

GTA 23-01-008 24-Mar-2015

Shoulder Launched Munitions (AT4/RPG)
SLM Engine Part # 187492-1
AT-4 VISUAL MODIFICATIONS Part # 187336-3
RPG VISUAL MODIFICATION Part # 187461-1
 Software Version 1.07 24 JUL 2007

SLM Battery Install / Replacement

SLM Battery Install / Replacement

1. Using a flat screw driver, loosen the two battery compartment access door captive screws.
2. Flip Open the battery access cover and remove the exhausted battery, then insert a fresh 9 vdc battery with the positive terminal towards the rear of the device and with the battery terminals down.
3. Close the battery door and then carefully start each screw, ensure the screws are not cross threaded. Tighten both captive screws until snug, ensuring the gasket is compressed.
4. Power ON the SLM to ensure proper operation.



The SLM is issued in two configurations based upon the same internal engine.

The AT- 4 and RPG vary in operational performance and operational procedures based upon the actual weapon.

The SLM Engine



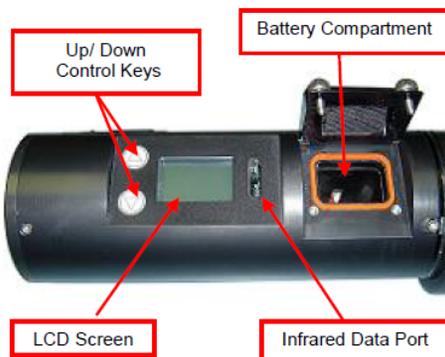
AT- 4 Performance

- Maximum Effective Range 300 Meters
- Number of Rounds Default (2)
- Dryfire Capability
- M22 ATWESS Fire
- Emits a Backblast Area Kill Code

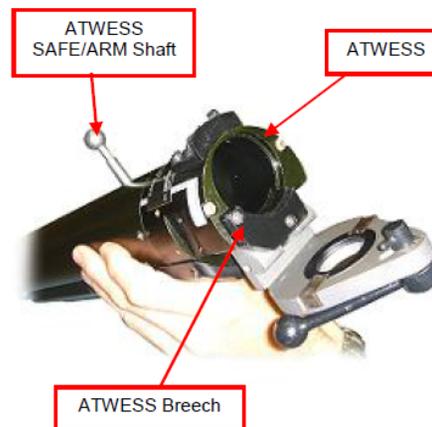
RPG Performance

- Maximum Effective Range 500 Meters
- Number of Rounds Default (2)
- Dryfire Capability
- M22 ATWESS Fire
- Emits a Backblast Area Kill Code

SLM Controls and Indicators



SLM Controls and Indicators Cont.



SLM Engine Installation

For SLM Engine Installation refer to the Operators Manual TM 9-6920-3682-10

Before Operation Inspection

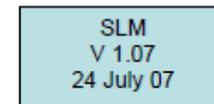
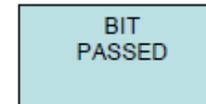
1. Inspect the ATWESS firing mechanism for operability by closing and locking the Breech and operating the SAFE/ARM Shaft.
2. Inspect the SLM (AT-4 / RPG) for damaged or missing parts.



SLM Configuration and Display

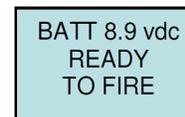
The SLM will automatically Power UP when placed on your shoulder via a pressure switch located on the SLM Engine, or by pressing the Up or Down Arrow buttons.

A Built In Test (BIT) will run, if successful a BIT Pass screen will display. If BIT fails the user must run a Manual BIT to see all failures.

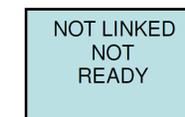


The SLM will attempt to link with the MILES IWS harness. This linking process ensures the player is active allowing the SLM to function.

If MILES linking occurs the following screen will display. The Battery voltage and the Rounds available screens will alternate.



If a MILES link did not occur then the following screen will be displayed and the SLM will not function:



If the ATWESS is not ARMED/LOADED the following screen will be displayed and the SLM will not function:



BIT FAILURE Screens

The USER must run a Manual BIT to verify multiple FAILURES. SLM BIT Screen are listed below with description.

BIT FAILED	DESCRIPTION OF FAILURE
BIT FAILED LOW BATT	Indicates the Battery is at less than 7.5 vdc
BIT FAILED LASER	Indicates the MILES Laser has FAILED.
BIT FAIL VIS LASER	Indicates the Visible alignment Laser has FAILED.
BIT FAILED LOOP	Indicates the Inductive Loop FAILED
BIT FAILED CFG FLASH	Indicates the Flash Memory has FAILED
BIT FAILED RF BOARD	Indicates the Radio Frequency CCA FAILED
BIT FAILED RAM	Indicates the RAM has FAILED.
BIT FAILED IrDA	Indicates the IrDA port has FAILED

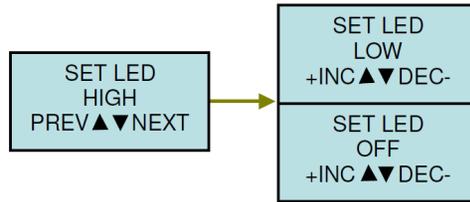
Shoulder Launched Munitions (SLM)

SLM Operator Settings

To navigate the SLM Menu press the or Keys.

