



## Feature Summary

Feature	FliteScene Version						
	2.1	2.2	2.3	2.4	2.5	2.6	2.7
<b>Multi-Channel</b>			✓	✓	✓	✓	✓
<b>Data Frames</b>							
<i>Bitmap</i>	✓	✓	✓	✓	✓	✓	✓
<i>JPEG</i>	✓	✓	✓	✓	✓	✓	✓
<i>JPEG2000</i>		✓	✓	✓	✓	✓	✓
<i>TIFF</i>		✓	✓	✓	✓	✓	✓
<i>PDF</i>		✓	✓	✓	✓	✓	✓
Enhanced PDF: Embedded Images							✓
<i>PNG</i>						✓	✓
<i>GeoPDF Registered to Map (Beta)</i>							✓
<b>Map Underlays</b>							
<i>Multiple Underlay Layers</i>		✓	✓	✓	✓	✓	✓
<b>CADRG</b>							
Fixed Products: (GNC 1:5M, JNC 1:2M, ONC 1:1M, TPC 1:500K, LFC 1:500K, JOG 1:250K, TFC 1:250K, TLM 100 1:100K, TML 50 1:50K, CG 1:12.5K)	✓	✓	✓				
Configurable Products (any scale)				✓	✓	✓	✓
<b>ECRG</b>							
Beta		✓	✓	✓	✓	✓	
Enhanced (lower memory, better performance)							✓
<b>CIB</b>							
10m, 5m, 1m	✓	✓	✓	✓	✓	✓	✓
Auto Contrast Adjust				✓	✓	✓	✓
<b>GeoTIFF/StreetMaps</b>							
Fixed Products: (1:5M, 1:2M, 1:1M, 1:500K, 1:250K, 1:100K, 1:50K, 1:24K, 1:6.67K)		✓	✓				
Configurable Products (any scale)				✓	✓	✓	✓
Compressed Images (JPEG)						✓	✓

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<b>Elevation &amp; Bathymetric Source</b>							
<i>RDTEd (750m, 150m, 37.5m)</i>	✓	✓	✓	✓	✓	✓	✓
<i>DTED (Level 0, 1, 2)</i>	✓	✓	✓	✓	✓	✓	✓
<i>DBDB-V (2', 1', 0.5', 0.1', 0.05')</i>							✓
<b>Elevation Overlays</b>							
<i>Slope Shading</i>	✓	✓	✓	✓	✓	✓	✓
<i>Contour Lines</i>	✓	✓	✓	✓	✓	✓	✓
<i>Elevation Bands/HAT</i>	✓	✓	✓	✓	✓	✓	✓
<i>Depth Bands</i>							✓
<b>Threats</b>							
<i>Area TIV Pattern</i>	✓	✓	✓	✓	✓	✓	✓
<i>Spoke TIV Pattern</i>			✓	✓	✓	✓	✓
<i>Icon or MIL-STD-2525 Symbol</i>		✓	✓	✓	✓	✓	✓
<i>FalconView Threat Files</i>		✓	✓	✓	✓	✓	✓
<i>Threat Characteristics File/ Group Declutter</i>					✓	✓	✓
<b>Geochip (georegistered image overlays)</b>	✓	✓	✓	✓	✓	✓	✓
<i>Dynamic GeoTIFF</i>						✓	✓
<b>Symbology Overlays</b>							
<i>MIL-STD-2525B Tactical Symbols</i>		✓	✓	✓	✓		
<i>MIL-STD-2525C</i>						✓	✓
<i>Configurable Symbols via XML File</i>	✓	✓	✓	✓	✓	✓	✓
<b>Vertical Obstructions</b>							
<i>Shape Files</i>		✓	✓	✓	✓	✓	✓
<i>MCHUM</i>		✓	✓	✓	✓	✓	✓
<i>Individual File Declutter</i>							✓*
<i>Dynamic File Loading</i>							✓*
<i>ECHUM</i>		✓	✓	✓	✓	✓	✓
<b>ARINC 424</b>			✓	✓	✓	✓	✓

\*Added in FliteScene 2.7.3.

