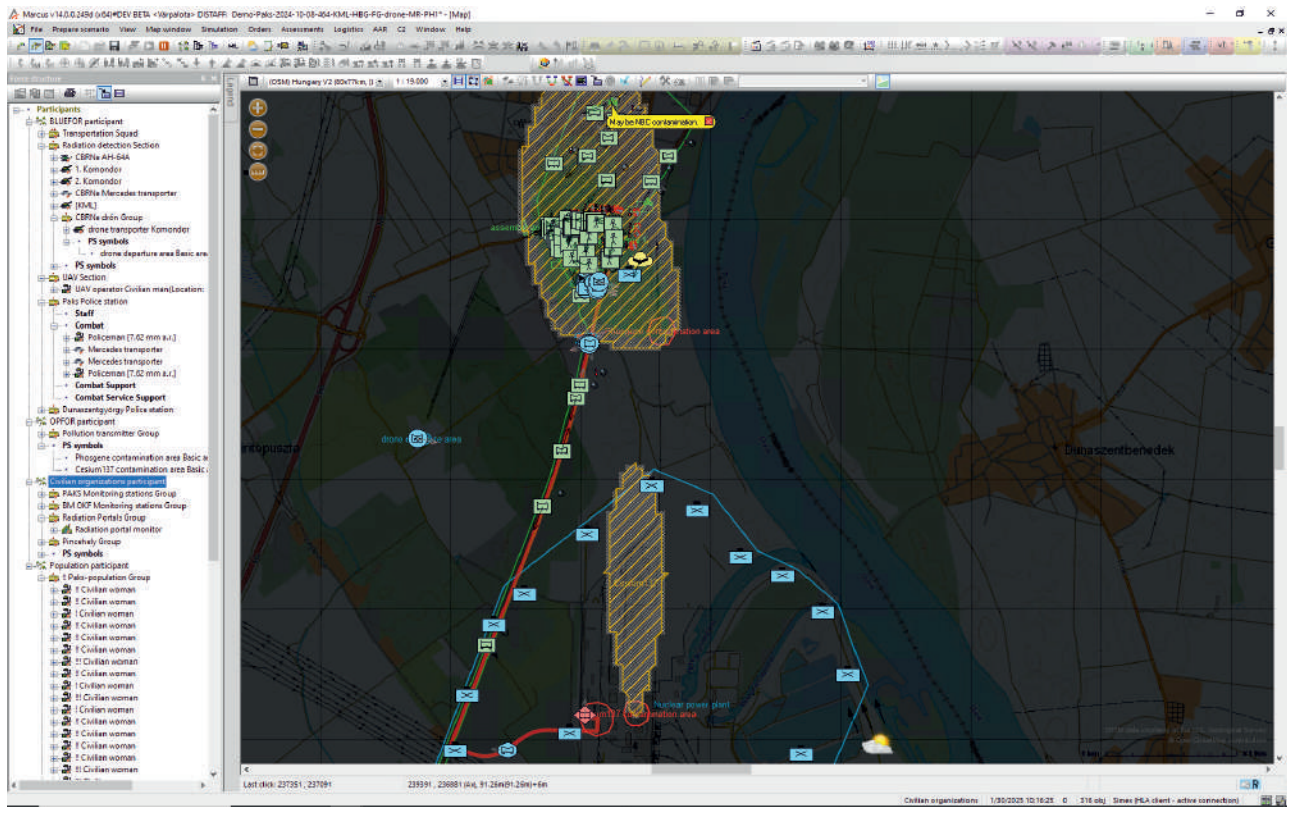
