

BAUR SA

Corniche 9
CH-2024 St-Aubin-Sauges
Switzerland

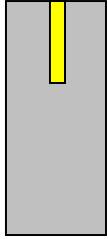
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Central Command Unit (ciblesCom)

Army Version

Description

- The **ciblesCom** Centralized Command and Programming System runs on Personal Computers (Microsoft Windows 9x/NT/2000/XP) and is divided in 3 modules :
 1. **ciblesCom – Map Editor** module
edit and manage maps of the working environment
 2. **ciblesCom – Program Editor** module
edit training programs for later execution during exercise
 3. **ciblesCom – Program Player** module
execute predefined programs
and/or control and supervise all target systems and accessories
 - The **ciblesCom** infrastructure is based on WiFi (wireless) technology. The Central Command Unit supports Baur SA target systems that already feature this technology. Conventional radio based control and command units can still be used.
 - **ciblesCom** supports the full range of existing target systems, ranging from infantry to tank target systems, mobile or static, as well as their respective accessories.
 - There is no need to purchase new target systems to fully benefit from the wireless infrastructure - any existing Baur SA target system (AK2/TAA69, ...) can be upgraded.
 - The modular concept behind **ciblesCom** guarantees easy integration of specific customer requirements.
 - **ciblesCom** offers a comprehensive, full-featured On-line help.
 - French, German and English versions of **ciblesCom** are available
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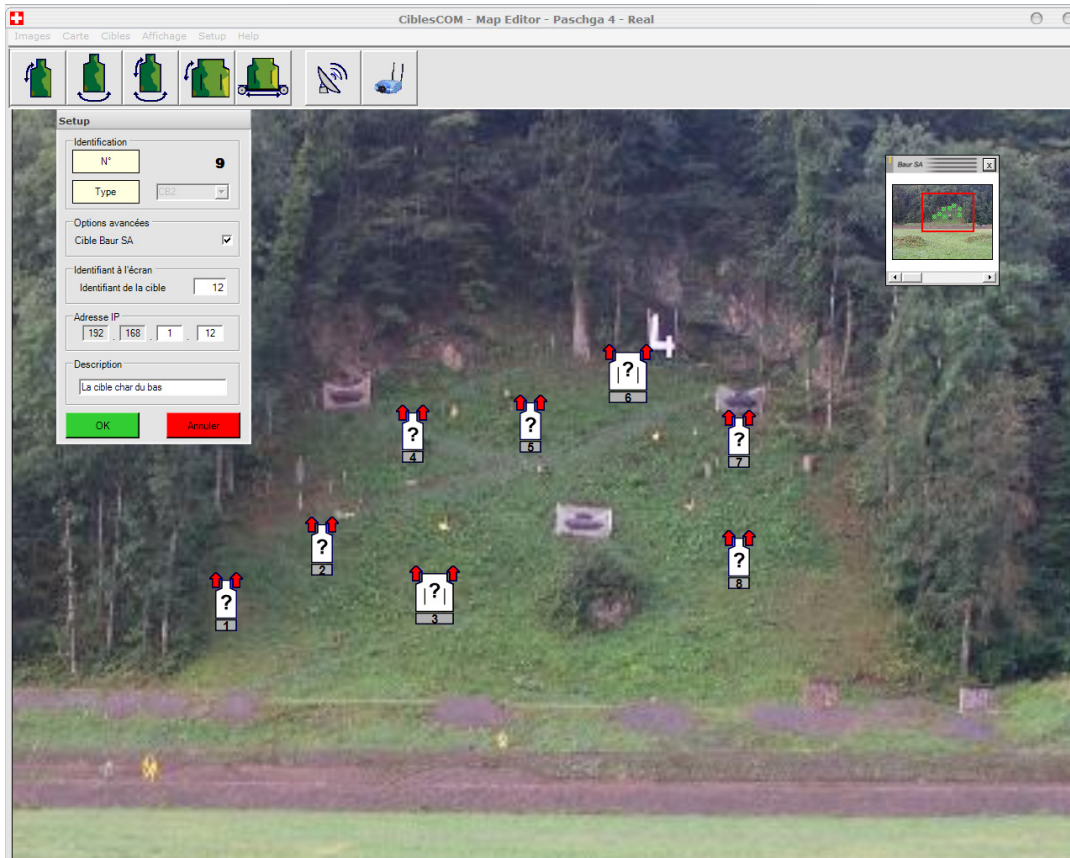
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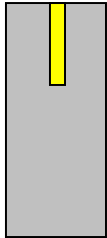
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ciblesCom – Map Editor module

