

# RG-31 DRIVING SIMULATOR



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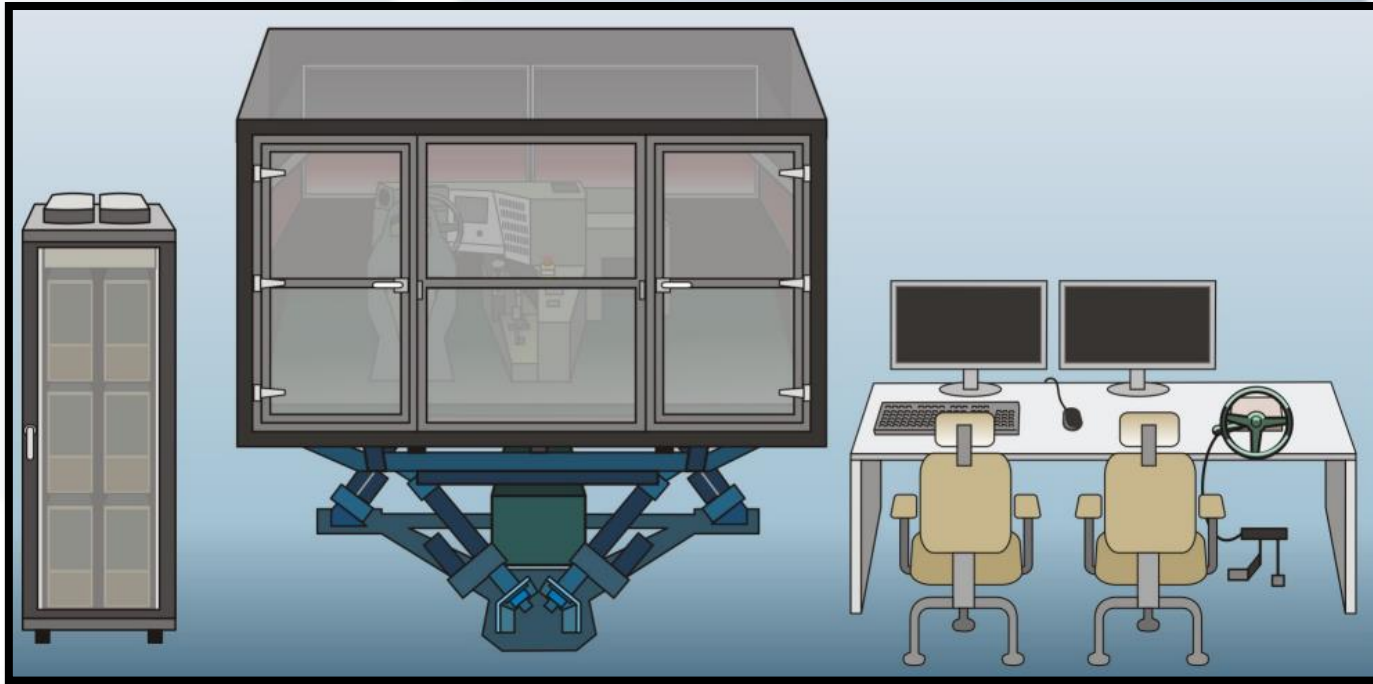
# TRAINING CAPABILITIES



- Driving Simulator to train:
  - Off Road driving (tough scenarios)
  - Driving with roller on mined paths
  - Column driving:
    - With Automatic vehicles
    - IOS controlled vehicle
    - Other simulators (HLA capability).
- Night google vision driving
- Road driving with surrounding traffic



# HARDWARE CONFIGURATION



- Computer Cabinet
- COTS equipments.
- Computing PCs
- Motion System Computer
- Power and comms equipments
- Closed cabin
- 6 DOF Motion Platform
- Real parts on driving post
- CCTV camera
- 5.1 Sound system
- COTS where possible
- IOS
- COTS equipments
- Steering wheel and pedals (IOS Vehicle)
- Speaker & microphone
- Monitors
- Keyboard and mouse



