

Abstract

METHOD AND DEVICE FOR SIMULATING DETONATING PROJECTILES

5 Detonating projectiles are fired into a target area by a
weapon, the time between firing and detonation being one
second or less. By setting the target location at the same
distance as e.g. the edge (1) of a building (3), however
laterally displaced with respect to that edge, it is
10 possible to obtain an effect also in an area invisible to
the bearer of the weapon. For simulating this weapon, for
example in house-to-house fighting, it is proposed to affix
devices (5) comprising a sensor (22) and a transmitter (27)
to obstacles. When the weapon is fired, a simulation device
15 provided on the weapon transmits a firing signal to the
sensor (22), the latter activating the transmitter (27).
Similarly to the real effect of the weapon, the transmitter
(27) emits an impact signal in the impact area (7) which
also includes the mentioned area which is invisible to the
20 bearer of the weapon. On account of the independent
operation of the transceiver unit (5), it is possible to
simulate the effect of this weapon substantially without
delay as compared to reality.

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(FIG. 1)