- The **Map Editor** is used to define maps of the working environment. Every map can be used in an unlimited number of screen plays (exercises).
- The **Map Editor** is meant to be used by trained personnel (shooting range administrators, instructors, etc.) and is password-protected to that effect to prevent unauthorized modifications of the training scenario by unaccredited users.
- The **Map Editor** is a stand-alone module, and does not require other software modules to run. It can be installed and run on any Windows-based computer.



the Map Editor software module



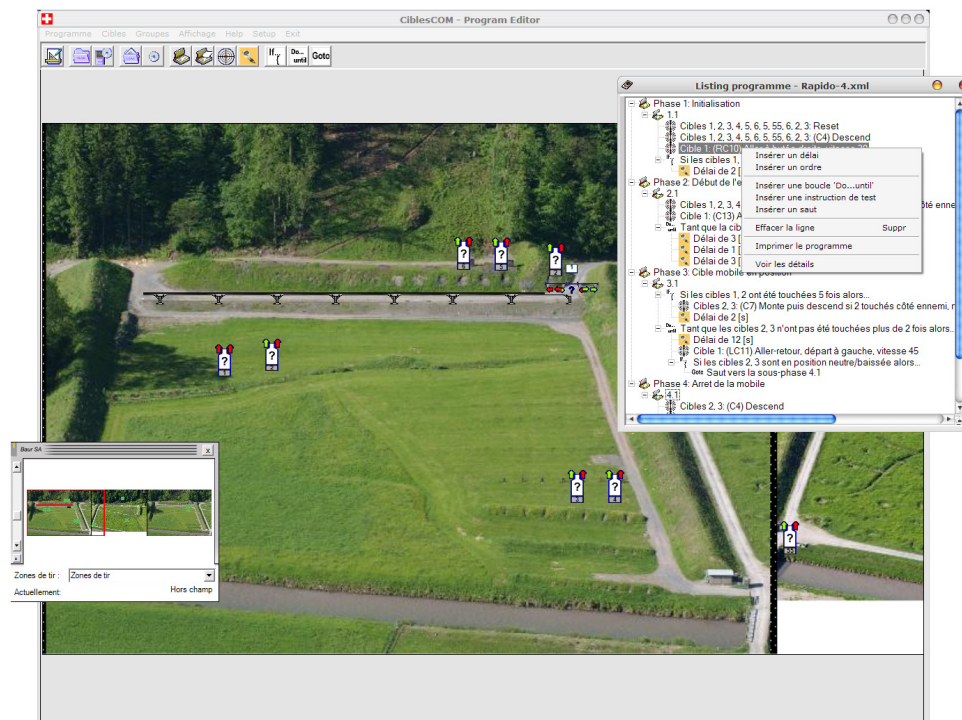
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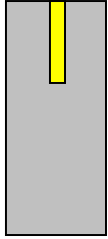
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ciblesCom – Program Editor module

- The **Program Editor** module is used to create training programs (or *exercices*) based on one or several maps generated with the **Map Editor**
- The **Program Editor** is meant to be used by trained personnel (shooting range administrators, instructors, etc.) and is password-protected to that effect to prevent unauthorized modifications of the training scenario by unaccredited users.
- Training programs are divided in phases and sub-phases, allowing for well-defined and accurate exercise generation and results evaluation.
- The **Program Editor** defines an easy-to-use programming language similar to natural language (*If target X is down then ...*), making it possible to use such functionalities as:
 - *direct commands to the target systems*
 - *time delays*
 - *if... then... | do... while... | goto...*
- The **Program Editor** is a stand-alone module, and does not require other software modules to run. It can be installed and run on any Windows-based computer.



