



VST

Virtual Stinger Trainer



BLUEHALO

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MANPADS Stinger Operational/ Tactical Team Training

The Virtual Stinger Trainer (VST) is the first and only fielded Virtual Reality based MANPADS training device that supports portable or fixed training sites for Stinger Team Training. VST provides Stinger Team (Team Leader and Gunner) training within a 360° immersive, realistic battlefield environment to include ground vehicle and Visual Aircraft Recognition (VACR). The VST instructor station provides selection of instructor-defined training vignettes/scenarios that include varying terrain such as Desert, Forest or National Capital Region (NCR), moving aircraft targets and countermeasures. VST includes a detailed AAR/scoring presentation of Gunner actions, for example, IFF, super elevation and correct aim point.

Standard Configuration

- Emulated MANPADS (operation, size & weight)
- Head Mounted Displays (Team Leader and Gunner)
- Emulated M22 Binoculars (size & weight) – auto zoom (positional to Team Leader HMD)
- Lightweight, i7 Intel processor, VR-backpack
- Instructor Operator Station
 - Graphical User Interface
 - Scenario Control (Start/Stop)
 - Built-in After-Action-Review and Scoring (Hit/Miss, target acquisition/sighting)
- Gambit – Scenario Generation Tool
- Extensive 3D model library (Aircraft/UAV (fixed, rotary wing), friend/foe, ground vehicles), terrains (Desert, Urban (NCR), Forest)
- High fidelity gaming engine (Unity)
- Interoperable – can connect multiple VSTs together for collective training
- Ruggedized Computers/Cases
- Available in fixed or mobile training site configuration
- Documentation – Operations/Maintenance Guide
- Training – 1-week operations and maintenance

