



ADASS

Air Defence Artillery System Simulator

SYSTEM AND SOFTWARE ARCHITECTURE

- 2 Engagement Simulators Providing Simultaneous Training for 2 Gunners
- Radar Simulator with Search & Tracking Radar Operator Consoles
- Instructor Console with 3 LCD screens
- Console Applications Running on Instructor Console, Radar and Gunner Simulators
- Consoles with TCP/IP Network Infrastructure
- HLA 1516 standard with RPM FOM
- High-Tech GUI, 3D Graphics and Network APIs
- High Fidelity Ballistic Models
- Performance Optimization Techniques for Multiple and Massive Bullet Calculations
- 3-DoF Dynamic Models for Land and Air Platforms
- Damage Model and Probability of Hit Based Collision Model



ALL IN ONE SIMULATOR for AIR DEFENSE WEAPON SYSTEMS

INSTRUCTOR CONSOLE

COMPLETE AND EFFECTIVE SCENARIO MANAGEMENT

TERRAIN EDITOR

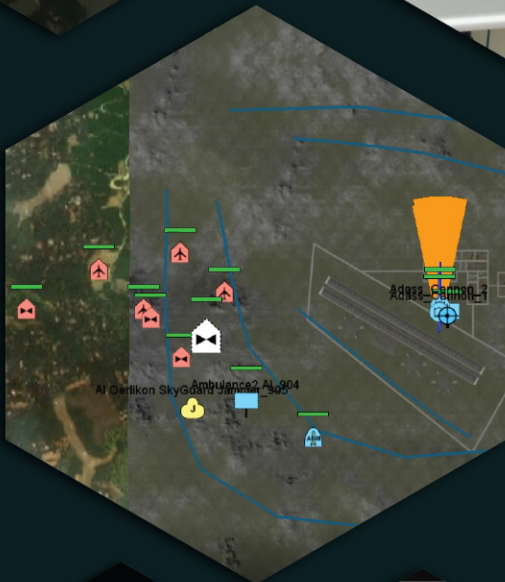
- User-friendly Interface for Creating Detailed Large Area 3D Terrain
- Ability to Raise, Lower, Smooth and Erode the Terrain
- Raster Height Data
- Raster Maps (GeoTIF, CADRG, bmp, png, jpeg etc.)
- Automatic 3D Terrain Generator from Vector Data
- Adding tools to create Roads, Rivers, Buildings, Trees etc.
- Satellite Texture

SCENARIO VISUALIZATION SOFTWARE

- High Performance Visualization of Scenarios at 60 fps
- Realistic Visualization of Gunner's and Radar Operators Interactions with the Simulator System
- Managing and Monitoring the Weather Conditions and Effects (fog, rain, wind, cloud, illumination effect of the sun and stars) in the Scenarios
- Creation of 3D Virtual Images in Compliance with Prepared Scenarios

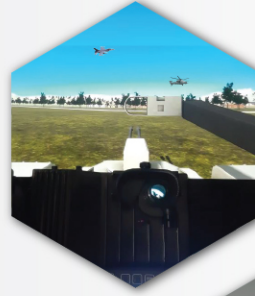
SCENARIO EDITOR

- Import of Various Terrain Templates Created by the Terrain Editor
- User Friendly Interface for Deploying the Weapon Systems, Land & Aerial Vehicles and Equipment on the 2D Map
- Ability to Insert 3D Objects (buildings, trees etc.) Generated by the 3D Scenario Visualization Software in the Scenarios
- Creation of 2D Routes for Air and Land Platforms with Tactical Symbology Including Flight Paths, Attack Profiles and Techniques
- Various Threat Scenarios (Aircrafts, Helicopters, Transport Aircrafts, Drones, Surface to Surface Missiles, Cruise Missiles, Artillery Shelling, AWACS, Maritime Patrol Aircraft)
- Scenario Execution and Evaluation Modules
- Assigning Malfunctions to the Simulators in the Scenarios
- Detailed Scoring of the of Trainees
- Generation of Performance Reports in Various Formats



GUNNER SIMULATOR

- Realistic Hardware (Main Frame, Adjustable Seat, Remote Control Unit, Joystick, Control Panel, Operating Panel, Optical Sight, Gunner Screen)
- Local Control by the Gunner
- Remote Control by the Tracking Radar Operator
- Manual Controls, Hand Wheels, Emergency Trigger
- Vibration and 360° Rotation
- Sound Effects (weapon, explosion, vehicle, planes, weather conditions etc.)
- Engagement of the Air and Land Targets with Different Types of Ammunition



