Training and Simulation

XL0001

Urban Combat Simulation System Type **MX-8**

Urban Combat Simulation System
Type MX-8

General Description

MX-8 Urban Combat Simulation System provides a virtual reality platform for training police officers and special commando teams in urban environment. It is designed to create urban combat scenarios and simulate combat operations in order to improve trainee's abilities for stress control, engagement protocol, proper law enforcement, effective criminal control, situation judgment, tactical consciousness, lethal and non-lethal weapon usage.

The system records and manages critical information, evaluates training result, integrates multiple training measures, such as shooting behavior analysis and three dimensional virtual reality for marksman shooting training.

System Functions

- Standard shooting training course for up to 6 shooters, which includes:
  - Marksman shooting training
  - Limit speed shooting training
  - First shot fast shooting training
  - Rapid pistol shooting training with standing (kneeling) posture
  - Application shooting training
  - Static target shooting training
  - Invisible/visible target shooting training
  - Mobile target shooting training
  - Interactive tactical shooting training
  - Non- specific target shooting training
  - Sudden target shooting training
  - Real-time training course
- Confrontation training course, which includes:
  - Confrontation between dual screens
  - Confrontation in external scenes
- Detect the rationality for the use of apparatus
- Interaction between mini-targets
- Live fire and compatible simulation training
- Subject training with multiple targets
- Real-time video training
- Night combat training mode
- Real-time confrontation
- Shooting sight analysis
- 3D simulation training
- Intelligent environment simulation
- Networked data management and distribution
- Edit platform for open training subjects
- Training evaluation for expert system and improved training mode
- Subject of entertainment and game

Technical Specifications

Resolution of Projection Screen	2,048 × 768
Projection Brightness	≥ 4,000 lm
Screen Size	about 8 m × 3 m
Full-screen Resolution for Simultaneous Shooting with Multi-person and Multi-gun	100%
Laser Simulation Precision	error ≤ 1 pels
Live-fire Simulation Precision	error ≤ 1 pels
Live-fire Respond Time	≤ 0.1 s

System Composition

- Image acquisition and identification system
  • Projector • Gun type camera • Acquisition and identification software
- Main control and score management system
  • Commercial computer • Acquisition card • Scores printer • Multi-head graphics • Management software
- Central control software and system integration
- Live firing screen
- Infrared thermal imaging shot identification system

Training and Simulation

XL0002

Mobile Shooting Range System

Type **PS-2**

Mobile Shooting Range System
Type PS-2

General Description

The Mobile Shooting Range System is designed to automatically indicate the shooting marks on the target by applying acoustic technology. The shooting marker at the shooting position presents a real-time image of a target impact on computer display, including hitting points, impact sequence, number of impacts and the scores. Besides, the system allows user to establish a shooting range LAN, create shooting documents and print shooting results in a simple and user friendly interface.

Mobile shooting range system is compacted into a monolithic container so that it can be carried easily. Besides, the system can be deployed in all weather conditions, with no need to construct marking pits and cable trenches. In addition, the target is reusable and can be impacted by bullets for 10,000 times before replacement is needed. It is an ideal device for shooting training outdoors with light arms.

Principal Data

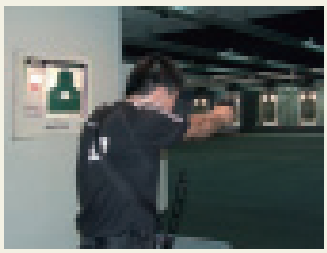
Applicable Ammo Caliber	7.62 mm / 9 mm
Applicable Bullet Speed	≧250 mm
Location Error	≦3 mm
Working temperature	-10℃ ~ +50℃
Working humidity	≦80%
Power Supply	AC 220 V 50 Hz
Operation Wind Speed	Level 5

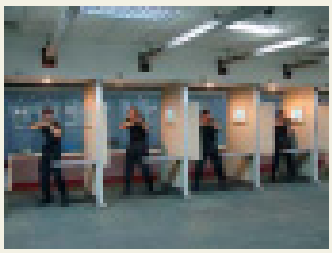
Training and Simulation

XL0003

Automated Shooting Range System Type XG

Automated Shooting Range System
Type XG





General Description

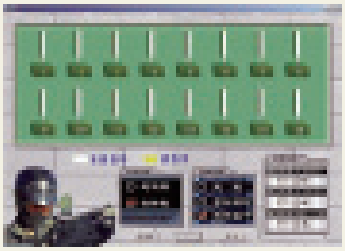
Automated Shooting Range System consists of a target, a target conveyor and a score display. It allows users to adjust the target position between the firing line and the bullet collector according to preset parameters, automatically change the shooting distance and shooting mode. A camera is used to indicate the score so that the shooter can clearly see the impact made by the bullets on the targets, check score and replace the target without leaving the firing line. Besides, the system supports centralized control of targets in different rails with computer networking. Therefore, the system is fully applicable to PPC trainings, shooting examinations and shooting competitions as a fully automated indoor shooting range for troops and police.

Principal Data

Maximum Shooting Range	50 meters
Conveyor Speed	2.5 m/s
Target Returning Time	≦0.7 seconds
Target Location Error	≦ 5 mm
Working Temperature	-10℃ ~ +50℃
Working Humidity	≦80%

Fast Reaction Shooting Target System
Type **JY-2**

Fast Reaction Shooting Target System
Type JY-2



General Description

Fast Reaction Shooting Target System features a centralized controller and various human torso target boards that are controlled in synchronous or asynchronous mode. The operator can set up time interval for hiding and revealing of the targets, which can turn sideways and move back and forward. The system is designed to train police officers for rapid reaction and improve shooting skills in close range combat.

Principal Data

Controllable Distance	≧500 m
Turning Time	≦0.7 seconds
Consecutive Operation Cycles	100 times (after charging)
Power Supply	DC 24 V Batteries or AC 220 V 50 Hz
Working temperature	-10℃ ~ +50℃
Operational Wind Speed	Level 5
Operational Rain Fall	Moderate