the Program Editor software module



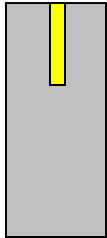
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ciblesCom – Program Player module

- the **Program Player** module provides a unified user-interface for :
 - *decoding and execution of the training programs generated with the **Program Editor***
 - *direct control of single or grouped targets combining multiple behaviours*
 - *remote (wireless) video surveillance of the exercise area*
 - The **Program Player** runs on any Windows-based laptop or computer. To maximize user comfort, Baur SA recommends using a dual-monitor setup.
 - Unlike the other modules, the **Program Player** is not password protected and can be used by unprivileged users. A short introduction by a trained operator allows users to rapidly use the program to its full potential. Advanced settings are password-protected and available only to designated system administrators.
 - Data exchange between target systems and the Central Command Unit is performed over Wireless Local Area Network (WLAN):
 - Wireless LAN protocol 802.11b
 - WiFi coverage can be extended with repeaters (battery-powered or running on 230V AC)
 - Each target is uniquely identified by its IP address. Specific user-friendly labels can be edited and added the target display.
 - Each target parameter (IP address, unique ID, display label, radio frequencies, etc.) can be modified from the Central Command Unit (in administrator mode)
 - The real-time status of each target system (battery charge, hit count, time to hit, target image position, etc.) can be monitored from the Central Command Unit.
 - Several Peripheral Command Units can be used simultaneously on top of the Central Command Unit. Peripheral Command Units include Personal Digital Assistants (PDA), Pocket PC, Tablet PC, Radio command unit, etc.
 - The training program protocol is readily available at the end of each exercise and provides valuable feedback on the performance of each participant.
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The screenshot displays the 'CiblesCOM - Program Player - Test Paschga4 (12-04) by S.Dey' application. The main window shows a target field with various targets marked with question marks and numbers (e.g., 63, 45, 46, 47, 48, 16, 17, 48, 19, 20, 64, 61, 42, 4, 43, 6, 44, 41, 62, 2). A control panel at the bottom left includes a chronometer showing '0h0m0.0', a 'STOP' button, and a 'Programme' tree view. The 'Programme' tree view shows the following structure:

- Phase 1: Initialisation
 - 1.1 Cibles 1, 2, 3, 4, 5, 6, 5, 55, 6, 2, 3: Reset
 - Cibles 1, 2, 3, 4, 5, 6, 5, 55, 6, 2, 3: (C4) Descend
 - Cible 1: (RC10) Aller à butée droite, vitesse 30
- Phase 2: Début de l'exercice
 - 2.1 Cibles 1, 2, 3, 4, 5, 6: (C6) Monte puis aller-retour si touché côté ennemi, durée de mainti
 - Cible 1: (C13) Aller à position 3.4 [m], vitesse 30
 - Tant que la cible 1 n'est pas à 3.4 [m] alors...
 - Délai de 1 [s]
- Phase 3: Cible mobile en position
 - 3.1 Cibles 2, 3: (C7) Monte puis descend si 2 touchés côté ennemi, maintenir cet ordre durar
 - Tant que les cibles 2, 3 n'ont pas été touchées plus de 2 fois alors...
 - Cible 1: (LC11) Aller-retour, départ à gauche, vitesse 45
 - Si les cibles 2, 3 sont en position neutre/baissée alors...
 - Getz Saut vers la sous-phase 4.1
- Phase 4: Arrêt de la mobile
 - 4.1 Cibles 2, 3: (C4) Descend
 - Cible 1: (C00) Stop
 - Cibles 1, 2, 3, 4, 5, 6: (C6) Monte puis aller-retour si touché côté ennemi, maintenir cet or
 - Délai de 12 [s]

A secondary window titled 'Baur SA' shows a live video feed with the description: 'La 2eme caméra qui voit tout...'. The interface also includes a menu bar (Programme, Résultats, Cibles, Groupes, Affichage, Help, Setup) and a toolbar with various icons.

the Program Player user interface