F-16 TRAINING SYSTEMS

The First Choice in F-16 Pilot Training

Customers worldwide are benefiting from L3Harris Link Training & Simulation’s expertise as the leading provider of F-16 training devices, ranging from concurrency and technology upgrades of fielded systems to delivery of new F-16 pilot and maintenance trainers.

L3Harris Link’s F-16 simulation solutions start with the highest fidelity F-16 flight and aero models, integrated with the complete range of F-16 systems, weapons and sensors.

This capability is underscored by three tiers of commonality, high resolution personal computer-based image generation, scalable visual display technology, distributed training networks and human factors-engineered instructor operator stations.

L3Harris Link’s breadth of capabilities enable it to deliver customer-unique F-16 simulation systems built on proven common hardware and software solutions. The result: reliable simulation systems that enable pilots to develop and enhance their tactical skills in operation of this multi-role fighter aircraft.

COMMON SOFTWARE ARCHITECTURE

High functional fidelity software solution for ownship air vehicle, avionics, targeting, CNI and Electronic Warfare Our second F-16 tier of commonality—L3Harris Link’s Common Software Architecture (CSA)—includes a library of training-proven and portable hardware-independent training system models that fully support migration to future hardware platforms.

L3Harris Link’s CSA includes commonality across simulation software for flight, systems and weapons models, synthetic combat environments and instructor operator stations, as well as interfaces to multiple image generation systems.

COMMON HARDWARE ARCHITECTURE

Supporting the CTSA and CSA, Link has incorporated a Common Hardware Architecture across our devices as a third tier of commonality. For our F-16 training devices this open and standardized hardware architecture has been designed to fully support F-16 training and minimize logistics requirements.

Core to this common hardware is the high-fidelity cockpit which is a form, fit and function replica for specific F-16 block simulators, including blocks 10, 15, 30, 32, 40, 42, 50 and 52.

KEY FACTS

> #1 Provider of simulators for the U.S. Air Force
> 80% of High-fidelity F-16 simulators in use
> F-16V L3Harris Link simulators are training pilots on the new F-16V platform

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VISUAL SYSTEM CAPABILITIES

L3 Link’s SimuView® image generation system and scalable SimuSphere® visual display are combined to provide exceptional visual cueing realism necessary to support F-16 pilot training. SimuView employs off-the-shelf personal computer hardware and video cards, in addition to hardware independent image generation software. SimuSphere partial dodecahedron frame design—which is marked by seamless facet tolerances—allows for 3, 5, 7 or 9 display panels that provide pilots anywhere from 180 degree to 360 degree horizontal field of view.

NIGHT VISION GOGGLE STIMULATION

Owning the night is key to successful F-16 air campaigns. L3 Link has developed a Night Vision Training System (NVTS) that provides night vision goggle (NVG) training as an integrated product solution. L3 Link’s NVTS couples the image generator, NVG sensor stimulation, head tracking, user-supplied NVG goggles and correlated databases into a single integrated system.

DISTRIBUTED TRAINING NETWORKS

L3 Link F-16 trainers are designed to support both local and wide area networking, enabling multiple simulators to participate in an exercise scenario. Depending on customer requirements, L3 Link also can provide a distributed briefing, mission observation and debriefing capability.

INSTRUCTIONAL SYSTEMS

A modern personal computer-based Instructor Operator Station (IOS) provides a workstation designed for efficient and effective training scenario execution. The IOS provides individual control over a single device or can control multiple devices in a distributed training environment.

When combined with a scalable video wall consisting of plasma displays, the IOS becomes an integral part of a mission observation facility. The L3 Link IOS includes an entity station consisting of a stick, throttle and visual display.

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