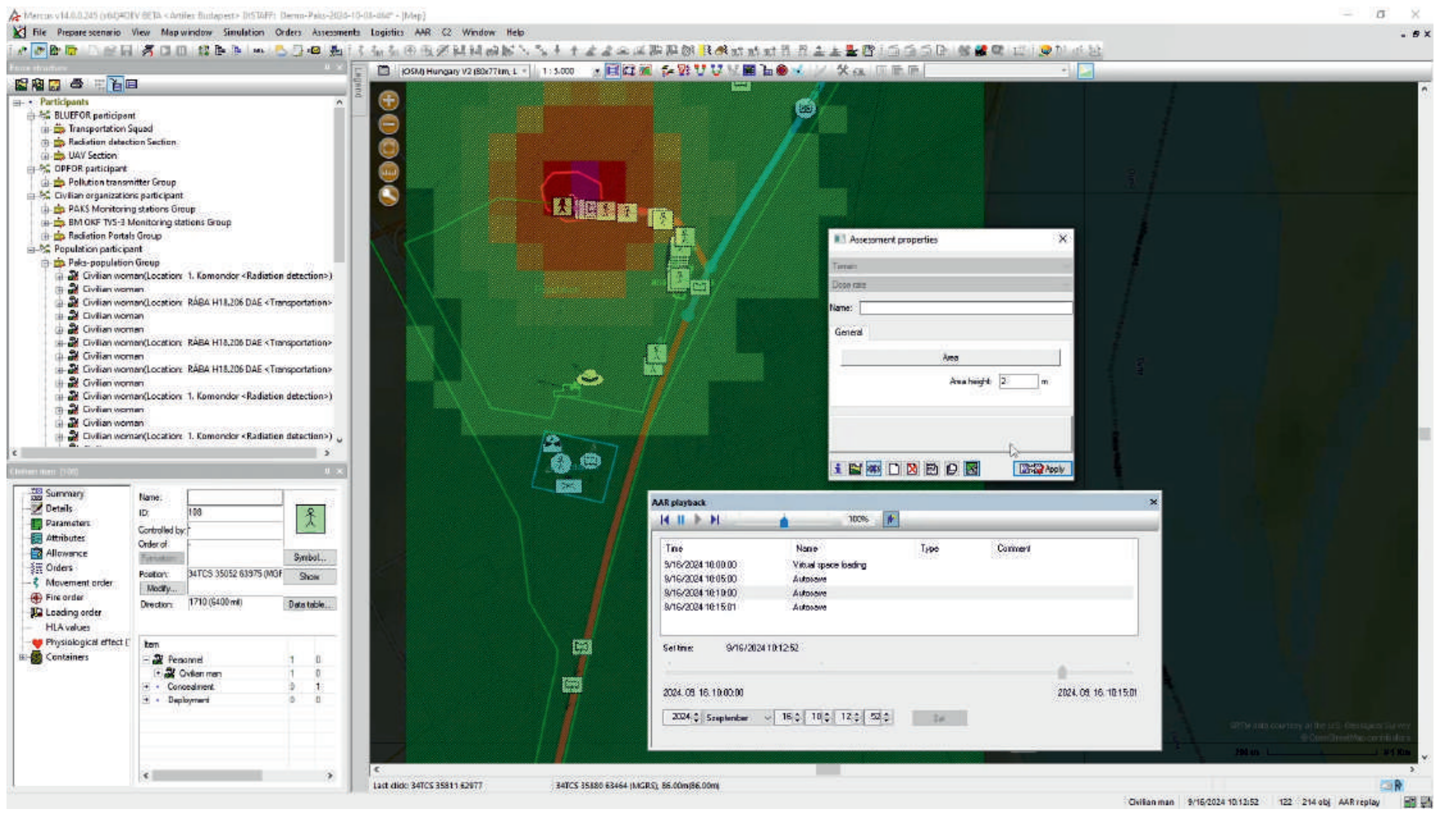




