

22 May 2012

***Rheinmetall at the ITEC fair in London:***

## **DESUG – Rheinmetall’s gunnery and combat simulation for armoured fighting vehicle crews**

“Train as you fight – fight as you train!” has become a standard motto of the modern military and a major factor in successful battlefield outcomes. Comprehensive gunnery and combat training thus form a prime focus of mission preparation. More and more often, the world’s armed forces are employing simulators prior to live fire exercises and full-scale manoeuvres as well as for practising operating sequences or testing new tactics.

An outstanding example of Rheinmetall simulation capabilities is its generic medium-fidelity Demonstrator for Gunnery and Combat – DESUG for short – which is used for training tank and infantry fighting vehicle crews. The commander’s and gunner’s workstations of a Leopard 2A6 fighting compartment are equipped with original components such as hand controllers and operator interfaces as well as highly authentic interactive replica touch panels. This enables training in highly complex operational sequences to take place without necessarily having to use real vehicles.

The original equipment is linked to configurable touch panels via standard interfaces, exemplifying the flexibility and scalability of Rheinmetall simulation solutions, which are readily applicable to any simulated vehicle. DESUG features the Rheinmetall simulation system TacSi as its simulator core which can also be used as a tactical simulator. Coupling TacSi with Virtual Battlespace 2 (VBS2) from Bohemia Interactive enables integration of VBS2 visualization capabilities and the expandability of VBS2 interactive elements into the world of Rheinmetall simulation. The system thus combines the full scalability and operational scope of TacSi and VBS2.

Rheinmetall will be showcasing DESUG on 22-24 May at the ITEC fair in London (Stand B120).

### **Simulation and training technology from Rheinmetall Defence: where virtual reality and the real world converge**

The Rheinmetall Group builds fighting compartments that meet every required level of realism, from low-fidelity computer workstations to high-fidelity replica fighting compartments with 360° panoramic external projection. The simulators can be transported, loaded and unloaded, containerized or permanently installed in

buildings. Rheinmetall offers complete turnkey solutions, including delivery and construction of all necessary infrastructure.

For over 35 years, Rheinmetall has been supplying the world's armies, navies and air forces with simulation and training systems, steadily working to fine-tune and perfect them. With over 2,000 systems in operation worldwide, the Group offers a comprehensive portfolio of products ranging from low-cost computer-supported training systems to state-of-the-art full mission simulators for surface combatants, submarines, aircraft and ground systems.

Building on its tremendous experience and extensive expertise, Rheinmetall Defence effectively bridges the gap between virtual reality and the real world, providing cutting edge training solutions that make sure personnel are optimally prepared for their next mission.

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