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<b>DAFIF</b>				✓	✓	✓	✓
<b>Drawing Files</b>							
PFPS		✓	✓	✓	✓	✓	✓
JMPS							✓
Individual File Declutter					✓	✓	✓
Dynamic File Loading							✓*
<b>PFPS Local Points</b>		✓	✓	✓	✓	✓	✓
Individual File Declutter							✓*
Dynamic File Loading							✓*
<b>User Commanded Symbols (geo and screen ref)</b>							
General (lines, polygons, arcs, text, graphic sprites)		✓	✓	✓	✓	✓	✓
Text Box				✓	✓	✓	✓
<b>Vehicle Symbology</b>							
Trend Dots	✓	✓	✓	✓	✓	✓	✓
Configurable Icon Symbol		✓	✓	✓	✓	✓	✓
Commanded Icon or MIL-STD-2525 Symbol				✓	✓	✓	✓
Multiple Vehicle Tracking		✓	✓	✓	✓	✓	✓
Ownship Visibility Pattern			✓	✓	✓	✓	✓
Vehicle History Display and Log (Beta)		✓	✓	✓	✓	✓	✓
Compass Rose				✓	✓	✓	✓
With Magnetic North Offset						✓	✓
<b>Vehicle Sensor Symbology (Beta)</b>							
Multiple Sensors Per Vehicle		✓	✓	✓	✓	✓	✓
Sensor Footprint		✓	✓	✓	✓	✓	✓
Sensor Point of Intercept Capture Points		✓	✓	✓	✓	✓	✓
Perimeter Highlighting		✓	✓	✓	✓	✓	✓
Fused Sensor in 3D				✓	✓	✓	✓
Embedded Image in Footprint				✓	✓	✓	✓
<b>Routes</b>							
Waypoints, Legs, Corridors		✓	✓	✓	✓	✓	✓
Conflict Detect and Auto Reroute (Beta)			✓	✓	✓	✓	✓

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<b>Routes (continued)</b>							
Serpentine Legs				✓	✓	✓	✓
Speed/Altitude Gates				✓	✓	✓	✓
Routes in 3D (Beta)				✓	✓	✓	✓
<b>Search Patterns</b>				✓	✓	✓	✓
<b>Other Symbology</b>							
Clear Line-of-sight		✓	✓	✓	✓	✓	✓
Elevation Profile			✓	✓	✓	✓	✓
Range/Bearing		✓	✓	✓	✓	✓	✓
MGRS Grid (Beta)		✓	✓	✓	✓	✓	✓
Slew & Alternate Aircraft Symbol				✓	✓	✓	✓
North Indicator		✓	✓	✓	✓	✓	✓
<b>Cursor</b>							
<b>Static Interaction (select, view, move/delete—no information returned over interface)</b>		✓	✓	✓	✓	✓	✓
<b>Dynamic Interaction (info returned over interface; symbol interaction using returned handle)</b>				✓	✓	✓	✓
<b>Data Requests</b>							
<b>Screen/Position Conversion</b>	✓	✓	✓	✓	✓	✓	✓
<b>Local Elevation Requests</b>	✓	✓	✓	✓	✓	✓	✓
<b>Global Elevation Requests</b>		✓	✓	✓	✓	✓	✓
<b>MGRS Conversion (Beta)</b>		✓	✓	✓	✓	✓	✓
<b>Clear Line-of-Sight Requests</b>	✓	✓	✓	✓	✓	✓	✓
<b>Point of Intercept Requests</b>	✓	✓	✓	✓	✓	✓	✓
<b>Range/Bearing Request</b>							✓
<b>3D Views</b>							
<b>Cockpit View</b>	✓	✓	✓	✓	✓	✓	✓
<b>Wingman View</b>		✓	✓	✓	✓	✓	✓
<b>Extended Scene Footprint</b>				✓	✓	✓	✓
<b>Enhanced 3D Performance</b>						✓	✓
<b>Plug-ins</b>							
eTAWS				✓	✓	✓	✓
Placemarks (Beta)							✓
ACO/Time Affectivity (Beta)							✓
Cursor on Target (Beta)							✓

\*Added in FliteScene 2.7.3

Non-Export-Controlled Information