



ADVANCED AR HELMET TECHNOLOGY

ACE-AR

ADVANCED COMBAT ENVIRONMENT – AUGMENTED REALITY

ACE-AR delivers immediate situational awareness and vision of multiple displays in confined, space-limited environments. Designed with the user in mind, ACE-AR features a high-resolution dual-eye display and best-in-class eye relief, eliminating eye fatigue and nausea.

KEY FEATURES

- High resolution, dual-eye display
- Best eye relief in class
- Ultra-low latency
- High optical transmissivity
- SWaP optimised
- Picatinny rail/NVG mount compatible
- Optional replaceable ballistic glass
- Optimised for safe driver vision
 - Augmentation or replacement of driver display
- Commander vision
 - Glass armour visualization
 - Augmented tactical picture



ACE-AR MULTIFOCAL

SINGLE FOCAL PLANE with 2.5 m vs. MULTIFOCAL SYSTEM with 0.35/0.5/0.67/1 m placement of planes.

- ACE-AR gives a comfortable and eye safe depth of field.
- Viewing distance of 0.35 m to 1.4 m with precise image projection
- Reduced parallax error below 1 mm



SPECIFICATION

PROPERTY		VALUE	HUMAN MACHINE INTERFACE	
Resolution *	From 850 x 500 for multifocal to FHD+		Function	
Latency	<1 frame		On/Off Control	
Visable FoV	35° to 40° TBC		Re-centre/zero button	
Refresh rate	>50Hz		Brightness control	
Weight	<500 grams		Physical interface	
Head Tracking	IMU Based/IMU+GPS Option		Display Port 2.1a	
Connectivity	Display Port over USB Type C		Support for functional safety	
SDK	Support for Unity and Vulkan		Cyber hardened	

* Resolution can vary depending on the brightness requirement

PRODUCT TOPOLOGY

HEADSET	
High resolution/quality image creation	
Head Position Tracking	“Gold-Standard Tracking” when dismounted and mounted
Ultra-low latency <1 frame (max)	
Support for functional safety IEC 61508 or ISO 26262 SIL 2/ASIL B	
Frozen video	
Late video	
Incorrect video source	
Adjustable brightness	
Ballistic eye protection	
50% transmissivity	
Single hand-operation to engage/disengage HUD	

