SMART
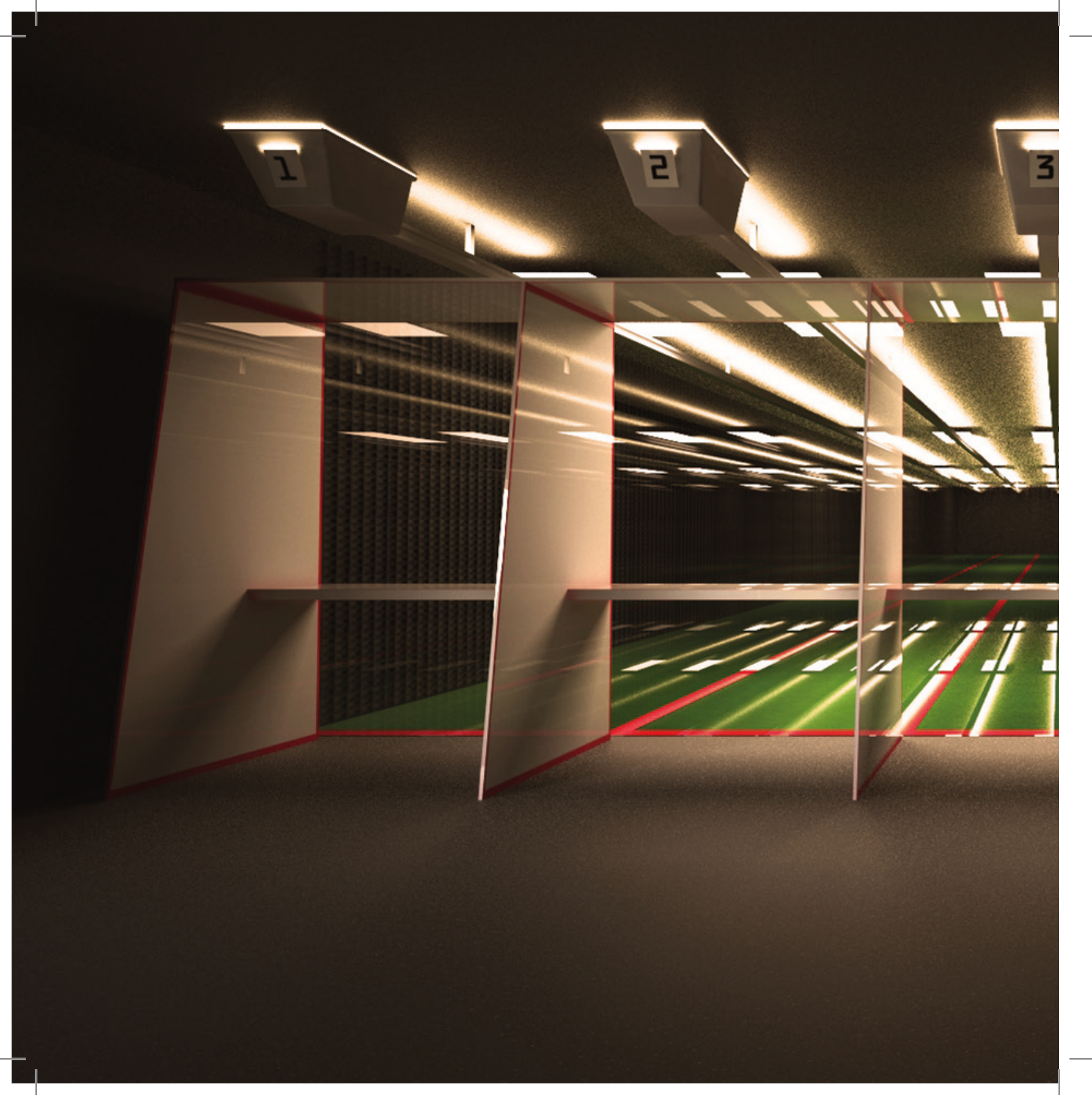