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(72) Inventor: **MONTI, Kyle**; 350 Evelyn Drive, Luling,
Louisiana 70070 (US).

(74) Agent: **MUELLER, Jason P.**; 14781 Memorial Drive
#207, Houston, Texas 77079 (US).

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(71) Applicant: **HAPTECH, INC.** [US/US]; 612 Andrew Hig-
gins Dr., New Orleans, Louisiana 70130 (US).

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(54) Title: HAPTIC SYSTEM FOR A FIREARM SIMULATOR

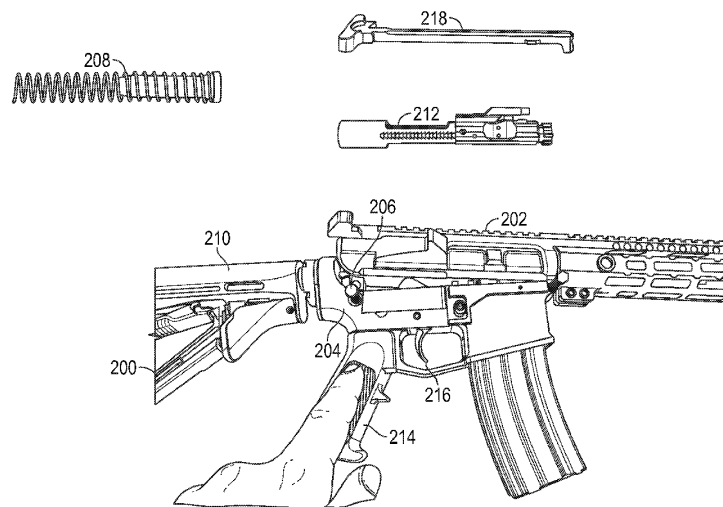


FIG. 2

(57) Abstract: A haptic effect system for generating haptic effects includes components that are configured to be mounted to an actual firearm. Elements of the haptic effect system are configured to occupy at least a part of the space that would otherwise be occupied by elements of the actual firearm. The haptic effect system converts an actual firearm capable of firing live ammunition into a firearm simulator. The haptic effect system generates haptic effects that cause a user holding the firearm to feel forces that mimic or simulate what a user would feel when performing various actions with the firearm. The haptic effect system can cause a user to feel forces that simulate what a user would normally feel when cocking the firearm, pulling a trigger of the firearm and/or shooting the firearm.

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