

BMP-2 Training Solution

The BMP-1/2 infantry fighting vehicle training system is the comprehensive set of the technical, software and methodic training solution focused on BMP-1/2 crews.

This system covers all range of the exercises and tasks that support the crew training by means of the virtual simulators and related virtual and multimedia tools.

The crew training system is divided into three training blocks:

- Education
- Training
 - individual training - focused on the individual skills
 - collective training - co-operation within a crew
- Tactics training

Proposal of possible solution:

The solution is composed of:

- multimedia classroom and the system of education
 - system of the multimedia didactic tools and the computer equipment
 - computer based learning system - the EVP electronic learning program
- 4x BMP-1/2 Crew Simulator (FMS)
 - configuration for the basic and advanced training of the individual crew members (commander, gunner, driver)
 - configuration for the basic and advanced BMP-2 crew training
- 1x Instructor Operating Station (IOS) with the training management system (TMS)
- 1x workplace for the training monitoring and evaluation
 - 2x projector and screen for the 2D map view and the 3D Stealth view
 - 1x PC workstation with the constructive simulation system for Computer Generated Forces (CGF) with the map view
 - 1x Communication system control panel
 - 1x Broadcasting and time management systems
- Terrain databases and 3D models
- ASTRA communication system

Provided supporting services:

- Training technical support
- Complete service

Training capacity:

- 10 crews per week

