Textron Systems’ Reconfigurable Trainer has been specifically designed to support many simulation and training device requirements. Its open architecture effectively integrates air, sea, land and space platforms and their installed equipment. The Reconfigurable Trainer is comprised of replicated photo-realistic panels, an image generator common interface and advanced game theory design, making it a versatile and highly effective core for a variety of training systems. Our customizable architecture can be applied for a variety of installations including electronic warfare simulators, virtual maintenance trainers, communications equipment trainers, crew simulators, mission rehearsal trainers, manned-unmanned teaming trainers, space command and control trainers, and other complex military applications.

Hosted on commercial, off-the-shelf PCs, the Reconfigurable Trainer has been used as the basis for both the T-25 Simulator for Electronic Combat Training (SECT) as well as the F-35 Lightning II Aircraft Systems Maintenance Trainer (ASMT).

Features and benefits include:
- Reconfigurable cockpit configuration capability
- Customizable for communications and navigation shipboard equipment
- Incorporates proven space/counterspace relevant command and control systems
- Robust performance assessment and evaluation system
- Flexible for effective development of training needs — More than 200 internal equipment models developed for various applications
- Fully reactive, intelligent, semi-automated force simulation
- Intelligent after-action review system
- Comprehensive scenario development system
- Integrated third-party visual and sensor simulations and databases
- DIS/HLA networking
- 48-kilohertz VoIP audio capabilities

For additional information, please contact Textron Systems
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