COMPUTER GENERATED FORCES

- Realistic tactical environment
- Military & civil behaviours
- Powerful mission management
- Fully interoperable

TRAINING & SIMULATION

Computer Generated Forces
Tactical Environment for Synthetic Training
KEY FEATURES

WIDE-RANGING TACTICAL CAPABILITIES
- Multi-domains: Air, Land and Naval
- Tactical doctrines and models
- Military and Civilian actors
- Advanced human behavior

HIGH SPECIFICATION
- Up to battalion level
- Multi-kernel scalable solution
- Large terrain database
- Multiple HMI capability

ERGONOMIC HMI
- Customizable role-specific HMI
- Powerful Mission Generator
- Graphical mission display (with APP6-C)
- Compatible with mobile devices

FLEXIBLE EDITING TOOLS
- Units and equipment
- Behaviors
- Scenario
- Terrain

SOLUTION CHARACTERISTICS

ADVANCED MISSION CONTROL
- Tactical Situation Awareness
- Real-time mission changes
- Coordination between units
- Instruction-friendly mission management
- Crowd management
- Urban combat

ADVANCED MODELS
- Mobility, Fire, Detection, Damages
- Battlefield effect simulation
- Traffic control
- Dynamic terrain modification
- Weather-sensitive models
- Link 11/16/22

INTEROPERABLE
- Standard HLA RPR FOM
- C2/C4 interoperability
- C-BML and national standards

OPEN & SCALABLE
- External Motion plug-ins
- Realistic aircraft flight loop
- Artificial Intelligence plug-ins
- Serious Games connection
- Capability to interface with external HMIs

THALES - For more detailed information, please contact us at sim.tts@thalesgroup.com