L3HARRIS™

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IVER UUV SIMULATOR

Introducing the new UUV development accelerator

COMPONENTS	
Vehicle Simulator **Environmental Visualization/Simulator**	

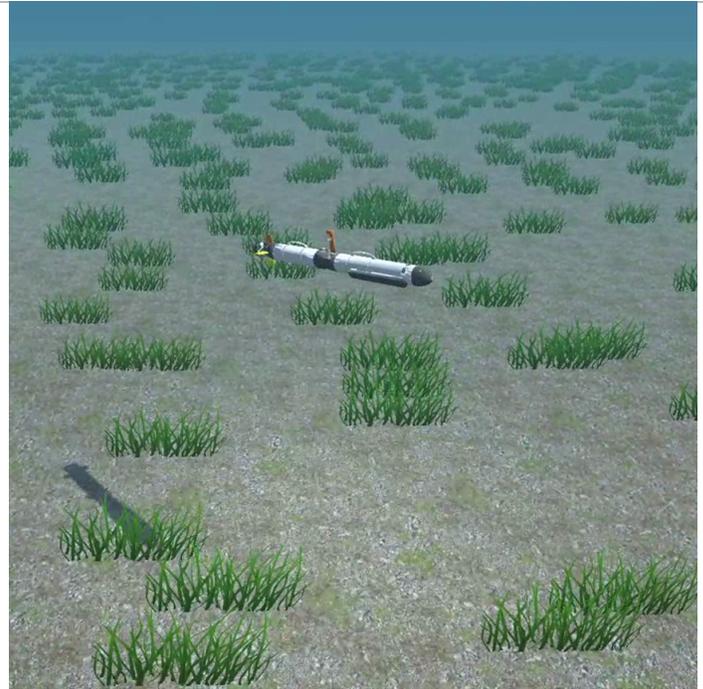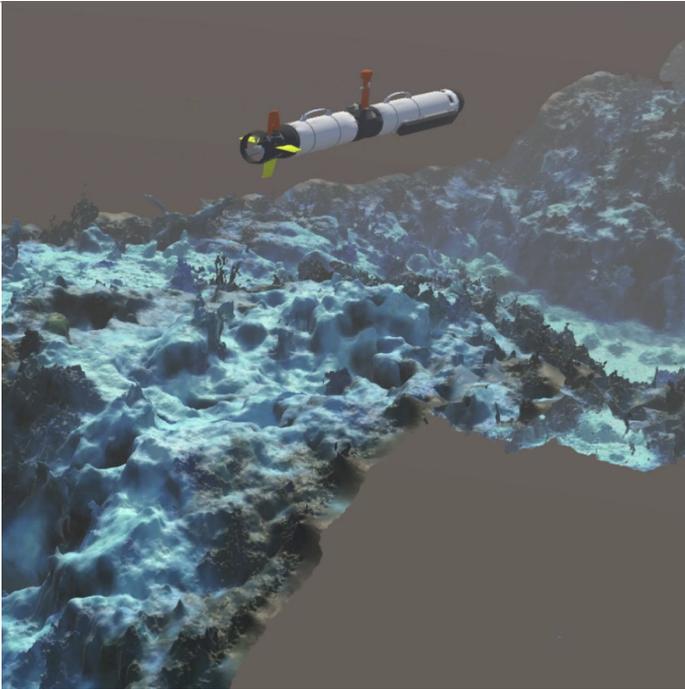| SPECIFICATIONS	
Contents	
Vehicle Simulator	Hardware-in-the-loop, exact hardware as in real vehicles
Environmental Simulator	3D virtual environmental simulator software
Features	
True computational performance that matches real vehicle	
External serial ports, ethernet port, USB ports, VGA port, illuminated power switch	
Import XYZ bathymetry or NOAA ENC files for geographically correct virtual environments	
Real-time 3D visualization	
User-scriptable events in Enviromental Simulator	
Generate vehicle log files and sensor data in native vehicle formats	
Package	
Mechanical	Weight: 5.1 oz, Dimensions: 9.5" wide, 6.5" deep, 4.5" tall
Electrical	120V AC Input (12VDC power adapter included)
Accessories Included	
VGA Cable	
Power Adapter	
Mouse	
Ethernet Cable	
Optional Add-Ons	
Optical image generator (record imagery from virtual vehicle)	
Sidescan data generator (generate sidescan data based on virtual environment in native formats: logdoc or JSF)	
Environmental simulator laptop (required to Environmental Software)	

L3Harris is pleased to introduce the Iver simulator. This hardware and software package simulates the Iver AUV and a fully virtual environment for Iver behavior development, training and post mission analysis.

The simulator can be used for frontseat mission testing/characterizing, backseat software develoment, classroom scenario-based training, post-mission analysis, internal software development/testing, and backseat/mission-planning competitions. Users can script events including sensor-degradation/failure, actuator degradation/failure, and environmental pertubations.

The Iver Simulator helps new and experienced vehicle operators plan better missions and test behaviors while reducing user expenses and liabilities. In addition, it serves as a valuable training tool that gives operators a safe and affordable environment to improve their mission skills, test new approaches and maintain skills.

The Iver Simulator features support for both Iver3 and Iver4 platforms. Vehicle operators interact with the simulator in the same manner as they interact with an actual Iver. Users plan, upload, and run missions using our VectorMap software and the vehicle UVC software with the same procedures as the physical vehicle. The modeled vehicle is "driven" by the hardware simulator through the pre-

defined, simulated environment based on the virtual sensor data generated in real-time. The simulator logs all sensor data for post-mission analysis (PMA). During PMA, operators can use the vehicle log information from real or simulated missions to generate a 3D world based on mission data, which can be explored on a computer or through virtual-reality systems for an immersive experience.

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