Set Visual Reference LEDs

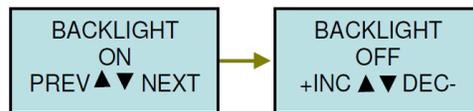
To SET LED, access the SET LED Menu and then press and hold the Up or Down Arrow Buttons to enter the menu. Press and release either button to select HIGH, LOW, or OFF. Remain idle for 3 seconds and the Accept Prompt will display. Press the Up Arrow to accept the change, or the Down Arrow to decline. If NO is selected the setting will remain at previous setting.



PROMPT ACCEPT?
YES NO

Set BACKLIGHT

To SET BACKLIGHT, access the SET BACKLIGHT menu and then press and hold either the Up or Down Arrow buttons to enter the menu. Scroll to the setting desired, ON or OFF. Remain idle for 3 seconds, an Accept Prompt will display. Press the Up Arrow to accept or the Down Arrow to decline. If NO is selected the display will remain at previous setting.



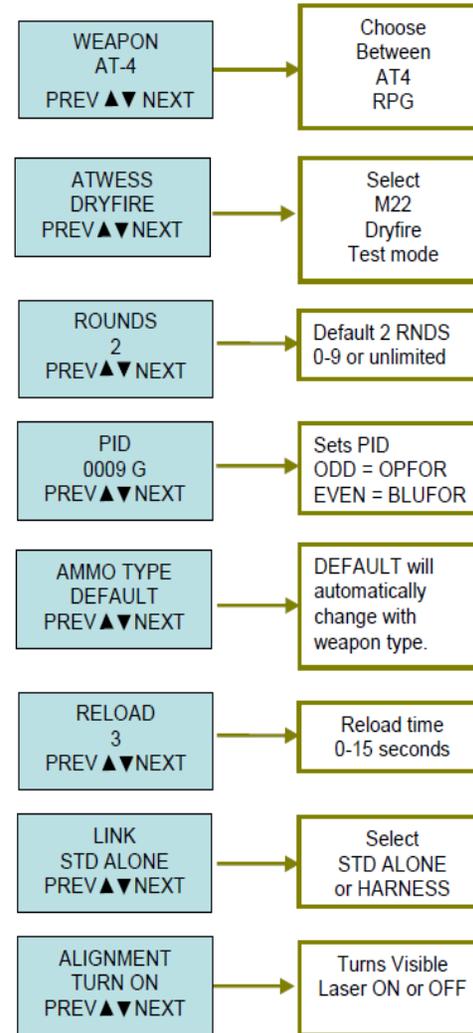
PROMPT ACCEPT?
YES NO

Shoulder Launched Munitions (SLM)

SLM Controller Settings

To navigate the SLM Menu press the or Keys.

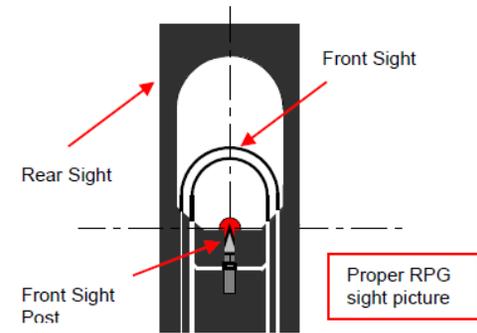
These menu options are only available in the Controller Mode.



Shoulder Launched Munitions (SLM)

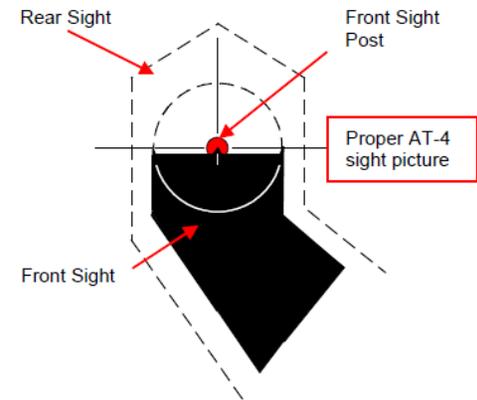
SLM Sight Picture

RPG Sights



To obtain a proper sight picture, position the Front Sight Pose in the middle of the slot of the Rear Sight blade. Align the Front Sight aiming point with the Rear Sight blade for correct elevation. Once Target is sighted in aim for the center mass of target.

AT-4 Sights



To obtain a proper sight picture, Looking through the Rear peep Sight, locate the ghost ring on the Front Sight. Adjust the position of the AT-4 moving up / down, left / right, so that the Rear peep Sight aligns with the ghost ring. Center the front sight post on target. Aim the AT-4 at the center mass of target.

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