Fields of Application

CMTS is a comprehensive synthetic training environment designed to simulate realistic crisis scenarios, enabling training and coordination among diverse stakeholders—including law enforcement, military personnel, emergency responders, critical infrastructure units, policymakers, and local authorities. It supports both individual task execution and inter-organizational communication and cooperation.

The system allows users to test various scenarios using virtual first responders and civilians equipped with sensors (e.g., dosimeters). It also enables the evaluation of decision-makers' actions (e.g., evacuation, lockdown) and their outcomes (e.g., loss of life, collective dose, operational costs) to identify optimal strategies.

Key Features

Integration of multiple subsystems:

- constructive simulators (e.g. MARCUS for modelling peoples, civilian vehicles, disasters, contamination, weather, and clearance operations on a digital terrain);
- virtual simulators (e.g. KRONOS, RECON for 3D training for vehicle crews, synchronized with MARCUS for shared scenarios);
- replicas of real-world systems (e.g. early warning monitoring system (EWMS) including radiation and meteorological network, radiation portal monitors (RPM), reconnaissance CBRN vehicles with onboard sensors).

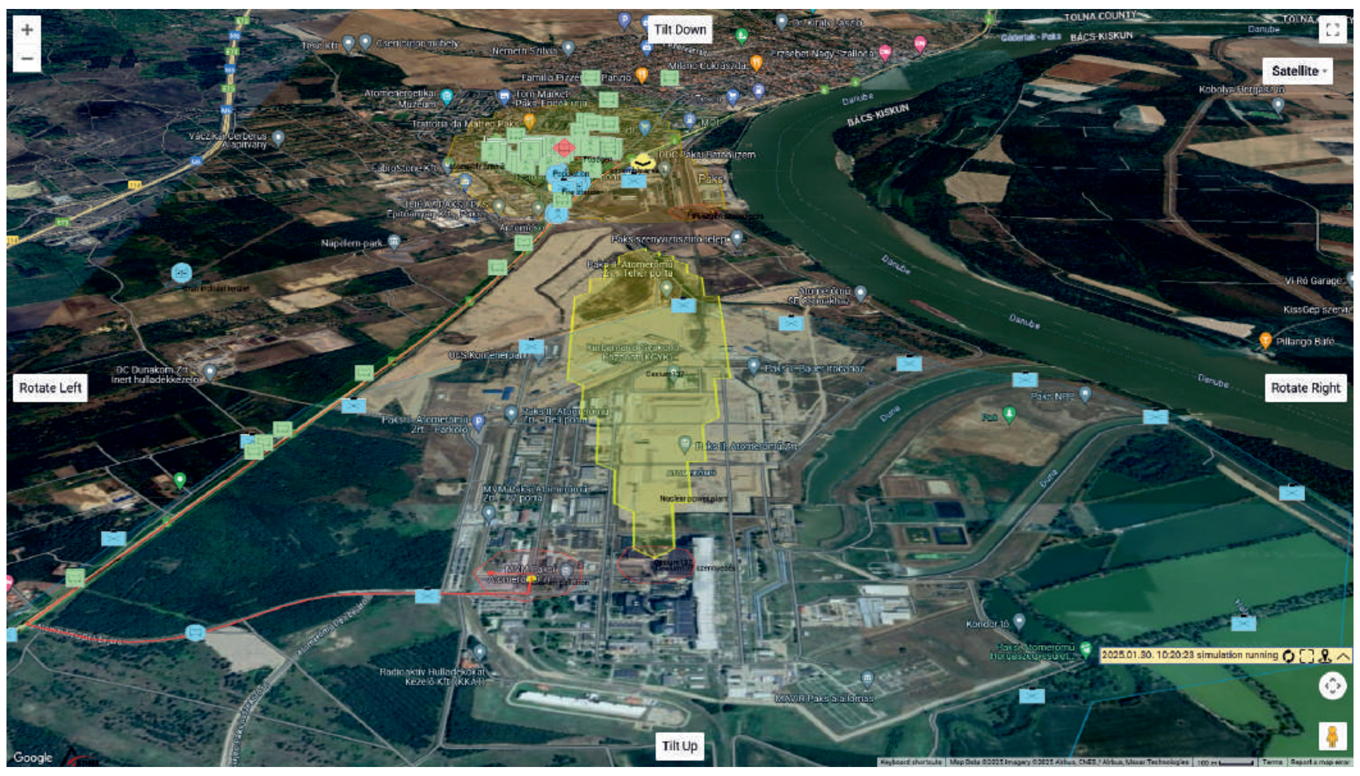
Real-time location tracking of fixed and mobile point-type orphan sources, large contaminated areas, or even radioactive clouds with integrated dispersion calculation model.

Simulation of real detectors and sensor networks—including faults and sensor readings—using a device emulator to provide realistic data for training systems.

Creation of data files and reports in the same format used by real-world systems (e.g., EU, IAEA, neighbouring countries) for sharing nuclear and weather data.

Google Earth & Street View environment for high-fidelity, location-based scenario visualization, respectively a GeoServer map data provider (e.g. OpenStreetMap) for offline support.

Trainees are placed within a dynamic and interactive virtual setting where they can move freely, interact with objects, and execute tasks as they would in an actual operational environment.



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