## TRAINEE STATION

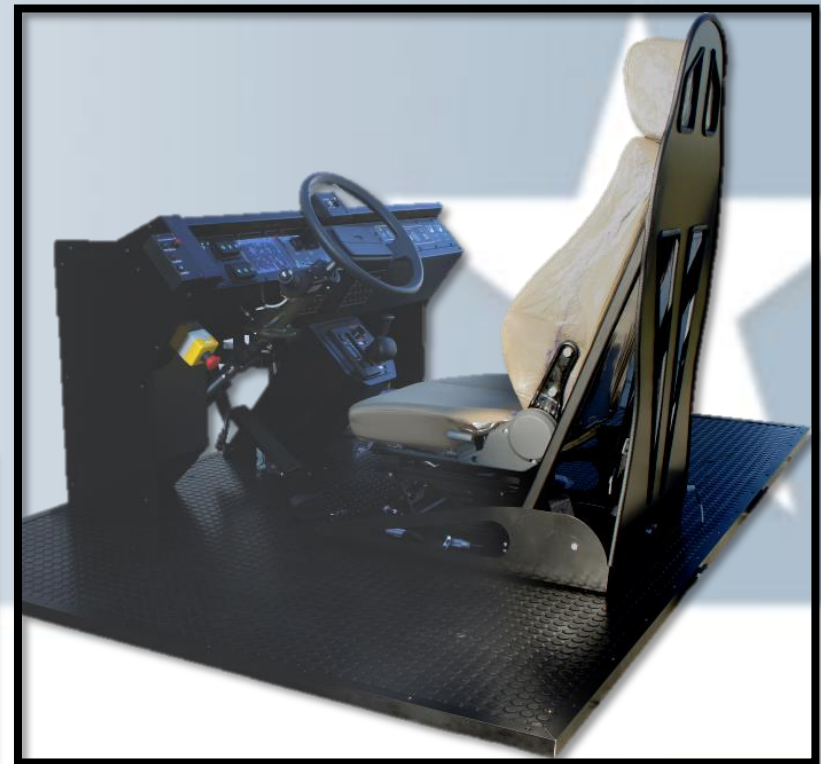
- Full-scale reproduction of the real vehicle cabin.
- Cabin equipped with real controls.
- 4WD driving
- CAVE Visual System: four-channel, global FOV over 180° + Rear mirrors.
- 6 DOF Motion system
- Steering wheel with Control Loading System.
- Networking and HLA
- Roller
- Night google vision driving





## ROLL IN /ROLL OUT CAPABILITY

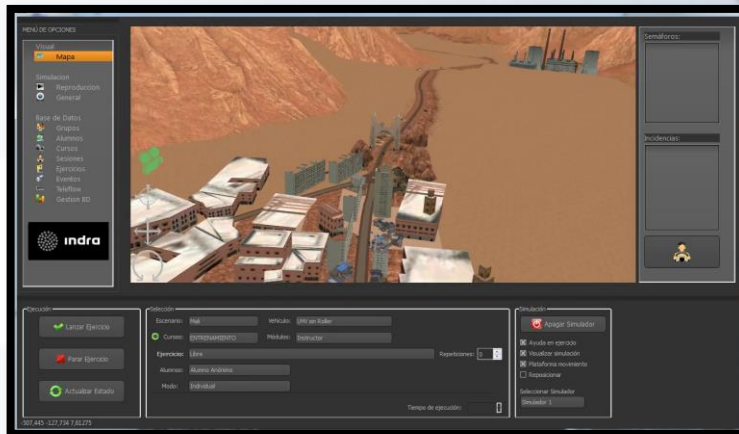
- Driving post (including seats) can be replaced by another vehicle post.
- Setting a new model in operation takes just few minutes.



- 55 inches monitors for the visual display
- Seats and seat belts similar to real vehicle.
- Real vehicle dashboard and main controls.
- Simulated indicators.

