Computer Based Training (CBT)
- Driver
- Gunner
- Commander

Desk top Trainer
- Gunner
- Commander
- Gunner Commander

Driver
- Procedures virtual trainer
- Full spectrum Driver Training Module
  with 6 DOF movement capability

Gunnery
- Procedural trainer Gunner and Commander
- Crew training
- Interconnection of simulators for
  Platoon and Company level training
- Live fire Monitoring System

OVERVIEW CAPABILITIES

Gunnery
- CBT
- Gunner Part Task Trainer (PTT)
- Commander (PTT)
- Crew (on motion platform)
- Platoon (Up to 4 Crews)
- Company (Up to 15 Crews)
- Exact Hit coordinates during live firing

Driver
- Safety
- Procedures
- Maintenance
- Driving (with motion platform)

Crew
- Target Acquisition
- Weapon and Ammunition selection
- Engagement technique’s
- Corrections
- Time to hit/kill
- Accuracy
- Effectiveness
- Fire control

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LIVE FIRE PROFICIENCY
BUILT ON REALISTIC SIMULATION

PROFICIENT OPERATIONAL. Live firing cannot be achieved against a backdrop of simulation that does not adequately replicate the desired learning process. Learning is achieved from a correlation of meaningful training cues that become second nature when executed. Saab’s Integrated Armoured Vehicle Training System is a modular training system that is purpose designed for armoured vehicle crews, gunner, commander and driver, to master their individual, crew and collective skills in a cohesive manner - joined up experience.

Saab understands that all stages of training for a crew should be linked by common data inputs and outputs. The CGTS measures common Key Performance Indicators (KPIs) from individual through crew to collective training. This allows a training establishment to make informed decisions regarding the capability of a crew and its ability to transit through the training cycle. It gives trainers the ability to measure the performance of any part of the system and makes its use more efficient by using it at more than one stage in the training cycle.

REALISM – ESSENTIAL FOR THE LEARNING EXPERIENCE
Saab’s CGTS is designed to provide the student with the most realistic learning cues required to impart the required learning experience. The simulated visual, audio and haptic feedback from the system is to a high standard to ensure it imparts the same sensory effect as if it were taking place in the host vehicle on a training area. The CGTS is built around a high resolution visual system, an accurate terrain database, measured vehicle driving/handling characteristics, 6 Degree Of Freedom (DOF) electric motion system/control loading actuators and full ballistic simulation. The interior equipment/fittings are realistic replicas that are designed for reliable use in the simulation environment.

SYSTEM ARCHITECTURE
The system architecture is designed from the bottom up in a modular manner to provide a scalable and flexible approach to a range of training needs. This results in a plug-and-play hardware capability that allows a system to be tailored to the end user’s requirements.

A COHESIVE TRAINING PACKAGE
Saab has a good understanding of the training needs of armoured vehicle crews. Our solution includes a range of Virtual and Live training solutions that closely match potential key user requirements for operations in the 21st century. Our Crew Training Capability also demonstrates that Saab has the programme and quality management capability essential for the design, development and integration of hardware, software and training information products, into a cohesive training package.

FILLING THE GAP
As the cost of training resources is in continual flux live training is becoming a scarce and expensive commodity. Due to cost and availability there is a perceived gap between Virtual training and Live firing. Whether using Saab’s Live simulators or Virtual environments the cost is relatively stable allowing long term planning to be as realistic as possible. Saab’s Crew Gunnery Training System addresses this problem and allows users to realise cost benefits of using a blended cohesive training solution.