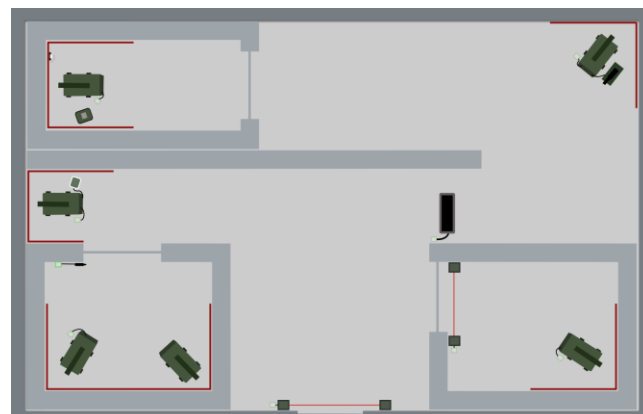
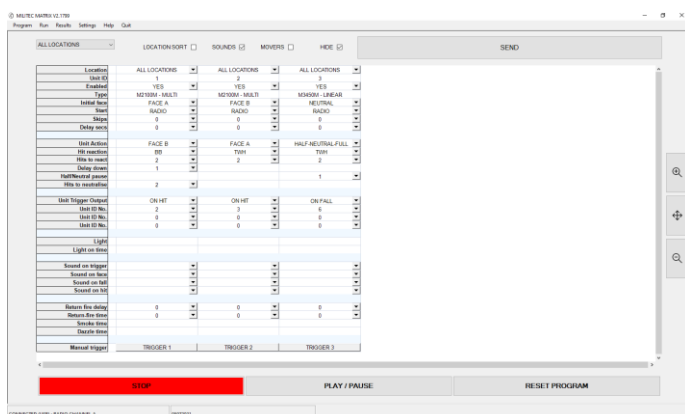


# MILITEC LTD

## MATRIX INTERACTIVE

### TRAINING SYSTEM



The MATRIX Interactive Training System has been specifically developed to provide users with an easy method of creating and storing firearms intervention training scenarios for use on Close Quarter Engagement Ranges. The software utilises a grid system with pull down menus so that settings are easily selectable. Up to 50 target units can be programmed using the MATRIX software.

The programs can be operated either directly from the PC to the range via the C9002RM-USB or WiFi interface unit or downloaded directly from the PC to the C9090M handset controller enabling the range officer to have direct control of the exercise when training programs are to be operated away from the computer.

The MATRIX Interactive Training System enables a scenario to be created where the target movements are initiated by the actions of the trainees as they advance through the range.

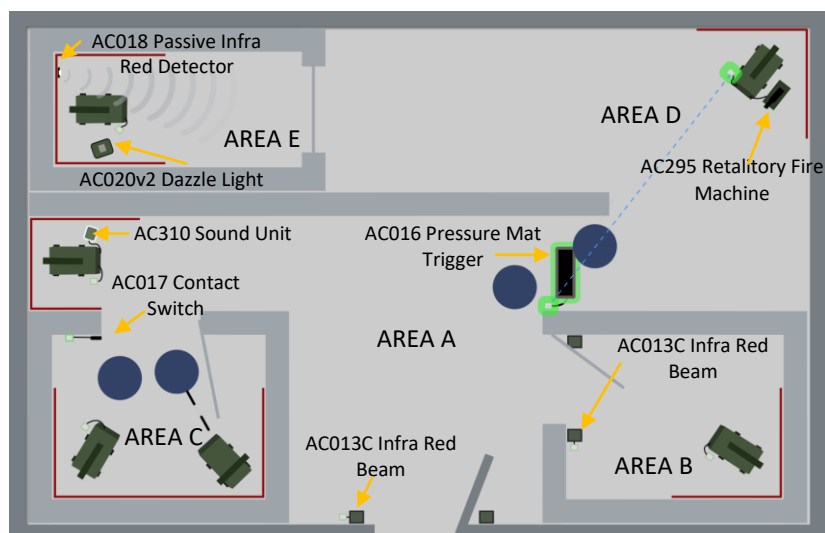
Equipment:  
 Target Units;  
 M2100M Multifunction  
 M3400M Linear  
 M3200M Pop Up

Triggers;  
 AC 013C Infra Red Beam  
 AC014 Torch Light Detector  
 AC016 Pressure Mat  
 AC017 Contact Switch  
 AC018 Passive Infra Red Detector  
 Target Mechanism Units can also  
 Be used as triggers



Distraction Devices;  
 AC020v2 Dazzle Light  
 AC027v2 Rotating Amber Beacon  
 AC0290 Portable Smoke Machine  
 AC0295 Portable Retaliatory Fire Machine  
 AC310 Sound Unit

Traget mechanism units and distraction devices can be activated from trigger devices, such as pressure mats, PIR sensors, etc causing a target mechanism unit to turn to a Shoot or No Shoot exposure. The setting up and changing of a range layout is easily achievable as communication between the target unit, trigger devices and distraction units is via radio, eliminating the need for trailing cables.



The exercise commences when the Team enter the range Area, activating the first Trigger device. This action signals a target mechanism unit or units to respond with a Shoot or No Shoot target Face. Simultaneously activating a Sound or Light distraction unit to add to the confusion. A bullet strike on a target can also be used as a triggering signal