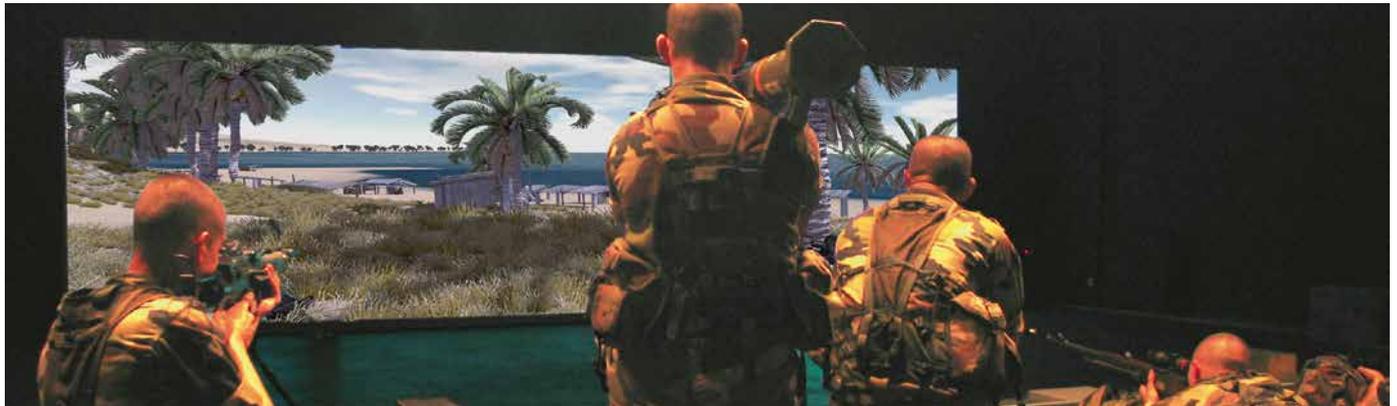


# SITTAL – Small Arms Technical Training Simulator



The SITTAL is a professional simulator for classroom shooting (indoor) dedicated to the training of small arms operators at the individual and collective levels. SITTAL is the shooting simulator widely used by French Forces for initial and refresher training.

## The SITTAL provides a solution to the need for more intense training by:

- Improved realism (artificial intelligence, special effects, environment)
- Fire precision and speed (double tap)
- Multiple sensing of weapons status
- Compatible with tetherless and tethered weapons
- From 5,56 to 20mm calibres
- Optical sights wired or wireless
- Observation goggles wired or wireless

The use of different weapons and the mastery of technique in complex situation requires shooters to assimilate precise movement patterns and individual as well as collective procedures which can only be acquired by manipulation and repetition.

The SITTAL answers this need perfectly. It places shooters in realistic conditions while taking into account weapons' ballistic characteristics, without limits on ammunition, and without deterioration of the weapons and no risk for the personnel.

## The SITTAL allows to conduct the following firing sequences:

- Progressive
- Alternating between execution and correction
- Repetitive
- Results-controlled (assessment)

## The SITTAL offers:

- Highly realistic 3D worlds offering a wide variety of environments (semi-desert, desert, urban, or other)
- Combat-relevant situations and scenarios, and total interactivity with the entities – from the scenario (behaviours are controlled by artificial intelligence)
- Instructor role optimization (simultaneous and real time following of different parameters of the shooting sequence, aid and evaluation of the shooters actions)

## The SITTAL is available:

- As a stationary installation version with a 5 to 10 shooters capacity: the trainees move to the simulator facility
- As a compact moving version with a 5 shooters capacity: it is the simulator that moves to the trainees without the need of a dedicated extensive infrastructure



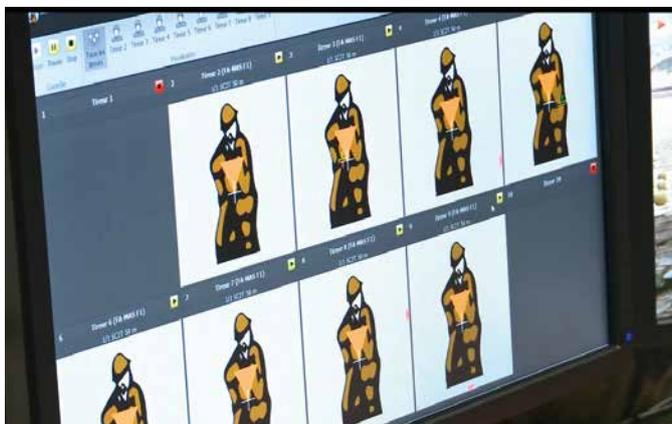
Together  
ahead. **RUAG**

### The SITTAL offers 2 major possible uses:

- The instruction exercises at the individual level:
  - Instruction on the servicing of the weapon and shooting technique at night or during daytime
  - Shooting analysis (replay) to progress (aim, cant, breathing, pressing the trigger)
- The training exercises ("scenarios") for the collective (group and 3-man group):
  - Shooting coordination development when facing a reactive adversary
  - Analysis of shots (replay) to progress (shots fired / shots on target, reactivity, coordination, friendly fire)

### The SITTAL is articulated around:

- 5 or 10 firing lanes allowing shooters to operate real transformed weapons; 100% functional, neutralized, integrating an aiming system, recoil, sensors measuring rifle-butt pressure, trigger, cant):
  - FAMAS
  - PA MAC 50
  - FRF1
  - MINIMI
  - AT4CS
  - 20mm cannon
  - Other weapons (M4, Riot gun, MAG58, HK416, AK47, M2, ...)
- an instructor station (1 desk with 3 computer monitors and 1 printer) allowing the instructor to prepare, conduct and analyse the firing exercises,
- a video projection system allowing the projection on a flat 8 m x 2,25 m screen of the targets and environments of the 3D world, but also on curved projection screens allowing to shoot on a 270° angle immersive environment,
- the system of impact detection (invisible class 1 lasers, fixed on the weapons, cameras and real time image treatment), allowing to detect shot impacts on the projection screen with great accuracy.



### The SITTAL is compatible with:

- Tetherless weapons that allow a full mobility to the shooters
- Tethered weapons that enable to use large calibre weapons for which the energy consumption isn't compatible with the wireless technology



### Scenario edition:

An optional tool to create scenarios, allows the instructor to enrich by himself the library of "scenarios":

- Pedagogical objective
  - Choice of a terrain
  - Choice of entities from the library (characters with behaviour, objects, vehicles)
  - Creation of scenarios based on events
- RUAG is available to realise the scenarios that meet your needs



### The SITTAL is evolutionary and open:

- Integration of new weapons (assault weapons, automatic weapons, handguns, riot guns, rocket-launchers, precision weapons)
- Integration of combat systems such as the FELIN (optronic goggles, specific weapons)