



Reconfigurable Virtual Simulator (RVS)

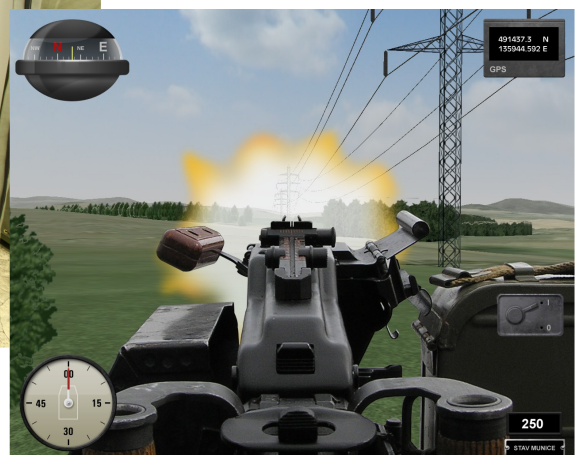
Reconfigurable Virtual Simulators (RVS) are focused for collective tactical training of small units and vehicle commanders. It is used for Primary Training Audience (PTA) as well as for role playing of friendly forces, enemy forces and other participants.

RVS simulators are ready to be used for a tactical training of tank units, mechanized units including a simulation of dismounted infantry. A growing potential of RVS simulators enables their reconfiguration to new types of combat vehicles, rotary wing aircrafts, forward observer posts, forward air controller posts and other vehicles or personals according to customer requirements.

One of fundamental requirements on RVS simulators is their DIS compatibility therefore it is possible to interconnect them with a DIS compatible constructive simulation system so that a complex battle scenarios including friendly and enemy forces could be created according to training needs.

RVS develops

- Crew coordination and communication
- Unit coordination and communication
- Command and control skills
- Tactical thinking, judgment and decision making skills



Key benefits

- Very effective tool for flexible scenario set-up
- Realistic terrain databases with high level of details and MOUT specifics
- Configurations of new vehicles can be developed and delivered quickly and efficiently
- Reflects main features of the simulated entity
- Very high effectiveness of the tactics training – low cost solution (compare to simulators for individual training)
- Easy modernization because of COTS technologies usage

Technical description

Reconfigurable Virtual Simulators (RVS) are 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 vehicles. The state-of-the art MetaVR VRSG visual system is used to generate real-time view to the very detailed synthetic environment.

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

Simplified combat places are equipped with:

- joystick (the prime controller)
- monitor with a 3-D view to the battlefield and indications of fundamental vehicle status information
- communication system consists of a simulated intercom and a simulated radio network.

In training environment verified DIS compatibility ensures interconnection with DIS compatible constructive and virtual simulation systems. RVSs were successfully interconnected with ModSAF/OTB and VR Forces (M&K Technologies) simulation systems and various types of virtual simulators.

Available configurations

- Tanks
- Infantry Fighting Vehicles
- Armoured Personal Carriers
- Multi- Role Light Vehicles (MLV)
- Aircrafts / Helicopters
- Reconnaissance vehicles
- Forward Artillery Observer
- Forward Air Controller

