MVRsimulation delivers fixed-wing Part Task Mission Trainers to NATO TLP

The acquisition by the NATO Tactical Leadership Programme (TLP) includes 30 Part Task Mission Trainers and 54 Virtual Reality Scene Generator licenses. Delivery took place in August 2021.

Sudbury, MA, 21 September, 2021:

MVRsimulation, formerly MetaVR, announces that the NATO Tactical Leadership Programme (TLP) based at Los Llanos Air Base, Albacete, Spain, has purchased 30 new fixed-wing Part Task Mission Trainer (PTMT) cockpit shells for fighter pilot simulation training. The acquisition includes 54 Virtual Reality Scene Generator (VRSG) licenses with location-specific geospecific terrain.

MVRsimulation designed and built the PTMT under an internal program, to provide a very low-cost, quick-deploy cockpit training solution to fill the gap in current in-use mission tactics training systems for military fixed-wing pilots. The system aims to maximize suspension of disbelief for trainee pilots as they practice mission tactics and coordination in joint, networked environments. It can also operate as a standalone training solution.

The PTMT comprises an all-welded aluminum structure fabricated in the U.S., fully integrated cockpit shell, touch screen displays for pilot interaction, and an out the window (OTW) view on adjustable curved display, mixed-reality headset or partial dome.

Complete with notional aircraft hardware represented by touchscreens for conducting air-to-air or air-to-ground training scenarios, the PTMT can be configured for training for current 3rd and 4th generation combat aircraft currently used by NATO nations thanks to its specially designed, patent-pending flight control stick that can be easily adjusted between side-stick and center-stick positions.

The configuration delivered to the TLP in August 2021 includes the PTMT with curved display, VRSG, and Battlespace Simulations' Modern Air Combat Environment (MACE). MVRsimulation's library of 3D virtual terrain for rendering VRSG includes a geospecific terrain of Europe, with high-resolution terrain of Spain and a 3D replica of the Los Llanos Air Base.

The multinational TLP is the leading center for NATO's Allied Air Forces tactical training and development of knowledge and leadership skills. The 30 PTMTs will be deployed in a classroom setting, where they will support the TLP's Composite Air Operations (COMAO) Flying and Synthetic courses. The COMAO Flying Course aims to improve the tactical leadership skills and flying capabilities of front line fighter mission commanders, to improve the tactical interoperability of NATO Air Forces through exposure to tactics and capabilities of other air forces and to provide a flying laboratory for tactical employment concepts. The COMAO Synthetic Course is a nine-day course focused on tactical leadership and COMAO mission planning.

"We are excited to announce this acquisition of our new PTMT cockpit shells by the NATO TLP," Garth Smith, President, MVRsimulation, said. "We worked closely with the customer to fine-tune this system to meet the TLP's needs, including developing a brand-new patent-pending flight control

stick that allows them to deliver realistic training for their customers who use a range of 3rd and 4th generation jets.

“Seeing the PTMTs delivered and installed at Los Llanos Air Base is extremely gratifying and we look forward to the simulators entering service and supporting training for NATO air force fast jet pilots.”

The PTMTs have been built by MVRsimulation’s manufacturing partner in the USA.

Images: The 30 PTMTs have been delivered to the NATO TLP based at Los Llanos Air Base, Albacete, Spain. (Images courtesy of the NATO TLP.)

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About MVRsimulation

MetaVR has changed its name to MVRsimulation to align more closely with its growing suite of simulation products. The name change includes a new corporate logo and company website URL: www.mvrsimulation.com

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.