



Pitch Technologies Launches Unreal Engine Connector Suite for Distributed Simulation

Linköping, Sweden, Apr-08, 2021 – Pitch Technologies today announced the release of the "Pitch Unreal Engine Connector", a plug-in and development software that connects Unreal Engine with HLA and DIS simulation interoperability standards. These products make Aerospace and Defense simulation and training systems work together with Epic Games' industry-leading Unreal Engine technology, providing a more open, distributed, high-performing, scalable and secure solution.

Pitch's Unreal Engine Connector enables customers in the simulation industry to seamlessly integrate current and future simulations with cutting-edge game technology using open standards such as HLA and DIS. It also opens opportunities for Unreal developers to effortlessly integrate with the open-standards-based modeling and simulation ecosystem. The software ranges from the free, downloadable "Pitch Unreal Engine Connector Free" plugin, to the highly flexible "Pitch Unreal Engine Connector SDK", targeted at high-end solutions.

Sample applications include military commanders viewing a tactical picture of battle through, and astronauts and pilots training in simulators with highly detailed 3D out-the-window scenes visualized and rendered in Unreal.

"Pitch has a leading position in the open-standards-based simulation community and a wide range of products that synergize with Unreal Engine. Our latest suite of tools will greatly assist game developers as they collaborate with their counterparts in the simulation community. The power of Unreal Engine, combined with high end distributed simulations, will be a stepping-stone for innovation, where the bigger picture can be simulated and interacted with in VR, AR and MR in previously unseen applications." said Björn Möller, President of Pitch.

The free plug-in is available on the Unreal Marketplace. Instructional videos and detailed technical information are available at [Pitch's web site](#). The software has received support through Epic MegaGrants, a \$100 million program from Epic Games designed to globally accelerate the work of talented teams and individuals working with Unreal Engine, 3D graphics tools, and open source software.



About Pitch

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 to companies like Boeing, Airbus, NASA, ESA, UK Royal Air Force and Mitsubishi. Our mission is to make systems work together using open standards. Pitch has offices in Sweden, France, UK and USA. Pitch is a BAE Systems company. More info at www.pitchtechnologies.com.

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