

**FuzeX** Real world UXO simulation with instrumented sensitivities and wireless penalty interfacing

**IS NOW**

**FuzeXR** Now coupled with the added realism and capabilities of Extended Reality





## High fidelity EOD training on instrumented UXO

A student sets off a penalty charge after making a mistake with a landmine.



Explotrain's FuzeX system provides an instrumented round of simulated UXO that measures physical movements and impacts.

An instructor sets thresholds and sensitivities for these parameters that replicate the safeties for a particular fuze.

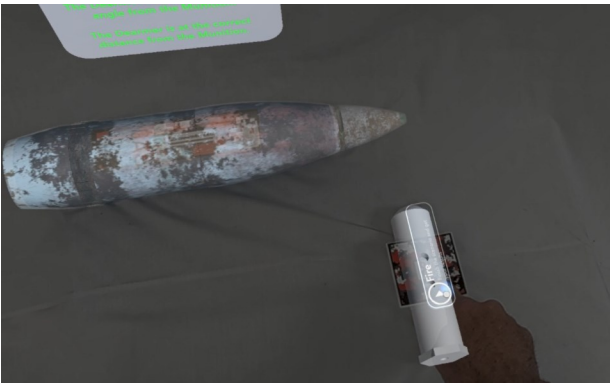
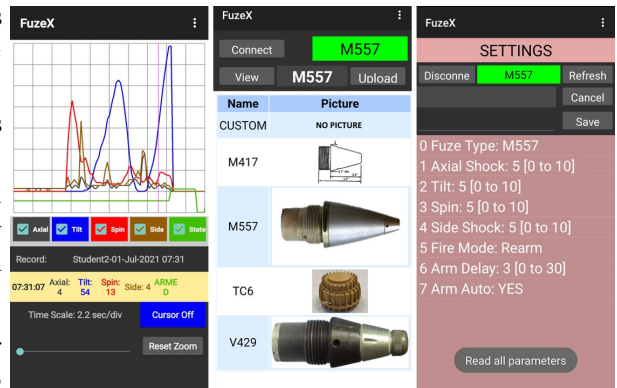
If these thresholds are exceeded during a training exercise, the UXO round alerts the instructor's Control Tablet and sends a wireless Fire signal to an associated penalty device.

The instrumentation in the UXO round is controlled by an instructor's tablet. The instructor arms and disarms the training round, selects the fuze type, and sets thresholds for the various associated safeties.

The tablet records the sensor outputs for further evaluation of the student's performance.

Optional chemical weapon simulants can be inserted into the training round for additional training capabilities. These simulants can be intentionally leaked if desired. Various types of simulants are available for use with detection equipment as well as UV inspection for contamination.

Shootable Fuzes that will indicate the actual path of a disruption shot for comparison with cutaway models or images for evaluation are also available.



**The FuzeXR System adds the versatile benefits of Extended Reality to all of the capabilities listed above.**

With FuzeXR, the UXO round is equipped with an optical tag that the XR lens detects and uses to overlay a user selected skin. A single inert training round can then be used as a conventional HE, chemical, or incendiary round. Multiple fuzes can be selected for display as well.

A dearmer is equipped with a similar optical tag that allows the FuzeXR System to determine its relative position to the fuze. This positional information can be displayed in real time or made to appear once the dearmer is "Fired" by the wearer.

The Extended Reality lens only applies virtual effects to the objects with tags. Everything else in the environment; dirt, rocks, vegetation, etc. is seen clearly by the user.

With this system, operators can now teach, learn, practice, and test their skills at proper dearmer setup for RSPs. Additionally, the lens tracks eye movement so that the amount of time spent looking at the rotating band, shell markings, or fuze nomenclature can be recorded and provided afterwards.

- Optimum combination of physical and virtual simulation
- Leverages instructors' time and maximizes instructor:student ratio
- Easily add ordnance when needed
- Interfaces wirelessly with a variety of penalty devices

