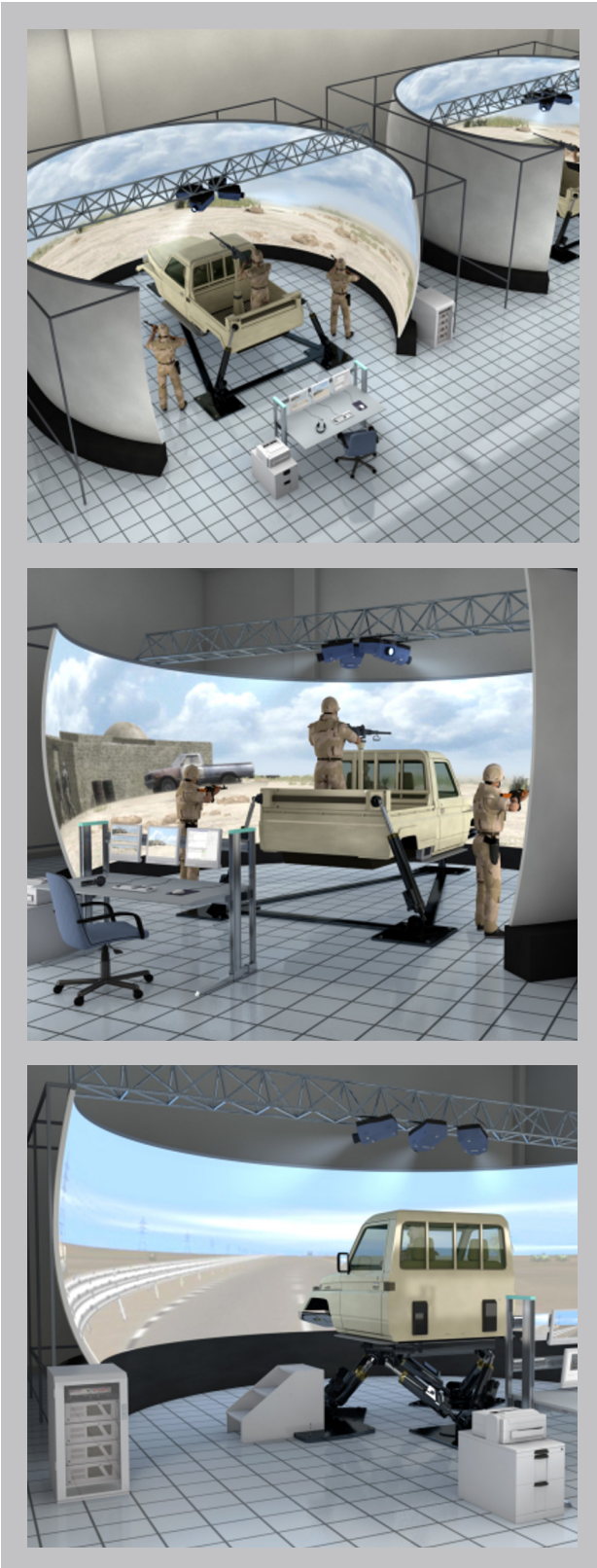




INOVEX

Simulation & Training



COMBAT PATROL SIMULATOR (CPS)

Applications

INOVEX's Combat Patrol Simulator is designed to provide realistic and extensive training for complete crews on light and armoured combat vehicles

Training

Basic crew-level up to tactical unit, full-scale mission training including:

- Crew-level collective processes in decision making, target engagement and command & control
- Multi-unit tactical missions as part of a larger organisation

Benefits

- Cost reduction (minimized use of prime equipment)
- Practice all aspects of collective skills, repeatedly trained until mastered
- Standardized training across crews and units
- Crew and unit performance in a multi-level mission environment is measured and evaluated against Customer training performance metrics

Fidelity, Scalability and Expandability

- COTS technology based
- Carefully designed cabin replica/mock-up representing real vehicle features
- Static or full motion platform
- Stand-alone or interlinked (networked)
- Scalable/expandable to represent networked tactical units

Simulation, Databases & Exercises

- Realistic simulation of system specific parameters of real vehicle
- Dynamic geo-typical or geo-specific high-resolution 3D visual databases
- Database generation system to create customer specific virtual environments
- Powerful Computer Generated Forces (CGF) environment including high-resolution urban warfare capabilities and supporting unit integration
- Battle Management Systems (BMS) and C4I applications can be easily integrated
- High-fidelity communication and sound system
- Easy to integrate into expanded training environments (e.g. Combined Arms Tactical Training Systems – CATTs or constructive WARGAME)

Training Control & Management

- Easy to operate, multi-lingual instructor control station
- Pre-programmed or instructor designed exercises
- Instant trainee assessment including After-Action Review (AAR) capabilities
- Ready to be integrated into a training management system (TMS) environment