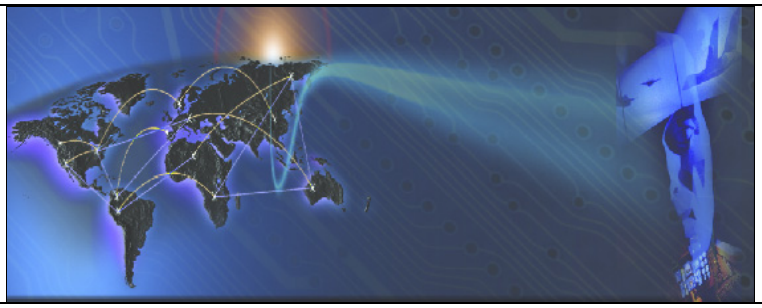


PILOT™ PORTABLE DESKTOP SIMULATOR

COMPRO's Portable Integrator for Low-Cost Operational Training (PILOT™) system delivers real-time high quality training in the technical aspects of aircraft operation. PILOT™ operates using commercial off-the shelf components (laptop with an inline keyboard, throttle, and joystick) and a software application that runs with COMPRO's powerful MUSE™ simulation software at its core. The entire system – from the visual database to displayable instruments, panels, and indicators – is customized to meet your specific requirements!

The portability of PILOT™ provides you with the freedom to take the device and exercise specific tasks anywhere and anytime – without being restricted to location or schedule.

FEATURES

- **Customized to Meet Your Requirements**
- **Consistent Models with Full Size Simulators**
- **User-Selectable Flight Instruments and Functional Aircraft Control Panel Displays**
- **Mission Execution and Scenario Development Capabilities**
- **Linux® Based Operating System for Ease-of-Use, Low Maintenance, and Security**

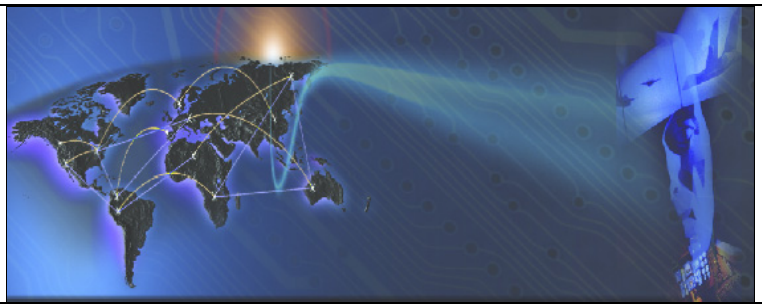
BENEFITS

- **Low Cost Training**
- **Completely Portable – Provides Location/Schedule Flexibility**

Capabilities and Features

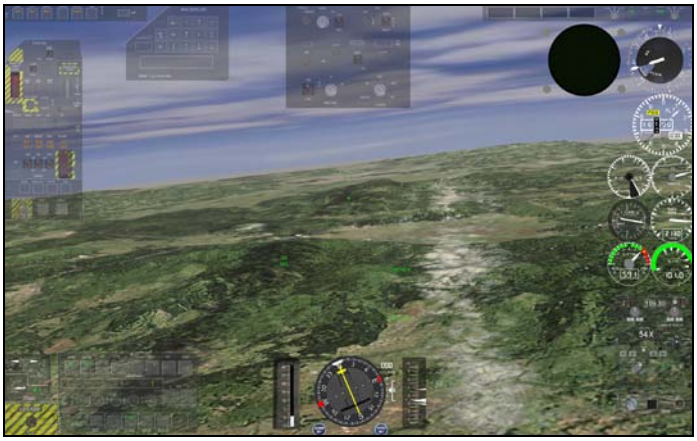
The PILOT system is ideal for pilot familiarization, mission rehearsal, and most flight operations. Capabilities and features can include:

- Simulated aircraft system with weapon, electrical flight control, and navigation systems
- Training capabilities for:
  - Day and night normal operations
  - Day and night takeoffs and landings
  - Air-to-Ground weapons delivery (guns, rockets, and bombs)
- Dynamic tactical scenarios
- Tactical models for unguided weapons
- Autopilot mode
- Interactive Graphical User Interface (GUI) and hot keys
- Realistic engine and warning sounds



Graphical User Interface (GUI)

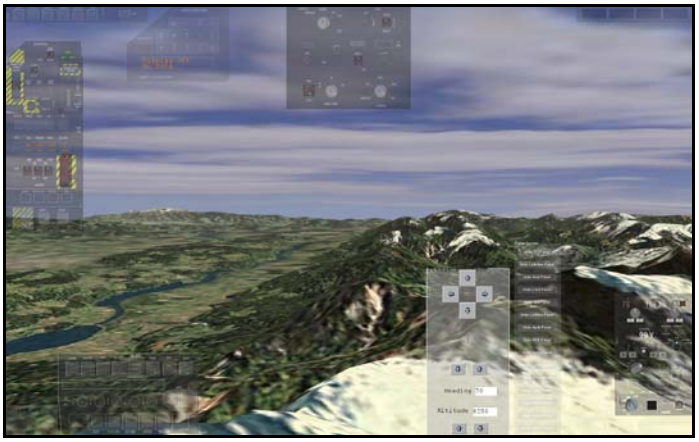
PILOT has an easy-to use GUI that allows you to display any combination of flight instruments, aircraft panels, and controls.



