ADASS

Air Defence Artillery System Simulator

- 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

simsoft

ADASS

ALL IN ONE
SIMULATOR
for
AIR DEFENSE WEAPON SYSTEMS

SCENARIO

Scenario name: Airfield Terrain Template
☐ Show Passive Entities

Object	Type
⌃ Aircrafts	
⌃ Cannons	
⌄ Helicopters	
☑ AW109_895	AW109
☑ AW109_896	AW109
☑ AW109_897	AW109
☑ AW109_898	AW109
Land Vehicles	
Others	
⌃ Radar	

Scenario Name

- Bangladesh Ormanlık Arazi
- Empty Scenario
- Template Scenario
- Fixed Wing Lay-Down
- Fixed Wing Sneak Pop-Up
- Fixed Wing Loft Attack
- Airfield Terrain Template
- Wing Lay Down Attack
- Sneak an

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
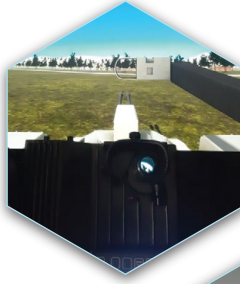
SCENARIO VISUALIZATION SOFTWARE

- 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
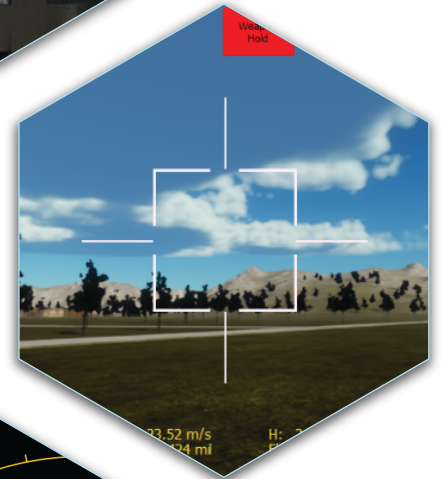- Generation of Performance Reports in Various Formats

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 360º 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

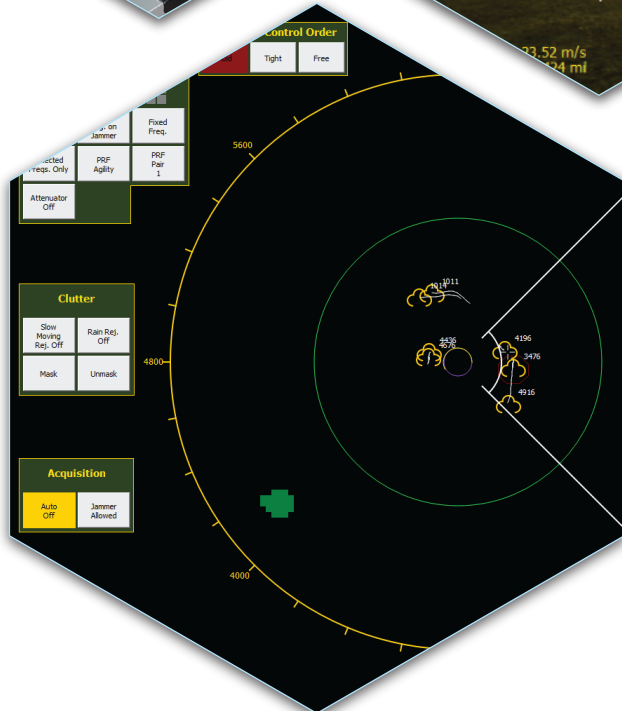• Intercom and Acoustic Alarms

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 manuel target designations

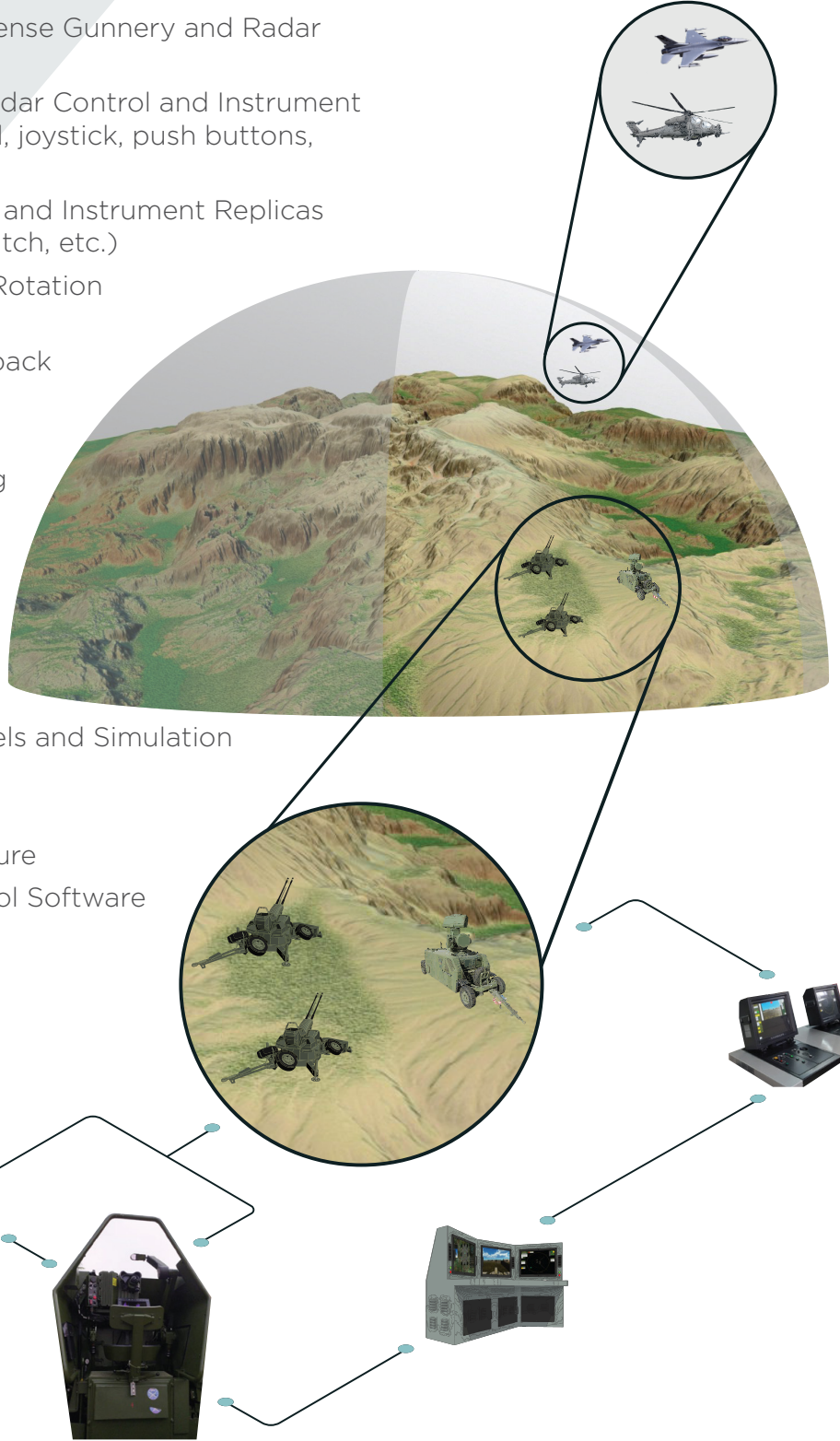• Detection Range (12 km / 3 beam mode, 20 km / 2 beam mode)

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

OBJECTS

Elevation

Aircraft

AN32

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