



## FIGHTER MISSION TRAINER

The Fighter Mission Trainer is a software-based simulation and training system. Consisting of an intuitive, easy-to-use toolset, it offers quick and effective training solutions easily adaptable to different aircraft software standards.

To exploit the wide-ranging operational capabilities of most current and next generation multi-role combat aircraft, consistent and effective mission training is essential.

### THE TRAINING SOLUTION

Based on leading-edge technology in Fighters sensors and mission equipment, the Fighter Mission Trainer is a training toolset offering a complete sensor simulation displayed in a realistic environment.

The Fighter Mission Trainer is:

#### A Training Tool

- Easy-to-use and cost-effective
- Intuitive training environment
- Interactive displays of new aircraft sensor capabilities and interactive realistic threats scenario.

#### A CONOPS Demonstrator

- Sensor suite in a complete environment, emphasising the evolution of the Concepts of Operation with new functions.

#### A Debriefing Tool

- Hi-quality 3D playback of missions from different viewpoints
- User debriefing of real and simulated flights
- Mission rehearsal of pre-defined scenarios and special features.

## STUDENT EVALUATION MODULE

The system also offers a Student Evaluation Module, which permits each pilot to record the usage of the training device and view the related learning curves. This feature supports objective auto-evaluation and focussing on specific weaknesses in order to address them.

## SYSTEM ARCHITECTURE

The software architecture includes:

### Sensors

- Radar simulation model
- DASS simulation model
- FLIR/IRST model.

### Avionics

- Avionics emulator (high level functional model of Attack Computer, DAC, CSG, CIU)
- Weapons and store management system model
- IFF simulation model
- MIDS simulation model.

### Platform

- Virtual cockpit software, including symbology generation on the cockpit front panel)
- HOTAS controls interface
- Image generator (OTW and HUD)
- Aircraft dynamics model.

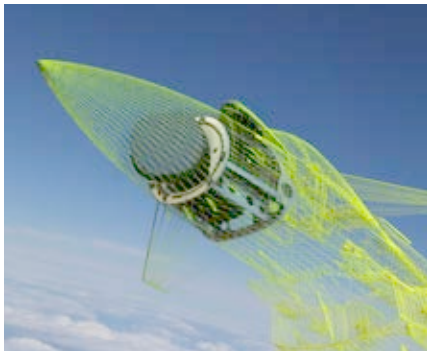
The system hardware includes a virtual cockpit replica based on commercial displays, including touch screens.

- Can be installed without specific needs for infrastructures and equipment
- Uses commercial hardware only
- Doesn't require special maintenance infrastructure, logistic teams or system spare parts.

### Key features

The advantage of the Fighter Mission Trainer over conventional flight simulators that include full or partial hardware cockpit replicas, lies in the intrinsic reconfigurability and deployability of the system:

- The training device can be quickly and efficiently updated to simulate different aircraft standards
- Multiple devices (Radar, DASS, IFF, MIDS, FLIR/IRST) can be linked easily to create a distributed training environment.



Captor-E Active Electronically Scanned Array radar



DASS detection and protection system



Pirate infrared search and track system