## AIR DEFENCE TRAINERS



CREW COCKPITS — Both pilot and navigator sit in realistic cockpit stations (the degree of fidelity can be made to suit the requirement). The pilot controls the aircraft simulation through his control column and throttle but, unlike a flight simulator, only the controls required for the aircraft rôle (Air Defence) are functional.

The crew see fully realistic target radar returns, attack steering information and also hear missile audio tones and warnings.



Crown Copyright Courtesy RAF Coningsby

INSTRUCTOR'S FUNCTION — The Instructor manages the multi-target scenario with a touch screen colour visual display unit. He just points at where he wants to position a target (obviating the need for a typewriter keyboard).

TRAINING ENVIRONMENT — The open plan, shirt sleeve environment makes for an informal instructional area where the emphasis can be on "teach" and not just "test". The Trainer is also fully suitable for operation by students in a self help capacity.

OPTIONS — To enhance further the Trainer's capability and provide cost-effective training EASAMS can offer:

- Incorporation of a low cost visual system
- A self supporting containerised Trainer
- Adaption to any aircraft
- A link between the Trainer and a flight simulator to provide interactive interception training.

For further information contact the Marketing Department

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