



**ROMANIAN NAVAL ACADEMY
"MIRCEA CEL BĂTRÂN"**

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Action Speed Tactical

Trainer

PROTEUS

ASTT

GENERAL DATA INSTRUCTOR STATION

- Two Color graphics monitors.
- Alphanumeric keyboard
- Track ball
- Headset with integrated microphone and «Push-to-talk»
- Intel Pentium Based computer (COTS)
- LAN
- Microsoft Windows



Instructors Station - Features

- Includes all features for:
 - Modeling
 - Scenario Preparation
 - Exercise Execution
 - Student Evaluation
 - Running of Debriefs



- High end map functionality for
 - Direct orders on the platforms controlled by the instructor
 - Drawing
- Role playing functionality
- Full voice communication features for
 - Student support
 - Role Playing
 - Public Address



STUDENT EVALUATION

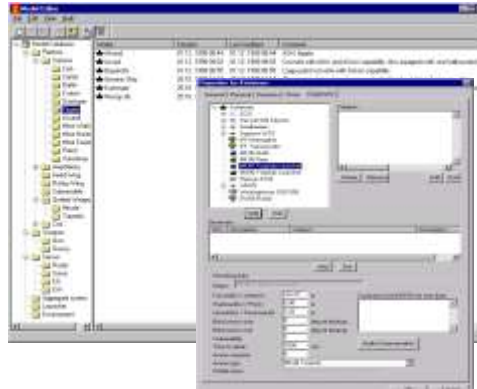
- Real Time Evaluation
 - Student Monitoring
 - Student Interaction
- After Action Review
 - All tactical information and voice communication stored
 - Synchronized playback
 - Bookmarks
 - Jump in time / Playback speed

PROTEUS offers basic training for:

- Anti-Surface Warfare (ASuW)
- Anti-Air Warfare (AAW)
- Anti-Submarine Warfare (ASW)
- Multi-Threat Environments
- Joint/Multi-force Deployments
- Electronic Warfare
- Mine Warfare
- Basic CIC operations
- Sonar Operations
- Radar Operations
- Communication Operations
- Plotting skills

PROTEUS is delivered with:

- Simulator models
 - Platforms (size, navigation etc.)
 - Weapon Systems (missile, mine, torpedo, gun)
 - Sensors (radar, sonar, eo, esm)
 - Communication (HF, VHF, UHF, Link; InterCom)
 - C4I
- Models can be modified by the user
- New models can be added by the user



PROTEUS can recreate the CIC layout in the simulator environment:

- A Configuration Editor enables the end user to
 - configure the consoles to support functions as on board
 - configure a set of consoles to support team functionality as on board.
- Cubicles can be combined to facilitate larger teams
- Cubicles can be split to facilitate e.g. sonar operator training on all consoles

STUDENT STATION

- Two Color graphics monitors.
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- **Lower Monitor**
 - Tactical Picture
 - Track Management
- **Upper Monitor**
 - Control Functionality for control of Sensors, Weapon, Navigation