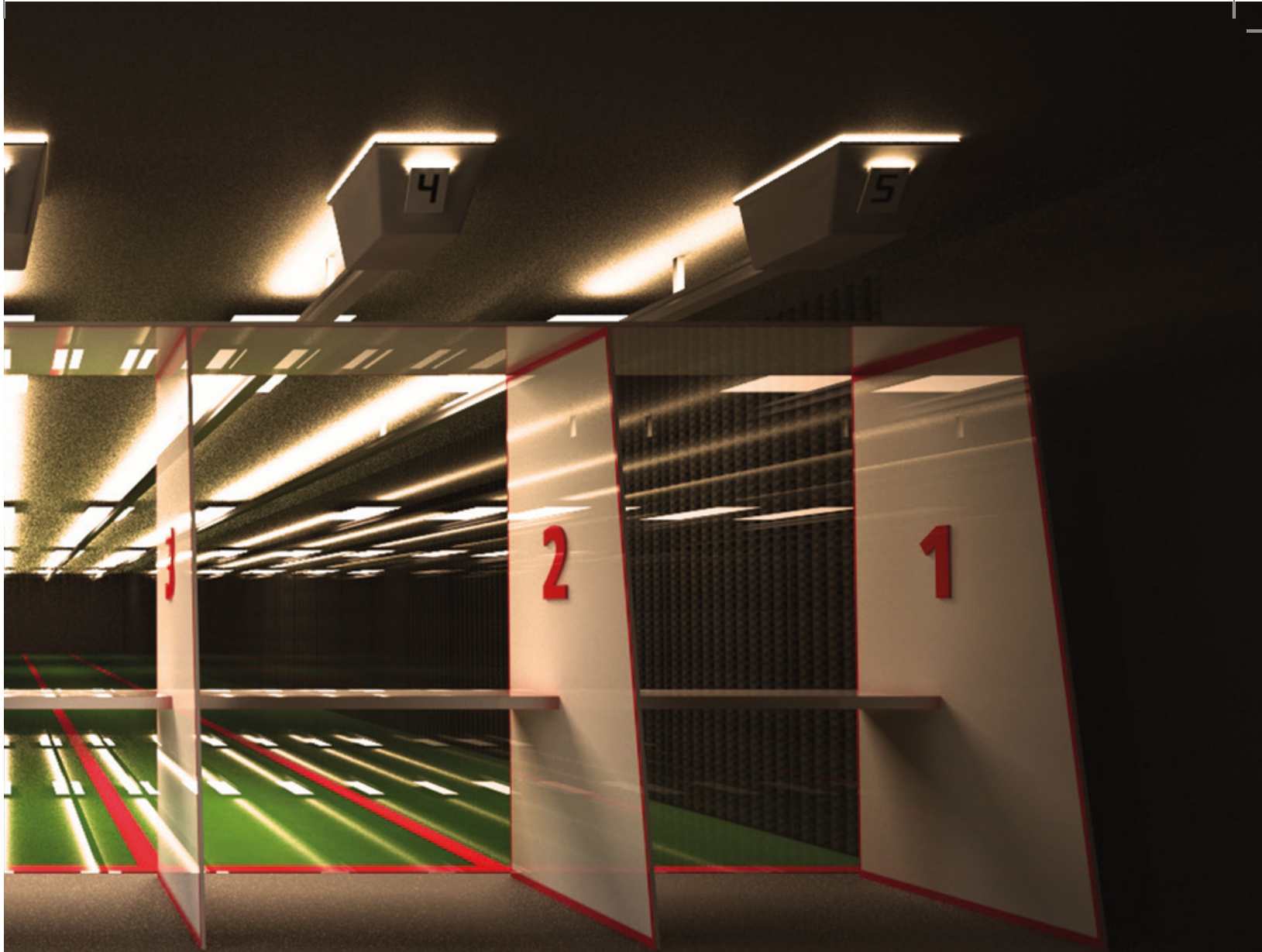
SMALL ARMS TRAINER

