REALFIRES™ JOINT FIRES AND EFFECTS SIMULATOR

"DANGER CLOSE" HAS NEVER BEEN MORE REAL

Joint fires operators work within a complex battlespace that requires rapid coordination and swift execution to ensure mission success. Training that immerses the operator into a realistic, challenging battle scenario enables cost-effective training to develop the instinctive responses required to control joint fires and effects.

Collins Aerospace's RealFires™ joint fires and effects simulator is a high-fidelity, scalable training solution that was designed by joint terminal attack controllers (JTACs) for joint fires operators everywhere. And RealFires is the only joint fires simulator designed by an original equipment manufacturer (OEM) of an operational joint fires system that also offers proven live, virtual, constructive (LVC) training capability.

KEY FEATURES

- Demonstrated LVC capability

- Proven accreditation experience

- 360-degree, fully immersive dome

- Developed by the OEM for FireStorm™ operational equipment

- An intuitive IOS to control and manage training events

- Pilot station for pilot-in-the-loop and digital close air support training

- On-time-zone maintenance staff to maximize operational availability

KEY BENEFITS

- Includes UAV/targeting pod video feed simulation

- Provides during action and after action review

- Supports mission rehearsal training for pilots, ALOs, JFOs and ASOCs

- Allows easy connectivity to other simulator stations and live players

- Enables training on FireStorm and all Rosetta Joint Fires CAS/CFF capabilities

- Delivers a high-fidelity, immersive training experience, minimizing negative training

- Incorporates a high-fidelity synthetic environment with realistic audio and visual cueing

- Uses replicas of tactical radios, laser range finders and designators, night vision and IR devices, DAGR/GPS, maps and compass, and small arms

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THE REALFIRES ADVANTAGE

RealFires is based on a modular, scalable hardware and software design that gives training instructors the flexibility to develop and control training scenarios. Instructors can select a mobile, laptop-based solution, a classroom solution or a fully immersive dome in a schoolhouse setting. Key system components include:

- Close air support module
- Indirect fire module
- Accurate battle damage effects
- Ability to simulate command and control echelons
- Non-kinetic effects
- Surveillance capability
- Training aids
- Stimulated military equipment
- Simulated military equipment
- Virtual military equipment
- Full integration with Rosetta Joint Fires software
- Gaming engine
- Terrain databases and models
- Scenario generation
- Computer generated forces
- Aural cueing/sound system
- Communications
- Visual display system

REALFIRES INTEGRATED SYSTEMS

RealFires offers an integrated set of capabilities that allows the JTAC to train for certification and allows joint fires operators to rehearse for missions. Role player areas provide high-fidelity pilot stations and reconfigurable support roles. The system includes classrooms for pre-mission briefing and live viewing. The after action review room includes a full set of virtual, video and audio playback capabilities to analyze and critique missions.

Photo courtesy Dr. Tom Schnell, Ph.D.
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Specifications subject to change without notice.

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