

SOYUS Wargaming System is a simulation system for strategic and military operation training, especially in staff and command school (SESKO) environment. By running the system, a student officer will be able to create Operating Plan (OP) and test it together with (against) other student officer team through a war simulation. At the same time, a supervisor officer is able to actively take part in monitoring during the simulation.

The system is designed to go by the book of war in the real condition that each team consists of personnel as much as war training in open environment. They can organize strategy in form of OP; either from logistic aspect or collectively tactic in a team. So does when OP is tested in a war simulation against other team. This system is built to meet the demand of war simulation system in the massive Sekolah Staf dan Komando Angkatan Udara / SESKOAU (an Air Force Staff and Command School), involved a lot of users and teams, and runs with military system's war game Standard Operation Procedure (SOP).

SOYUS has the ability to:

1. Help scenario planning of Olah Yudha.
2. Help air operation planning, presentation and implementation.
3. Enable collaboration of Agent and Supervision and Control Agent with radiogram simulation.
4. Dynamic visualization in form of animation of elements' movement in air operation, as well as in form of 3D.
5. Ability to evaluate every step of operation planning, presentation, and implementation

As a massively game player, this system is equipped with the latest technology form Microsoft in term of graphic, handling thousands of objects at once, real time, etc. This system is built using complex algorithm, especially related to adopting and interpreting airplane characteristic and other armament system main tools used in this simulation system. Hence, it is equipped with SimClock (timing determiner), Automatic Radiogram Sequencing, Dynamic Visualization, Automatic Warfare Activation, VoIP based communication, etc. SOYUS has been implemented in Sekolah Staf dan Komando Angkatan Udara since 2006.



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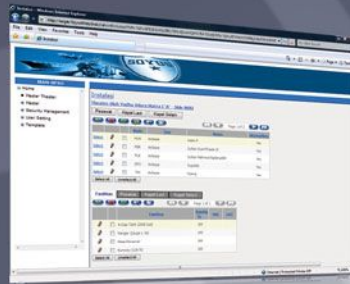
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SOYUS Wargaming System merupakan sistem simulasi untuk latihan strategi dan operasi militer, khususnya di lingkungan sekolah staf dan komando (SESKO). Dengan sistem ini, seorang perwira siswa (pasis) membuat rencana operasi (RO) dan mengujinya dengan (melawan) tim pasis yang lain melalui sebuah simulasi perang. Di saat yang sama, perwira pengawas (pawas) memonitoring selama simulasi berlangsung.

Sistem ini didesain mendekati kondisi sesungguhnya. Setiap tim bisa mengatur strategi yang dituangkan dalam RO, seperti aspek logistik dan taktik secara bersama-sama.

Sistem ini dibangun untuk memenuhi kebutuhan sistem simulasi perang pada Sekolah Staf dan Komando Angkatan Udara (SESKOAU) yang masif, melibatkan banyak user dan tim yang terlibat, dan sesuai dengan standart operation procedure (SOP) wargaming system militer.



SOYUS memiliki kemampuan sebagai berikut:

1. Membantu proses perencanaan skenario Olah Yudha.
2. Membantu proses perencanaan, penggelaran, dan pelaksanaan operasi udara.
3. Memungkinkan kolaborasi antar Pelaku dan Pelaku-Wasdal dengan simulasi radiogram.
4. Visualisasi dinamika dalam bentuk animasi pergerakan unsur-unsur yang digunakan dalam operasi udara, termasuk dalam bentuk tiga dimensi.
5. Kemampuan evaluasi dan penilaian setiap langkah perencanaan, penggelaran, dan pelaksanaan operasi.

Sebagai massively game player, SOYUS dilengkapi dengan teknologi terkini dari Microsoft dalam hal grafik, penanganan ribuan object dalam waktu yang bersamaan, realtimeness, dll.

SOYUS dibangun dengan algoritma yang mengadopsi dan menerjemahkan karakter pesawat, dan peralatan alat sista lain yang digunakan dalam sistem simulasi. Sistem ini dilengkapi SimClock (penentu timing), Automatic Radiogram Sequencing, Visualisasi Dinamis, Automatic Warfare Activation, VoIP based communication, dll.



SOYUS telah diimplementasikan di Sekolah Staf dan Komando TNI Angkatan Udara (SESKOAU) sejak 2006.