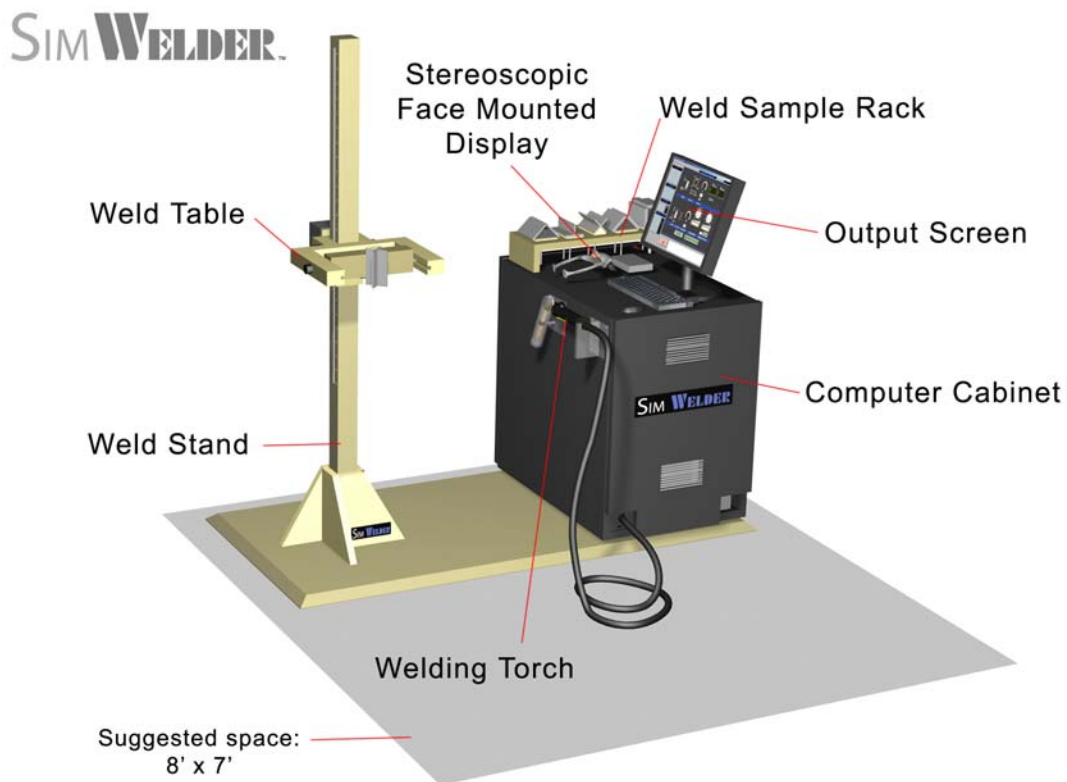


SIM WELDER™

GMAW Hardware Specs



SimWelder comes with the following physical components:

- Computer (specs subject to change)
 - Dual Xeon® 3.73GHz, 2 X 2MB L2,1066 Processors
 - 4GB, DDR2 SDRAM FBD Memory, 533MHz
 - 512MB PCIe x16 nVidia Quadro FX4500 card
 - 250GB Hard Drive
 - 16X DVD+/-RW

- Sound Blaster® Sound Card
- Windows XP Pro 32 bit (Service Pack 2) operating system
- Computer Monitor (19 inch LCD)
- Computer Peripherals:
 - Keyboard
 - Mouse
 - Speakers
- GMAW physical welding torch (Tweco 200 Mig Style) with integrated Polhemus sensor
- Weld Samples
 - Physical prototypes of base metals to be welded on
- Weld Sample rack
 - Rack to hold the weld samples
- Weld Stand with Polhemus Patriot Tracking Device
 - The weld stand is a wooden structure that is modeled after an actual weld-training stand. It has a weld sample holder where different weld samples. It will hold one weld sample at a time. The weld stand's weld table (where a weld sample is mounted) is adjustable to accommodate different heights. The weld stand has peg holes numbered along the side to assist in calibrating the trackers for the different configurations' heights.
 - For additional information on the tracking device, see:
<http://www.polhemus.com/PATRIOT.htm>
- Face Mounted Display (FMD)
 - eMagin Z800 Face Mounted Display (FMD)
 - 40 degree Field of View (FOV)
 - 800 x 600 resolution
 - Stereo
 - For additional information, see:
<http://www.3dvisor.com>
- Welder Cabinet
 - The cabinet holds the PC and all miscellaneous equipment (exhaust fans, tracker control unit, FMD control unit, power strips, etc).

Requirements:

Power: One 20 amp 110 circuit

Height: Minimum 8 feet

Magnetics: The SimWelder uses a magnetic tracking system so the area of the SimWelder cannot have any magnetic material in the area (e.g., no metal beams in the walls or ceiling or metal cabinets that may cause interference)

Space: 7 ft X 9ft X 6 ft H includes the space needed for the physical components and the minimum volume needed to move around in and use the system