

Family of Training Systems

As the original equipment manufacturer for all F-16 configurations, Lockheed Martin's simulation-based training devices offer maximum concurrency and realism with the aircraft. The accuracy and immersion provided by Lockheed Martin F-16 training systems are proven to significantly reduce flight syllabi for pilot training, which leads to lower yearly operational costs per pilot and extends the life of the training aircraft.

FULL MISSION TRAINER



The Full Mission Trainer is a fully immersive, networked, high-fidelity, visual, aural, and tactile simulation of the F-16 aircraft cockpit with multi-ship network capability that enables pilots to train like they fly.

- NVIS compatible to support NVG training
- JHMCS and HCMS compatible, aligning symbology with head movement in real time
- F-16 Block 70/72 high-fidelity and concurrent aircraft systems, avionics, electronic warfare and environment simulations

INSTRUCTOR OPERATION STATION



The Instructor Operation Station (IOS) offers a full suite of controls and views for the instructor/operator to perform scenario planning, training execution and real-time monitoring.

- Activate/deactivate CGF entities during exercise run-time
- Control selected CGF with the hands-on throttle and stick
- 2D/3D raster map view and 3D stealth display page with adjustable viewpoint

BRIEF/DEBRIEF STATION



The Brief/Debrief Station includes 3D battlespace display capability consistent with the IOS and enables effective scenario briefings and after action review debriefings.

- Displays correlated cockpit control, switch and display information for all local ownership elements
- Recordings and playback are synchronized across all sub systems, IOS pages and displays with visuals and audio
- Instructor controls are identical to the IOS

WEAPONS TACTICS TRAINER



The Weapons Tactics Trainer is a modified cockpit and visual system that allows weapons and tactical training. It can be used as a standalone training device or be fully integrated with other devices as a force multiplier.

- Uses the same software simulation as the Full Mission Trainer
- Cockpit includes reconfigurable displays and a medium fidelity, fully functioning stick and throttle
- Includes an embedded IOS

PILOT TRAINING AID



The Pilot Training Aid enables trainees to learn the pilot vehicle interface and rehearse tactics, weapon system integration and procedures.

- Immersive living-world environment
- Prepar3D® interactive virtual cockpits and 2D touchscreen-enabled panels
- Multiplayer networking enables training with adversaries and wingmen

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