SMALL ARMS TRAINER

- Compact, portable, rugged and easy-to-install
- Realistic and affordable training
- Live feedback and After Action Review
- Accurate ballistics with wind effects
- Customizable targets and scenarios
- Training scenarios from basic to advanced marksmanship skills
- Visible/invisible laser support
- EBB/GBB Airsoft pistol and gun compatible

HARDWARE COMPONENTS

- 3 meter wide projection screen
- Ruggedized 7U rack
- Laser detection camera
- Portable simulation computer
- Stereo speaker
- 1920 x 1080 projector
- Miscellaneous cables/connectors

SOFTWARE CAPABILITY

AUTOMATIC CALIBRATION

TRAINEE MANAGEMENT

TARGET MANAGEMENT

WEAPON MANAGEMENT

VIDEO CONTENT MANAGEMENT

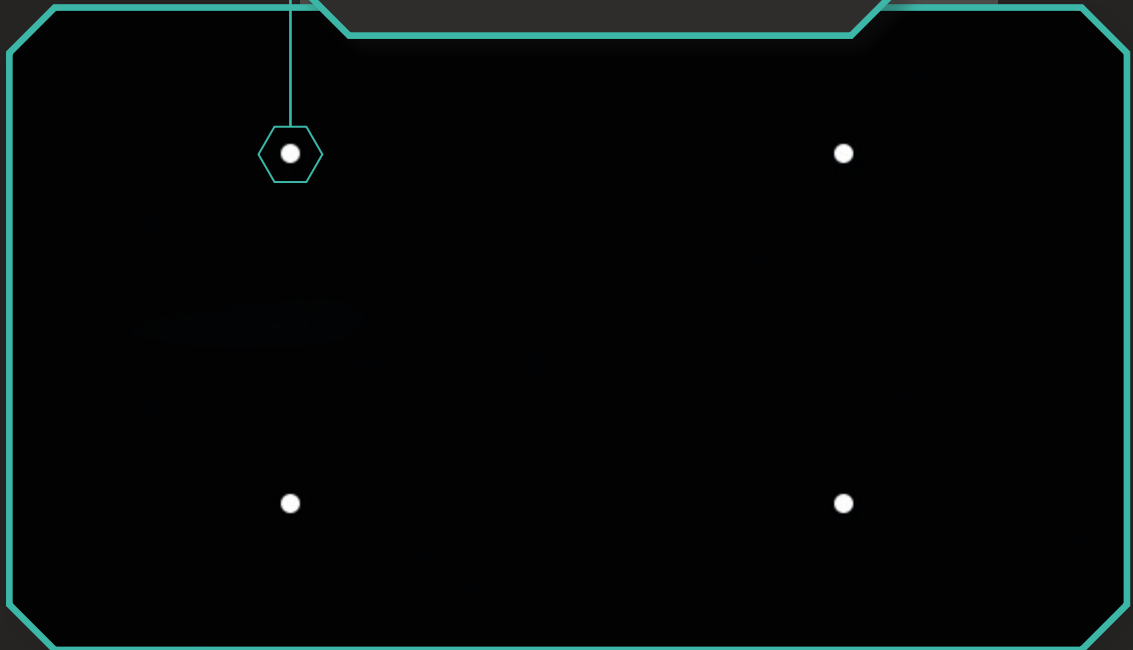SCENARIO MANAGEMENT

DEBRIEFING AND ANALYSIS

AUTOMATIC CALIBRATION

System automatically detects and calculates the screen to tracker coordinates and calibrates itself in a few second with just one click

Calibration points are detected automatically

TRAINEE MANAGEMENT

TRAINEE MANAGEMENT

Back

Candaş Alyıldız

Baha Börü

Kamil Yetiştirici

Engin Güllü

Kurtuluş Köleniş

Profile Photo

Import Photo

ID	2
Registry ID	41165689899
Name	Baha
Surname	Börü
Unit	Hv.K.K.lığı ➕
Subunit	Muhabere ➕

New Trainee   Delete

Save

Adding/Removing/Editing trainee records which will be associated with each scenario run in order to be used for evaluating the personal training achievements.

Customizable unit and subunit based categorization providing trainee groups from troops to classmates.
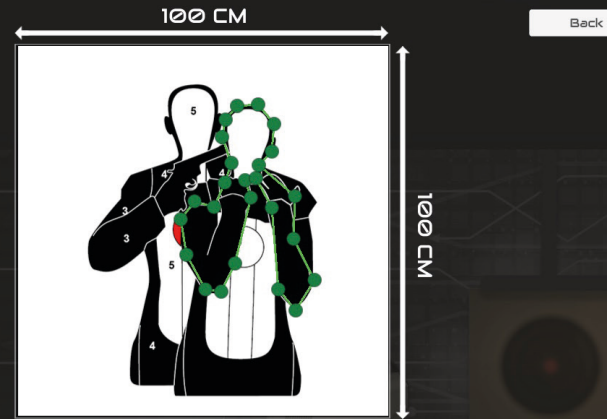
TARGET MANAGEMENT

TARGET MANAGEMENT

- FixedRing
- FlexibleRing
- HeadTorsoType2
- HeadTorsoType1
- Enemy00
- Sifirlama
- Hostage

New Target | Delete

Target Name | Hostage
Width | 100
Height | 100
Import Image

Shape Type | Capsule
Score Point | Point
Layer Index | Index
Friendly |
Add Shape

Layer Index:4
Friendly | Remove

Shape Type:Polygon
Score Point:4
Layer Index:5
Friendly | Remove

Shape Type:Polygon
Score Point:4
Layer Index:6
Friendly | Remove

Shape Type:Polygon
Score Point:10

100 CM

100 CM

Back

Score Point | 10
Layer Index | 7
Offset | X Cm Y Cm
Friendly | ✓

Save

Expandable targeting contents for any specific needs compatible with commonly used image formats

TARGET MANAGEMENT

TARGET MANAGEMENT

FixedRing	●
FlexibleRing	●
HeadTorsoType2	
HeadTorsoType1	
Enemy00	
Sifirlama	
Hostage	

Target Name | FixedRing
Width | 100
Height | 100

Import Image

Shape Type | Capsule
Score Point | Point
Layer Index | Index
Friendly | □

Add Shape

Shape Type:Capsule
Score Point:1
Layer Index:1
Friendly □ | Remove

Shape Type:Capsule
Score Point:2
Layer Index:2
Friendly □ | Remove

Shape Type:Capsule
Score Point:3
Layer Index:3
Friendly □ | Remove

New Target | Delete

100 CM

100 CM

Back

Direction | Vertical
Size | X 97 | Y 97
Distance Center | X 0 | Y 0
Segments
Score Point | 1
Layer Index | 1
Friendly | □

Save

Adaptable hit areas in any shape and scoring points with friendly-foe distinction

WEAPON MANAGEMENT

WEAPON MANAGEMENT

Back

HK G-3	
MPT-76	
HK-33	
Glock 17	
Sig Sauer 320	
Sarsılmaz Kılınç 200	

Name	HK G-3
Choose Weapon Type	Rifle
	Pistol
	✓ Rifle
Magazine Capacity	
Muzzle Velocity	800
Ballistic Coefficient	0.48

Zeroing

New Weapon   Delete

Save

Expandable weapon list with pistol & rifle distinction.

