

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

