

PRODUCT OVERVIEW

**SEE-BLITZ 3 TRACKER VARIANT**

Introduction:

The SEE-BLITZ was designed to reliably achieve maximum visibility and perform in all climates and extreme environments.

Flash rate, brightness and battery life were the three parameters balanced against each other for optimal survivability.

The rugged housing is manufactured from engineering plastics, marine grade stainless steel and nickel silver for the conductive components.

Background: “Why Tracker?”

Although the High Intensity dual spectrum emitter is responsible for the long range penetrating visibility of the SEE-BLITZ it also presented a problem for close proximity operations.

After acquiring the target, tracking at close range prior to extraction became difficult particularly for Helicopter pilots and crew in small boats; the bright flash was disorienting and affected spatial perception.

This was exacerbated whenever Night Vision Goggles were used.

**Tracker Function**

Description:

When a steady light of constant intensity is presented together with a varying source (Strobe)

the eye/brain is able to maintain the image of the steady light without loss of subject acquisition.

This feature has increased operational usefulness in all SAR and Combat SAR applications by several orders of magnitude.

1. Initial /Immediate Illumination

When the SEE-BLITZ is activated the steady white light comes on in the time it takes the strobe to charge and fire. Establishing an immediate sighting

1. Independent power management systems

(one for the strobe and one for the steady tracking light) results in more efficient use of battery power overall.

As the batteries drain the flash rate decreases but the steady light will turn on as its threshold voltage is reached and the strobe fires when charged, behaving as a standard SEE-BLITZ.

1. Battery recovery *( REST & RECOVER FEATURE)*

When the unit has been in operation for an extended period (4+ hours) the strobe may stop and only the steady light will shine, with continued use depending on the battery type the steady source may also shut off.

However by switching the unit off for an hour the SB3 TKR will recover sufficiently to flash and provide the steady light for 5 minutes.

Used with discretion the light will provide a means of Distress signaling beyond the duty life of a SEE-BLITZ on continuous use.

Addendum: NEAR INFRA RED Combat ID/IFF

The enhancement described above is even more pronounced when a steady IR source is incorporated into the BLACK-BLITZ High Intensity IR Beacon.

The Vehicle/Target is acquired at long range due to the Strobe and the constant IR made tracking more easily achieved by fast moving aircraft.

This feature has been designed for retro-fitting into previous models of the SEE-BLITZ and BLACK-BLITZ

Pjf:sb3 Tkr