You can start/resume the flight and change controls in real-time or pause the mission and change controls (such as altitude, position, and heading) in non real-time.

Dynamic Visual Environment

The visual environment contains highly-realistic visual and sensor images that simulate the physical environment with geographical realism.

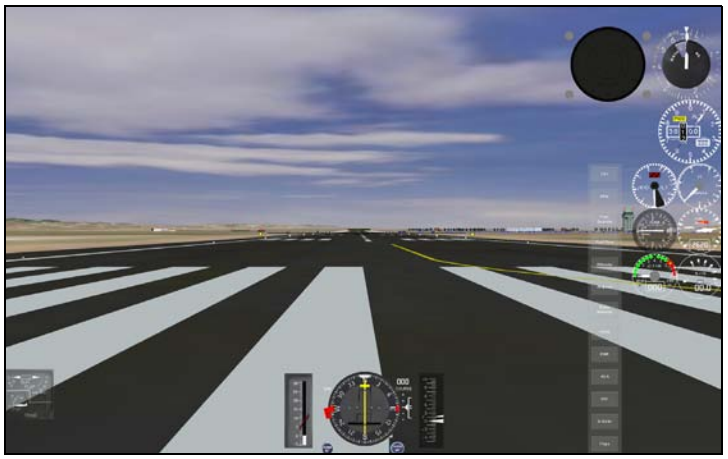


The visual environment can include:

- Roads, rivers, railroads and power lines, city faces, tree blocks, obstructions, towers, bridges and dams
- Two-dimensional graphics to indicate water, land, and the defining coastline
- One or more high-fidelity airfields that have been modeled using FLIP charts, airfield blueprints, and photographs
- Generic airfields that have a designated orientation, altitude, and runway length and generic buildings and transition features

Selectable Flight Instruments

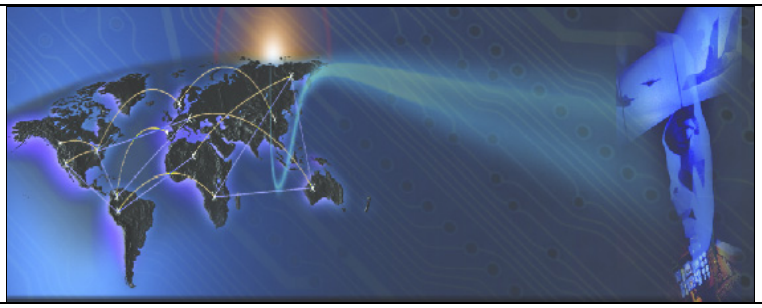
The GUI has a pop-up menu from which you can select the instruments you want to monitor during the mission.



The instruments can include (but are not limited to*):

- Accelerometer
- Air speed indicator
- Altimeter
- Angle of attack indicator
- Flaps and trim indicator
- Horizontal situation indicator
- Tachometer
- Vertical speed or velocity indicator

Note: *COMPRO configures the instrument selection to meet your site's specific needs.

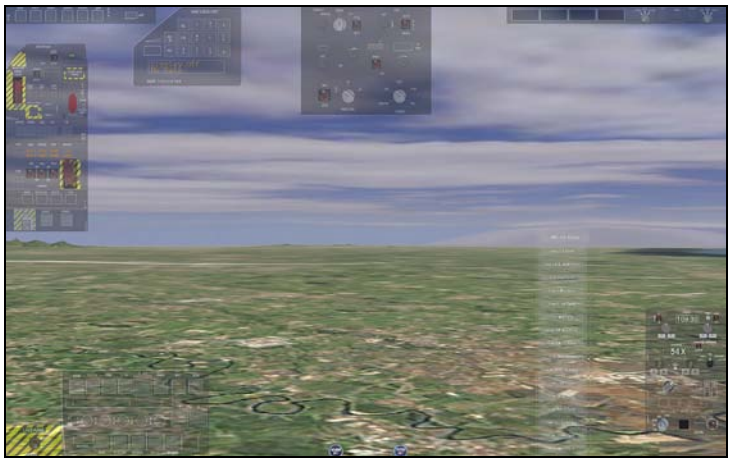


Functional Flight Panels

The GUI has a pop-up menu from which you can select the flight panels you want to use during the mission. The panels can include (but are not limited to*):

- Autopilot controls
- Air navigation/radio aids such as:
  - VHF omnirange (VOR)
  - Tactical Air Navigation (TACAN)
  - Distance Measuring Equipment (DME)
  - Automatic Direction Finder (ADF)
  - Radar
- Flight controls
- Electronic countermeasures
- Glareshield indicators
- Engine and landing gear controls
- Navigation control including inertial navigation and GPS
- Standby or secondary attitude/reference
- Weapon aiming
- Weapon control/stores management

Note: *COMPRO customizes all panels to meet your site's specific needs.

