

# MyBehaviour

Reusable Military Doctrines

## What is MyBehaviour?

MyBehaviour allows the rapid creation of human behaviours into simulation applications. MyBehaviour is integrated with VT MÄK's VR-Forces and provides a visual development environment for modelling and the creation of individual and group behaviours.

## Why use MyBehaviour?

- **Compose CGF behaviours without coding**  
Graphical visualisation gives users the power to create and modify behaviours without writing code. Designing and deploying CGF behaviours can now be achieved in a matter of minutes.
- **New methodology to create doctrines**  
MyBehaviour captures user requirements through the use of finite state machines (FSM). Specific actions, behaviours and doctrines can be easily developed through the use of state machines.
- **Group behaviour creation made easy**  
Group behaviours can now be associated with entities to perform simple and complex doctrines. Group level behavioural blocks can be combined together to form large scale operations.



MyBehaviour Firing Scene

- **Rapid behaviour authoring tool**  
MyBehaviour provides a common framework for behaviour creation. Behaviours can be configured and tested quickly.
- **Exporting doctrines to CGF applications**  
MyBehaviour can provide different behaviour possibilities depending on the set of actions or output events. Behaviours are saved and exported to VR-Forces in a single click.

# What does MyBehaviour do?

## Streamline the CGF Programming

Through the use of finite state machines (FSM) and the programming of behaviour sets into functional blocks, it is possible to perform rapid large scale operations using these functional standalone behaviour blocks.

With each behaviour block created and integrated individually, the lengthy process of reintegrating new behaviours can now be significantly reduced when compared to more conventional methods.

## A Visual Approach to CGF Behaviour Construction

As CGF programming is a key process in developing effective and realistic simulation systems for the end-user, a user-friendly system puts control in the hands of the end-user. Utilising a visual-based graphical user interface, CGF designing is given point-and-click convenience and simplicity. Just as how the first graphical user interfaces revolutionised text-based command-line computing the impact of a visual interface for a behaviour modelling will be significant.

# What are MyBehaviour Professional Services?

Professional services are provided to MyBehaviour users to complement and enhance the use of the tool. The professional services offered are based on highly experienced engineering and modelling expertise:

## Customisation Services

For increasing the number of features provided by MyBehaviour.

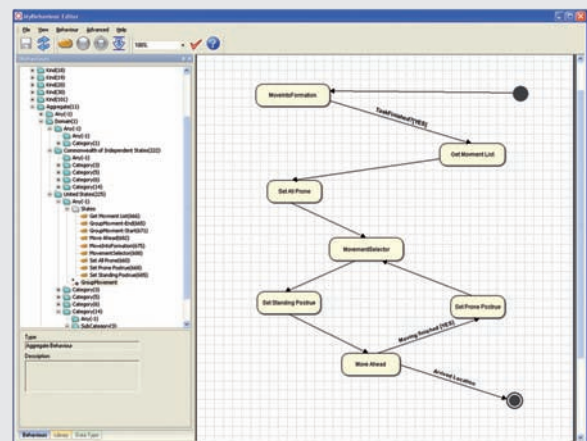
## Modelling Services

To create and edit doctrines based behaviour models for clients using MyBehaviour. For example using MyBehaviour to create a battalion river crossing doctrine.

## Training Services

To provide classroom training on:

- Configuration and the use of MyBehaviour
- Advance model design considerations and behaviour authoring (for doctrine based behaviour models)
- Customised classes for users



## User Support Services

To provide assistance for users:

- Online help - response within 24 hours (working days) for queries and advice on the use of MyBehaviour
- Online forum - for users workgroup sharing of ideas and interesting topics
- Online updates - for online release of intermediate fixes and sample models
- Online release - for online release of MyBehaviour upgrades
- On site support

For more information about MyBehaviour, please visit [www.anticipsimulation.com](http://www.anticipsimulation.com) or email [mybehaviour@anticipsimulation.com](mailto:mybehaviour@anticipsimulation.com)