TEKSAV TEKNOLOJİ

AES3D
INTERACTIVE 3D SHOOTING TRAINING SIMULATOR

SYSTEM DESCRIPTION & MAIN FEATURES

Interactive 3D shooting simulators are the most effective and economic training simulators to build up the capabilities and efficiency of military forces, civil and public security forces, special force and anti-terror teams.

- User-friendly Graphical User Interface
- Extremely easy to learn how to operate
- Detailed evaluation and feedback
- Fully automatic calibration
- State of the art ballistics calculation
- Shooter and mission databases
- Weapon recoil.

- Simple modifications of mission and evaluation parameters
- Addition of new targets and background pictures
- Interactive and retroactive video editing
- Changable sound effects
- Large database of weapons and bullets
- Weather conditions
- Weapons can be zeroed by MOA parameters.

TECHNICAL DETAILS

- Fully compatible with all weapons between 5.56 - 12.7 mm.
- Actual firearms or replicas can be used.
- Includes 30+ targets and 40+ backgrounds (can be expanded easily).
- Unlimited number of circular targets.
- Adjustable number of lanes (e.g five lanes per screen as default and technically unlimited)
- Ability to add new weapons to the system as well as performing customizations.

RECOIL WEAPONS AND LASER KIT

Weapon Rod

Weapon Adapter

- Practical and robust mounting options.
- Easy and accurate calibration
- Unique, double-hit, triple-hit and continuous shooting modes
- Microprocessor controlled unit
- Automatical sleep function in order to save energy
- Low energy consumption levels.
- Rechargable battery

AK-47

Sig Sauer P226

TARGETS

- International tournament targets such as ISSF, NRA targets
- Setting target regions and assigning achievement points
- Editing and adding new targets
- User defined circular targets
- Comply with static and dynamic targets
- Mobile, still, pop up targets (periodical or random)
- Play backward, replay or hide target at the end of the route
- Adjustment of duration for targets in active or passive times

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INTERACTIVE 3D SHOOTING TRAINING SIMULATOR

MISSIONS

- Multiple lane support with multiple simultaneous shooters in a mission
- Flexible interchangebility of parameters and evaluation criteria
- Save mission results
- Easily add new user-defined missions
- Adjustable dimensions and number of the targets
- Proprietary ballistics integration based on ammunition calibre, one of the best in the market.
- Climatic events such as snow, rain, fog, wind, sunlight simulated with physical effects on the shot.
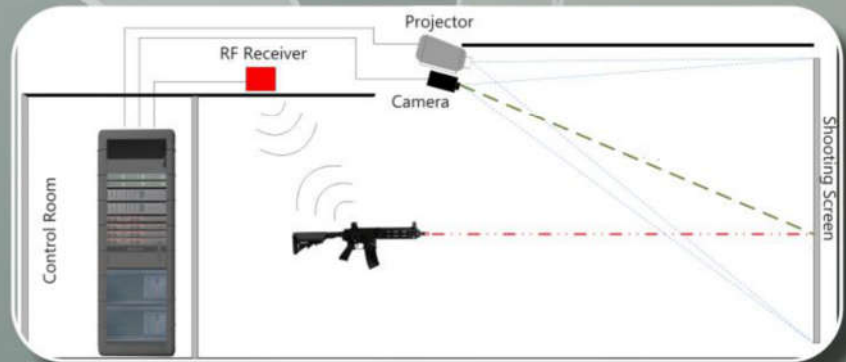
INTERACTIVE & RETROACTIVE VIDEO MISSIONS

- Immediate reaction skills interactive missions
- Instructors assistance and intervention possible on retroactive missions
- Branching and randomizable scenerio patterns
- Calculation of reaction times
- Distinction of friend and foe
- Distinction of hits as killed and wounded
- Easy to add or edit new videos by Video Editor

HARDWARE COMPONENTS

- Hit Detection System
  - Hit detection camera
  - Capture device
- Visualization system
  - High quality Projector
  - Shooting screen
- Laser kits and weapons
  - Lasers
  - Weapon adaptor
  - Recoil kits
- Instructor's console
  - Computer
- Audio System
  - 5+1 sound system
  - Microphone