



戰場心理抗壓模擬系統

Conquering Combat-stress Training System



廠房設施

- 換裝區。
- 待命集結/任務簡報區。
- 毒氣感受區、夜間戰場區、反擊作戰區、城鎮戰場區。
- 教官監控室。
- 壕溝區。

System layout

- Dressing room.
- Assembly area / Mission debriefing room.
- Gas attack, night battle, anti-landing defense, urban warfare exercise area.
- Operation control station.
- Obstacle zone.



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主要特色

- 互動式戰場環境模擬。
- 壓力源導向系統設計。
- 戰場視、聽、嗅、觸四種感覺環境模擬。
- 單鍵啟動系統區/關機介面。
- 全場區監控暨燈光控制。
- 問卷調查系統。
- 任務後歸因系統。
- 訓練生理記錄即時偵測。
- 訓練位置即時偵測。
- 自動化場景流程控制。
- 單兵無線進行武器。
- 紅外線彈著感測。
- 人員進行裝備自動登錄。
- BB彈自動攻擊訓練。
- 電擊警告模式。
- 燈片閃光與震動特效。
- 採架站式系統架構，利於系統擴充或升級。
- 採標準廠牌件，裝備維持與零備件簡易維護。
- 系統運作自動化，十分鐘完成系統開/關機。

Key Features

- Interactive battlefield simulation.
- Stress-oriented concept design.
- Present the vision, hearing, nose, felt in the battlefield.
- One-Touch system/On/Off interface.
- Whole area monitor and illumination control.
- Questionnaire system.
- Mission debriefing system.
- Physiological information relieve system.
- Real-time locating system.
- Scenario control automatically.
- Wireless simulated armament.
- Infrared point of impact detection.
- Carried armament parameter auto-logging system.
- Shooting pellets threatening system.
- Electric shock threatening system.
- Explosion and ground vibration simulation.
- Open architecture, designed for growth and upgrade with minimal effort and cost.
- Maximum size of Commercial Off-The-Shelf (COTS) hardware and software.
- The system can be brought up/shut down in 10 minutes automatically.