Customization for modelling purposes with magazine capacity, muzzle velocity and ballistic coefficient in order to simulate the ballistic shots.

VIDEO CONTENT MANAGEMENT

Video Management

Back

| Video1 |
| VideoCircle |
| VideoStar |
| Sahne-1-Intro |
| Sahne-1-Plan-1 |
| Sahne-1-Plan-3 |
| Sahne-2-Intro |
| Sahne-2-Plan-1 |
| Sahne-2-Plan-3 |
| Sahne-3-Intro |
| Sahne-3-Plan-1 |
| Sahne-3-Plan-3 |
| Sahne-4-Intro |
| Sahne-4-Plan-1 |
| Sahne-4-Plan-4 |
| Sahne-4-Plan-6 |

New Video   Delete

Video Name	Sahne-3-Plan-1
	Import Video
Related Video	

Shape Type	Capsule
Score Point	Point
Layer Index	Index
Action Video	
Duration	Second
Friendly	☐ Add Shape

Shape Type:Capsule
Score Point:10
Layer Index:1   Remove
Friendly
Action Video   sahne 3-plan-2-işçi
Duration:2

Direction	Vertical
Size	X 16.6666 Y 37.6666
Distance Center	X 62.500 Y -44.753
Segments	
Score Point	10
Layer Index	1
Friendly	☐ Duration 2
Action Video	sahne 3-plan-2-işçi

Action Videos

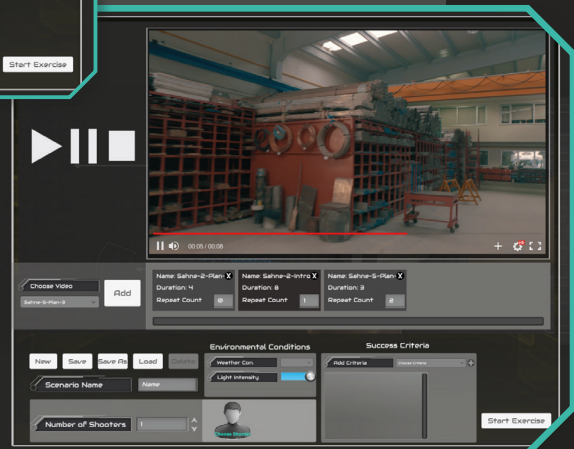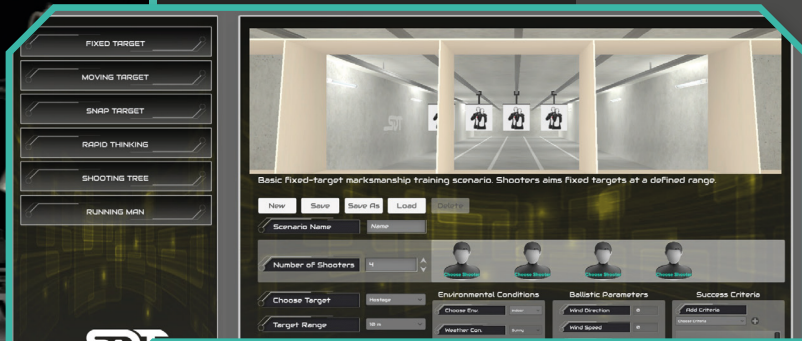| baha.wmv |
| sahne 2-plan 3-oldun.mp4 |
| sahne 2-plan2-hedef |
| sahne 3-plan-2-işçi vurulur.mp4 |
| sahne 6-plan 2-terorist |

Upload Video   Delete

Save

Expandable video content for any specific needs compatible with commonly used video formats Adaptable hit areas in any shape with friendly/foe distinction

SCENARIO MANAGEMENT

Editable scenario content in a range of trainees, targets, duration, weapons, environmental conditions, ballistics and success criterias

