

LiteFlite®



Reconfigurable PC-Based Flight Simulators

LiteFlite's® Common core capabilities and modular architecture support a wide variety of orientation, training, mission rehearsal, research and T&E applications



Advanced Tactical Laser Simulation
Multiple Crew Station capability
User Extensible Plug-in Architecture
Moving Target Tracking via Optical Tracker Simulation
Engineering based Directed Energy Lethality Calculations
MATLAB®/Simulink® Integration, C++ Software Developers Kit



Baghdad Terrain

Area / Mission / Theater Orientation Training
Stand-Alone or Networkable
PC and Laptop-based Versions—Single / Multiple OTW Views
High-Fidelity 3D Visualization (Terrains, Sign-Posting, Area Markings)
Area-Specific for Mission Rehearsal using GeoSource-RTB™ Rapid Terrain Builder



Space / Satellite Simulations
SOpsSim™ –Space Operations Simulator
Console, Training and R&D Applications
Supports Realistic Space Proximity Operations

Common Core
LiteFlite® Reconfigurable Simulator
and **AAcuity®** PC-IG



COTS Forward Observer (FO) / Forward Air Control (FAC) Training
I-FACT—Indirect Fire-Forward Air Control Trainer
FATS / SDS Product
Used by the USAF Air Ground Operations School (AGOS),
all US military services, and numerous foreign militaries



Spatial Disorientation / Awareness Training
SPATS—Spatial Awareness Training System (USN / USMC)
Provides Initial and Refresher Training
Includes CBT (WBT) and LiteFlite®-Based, Non-Motion Simulation
Designed to Significantly Reduce Spatial Disorientation Incidents



Distributed Mission Training / Operations (DMT / O)
X-DTT—Experimental-Distributed Tactical Trainer—AFRL Mesa, AZ
Networked, F-16 Specific Simulator with High-Fidelity Visuals
Reconfigurable to Other Aircraft Types / Capabilities

LiteFlite® products are delivered as easy-to-use turnkey systems with hardware configuration and software drivers tuned for optimal performance.

LiteFlite® supports both **military** and **commercial networks**—IPX, Microsoft *DirectPlay*, *UDP*, *DIS*, and *HLA*.