



# ROVATTS

Remotely Operated Vehicle Adaptable Training/Tracking System

## Unmanned Vehicle Systems (UVS)

Major Components

Unmanned Aircraft System (UAS)

Unmanned Ground Vehicles (UGV)

Unmanned Surface Vehicles (USV) & Underwater Unmanned Vehicles (UUV)

Typical Systems



SDS' Training Approach Concept

Provide Low-Cost, High-Fidelity, PC/Laptop-Based Simulators Focused on Anytime/Anywhere Operational Training/ Mission Rehearsal – Architecture Must Support Different Component Types (Air, Ground, Sea) And Varying System Types

SDS' Training Approach Solution

**Remotely Operated Vehicle Adaptable Training/Tracking System**

**GeoSource-RTB (Rapid Terrain Generation) Capability** – ROVATTS includes SDS' GeoSource tool to enable Anytime/Anywhere Training and Missions Rehearsal using high-fidelity, geo-specific terrains generated by users, in hours.

**Software Developers Kit (SDK)** – ROVATTS Optional SDK provides developers with object oriented direct access (C++ code) to ROVATTS' simulation primitives, its DIS/HLA integration and rich visual system

**Flexible, Adaptable, Deployable, & Cost Effective** – ROVATTS is designed to operate efficiently on COTS, PC-based desktops and laptops



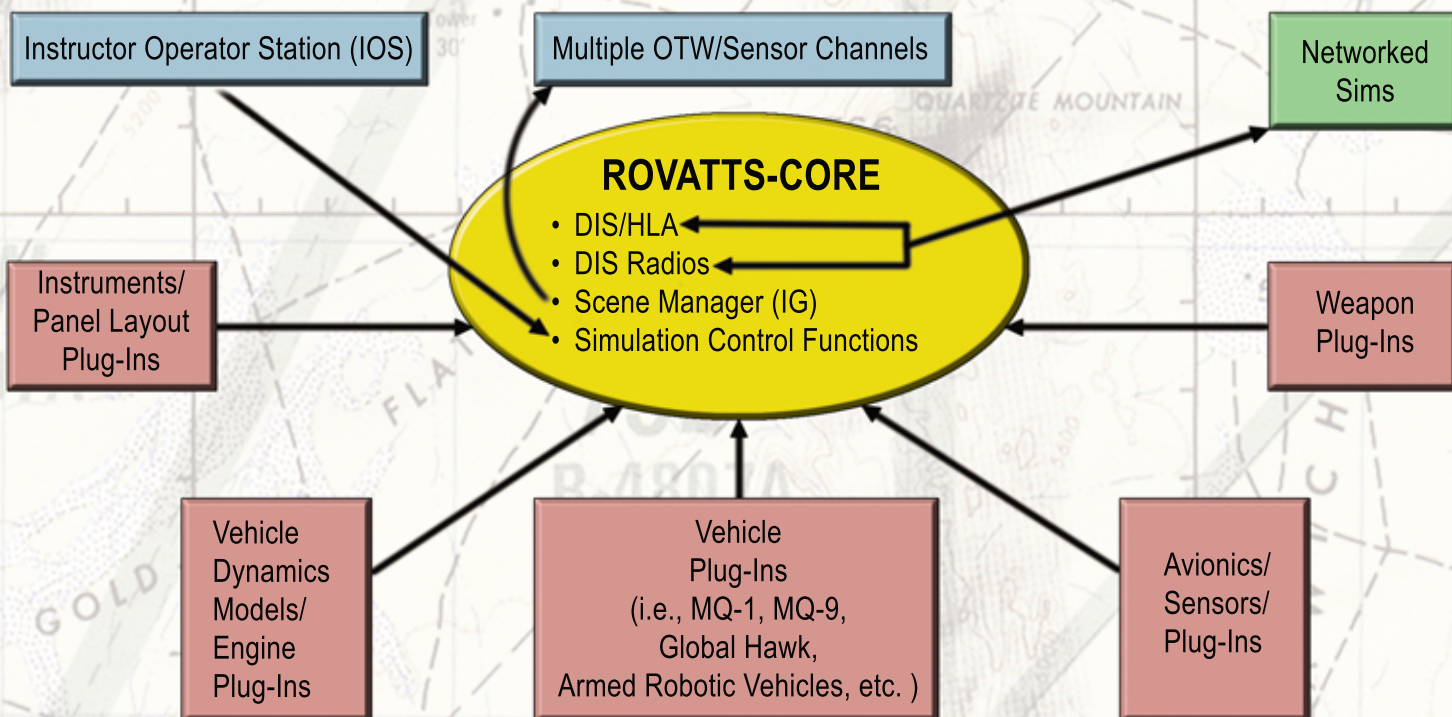
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## Remotely Operated Vehicle Adaptable Training/Tracking System

**ROVATTS** core architecture supports DIS/HLA networking including built-in DIS communications, and control of and interface with a variety of plug-ins; including, robust out-the-window visuals and sensors provided by SDS' AAcuity® IG, plus avionics, engines, instruments, vehicle dynamics, ASTi-compatible DIS radios, and complete-vehicle plug-ins.

The architecture supports both manual and autopilot operations, and self-contained scripting of other flight and ground vehicles for stand-alone scenario applications. In addition, it interfaces with a variety of Computer Generated Forces (CGF) applications when a more robust scenario or distributed mission operations are required.

ROVATTS image generation provides 60+ Hz performance while providing realistic weather, time-of-day, and special effects whether using OpenFlight, Terrapage, or SDS' GeoSource-RTB terrains for R&D, T&E and Training applications – both stand-alone or distributed.



**Key ROVATTS Concept:** Provide a low-cost, PC-based simulation capability with a robust, reconfigurable architecture that will allow the development of virtually any (air, ground or sea-based) UVS simulator for R&D, T&E, and Training/Mission Rehearsal applications whether stand-alone or distributed.



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