Virtual Firearm Trainer

The power of completely immersing trainees in realistic, hands-on exercises where they can see, hear, move and interact with the field and each other.

⬡ Components

Head Mounted Display

- Bright OLED microdisplay technology
- Up to 110º field of view
- High resolution full-color SXGA
- 1280×1024 pixels per eye
- Integrated yaw/pitch/roll tracker
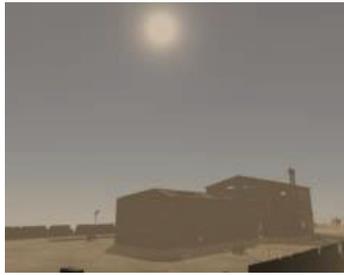- Optional wireless module

Simulated Firearms

- Supports wide variety of small arms
- Seamless integration with any desired gun mockup
- Electro mechanical or gas based recoil
- Tetherless/tethered simulated recoil systems
- Full instrumentation (trigger, magazine, fire mode selector, etc.)

3D Image Generator

Continuous time of day

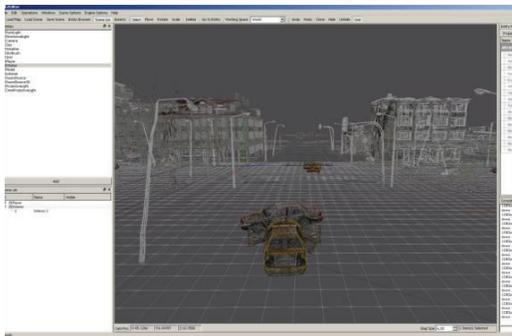
Realistic lighting

Realtime shadows

Character animations
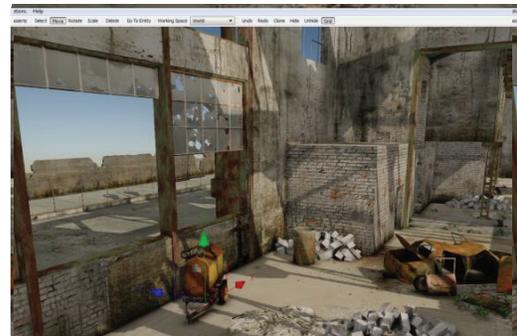

Mountable vehicles

Scene Editor

- Interior or exterior areas
- Supports different 3D file formats
- Up to 20x20 km gaming area
- Asset library included for easy planning

After Action Review

- Casualty report
- Ammunition usage report
- Hit/Miss report
- Free cam over playing mission
- Custom events on timeline

Tactical Editor

- Complex path planning
- Formation and group behavior assignment
- Obstacles, hiding areas and do not enter zones definition

Joint Training

- Multi-user playing capability
- Supports connecting over WAN/LAN or Internet
- Participants can be configured as friend or enemy
- Instructor controls players via master station