RADAR SIMULATOR

- Realistic Hardware
- Additional TV Screen for Monitoring the Radar Touchscreens
- Intercom and Acoustic Alarms

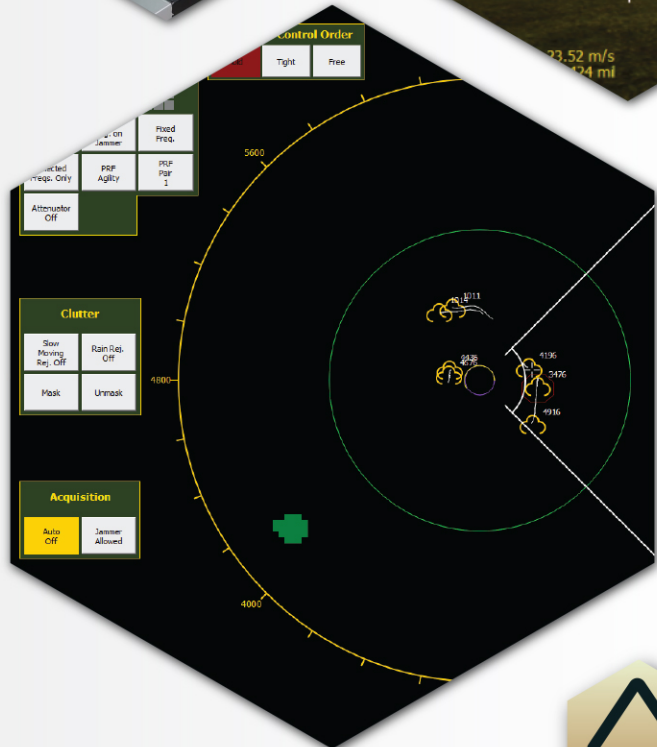
SEARCH RADAR TOUCHSCREEN AND CONSOLE

- ECCM Functions & IFF Functions
- Weapon Control Order (Hold, Tight, Free)
- Clutter Masks
- Plan Position Indicator (PPI) selectable Display Ranges
- Settings, Equipment Status and Acquisition Fields
- Hardware Pushbuttons (JAM, TWS, OS, RESET etc.)
- Trackball for manual target designations
- Detection Range (12 km / 3 beam mode, 20 km / 2 beam mode)



TRACKING RADAR

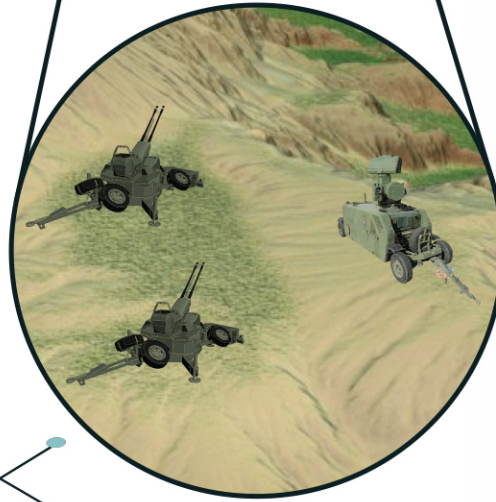
- Remote Control of The Gunner Simulators
- Tracking Status (Angle and Range)
- Camera Selection (IR / TV)
- TV/IR Camera Controls
- Representation of Numerical tracking data (velocity, azimuth, elevation, height etc.)
- Radar and Laser Fields
- Weapon Control and Equipment Status Fields
- Indicators for Weapon Status
- Weapon Alarm Button
- Hardware Pushbuttons (Safety Override, Target Change, Sensor Mode)
- Joystick



ADASS

KEY FEATURES

- Advanced Simultaneous Air Defense Gunnery and Radar Operator Training
- Realistic Search and Tracking Radar Control and Instrument Replicas (touch screen, trackball, joystick, push buttons, switch, etc.)
- Realistic Gunner Station Control and Instrument Replicas (touch screen, knobs, lamps, switch, etc.)
- Vibration and 360° Continuous Rotation of Gunner Simulators
- Vibration table for realistic feedback
- 3D Sound System
- Instructor console with 3 LCD Screens for managing, executing and evaluating the scenarios
- Simulator System Control Software for Remote Control of Simulator Components
- Realistic Modelling of Terrain and Meteorological Conditions
- High Fidelity Mathematical Models and Simulation
- HLA- Compliant, Flexible and Open Software Architecture
- Expandable Hardware Architecture
- General Simulator System Control Software



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