

RUAG Role Player Station



Multi-role support simulator

The Role Player Station by RUAG Defence is a multi-role simulator that supports and expands the capabilities of simulation systems. It consists of a generic environment with immersive projection screen for 3D sights, a seat and touch-screen monitors for the scenario interaction and communication system.

It is easily deployable and can be linked for combined tactical exercises into simulation systems using open interfaces (DIS/HLA) and uses the standards of the simulation industry.

The same station can be configured in very short time to serve different roles. It relies on the flexibility of the RUAG Virtual Arena platform and therefore can simulate a large set of possible land and air assets in the scenarios. The Role Player Station can play the roles, as instance, of opponents, civilians or support forces. A main 2D/3D map with an intuitive touch-interface allows the realistic tactical control of associated simulated units (Computer Generated Forces).





Key Features

- Connects to existing simulation systems
- Role change with minimal reconfiguration
- Tactical control of associated Computer Generated Forces
- Easily deployable
- Low infrastructure 2.0 m x 2.5 m x 2.0 m, power and network requirements
- Touch-control displays
- Adjustable control elements
- Voice communication interface
- 140° FOV circular projection screen
- DIS/HLA Interface
- Game-based technology