SCENARIO MANAGEMENT

FIXED TARGET

MOVING TARGET

SNAP TARGET

RAPID THINKING

SHOOTING TREE

RUNNING MAN

Back

SDT
SPACE & DEFENCE TECHNOLOGIES

Basic fixed-target marksmanship training scenario. Shooters

New   Save   Save As   Load   Delete

Scenario Name   Senaryo Açık

Number of Shooters   2

Choose Target   HeadTorsoType1

Target Range   10 m

Choose Weapon   HK G-3

Ammo Count   20

Time Limit   60

Shooter Position   Standing

Environmental Conditions

Choose Env.   Outdoor

Weather Con.   Sunny

Light Intensity

Humidity   0

No Selection

Candaş Alyıldız

Baha Börü

Kamil Yetiştirici

Select

Success Criteria

Add Criteria

Criteria

Rounds/Hit   5

Total Point   100

Max Hit Diameter   30

Start Exercise

No Selection

Candaş Alyıldız

Baha Börü

Kamil Yetiştirici

Select

Trainee Selection

Trainee selection from trainee management database

SCENARIO MANAGEMENT

FIXED TARGET

MOVING TARGET

SNAP TARGET

RAPID THINKING

SHOOTING TREE

RUNNING MAN

SDT
SPACE & DEFENCE TECHNOLOGIES

Back

Basic fixed-target marksmanship training scenario. Shooters aims fixed targets at a defined range.

New   Save   Save As   Load   Delete

Scenario Name   Senaryo Açık

Number of Shooters   2

Choose Target   FixedRing
✓ FixedRing
FlexibleRing
HeadTorsoType2
HeadTorsoType1
Enemy00
Sıfırlama
Hostage

Target Range

Choose Weapon

Ammo Count   20

Time Limit   60

Shooter Position   Standing

Environmental Conditions

Choose Env.   Outdoor

Weather Con.   Sunny

Light Intensity

Choose Shooter

FixedRing
✓ FixedRing
FlexibleRing
HeadTorsoType2
HeadTorsoType1
Enemy00
Sıfırlama
Hostage

20

Target Selection

Target selection from target management database

SCENARIO MANAGEMENT

10 meters

50 meters

FIXED TARGET

MOVING TARGET

SNAP TARGET

RAPID THINKING

SHOOTING TREE

RUNNING MAN

Basic fixed-target marksmanship training scenario. Shooters aims fixed targets at a defined range.

New Save Save As Load Delete

Scenario Name   Senaryo Açık

Number of Shooters   2

Choose Target   FixedRing

Environmental Conditions   Ballistic Parameters   Success Criteria

Choose Env.   Outdoor   Wind Direction   0   Add Criteria

FixedRing

50 m

10 m
15 m
25 m
✓ 50 m
100 m
200 m

60

Target Range

Target range selection 10 meters to 200 meters

Basic fixed-target marksmanship training scenario. Shooters aims fixed targets at a defined range.

New Save Save As Load Delete

Scenario Name   Senaryo Açık

Number of Shooters   2

Choose Target   FixedRing   Environmental Conditions   Ballistic Parameters   Success Criteria

Target Range   50 m   Choose Env.   Outdoor   Wind Direction   0   Add Criteria

Choose Weapon   10 m   Weather Con.   Sunny   Wind Speed   0   Choose Criteria
15 m
25 m
Ammo Count   ✓ 50 m   Light Intensity   Temperature   0   #Rounds/Hit   5
100 m
200 m   Atitude   0   Total Point   100

Time Limit   60   Atm. Pressure   0   Max Hit Diameter   30

Shooter Position   Standing   Humidity   0

Start Exercise

SCENARIO MANAGEMENT

FIXED TARGET

MOVING TARGET

SNAP TARGET

RAPID THINKING

SHOOTING TREE

RUNNING MAN

SDT
SPACE & DEFENCE TECHNOLOGIES

Back

Basic fixed-target marksmanship training scenario. Shooters aims fixed targets at a defined range.

New   Save   Save As   Load   Delete

Scenario Name   Senaryo Açık

Number of Shooters   2   Choose Shooter

Choose Target   FixedRing

Target Range   50 m

Choose Weapon   HK G-3
                       ✓ HK G-3
                         MPT-76
Ammo Count   HK-33
                         Glock 17
                         Sig Sauer 320
Tir...   ...z Kılınç

Environmental Conditions
Choose Env.   Outdoor
Weather Con.   Sunny
Light Intensity

Ballistic Parameters
Wind Direction   0
Wind Speed   0
Temperature   0
Altitude   0
Atm. Pressure   0
Humidity   0

Success Criteria
Add Criteria
Choose Criteria
#Rounds/Hit   5
Total Point   100
Max Hit Diameter   30

Start Exercise

HK G-3

✓ HK G-3
MPT-76
HK-33
Glock 17
Sig Sauer 320
Sarsılmaz Kılınç
TEST

Standing

Weapon Selection

Weapon selection from weapon management database

SCENARIO MANAGEMENT

day light

low light

FIXED TARGET
MOVING TARGET
SNAP TARGET
RAPID THINKING
SHOOTING TREE
RUNNING MAN

SDT
SPACE & DEFENCE TECHNOLOGIES

Back

Environmental Conditions

Environment selection (Indoor/Outdoor)
Weather conditions (Sunny/Rainy/Foggy)
Configurable lighting conditions

SCENARIO MANAGEMENT

Ballistic Parameters

Wind Direction	90
Wind Speed	15
Temperature	20
Altitude	0
Atm. Pressure	1
Humidity	40

HIT   0
MISS   0
FIRE   0

SCORE
0

20

TIME
59

Noname

Wind Direction   Wind Speed

15 km/h

Ballistic settings

Editable ballistic parameters (according to scenario type)

- Wind Direction
- Wind Speed
- Temperature
- Altitude
- Atmospheric pressure
- Humidity

SCENARIO MANAGEMENT

FIXED TARGET

MOVING TARGET

SNAP TARGET

RAPID THINKING

SHOOTING TREE

RUNNING MAN

SDT
SPACE & DEFENCE TECHNOLOGIES

Back

Basic fixed-target marksmanship training scenario. Shooters aims fixed targets at a defined range.

