work with the advanced technology of the OKTAL-SE software.
Import capabilities are provided in order to work on existing 3D terrain databases or 3D objects (geometry & texture). A plug-in to 3DSmax™ and SketchUp™ is delivered. Advanced functions are provided to work on 3D objects and to enhance the database of physical materials.
SE-RAY-RADAR is an easy user interface that loads the simulation scenario prepared in SE-SCENARIO. The user can set all the radar parameters (frequency, polarization, scanning, range gates,…). The computation is performed using GP-GPU in order to get fast rendering (images and raw data file).

SE-Workbench-RBGM includes an airport 3D database, a sample of rural terrain, 3D objects samples, a set of physical materials, the User Manuals, the format documentation and a full description of the implemented Physical Models.

SE-Workbench-RBGM solution is delivered for (Windows™) operating system (also compatible with Linux system) in its English version. A USB dongle controls the license.

The SE-Workbench-RF solution can be covered by a support and maintenance contract.

SE-Workbench-RBGM

Synthetic environment modeling:

Import capability:	**SE-FFT** **SE-PHYSICAL-EDITOR** *+library of RF physical materials* *+library of RF generic textures*
3D terrain:	*Airport and sample of rural database*
3D objects:	*samples of 3D objects*

Integration and signal rendering:

Scenario edition:	**SE-SCENARIO**
RADAR computation:	**SE-RAY-RADAR**

Documentation:

Software:	User Manuals Format description Integration developer manual
Physical Models:	Physical Models documentation Validation Dossier documentation
Tutorials:	SE-TOOLKIT tutorials