



GLOBAL
Protection

POP EYE - Remote Firing System




FEATURES		Pop Eye	
Continuous 360 ° surveillance capability and patrol with weapon in stand-by		x	
Weapon elevation angle		from -20° to +70°	
Weapon swing angle		n * 360°	
Total mass		aprox. 80 kg	
Rate of fire with BMG M2 0.50		400 ÷ 600 rpm	
Handling	elevation	speed	≡
		acceleration	≡
	tilt	speed	≡
		acceleration	≡
Type		Dedicated exclusive (modular)	


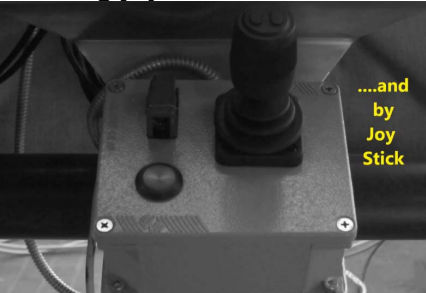
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Supplier company	
Uncooled thermal chamber	<ul style="list-style-type: none"> • Auto focus; • operating temperature $-40^{\circ} \div + 80^{\circ} \text{C}$ TM3; • thermal sensitivity: 100mK at 25°C; • resolution: 324x256 pixels; • spectrum range: $8 \div 14 \mu$.
 <p><i>Weapon Housing --></i></p>	
Laser rangefinder	Implementable on request
TV Camera with Zoom	<ul style="list-style-type: none"> • Integrated lens autofocus / autoiris / optical zoom 23x digital 10x; • IR cut filter removal mechanism during switching from white to black color; • 1/4 "470 kpixel CCD; • 4.2 s zoom speed; • minimum illumination 0.5 Lux color / 0.1 Lux B / W; • automatic / manual focus.
Headlight	<ul style="list-style-type: none"> • Luminous flux: 3200 lumens;

	<ul style="list-style-type: none"> • Lighting distance 3000m; • Operating temperature from -30 ° to + 80 ° C; • IR filter: 850 nm.
	
Gyroscopic system	Implementable on request
Perimeter cameras	Nr. 4 perimeter rooms with 360 ° coverage of the surrounding environment.
PC / Monitor	<ul style="list-style-type: none"> • panel-PC > 10.4 "; • touch screen saw (surface acoustic wave); • shatterproof glass with a thickness > 6mm; • double anti-reflective treatment; • horizontal and vertical viewing angle +/- 80 °; • extended temperature range (T3M); • operating and storage temperature Class T3 EN-50155; • overall absorption <13W; • internal temperature sensor; • degree of protection > IP 65; • weight <5.5 Kg.
Maneuvering joystick 	Elevation / pan movement joystick with zoom control and day-night mode keys
Firing command	Firing button with protected firing confirmation command.
Surveillance software	



	<ul style="list-style-type: none"> • display of images on the monitor, divided into four areas; • image processing of the cameras positioned around the vehicle with "fusion" in a single frame and mixing of the two video signals from the two cameras (daytime and thermal) installed on the weapon in order to obtain an optimal view at any time of the day and of the night; • tracking of the identified objective, in a semi-automatic way (following with the finger the threat on the touch-screen monitor, the operator controls the movement of the weapon to allow tracking of the target); • representation on the monitor, by means of a crosshair, of the position real weapon (red) and future position (yellow or green);
Drive software	<ul style="list-style-type: none"> • positioning of the weapon by moving the motors on one point any of the screen following an appropriate command; • shooting on the threat detected by the monitor, if necessary.



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From the comparison with the VALHALLA TURRETS system it has the following advantages:

1. lower cost;
2. 4 cameras for monitoring the space around the vehicle when operating in urban environments, avoiding the aiming of the weapon;
3. existence of the beacon to illuminate the target if necessary;
4. low weight and therefore more stable lane;
5. possibility to ride all the guns from cal. 5.56 up to 12.7 gauge as the VALHALLA TURRETS system;
6. possibility of mounting a ballistic hatch to ensure operator safety during the weapon loading maneuver;
7. Possibility of mounting also on a boat or in Compound fixed positions, checking the perimeter with fixed cameras.

The VALHALLA TURRETS system has the gyroscopic system for the stability of the aiming on the target, the Pop Eye can be implemented on request. (in the opinion of the writer it is not necessary as when working on rough terrain the automatic aiming is lost).

It is not clear if it has the laser rangefinder for calculating the distance, in my opinion it is an extra option that is not needed for weapons that shoot at a straight shot, however it can be implemented.

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