



The LVC Tactical Training Solution for the RPA Community



RPASS – a new addition to the QuantaDyn product line, with seamless integration to QFires

The Remotely Piloted Aircraft Simulation System (RPASS) is a state-of-the-art, cost-effective solution to meet the needs of training the core tactical missions of the RPA platforms, Close Air Support (CAS), Intelligence Surveillance and Reconnaissance, Strike Coordination and Reconnaissance (SCAR) and Combat Search and Rescue (CSAR). Designed from the ground up to for DMO network interoperability with the QuantaDyn devices, RPASS provides invaluable coordination training between RPA crews and JTACs, as well as training with other DMO networked assets and stand-alone tactics training.

Proven

Configured as an MQ-9 Pilot and Sensor Operator Station, the RPASS has successfully participated in U.S. Air National Guard Distributed Mission Operation (DMO) exercises that included virtual QuantaDyn JF STS devices, a virtual F-16 trainer, and other constructive CAS and ISR assets from the Distributed Training Operations Center (DTC). The modular RPASS proved capable in providing the coordinated tactics training not available in other RPA training devices.

Reliable

RPASS is built on the QuantaDyn QFires architecture that is proven reliable with over 50 fielded training devices with documented availability rates of over 95%. Commercial Off The Shelf (COTS) hardware and software components ensure a mature design the warfighter can trust to provide quality training.

Interoperable

Designed to be interoperable from inception, RPASS is fully DIS7 compatible with Live, Virtual, and Constructive entities. This provides unmatched training opportunities in all RPA tactical missions.

Scalable

RPASS is configurable across multiple aircraft platforms and is scalable for either or both Pilot and Sensor Operator. The components scale to a full station replica or desktop training system.

Modular

RPASS uses industry standard interfaces between all components to provide a true modular architecture for multiple Image Generators, Computer Generated Forces, and hardware components. This ensures we can conform to most any customer requirements with an off the shelf solution.

