



MILITARY VEHICLE SIMULATOR

Realistic & High Fidelity Training

Simsoft can produce vehicle simulators from wheeled vehicles to heavy tracked vehicles

Tracked Vehicles

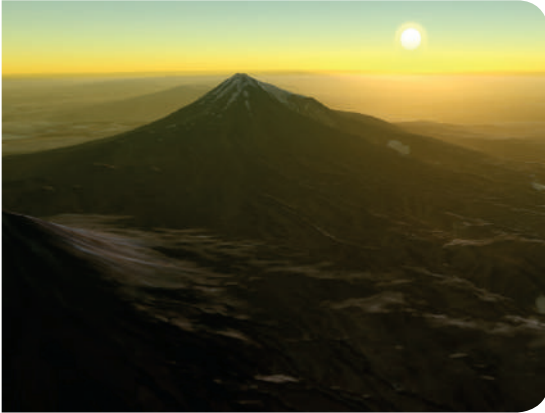
- Tank
- Artillery Gun
- Armored Personnel Carrier
- Construction Equipment

Wheeled Vehicles

- Shortland
- Cobra
- Panzer
- Lorry/Truck
- Armored Vehicles



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Visualization (Image Generator)

- Up to 6 channel with single system
- Weather effects (Rain, snow, fog)
- Thermal and IR/FLIR camera visualization
- Multiple mirror visualization
- Explosion/Smoke/Fire visualization

Artificial Intelligence

- Realistic behaviour of civilian vehicles, pedestrians, motorcycles, etc.
- Realistic behaviour of terrorist on different terrain conditions
 - Rocket usage
 - Grenade usage
 - Remote controlled bomb usage
- Behaviour configuration
 - Traffic rule violation ratios
 - Lane change behaviours
- Script based behaviour description
 - Event trigger definition
- Custom behavioural state diagram description with XML and scripts



Scenario Creation & Management

- 2B map tactical display
- 3B visual display
- Free form view to scene
- Attach a specific object
- Add/Remove simulation objects to scenario
- State diagram editing for each object
- Behaviour script editing
- Dynamic loading of different scenarios
- Saving current scenario status
- Load, play, pause simulation objects to scenario
 - Add/Remove simulation objects to scenario
 - Give commands (stop, start, follow path, etc.) to scene object
 - Instructor controlling of user controlled or AI objects



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High Fidelity Vehicle Dynamic

- Vehicle properties
- Gears
- Gear ratios
- Motor power
- PRM-Torque curve

Debriefing and Analyses

- Vectorial recording and playback of all events
- Record/Playback of visuals, sounds
- Motion platform data
- Automatic tagging
- Manuel tagging
- Replay individual or all tags
- 3D visual display management during replay
 - Free form view to scene
 - Attach a specific object

Hardware Specification

- Real vehicle instrumentation
- Usage of real gear, throttle, clutch, break controls
- Usage of real dashboard with all displays
- Mocap cabin
- Special Input/Output sensors usage
- Ergonomic instructor console

Hardware Specification

- 2DOF, 3DOF and 6DOF motion platform integration
- Realistic motion simulation
 - Slopes
 - Breaks
 - Acceleration
 - Crash
- Active motion platform during replay





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