



# FATS® 100MIL Virtual Training System

# The FATS® 100MIL

is a major expansion  
in weapons training  
capability

The FATS 100MIL provides unparalleled weapons training capability with progressive features such as advanced game engine, 3D Marksmanship, enhanced diagnostics with intelligent Automatic Coaching and VBS3-based Collective training.



The system provides an impressive array of functionality for both instructor and trainee, delivering solid weapon handling and shot placement analytics, coaching tools that automatically highlight trainee results for reinforcement or correction, and enhanced graphic capabilities for an all-encompassing immersive training platform.

The 3D Marksmanship Training environment represents an innovative training advancement, providing visually realistic and highly detailed terrains and targets, including weather, and striking visual effects to include wind-blown environments, and realistic ballistic effects. The visual fidelity and target detail is stunning and readily supports target detection, recognition and identification (DRI) requirements.

The after action review allows engagement and shot assessment in a 3D virtual environment with correct target perspectives, while providing detailed trainee diagnostics for skill reinforcement and/or correction. The training environment can be altered by manipulating the temperature, elevation, wind speed and direction, affecting the visual movement of the trees and grass and most importantly, influencing the bullet ballistics during flight.

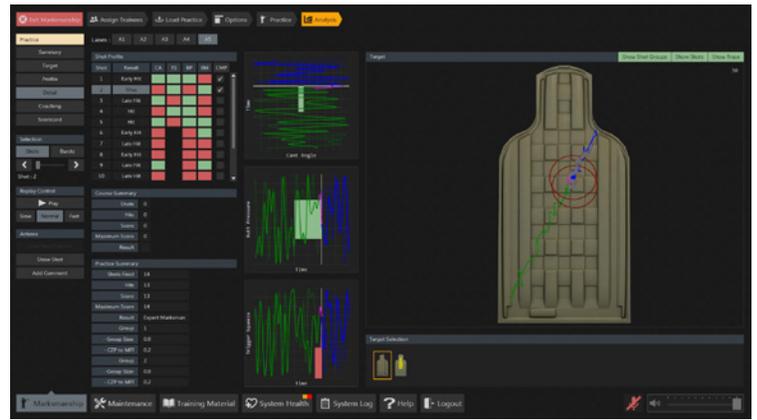
To help engage and mark moving targets correctly when not using through-sight devices, a lead point indicator is added. Additionally, a "target indicator" and "target distance marker" is available to facilitate virtual training and skill transfer to a live fire environment. The system also provides advanced courses of fire and marksmanship feedback previously unavailable with the required fidelity in virtual marksmanship training.



Never before available in the small-arms training market, InVeris' Automatic Coaching leverages the enhanced 3D Marksmanship, InVeris' BlueFire® weapon simulator diagnostics and optional wireless tablet technology to successfully provide training feedback at the firing lines. Instructors can now stand next to the trainees and show exact shot placement, improper weapon handling, weapon trace and demonstrate correct behavior in real



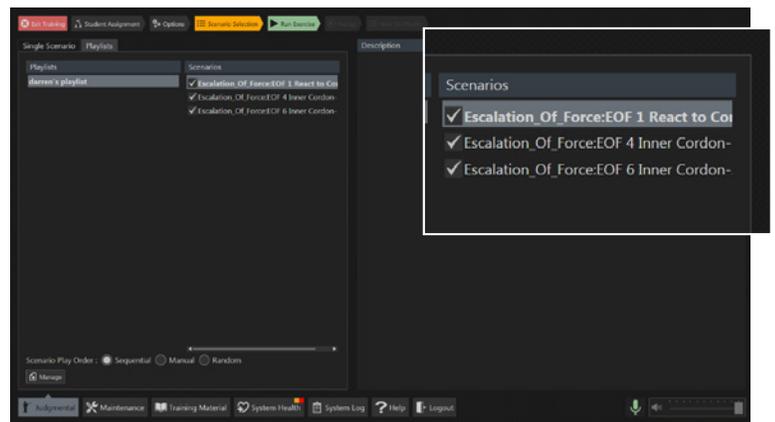
- System utilization reports for data mining, including time spent in training mode, weapon type, etc.
- Tablet training material content
  - Only System Setup instructions (if required) stay in the tablet
  - Other materials streamed from system for data security
  - Materials can be viewed on the tablet and main screen(s) simultaneously
  - Accessible from within each training application
  - System can be run from the optional tablet once training commences



**Intuitive UI for easy navigation and workflow**

### 3D Marksmanship Training Features:

- Photorealistic 3D terrain
- 3D targets (including "paper" targets)
- Natural occultation in 3D
- High-fidelity environmental effects
- Support of multiple weapons per trainee
- Moving eye point (shoot and move)
- Perspective correct target rendering for each lane
- Tablet modes include:
  - Operator Mode - controls all lanes
  - Instructor Mode - controls contiguous range of lanes (i.e. 1-5)
  - Trainee - functions as a Firing Point Computer
- Link doctrinal documents and scorecard(s) to a course of fire
- Automatic Coaching analyzes shooting results/sensors to highlight potentially poor shooting habits



**Ability to add scenario playlists and video**

### Collective Training Features:

- VBS3-based training mode
  - Panoramic view training with up to three screens
  - Using existing weapons
  - Standard courseware included
  - Provides enhanced, detailed terrain
  - Thorough, current 3D models (~ 9,000 models)
  - Artificial intelligence and automatic pathfinding
  - Game-like look and feel of the UI
- Author/Select new scenarios
- Monitor scenario execution and After Action Review (AAR)
  - 2D map view
  - 3D view – matches the horizontal Field of Vision (FoV) for the image across the screens
- Runtime summary view
  - Shots/hits/misses
  - Sensors
  - Malfunction initiation
  - Enter comments
- InVeris Training Solutions' unique VBS3 features include:
  - Continuous compass tape across multiple screens

- Infantry awareness indicator and/or GPS on main screen
- Hail
- Report mobility, firepower and catastrophic kills to UI
- AI behavior when firing weapon simulators
- Improved AAR views - scene during AAR matches the run-time scenario display
- Supports three-screen replay

### Judgmental Training Features:

- Support for 1920 x 1080p HD scenarios
- Near miss (inclusive of branching)
- Branch tree displayed on UI - default branches identified
- Branching feedback – which branches were executed and why
- Judgmental UI integrated into UI
- Pause on shot (as opposed to hit)
  - Configurable for pause time
- Instructor can enter comments about the trainee's performance during training
- Ability to add a scenario playlist