CLAIMS

1. A method at a combat vehicle (800) for embedded combat vehicle weapon system target tracking training performed at the combat vehicle, the method comprising:

at an electronic device (10), provided within the combat vehicle, with a display device (40) and input means (45; 59):

determining (S1) a trajectory (TR) of a virtual target for a period of time;

determining (S2) an aim point location of a weapon system (55) of the combat vehicle (800) based on a current pointing direction (PD) of the weapon system along an azimuth (AZ) and an elevation (EL) direction;

obtaining (S3) an image sequence (IS) of a sight camera associated with the weapon system (55) of the combat vehicle (800):

displaying (S4), on the display device:

said image sequence (IS);

a first graphical object (G1), overlaid on the image sequence, wherein the first graphical object is representative of the aim point location and displayed on a first position (G1P1) on the display device to indicate the determined aim point location of the weapon system; and

a second graphical object (G2), overlaid on the image sequence, wherein the second graphical object is representative of the virtual target and displayed on a second position (G2P1) on the display device to indicate a starting position of the virtual target based on the determined trajectory over the period of time;

while displaying (S5) the graphical objects on the display device:

updating display of the second graphical object by moving the second graphical object from the second position along the determined trajectory over the period of time; and

receiving, via the input means, one or more user inputs representative of one or more control signals causing movement of the pointing direction of the weapon system along the azimuth and/or the elevation direction;

in response to receiving the one or more user inputs, updating display of the first graphical object by moving the first graphical object from the first position in accordance with the movement of the pointing direction of the weapon system caused by the one or more user inputs;

while the graphical objects are displayed:

determining (S6), over the period of time, metrics associated to when the first graphical object is within a threshold distance of the second graphical object so as to enable to evaluate target tracking accuracy.

2. The method of claim 1, wherein the first graphical object is displayed as a cross-hair.

3. The method of any of claims 1-2, wherein the second graphical object is displayed as a spherical object.

4. The method of claim 1, wherein the second graphical object is displayed as a shape indicating a type of virtual target.

5. The method of any of the preceding claims, wherein information indicative of the pointing direction of the weapon system is received from a user input device (59) associated with the weapon system.

6. The method of any of claims 1-5, wherein the image sequence of a sight camera associated with the weapon system (55) is replaced by scenery (S) representative of a simulated environment provided by the electronic device.

7. The method according to claim 6, further wherein:

while the graphical objects are displayed:

updating display of the scenery (S) to represent at least a second section of the environment, wherein the updating of the scenery is based on receiving one or more control signals causing movement of the pointing direction of the weapon system along the azimuth and/or the elevation direction.

8. The method according to claim 6 or 7, wherein updating display of the scenery is based on receiving one or more control signals representative of causing movement of the combat vehicle, wherein the one or more control signals representative of causing movement of the combat vehicle are received from a drive control system (70).

9. The method of claim 1, wherein a target tracking accuracy score is determined based on the determined metrics and wherein the target tracking accuracy score is displayed on the display device.

10. A computer readable storage medium for a combat vehicle and/or provided within a combat vehicle storing one or more programs, the one or more programs comprising instructions, which when executed by an electronic device (10) with a display (40) and input means (45; 59) cause the device to perform any the method of any of claims 1-9.

11. An electronic device (10) for a combat vehicle and/or provided within a combat vehicle, comprising:

one or more processors (15);

a display device (40);

input means (45; 59); and

memory (20) storing one or more programs configured to be executed by the one or more processors, the one or more programs including instructions for performing the method of any of claims 1-9.