MVRsimulation's mixed-reality JTAC simulator achieves full accreditation

The DJFT has become the first accredited mixed-reality JTAC training device that can be used to log controls that would otherwise need to be carried out in a live training environment

Sudbury, MA, 8 August, 2023: MVRsimulation's mixed-reality Deployable Joint Fires Trainer (DJFT) has achieved full accreditation by the Joint Fire Support Executive Steering Committee (JFS ESC).

The DJFT Accreditation Memo was signed by the Joint Staff J-6, Joint Fires Integration Division JCAS JTAC MOA Lead 24 May 2023 and is marked as CUI, and was published on the JFS-ESC's official APAN page.

The accreditation covers the fully-deployable DJFT, as delivered to the Headquarters USAFE-AFAFRICA Warfare Center, for Type, 1, 2, and 3 Terminal Attack Control (TAC), Bomb on Coordinate (BOC), Fixed-Wing (FW), Rotary-Wing (RW), Remote Observer (RO), Video Down-Link (VDL), Suppression of Enemy Air Defenses (SEAD), Urban, Forward Air Controller (Airborne) (FAC (A)), Night, IR, and Laser controls.

The internally-developed COTS system comprises three two-person transportable aluminum cases - instructor operator station, role player station, and observer (JTAC) station; MVRsimulation's Virtual Reality Scene Generator (VRSG); Battlespace Simulations' MACE; and Varjo XR-3 mixed-reality headset.

The DJFT is designed to allow JTACs and Forward Observers to train alongside fixed- and rotary-wing aircrew within a fully-immersive virtual training environment provided by MVRsimulation's VRSG. The system emulates and simulates laser target designation, laser range finder, global positioning system, infrared pointer and strobe, video downlink, ATAK/WINTAK-Link 16 capability and AN/PRC-117G and AN/PRC-152A systems.

Wearing the Varjo XR-3 mixed-reality headset, trainees have a 360 x 360-degree field with pass-through vision, allowing them to use emulated physical devices, and access written products; and giving them the ability to read, write, and have visual use of their hands while wearing the head mounted display.

Full integration with the Special Warfare Assault Kit (SWAK) is enabled via VRSG and Battlespace Simulations' MACE. VRSG delivers sensor feed video with KLV metadata directly to the JTAC trainee's SWAK tablet, allowing the user to train on the same kit they use in the field.

"We delivered the first DJFT to the Headquarters USAFE-AFAFRICA Warfare Center in 2021 and received interim accreditation the following year," Garth Smith, President, MVRsimulation, said. "To have now been granted full accreditation by the JFS ESC less than 12 months later is a significant win for the JTACs and FOs who will be training using this cutting-edge mixed-reality training environment.

"The DJFT is a fully internally-developed COTS product made entirely in the United States by JTACs for JTACs. This accreditation validates our commitment to team with agile, intelligent partners to deliver next-generation JTAC training solutions for the military training community."

Image: The mixed-reality DJFT is fully deployable and self-contained for point of need training (MVRsimulation image).

bout MVRsimulation

Founded in 1997, MVRsimulation develops commercial PC-based software for the military simulation and training markets, featuring high-speed 3D visualization content and rapid creation of networked virtual worlds using real-world data. MVRsimulation's real-time visual systems provide the fidelity of geospecific simulation with game-quality graphics. Users can build (with real-world photographic imagery, elevation data, and feature data) high-fidelity virtual worlds with our terrain generation tools, and render in real time, at 60Hz frame rates, the resulting virtual world with our real-time 3D visualization application, Virtual Reality Scene Generator. MVRsimulation systems are used for applications such as UAS/RPA trainers, manned flight simulators, mission planning and rehearsal, joint fires and JTAC simulation training, urban operations training, and emergency response management training. For more information, visit www.mvrsimulation.com.

About Battlespace Simulations Inc

Battlespace Simulations, Inc (BSI)'s MACE software is a full-spectrum combat simulation and framework, and is widely used by militaries and companies around the world. MACE excels as a provider of Computer Generated/Semi-Automated Forces (CGF/SAF), Joint Fires simulation & training, wargaming, mission rehearsal, electronic warfare (EW) training, operational research and data analysis.