

HTS

Helicopter Training and Safety System

Value Proposition

- Enriches your live training with computer generated armaments and red forces
- On board system. Pod like hardware (e.g Hellfire) configuration for attack helicopters internal box configuration for utility helicopters
- Maximizes the cost-effectiveness of training
- Provides high-fidelity simulation for helicopter weapon and tactical flight training in a hostile environment that includes live and virtual EW threats
- Provides realistic tactical engagements training for attack helicopters, including target acquisition, designation and weapon's delivery, with full A/A A/G missile simulations and scoring
- EW threat simulation for utility helicopters. Injecting the threats into the helicopter's RWR or using a tablet-based carried on networked training kit
- Enhanced safety capabilities including military and civil aviation anti collision/ground /obstacles collision avoidance and 'Watch-Dog' on airspace and platform restrictions
- Enhanced debriefing that enables reconstruction of all the flight-data and synchronization of audio and video data
- Interoperability with complimentary training systems – ACMI fighters and CTC players



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HTS

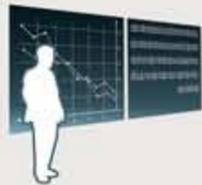
Helicopter Training and Safety System

HTS – helicopter training and safety system enriches live helicopter training by offering high-value embedded pilot training with maximized safety features. The enhanced debriefing capabilities facilitate optimum utilization of flight hours and other valuable resources. HTS provides high fidelity simulation for helicopter weapons and tactical flight training in a hostile environment that includes live and virtual EW threats.



Network

The training network allows running a synchronized exercise. when a virtual SAM locks on a specific helicopter, it would not be able to lock on it's fellow helicopters unless the lock breaks, just like in real life. In other 'standalone' systems, the threat will lock on each and every helicopter within range. The network also allows interoperability with other platforms and safety features.



Debriefing

The system allows enhanced debriefing and enables reconstruction of all flight data as well as synchronization of audio and video data. The system allows common debriefing with the Ehud ACMI product family. Debriefing is available in 2D and 3D. 'What if' scenarios can be generated.



Safety

The system provides enhanced safety capabilities including, air-to-ground collision and mid air collision with both fellow helicopters and civil aviation.



Interoperability

HTS offers full interoperability to FPR\RAIDS ACMI. The interoperability allows training and common debriefing with fighter aircraft, air defence, ships and helicopters that carry ACMI family embedded training products. HTS also offers interoperability with laser-based Tactical Engagement Systems (TES) and Combat Training Centers (CTC) via gateways.



RWR Carry-on Training Kit

The RWR training kit is a standalone, 'carry on' kit that can be easily mounted on every helicopter. The kit is independent and does not require any helicopter's assets other than mounting space. The training system simulates anti aircraft systems engaging the helicopter with real life behavior and a generic RWR display that runs on a tablet. The system allows the pilots to perform escape maneuvers as in real life and scores the game results accordingly.



Display on the Helicopter's integral systems

Display on the helicopter's Integral Systems requires integration. This provides high fidelity simulation and close to real life training capabilities that allow high end simulation of battle conditions during live training.

THRUST

for Attack Helicopters

THRUST

Tactical Helicopter Rehearsal Autonomous Safety and Training System (THRUST), designed for attack helicopters. For easy interface and flight purposes, the hardware has been designed in the same form and fit as the real missile carried by the helicopter. THRUST is currently available in a Hellfire enclosure. Could be converted to other missile types.



Weapon Simulation

The pilot presses "Pickle" and full simulation of the weapon runs on the pod. Simulation supports air\air, air\ground, laser, RF, guns and rockets. Hit\Miss assessments are provided to the pilot and target in real time. 'What if' scenarios can be performed as part of the debriefing.



Targets\Playground

The helicopter's pilot can be trained against live targets that range from "pop up" targets through moving vehicles to real SAM. Hit\miss assessments will be generated in real-time based on the weapon's algorithms.



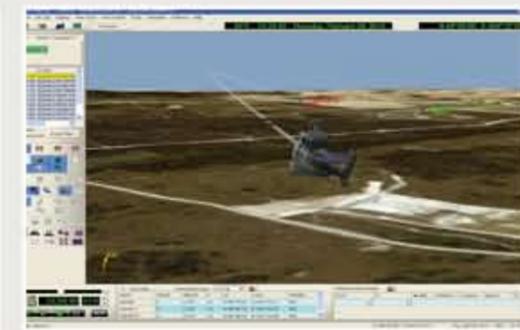
Enclosure

The airborne system is currently available in a Hellfire enclosure and could be:

- THRUST airborne pod designed for attack helicopters. (Currently available in a Hellfire enclosure)
- Could be converted to other missile types
- Internal case for utility helicopters is available



Debriefing Station



Debriefing Station



EW Training



Interoperable Training Network



EW Training