New Save Save As Load Delete

Scenario Name   Senaryo Açık

Number of Shooters   2

Choose Target   FixedRing

Target Range   10 m

Choose Weapon   HK G-3

Ammo Count   20

Time Limit   60

Shooter Position   Standing

Environmental Conditions

Choose Env.   Outdoor

Weather Con.   Sunny

Light Intensity

Ballistic

Wind

Wir

Success Criteria

Add Criteria

Choose Criteria

✓ Choose Criteria
#Rounds/Hit
Total Point
Max Hit Diameter
Max Accomplish Time

Max Hit Diameter   30

Success criteria

Defining success criterias in order to evaluate mission accomplishment for each trainee

- # Rounds/Hit
- Total Point
- Max Hit Diameter
- Max Accomplish Time
- Friendly Fire
- Reaction Time

SCENARIO MANAGEMENT

FIXED TARGET

MOVING TARGET

SNAP TARGET

RAPID THINKING

SHOOTING TREE

RUNNING MAN

SDT
SPACE & DEFENCE TECHNOLOGIES

Back

Basic fixed-target marksmanship training scenario. Shooters aims fixed targets at a defined range.

New   Save   Save As   Load   Delete

Scenario Name   Sənaryo Açık

Number of Shooters   2   Choose Shooter

Choose Target   FixedRing

Environmental Conditions
Choose Env.   Outdoor
Weather Con.   Sunny
Light Inte

Ballistic Parameters
Wind Direction   0
Wind Speed   0

Success Criteria
Add Criteria
Choose Criteria

Choose Target

Target Range   10 m

Choose Weapon   HK G-3

Ammo Count   20

Time Limit   60

nter Position   St

Miscellaneous settings

- Ammo count constraint (Limits maximum shot fired)
- Time limit constraint (Limits mission accomplishment time)
- Shooter position (according to scenario type)
- Target movement (according to scenario type)

DEBRIEFING & ANALYSIS

DEBRIEFING & ANALYSIS

Back

Listing Criteria | Scenario based listing ∨

Scenario Name	Type	Record Date
Indoor	3D TACTICAL INDOOR	12/6/2018 9:27:35 AM
Indoor	3D TACTICAL INDOOR	12/6/2018 9:14:42 AM
Indoor	3D TACTICAL INDOOR	12/6/2018 9:14:05 AM
Indoor	3D TACTICAL INDOOR	11/29/2018 5:48:34 PM

Select Record   Delete

- Lists all scenario runs with various filtering options
- Calculates trainee rankings from over all to groups

DEBRIEFING & ANALYSIS

DEBRIEFING & ANALYSIS

Back

HIT 2 SCORE 18	HIT 6 SCORE 37	HIT 5 SCORE 34
MISS 0	MISS 0	MISS 0
FIRE 2	FIRE	FIRE 5
18	14	15
Baha Börü	Candaş Alyıldız	Kamil Yetiştirici

#Rounds/Hit 2 / 15	#Rounds/Hit 6 / 15	#Rounds/Hit 5 / 15
Total Point 18 / 120	Total Point 37 / 120	Total Point 34 / 120
Max Hit Diameter 19.34/ 45	Max Hit Diameter 37.9 / 45	Max Hit Diameter 32.9/ 45

Candaş Alyıldız
Baha Börü
Kamil Yetiştirici

Print

- Lists all attended scenarios for each trainee
- Lists each trainee accomplishment status with visual aids and success criteria pass/failed results

BUILT-IN TRAINING CONTENT

BASIC TO ADVANCED MARKSMANSHIP

FIXED, MOVING, SNAP TARGETS

SHOOTING TREE, RAPID THINKING

TARGET CLASSIFICATION AND PRIORITIZATION

RUNNING MAN

TACTICAL TRAINING

3D GRAPHICS

VIDEO BASED

FIXED TARGETS TRAINING

HIT 0 / MISS 0 / FIRE 0	HIT 0 / MISS 0 / FIRE 0	HIT 0 / MISS 0 / FIRE 0	HIT 0 / MISS 0 / FIRE 0	HIT 0 / MISS 0 / FIRE 0
SCORE 0	SCORE 0	SCORE 0	SCORE 0	SCORE 0
20 TIME 59	20 TIME 59	20 TIME 59	20 TIME 59	20 TIME 59
Candaş Alyıldız	Baha Börü	Kamil Yetiştirici	Engin Güllü	Kurtuluş Köleniş

