



image ARENA

STAND ALONE ARENA TEST ANALYSIS SOFTWARE – ONE OF A KIND

ARENA is a dedicated software for Arena tests. The software is a derivative from the unique TrackEye product line and optimizes the usability and the repeatability of arena testing. The application handles inputs from one or several cameras monitoring a single or multiple screens where objects, or more precisely, traces of objects, appear. Each screen has reference markers with a measured 3D position. The output is 3D position of screen impacts, together with certain object characteristic such as speed, angle, area, etc.

POWERFUL

Handles and analyses at rapid speed large quantities of data from high speed cameras and other sensors. The software uses sophisticated tracking algorithms and track an unlimited number of points throughout the image sequence.

SYNCHRONIZED

The User Interface is fully synchronized: any change of parameters or set-up will directly effect all parts of the tracking session, updating results, graphs and tables.

COMPATIBLE

The system handles all major image formats on the market and has options to control most of the available high speed cameras on the market.

FLEXIBLE

The flexible windows based user interface makes it intuitive to use and is optimized for arena testing.



FUNCTION

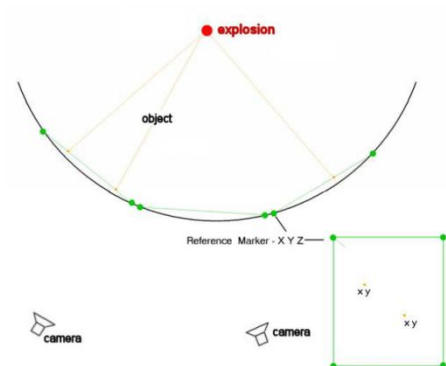
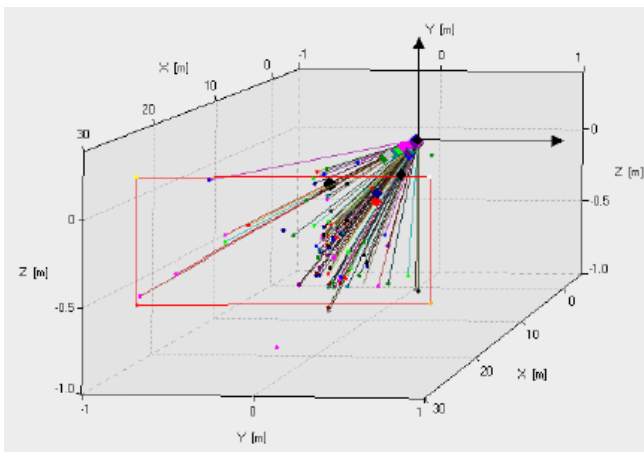
Shrapnel is the result of an explosion in the center. Particles penetrate screens at a distance from the explosion. Cameras monitor the screens and record images of the event. The position of each screen is given with surveyed 3D coordinates to reference markers. From ARENA point of view, the objects are identified at instance of appearing. Automation of the analysis process is of high importance.

VISUALISATION

ARENA includes dedicated visualisation tools so that the operator easily monitors the automatic tracking as the objects appear from the explosion.

OUTPUTS

- Time of impact
- Area of impact
- Azimuth/elevation of hit (as seen from the origin)
- Panel hit (in a multi-screen scenario)
- Speed (for object at impact location)
 - Max speed, Min speed and average speed
- Fragments speed VS angle
- Number of fragments VS angle
- Total number of fragments VS time



MILANO SYSTEMS

ADVANCED TECHNOLOGICAL SYSTEMS