



PRESS RELEASE

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The Fighter Collection at I/ITSEC 2009

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The Fighter Collection's "The Battle Simulator" creates a synthetic environment of elements of modern air, land and sea warfare. This solution is a development of The Fighter Collection Simulation Engine (TFCSE) which is currently integrated into "serious game" air combat simulations and military applications such as the A-10C Desk Top Simulator (DTS) for the U.S. Air National Guard and AC-130U IR sensor operator training.

"The Battle Simulator" provides modules that operate on stand-alone or networked PC's and offers military clients unprecedented levels of realism, portability, functionality, and cost effectiveness previously not available on commercial hardware. Training modules offered include:

- Systems Training (e.g. cockpit procedures training in a synthetic environment)
- Procedures and tactics
- Mission planning and rehearsal (e.g. forward air control and forward observer – FACSE and Joint Fires modules)
- "Proof of Concept" integrated UAV trainer for pilot and sensor workstations.

At I/ITSEC 2009, The Fighter Collection will be demonstrating a version of "The Battle Simulator" focused on the A-10C. The A-10C simulation will be demonstrated on CH Product's new A-10C High Fidelity Hands On Throttle and Stick (HOTAS) system for Military Desktop Simulation applications.

- Ends -

About The Fighter Collection

The Fighter Collection, as well as developing simulation software, also operates, rebuilds and maintains Europe's largest collection of airworthy WWII fighters and is based at Duxford Airfield, in the UK.

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