Wind Direction — Wind Speed 0 km/h

Target Range 25 m

Basic marksmanship training in order to train in aiming, triggering and breath holding

Ballistic shots according to the environmental conditions and weapon characteristics

Allows up to 5 trainees at the same time

MOVING TARGETS TRAINING

HIT	0	SCORE
MISS	0	0
FIRE	0	

20   TIME 55

Baha Börü

HIT	0	SCORE
MISS	0	0
FIRE	0	

20   TIME 55

Candaş Alyıldız

HIT	0	SCORE
MISS	0	0
FIRE	0	

20   TIME 55

Kamil Yetiştirici

Target Range
10 m

Aims to improve basic skills with moving targets

Moving targets configurable in up/down directions with various speeds

Moving targets with configurable appearing/disappearing behavior with various durations

Allows up to 5 trainees at the same

SNAP TARGETS TRAINING

Aims to improve reaction time and shooting accuracy on randomly appearing moving targets

Moving targets configurable in various directions, speeds and durations

Ballistic shots according to the environmental conditions and weapon characteristics

One trainee at a time

RAPID THINKING TRAINING

HIT	0	SCORE **0**			
MISS	0				
FIRE	0				
36	TIME 15	Candaş Alyıldız			

HIT	2	SCORE **1**			
MISS	0				
FIRE	2				
34	TIME 13	Baha Börü			

HIT	0	SCORE **0**			
MISS	0				
FIRE	0				
36	TIME 15	Kamil Yetiştirici			

1

3	13	4	18	29	19
22	15	30	1	16	28
21	5	27	12	7	8
26	23	10	11	17	31
33	9	6	25	34	24
2	36	20	32	14	35

2

3

35	19	6	18	1	24
29	33	28	3	16	30
31	10	7	4	23	12
11	9	2	36	8	34
25	17	20	14	27	26
32	5	22	13	21	15

4

5

12	4	2	31	21	7
23	10	22	14	32	1
28	5	24	36	6	15
26	3	19	35	8	18
16	25	17	11	9	13
33	34	20	30	29	27

Tracker calibration is missing! Calibrate tracker in order to continue training

Aims to improve instant memory, reaction time and shooting accuracy regarding the target ordering

Target ordering according to aritmethical operations (target numbering increasing by 1, 2, 3 etc.)

One trainee at a time

SHOOTING TREE TRAINING
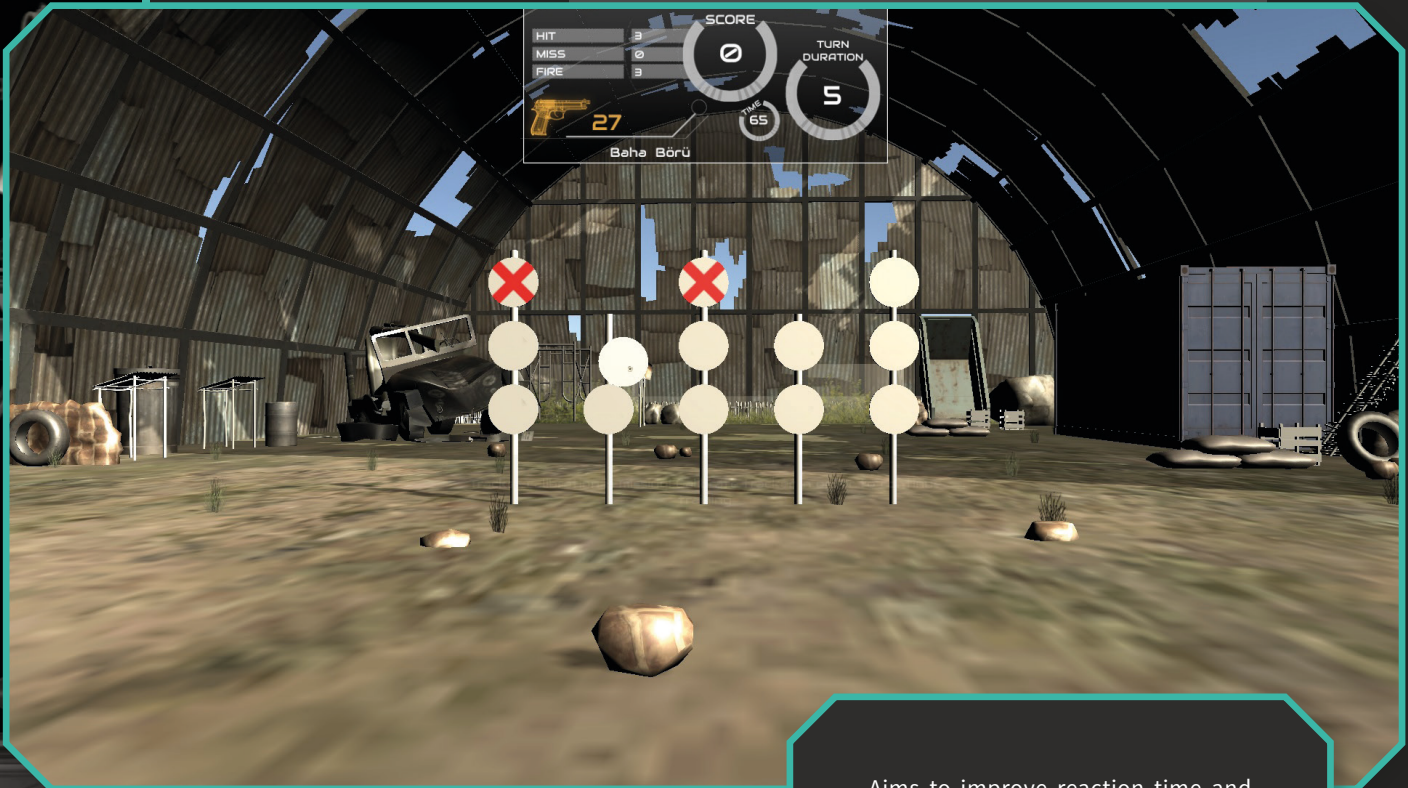
Aims to improve reaction time and shooting accuracy regarding the target classification in limited time periods

