Team Leader Simulator (TLS)

TLS is designed to add simulated infantry or other life forms (semi-military groups, terrorists etc) to tactics vehicle simulators. TLS can be also added to Military Operations on Urban Terrain (MOUT) simulations.

TLS develops

- Tactical thinking, judgment and decision making skills
- Procedures training, coordination, communication
- Command and control skills

Key benefits

- Very effective tool for flexible scenario set-up
- Realistic terrain databases with high level of details and MOUT specifics
- Support of terrain databases with UHRB (Ultra High Resolution Buildings (movement in buildings and their parts, systematic area securing)
- Configurations of new vehicles can be developed and delivered quickly and efficiently
- Very high effectiveness of the tactics training – low cost solution
- Easy modernization because of COTS technologies usage
- Easy logics of control (comprehensibility for trainees, predictable behaviour, quick process of instructor´s training, better results during exercise)
- DIS protocol support (exercise with a large amount of entities cvičení s velkým počtem entit - hundreds and more, cooperaton support with s OTB 2.5)
- Well arrange data about state of whole team (activities of individual members, information about health status, available arms, munitions' quantity)

Technical description

TLSs are designed as modular systems that consist of a rack-mounted simulation host, image generation units and combat places of crew members.

Simplified combat places are equipped with a joystick (the prime controller) and key-pad. Monitor shows a 3-D view to the battlefield and required status information. Communication system consists of a simulated radio network.

Team Leader Simulators (TLS) is based on the PC platform and commercial technologies (COTS). Object oriented host simulation software developed with the latest computer technologies (C#) provides very effective environment for simulation of various types of life forms. The state-of-the art MetaVR VRSG visual system is used to generate real-time view to the very detailed synthetic environment.

Operation of the TLS in the simulated team mode is a combination of manual, semiautomatic and automatic controls. The combination of different kinds of controls was chosen to achieve an easy operability and fast reactions of simulated team in different situations.

TLS supports large terrain databases without necessity of terrain database´s pre-elaboration, support for way (route) search using knowledge of terrain features).

Interoperability with vehicle simulators (mounting, dismounting, firing during drive).

Simulator consists of

• Simplified combat posts for trainees

• Computing system (HW, SW and cabling)

• Power supply system

Available configurations

• Infantry Team mode that is typically used to simulate team of soldiers (or group of individuals) that is controlled by one trainee or operator without losing too much in simplicity of controlling and reactions. Therefore the control of simulated squad needs to exploit some techniques from the area of automatic control and artificial intelligence.

• Individual Combatant mode that allows a simulation of one person in distributed synthetic environment and