



Virtual Binocular SX

Handheld Display

The Virtual Binocular SX is a handheld, interactive, immersive display system that combines high-resolution microdisplays with adjustable, wide field-of-view optics in the familiar form of a pair of binoculars.

Mechanical features include focus adjustment, interpupillary distance adjustment, and mouse-compatible buttons on the top of the unit. The buttons can be programmed using any software tool kit that supports mouse gestures. Uses for the buttons include toggling reticules and indicators, zoom control, and motion control in virtual environments.

The Virtual Binoculars are housed in a rugged, lightweight plastic housing. A wheel in the top center of the shell adjusts interpupillary distance. Underneath is a standard-threaded tripod mount for statically mounting the binoculars using off-the-shelf fixtures. The binocular display system is designed for easy and unobtrusive mounting of tracking sensors internally or externally. The system can be adapted on a custom basis to simulate practically any binocular optical instrument.

Successful implementations include simulated endoscope eyepieces, spotting scopes, and a number of vehicle-mounted sighting systems.

PRODUCT SPECIFICATIONS

Optical

Monocular FOV	40°
Overlap	100%
Brightness	50 fL (adjustable)
Arc Minute Per Pixel	1.5
Focus	± 4 diopter
See Thru Transmission	N/A

Display

Technology	LCOS Reflective (CRL Opto)
Video Formats	1280x1024 60Hz (analog or DVI)
Color	24 Bit
Stereo	Dual channel support

Mechanical

IPD Adjustment	58-73 mm
Eye Relief	10 mm
Mounting Configurations	Tripod
Weight	900 g
Power Input	AC 100V - 240V
Display Control	Brightness, image orientation