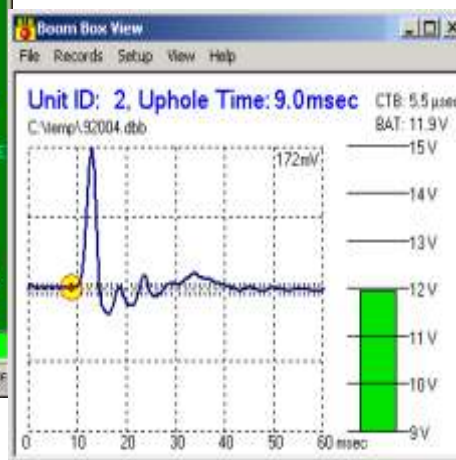


BOOM BOX Dynamite Blaster System



The system for accurate and reliable dynamite operation on seismic recording crews

- Smaller, Lighter and Faster than competitor's product
- Low Cost, Rugged and Reliable
- Simple yet Sophisticated
- Bright Wide Temperature Display
 - Uphole Time
 - Resistance Test Results
 - Encoder and Status Information
- Integrated GPS interface
- Master/Slave/Repeater Modes
- OSEIS Digital Cap Option
- Compatible with SSC Universal Encoder
- PC software provides easy to use graphical interface to all shot information



Blaster System Contains:

Boom Box decoder
 12 V Battery
 Battery Charger
 VHF Radio

Options:

Back Pack
 GPS option

Boom Box General Specifications:

Operating Voltage 10 - 36 VDC
 Sample rate 0.5 millisecond
 Firing accuracy ± 20 microseconds
 Firing voltage 400 V
 Firing current $> 200A$ (0.5 Ohm load)
 Charging Time < 1 second
 Dimensions 76x144x305mm (3x5.6x12")
 Weight 1.4 kg (3.1 lbs)
 Operating temp. -40° to $+60^{\circ}C$ (-40° to $+140^{\circ}F$)

Features:

- Accurate and repeatable shot firing accuracy, +/- 20 usec
- Automatic Radio Start Time adjust to insure quality of production
- PC software displays, stores and exports all shot information, including Uphole Time, GPS and start time error
- Safety-Triple protection against accidental CAP firing
 - **ARM** switch - shorts CAP lines unless switch is held in ARM position
 - **CHARGE** switch - High Voltage is disconnected from CAP lines unless switch is held in charge position
 - **DSP control** - High Voltage is not connected to CAP lines unless commanded by the Digital Signal Processor
- CAP and Geophone test
- Reduced dead time for start command
- Simple and reliable single board construction
- Same lightweight unit used for Encoder and Decoder
- Low Power with auto-sleep mode for longer battery life
- Digital Interface to all major recording systems
- DSP technology for accurate uphole geophone recording and processing
- Oseis secure digital cap, internal controller option is available