Randomly changing targets at each period with shoot/don't shoot distinction

One trainee at a time

RUNNING MAN TRAINING

Aims to improve interception shooting on running human targets

Targets with configurable directions and speeds

Ballistic shots according to the environmental conditions and weapon characteristics

One trainee at a time

3D GRAPHICS TACTICAL TRAINING

3D graphics targets with player controllable functionality or configurable rule based AI capability

Configurable targets with friendly/ foe distinction and editable paths on tactical environment provides nonfixed-fictions in scenario planning

3D GRAPHICS TACTICAL TRAINING
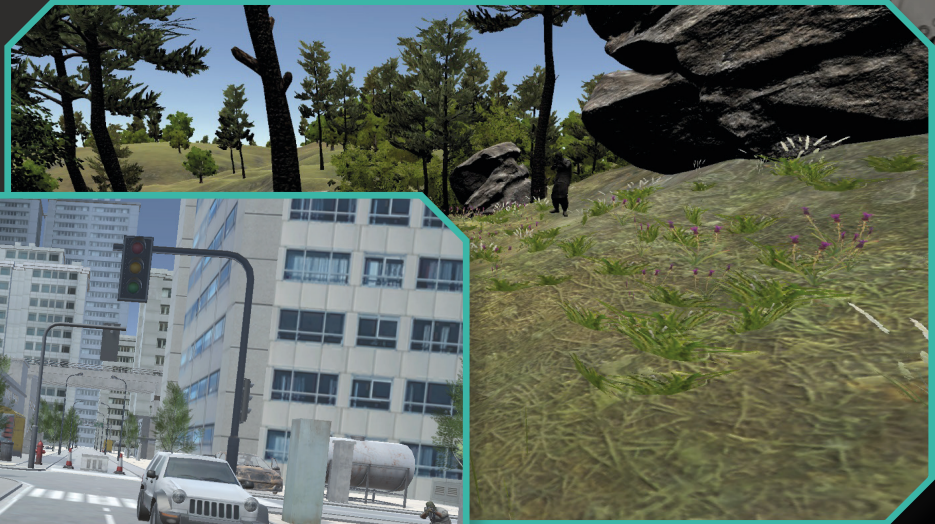
Simulates tactical operations in different environmental conditions (urban, indoor, rural sites)

One trainee at a time

VIDEO BASED TACTICAL TRAINING

Video Training

▶ ‖ ■

⊫ 🔊 00:05 / 00:08   ＋ ⚙ HD [ ]

Name: Sahne-2-Plan- X	Name: Sahne-2-Intro X	Name: Sahne-5-Plan- X
Duration: 4	Duration: 8	Duration: 3
Repeat Count ⊘	Repeat Count 1	Repeat Count 2

Choose Video

Sahne-5-Plan-3

Add

Environmental Conditions   **Success Criteria**

New   Save   Save As   Load   Delete

Scenario Name   Name

Weather Con.

Light Intensity

Add Criteria   Choose Criteria   ＋

Number of Shooters   1

Choose Shooter

Start Exercise

Back

SDT
SPACE & DEFENCE TECHNOLOGIES

Aims to simulate realistic tactical operations constructed with built-in or your own video records

Targets with friendly/foe assignments

VIDEO BASED TACTICAL TRAINING

00:02 / 00:03

Configurable video flow with optional repetitions provides nonfixed-fictions in scenario planning

One trainee at a time

SMART

SDT
SPACE & DEFENCE TECHNOLOGIES