

OKO Initializer M1a.3

General Features

- Stand alone Explosive device initiator
- Self powered (battery)
- Self contained (Shrink Tubing enclosed)
- Purpose built for 7/10" quad copter FPV kamikaze drones
- Does not connect electrically to drone
- Impact activated with tuneable impact force and impact window size
- Attaches to an igniter or electronic match
- Igniter/electronic match attachment via detachable 3.08mm screw terminal
- Sources an electronic pulse over 500mA for a minimum of 2 milli-Seconds at initiation.
- User settable discharge voltage
- Immediate safe active discharge (to ground) of firing capacitor when power tab re-inserted
- Dual side (High and Low) active power path connection eliminates accidental static discharge
- Allows for remote power on using a simple string pulled power tab
- extensive operator safety features and tuneable target lethality
- designed to eliminate unexpected accidents during launch and start-up by incorporating a sequence of programmable events prior to activation
- Auto Self Destruct feature based on timer
- Self Destruct timer runs independently of state machine
- Booby Trap mode

Specifications

- 1.7 x 1" (45mm x 25mm)
- detachable pluggable screw terminal connector allows for pre attaching electronic match/ warhead prior to mating with initializer
- 3.3 volt battery on-board
- Small plastic tab with string to allow for at distance power on (safety feature)
- Motor detection and Flight Detection algorithm
- Self Destruct timer
- Extensive parameter programming / modifications to adjust for drone pilot skill/characteristics
- Fine tuneable impact detection sensitivity

- USB type connector for programming interface
- LED user feedback patterns using Green and Red LED's

LED Patterns

Green	Red	State
2 blinks & pause	OFF	Power on state, battery OK, waiting for motor spinning to be detected
2 blinks & pause	2 blinks & pause	Battery is low – replace battery
Medium Blinking	OFF	Motor spinning has been detected Waiting to detect flight
Fast Blinking	OFF	Flight has been detected Unit is waiting for T1 timer to expire before arming unit
Slow Blinking	Slow Blinking	Unit is Arming – voltage is rising in Charge Capacitor to Arming Voltage
OFF	Fast Blink	Unit is Armed and sensitive to impact detection
OFF	OFF	Unit is powered off or in Booby Trap mode