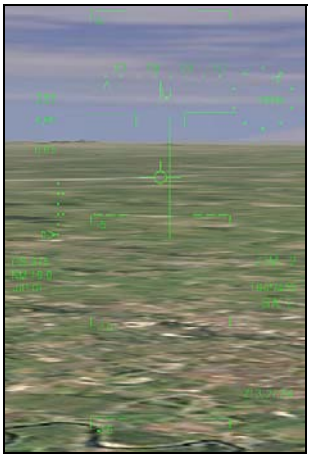


The panels are graphical replicas of actual aircraft panels. They appear translucent on the flight window to ensure you have a clear Out-The Windows (OTW) view. You can easily activate the switches, buttons, knobs, thumb wheel selectors, and/or levers that appear on each panel by using a mouse or the laptop's built-in keyboard.

PILOT also provides over 15 function key/keyboard shortcuts that you can use as aircraft operational controls or to enable/disable displays on the flight window.

Heads Up Display (HUD)

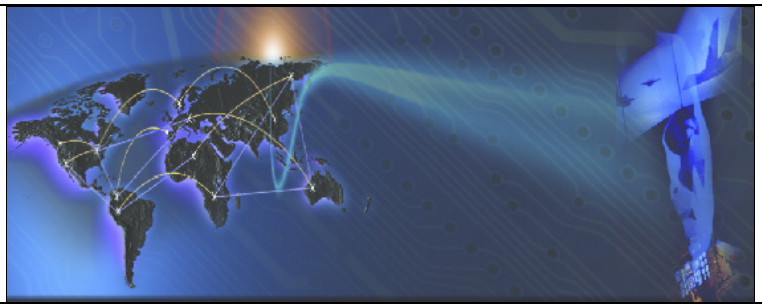
The PILOT software can include a HUD and beyond-the-HUD view that indicates air and ground-based targets; missile, bomb, and gun tracer flyouts; and textured terrain and cultural features:



- The weapons range view can display a graphical representation of the target area, an azimuth clock reference with one half hour resolution, and the distance from the bullseye.
- The tactical target view can display the impact point for both guns and bombs.

Multi-Functional Display (MFD)

The PILOT software can include an interactive MFD with which you can obtain and modify the current route plan and other navigational information:



Control Stick Functionality

PILOT's joystick can be pre-programmed to support flight operation functions such as:

- Weapons release
- Trim adjustment
- Trigger control
- Air and ground steering
- MFD display
- Landing gear controls
- Electronic countermeasures (ECM) control

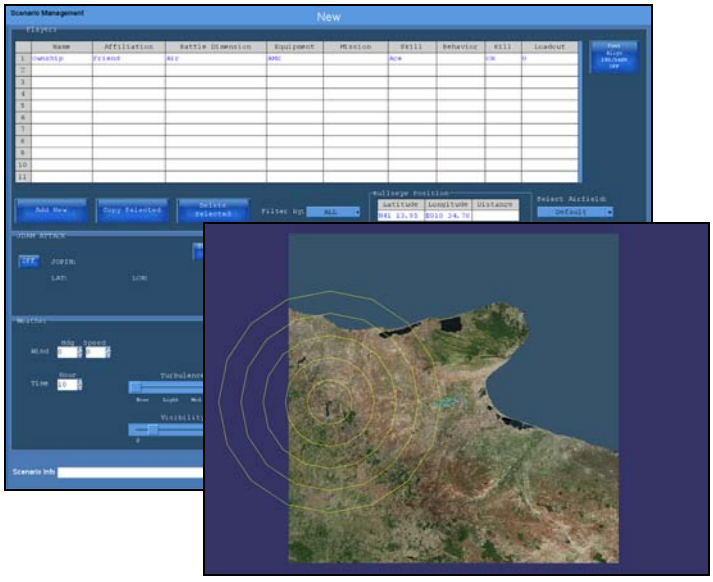
Throttle Functionality

PILOT's throttle can be pre-programmed to support aircraft propulsion and weapons control functions such as:

- Throttle control (ranging from cutoff to 100%)
- Toe and air brake controls
- Flap maneuvering
- Positional hand controller and input acceptance
- Engine relight

Mission Definition

PILOT provides a set of pre-defined training missions. In addition, PILOT provides a scenario development feature that you can use to develop your own combat scenarios.



Your mission can include items such as:

- The pilot's initial coordinates, flight plan, fuel and ordnance configuration, atmospheric conditions, time of departure, etc.
- Other players and the criteria for each player (such as each player's equipment type, skill level, flight plan)

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