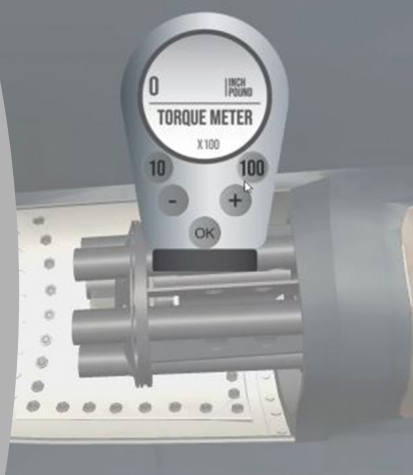4-2-2 INSTALLATION OF GUN BARRELS

VIRTUAL MAINTENANCE TRAINER

Virtual and augmented reality interactive training systems that enable the provision of realistic training on vehicle, component, parts and equipment models transferred to the virtual environment.

- Maintenance Documentation and Monitoring
- Interactive Repair Operations and Procedures
- Trouble Shooting and Control Procedures
- Troubleshoot Techniques

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Specifications
- High fidelity simulation
- Interactive environment, vehicles, parts, equipment with realistic 3D model and animations
- Support equipment used with its functions
- Inventory box
- Step and task panel
- Optional tip and help
- Flexible capabilities upon user request

Benefits
- Decreased training costs
- No real environment dependency
- No damage to personnel, equipment, vehicle or environment
- Realistic report, feedback, and results

Optional Functions
- Work with LMS's
- With trainer terminal
  - Control scenario management ability
  - Monitor and trace trainee action ability
- Flexible capabilities upon user request

Virtual Maintenance Trainer Editor
VMT Editor provides creating new scenarios and editing existing scenarios. Thanks to user friendly interface, scenarios created by quickly without any code or script.

Creating Object
Assets are created with external graphic or modelling editor. Assets can be 2 or 3 dimensional. Assets are imported into engine with unique ID's.
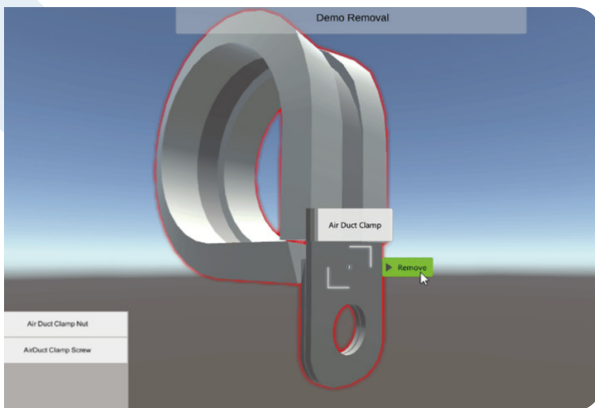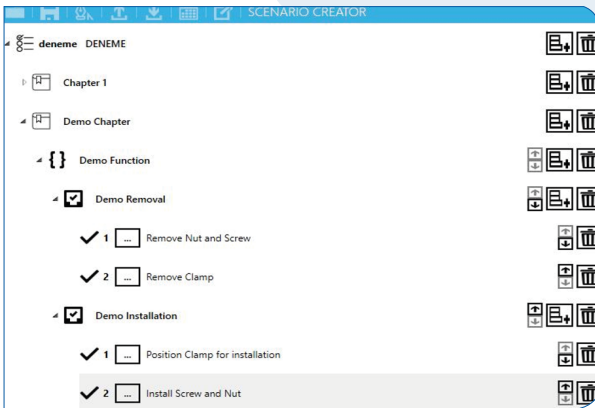
Defining Object
Objects are defined via the VMT Editor interface. In VMT Editor there is ability to define many different types of items such as.
- Vehicle parts
- Support equipment
- Consumable parts
- Test devices
- Fluid objects
- Jack & lever types

Creating Scenario
Scenarios are created hierarchically via the VMT Editor. After analyzing desired structure, scenarios can be created flexibly via the user-friendly interface.

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