

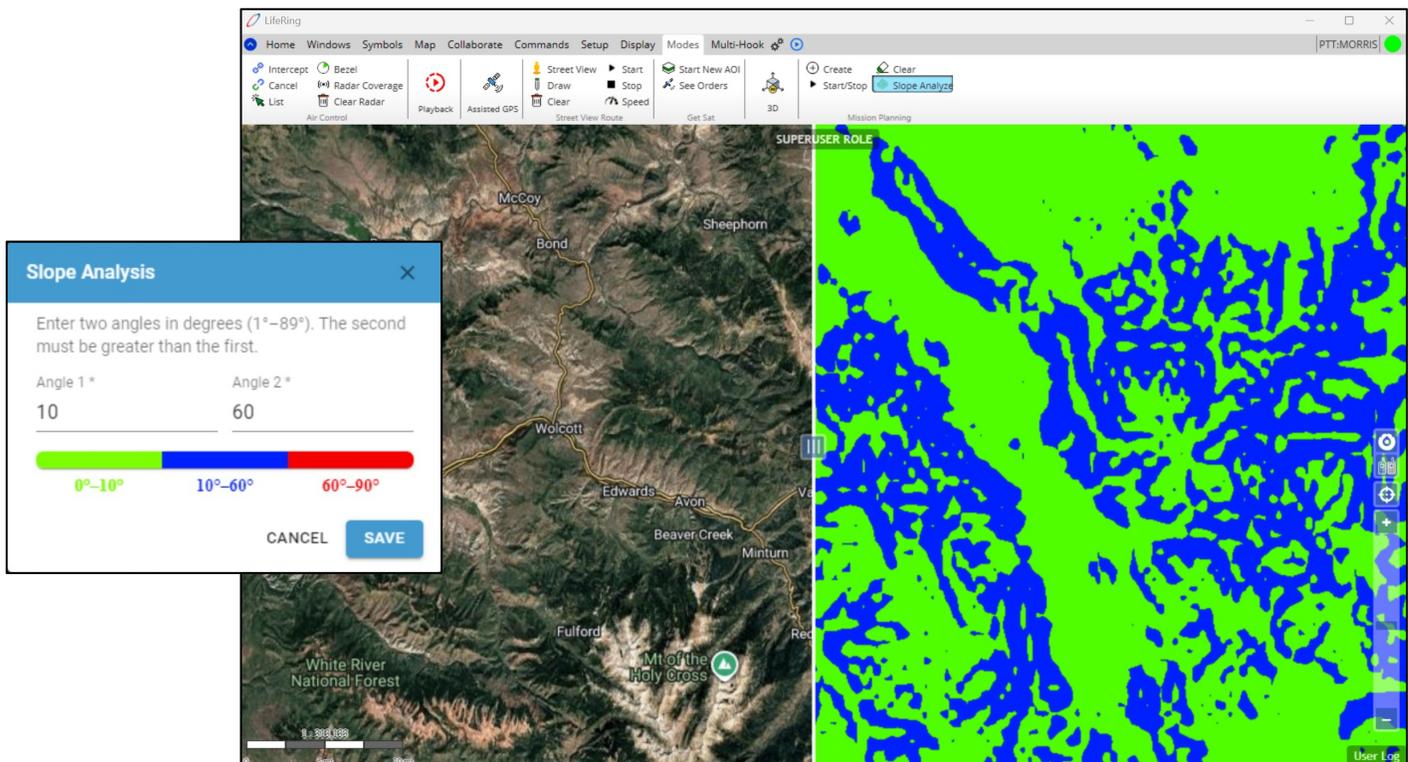
## LifeRing Adds Slope Shader Overlay and Slider Preview Features

As part of LifeRing's new Planning Mode, we have included a Slope Shader to the mapped Common Operational Picture (COP). This is a major operational upgrade - especially in terrain-dependent missions where elevation and gradient directly affect mobility, survivability, line-of-sight, and sensor performance.

A slope shader converts raw elevation data into color-coded gradients that instantly show:

- Steep / restrictive terrain
- Moderate slopes
- Flat / highly traversable terrain

Instead of reading contour lines or switching between elevation menus, commanders and operators immediately understand: Vehicle mobility corridors, Natural choke points, Defensible high ground, Restricted or impassable areas.



This dramatically reduces cognitive load during time-sensitive planning. The Slope Shader transforms LifeRing from simply showing where units are...to helping commanders determine where units should go, how they should move, and where they can survive. There is even a tab slider to easily 'wipe' across the screen and switch between the overlay and the original map.

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