# TacAir-Soar at Sea

Deployment in BFTT

**Soar Technology**

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# The Battle Force Tactical Trainer

- Designed to provide full spectrum of ship-board training

- Distributed simulation integrated with ship's sensors

- Limited capabilities to train air traffic controllers
    - One human required for each synthetic aircraft

# Air Management Node

- Keeps ATCs proficient in procedures and terminology

- Improved "pseudo-pilot" interface

- Support more (and more autonomous) synthetic aircraft
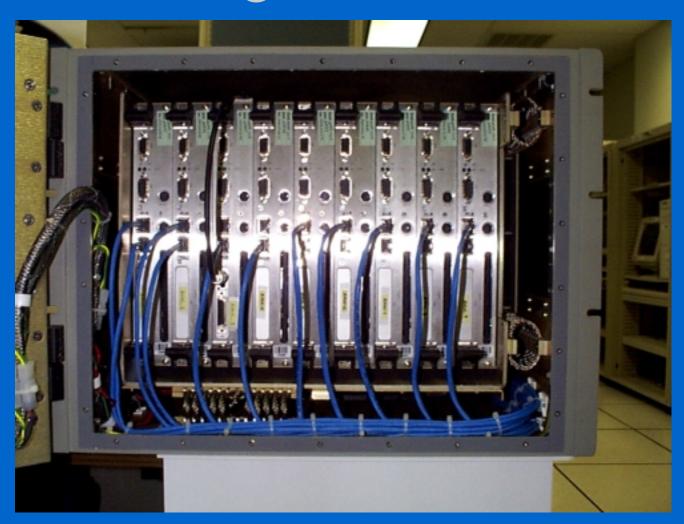
- Migrate STOW technology

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# Thinking Inside the Box

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# Golden Nugget

- TacAir-Soar implements the behaviors for all of the synthetic aircraft in the BFTT AMN

# Behavior Development

- Provide behavior for fixed-wing and rotary-wing aircraft (and VSTOL)
  - Partial merger of TacAir-Soar and RWA-Soar
  - Total merger for formation flying
- Build in behaviors and communication specific to ATC training
  - Approximately 2000 rules added to TacAir-Soar, but should be smaller
- FWA must use "new" flight dynamics

# Other Development

- "SoarSpeak" agent provides translation from English to simulation language (CCSIL)

- Dynamic and "in-flight" creation of agents, missions, formations

# Lumps

- FWA/RWA merge needs lots of help
- Some BFTT behaviors are inconsistent with other TacAir-Soar applications
- Subcontracting to a large defense contractor can be annoying

# Nuggets, Part II

- AMN (with TacAir-Soar) installed on the carrier BonHomme Richard (LHD6) in July 1999

- Scheduled for deployment on LHD7 in June 2000 (?)

- TacAir-Soar is a fixture in BFTT for future installations

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