XPT™
FOR REMOTEC ANDROS F6A
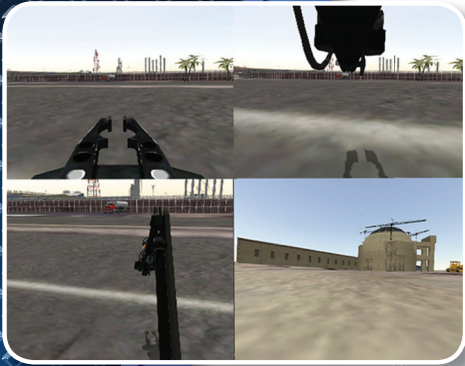

FEATURE RICH SIMULATION TRAINER SYSTEMS

The XPT™ high-fidelity training system utilizes state-of-the-art virtual simulation with game quality graphics. The full physics engine emulates complete motion and physical interaction of modeled robot, 3D models, and the synthetic environment.

XPT™
FOR TALON

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AEgis
TECHNOLOGIES

XPT™

- High Fidelity Training System Utilizing State of the Art Virtual Simulation with Game Quality Graphics
- Full Physics Engine
  – Emulates Complete Movement of the Actual Robot
  – Emulates Stand Alone Objects in the Virtual Environment
- Scenario Based Training
- Train Like You Operate - Operate Like You Trained
  – Operate Robot in Realistic Simulated Environments

– Bypass Wear and Tear on Actual Robot
 -- No Broken Cameras
 -- No Thrown Tracks
 -- Increased Stick Time Without Negative Results

XPT™ FEATURES

- Fully Integrated Trainer
  – Uses Actual or Emulated Operator Controller Units (OCUs)
  – USB Cable Connects OCU to Laptop
    -- Integrated Cable Ships with Trainer (if required)
  – All Controls Fully Enabled
  – All Menus Enabled
    -- Detailed Menus Exactly Like Actual Robot
  – Fully Enabled Soft Panel Display
    -- Digital Version of OCU
    -- All Buttons, Toggle Switches, and Dials Fully Enabled
- Physics Engine Enabled
  – Real Life Movement Based on Actual Mass/Weight Properties of Robot

– 3D Objects Also Have Actual Physics Properties
 -- Move Cones and Open Doors
 -- Obstruct Movement with Larger Items
– Real Life Contact with Simulated Environment
 -- Climb Stairs
 -- Roll Over Curbs
 -- Push Objects Around
 -- Move and Grab Objects
 -- Open Doors
 -- Open Mailboxes
 -- Grab Pipe Bombs

ADDITIONAL FEATURES

- Contract to Build Specific Building Structures
- Contract to Build Your Specific Training Environment

- Realistic Environments
  – Urban/Suburban/Rural
  – Room Interiors
  – Complete Library of 3D Objects
    -- Cars
    -- Trucks
    -- Mailboxes
    -- Barriers
    -- Cones…and many others
- Environmental Effects
  – Time of Day
  – Shadow Casting
  – Rain/Snow/Fog (Visual Obscurants)

- Multiple Camera Views
  – Surveillance Camera Arm
  – Drive Camera
  – 3rd Person View for Training Purposes
  – Rotate Eyepoint 360 Degrees Around Robot
  – IR Camera View
  – Picture-In-Picture/Split Screen View
- Fully Integrated Audio
  – Realistic Sounds Depict Actual Operation of Robot
  – Step Motors
  – Drive Speeds
  – Brake Solenoids

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