# INSTRUCTOR OPERATIONAL STATION

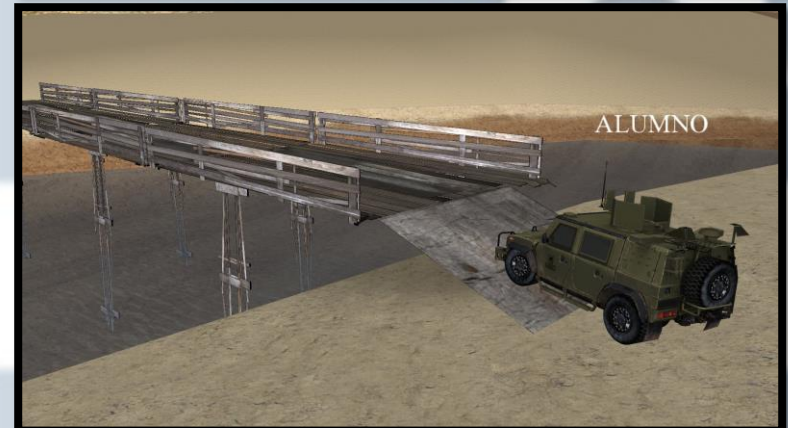
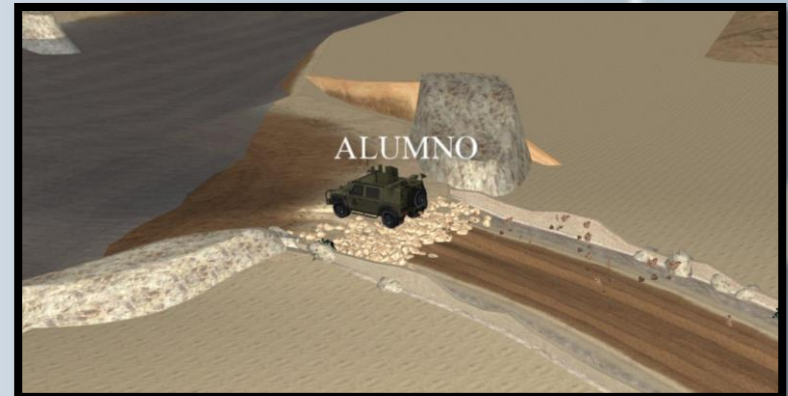
- Planning, controlling and monitoring training sessions.
- Trainees and missions management
- Full simulation control:
  - Incidences (mines and explosions)
  - Weather selection: rain, fog, ice...
  - Hour of the day selection
  - Road Surface Conditions
  - Malfunctions and Breakdowns
- Audio Comms & Cockpit CCTV
- Driving a traffic vehicle using IOS Controls.
- After Action Review (Record and replay).





## VIRTUAL ENVIRONMENT

- Wide variety of scenarios: countryside, desert, villages, bridges, two lane roads, highways, mountain roads...
- Different path surfaces: concrete, dust, mud, snow and sand.
- Realistic dynamic model for different ground conditions
- IED /mine / shooting effects
- Simulated night goggles
- Traffic model





# ROLLER

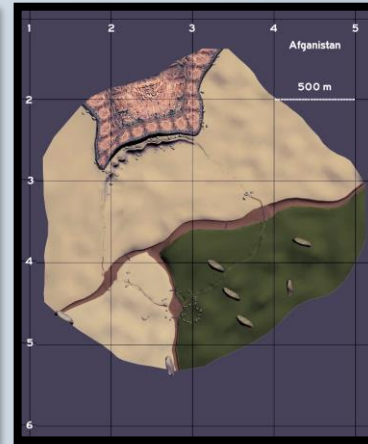
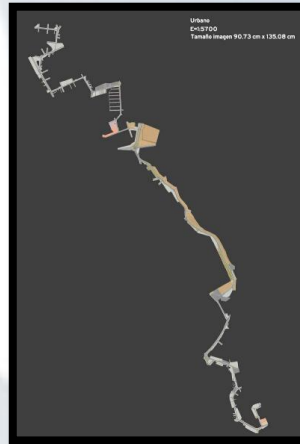
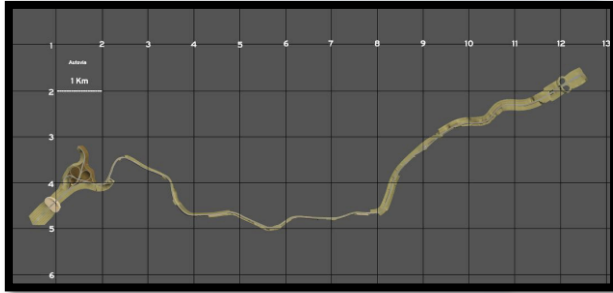
- Realistic roller model
- IED /mine effects



- Both roller control units: Driver and the full control unit.



# SCENARIOS



■ Scenarios:

- Road
- City
- Mali
- Afghanistan
- Lebanon
- Surfaces
- Maneuvering

■ Off Road Driving:

- Dirty surfaces
- Mud
- Snow
- Sand
- Wading

