

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



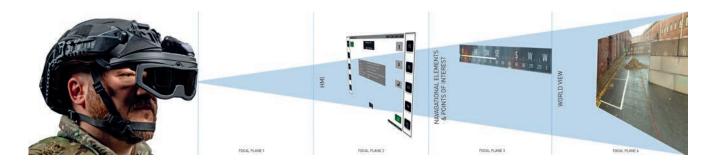




ACE-AR MULTIFOCAL

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
Resolution *	From 850 x 500 for multifocal to FHD+
Latency	<1 frame
Visable FoV	35° to 40° TBC
Refresh rate	>50Hz
Weight	<500 grams
Head Tracking	IMU Based/IMU+GPS Option
Connectivity	Display Port over USB Type C
SDK	Support for Unity and Vulkan

* Resolution can vary d	depending on the	brightness requirement
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HUMAN MACHINE INTERFACE		
Function		
On/Off Control		
Re-centre/zero button		
Brightness control		
Physical interface		
Display Port 2.1a		
Support for functional safety		
Cyber hardened		

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		

