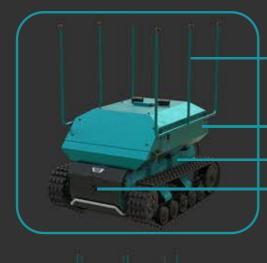




A fully autonomous mobile robot with fog disinfection effectively disinfects outdoor areas, benches, tables in parks, terraces, playgrounds, climbing frames and other urban furniture. It contains two separate containers for liquid disinfection in total volume 50 liters.



disinfection nozzles

2 containters for liquid disinfection

MRAZ3 robot platform

front camera









The UGV MRAZ3 is controlled manually with 16 channel manual controller or autonomous control in marked area-based or point to point-based projects. All autonomous operations can be watched online and controlled by an operator from remote controller or a monitoring center. The autonomous UGV recognizes object based on the neutral network library of predefined object. The objects can be customized according the requests of the client.

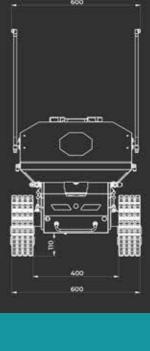
MRAZ3 FOG DISINFECTION **DATA SHEET**



6 nozzles provide spraying at an angle of 360 degrees to a distance of 2 meters from the central axis of the robot.

DIMENSIONS OF MRAZ3 DIS





decontaminates or disinfects in narrow places, tunnels • decontaminates or disinfects indoor and outdoor areas

intervention in contamined or toxic environment

• deployable in all environments

DATA SHEET

FOG DISINFECTION

MRAZ3



10 km/h 77Ah at 48V 8 - 12 hours (depends on climatic and terrain conditions)

Battery capacity Battery life **Payload** Pulling Replacing battery **IP** Climbing Stairs climbing Over-obstacle capacity Weight Control Manual remote-control

Material of crawler

Maximum speed

Material

distance Number of cameras Thermal camera **GPS GPS** precision

Separate front and rear spray Separate side spray Side tilt

Increased durability Controller

300 kg 10 sec 67 up to 40 degrees Yes Max 250 mm (height)

stainless steel

rubber

400 kg

120 kg

Manual or autonomous (optional)

Max 2 km (without obstacles) 2 x 1080p 2Mpx - front and rear Integrated (integrated on mechanical pole - optional)

Yes - F9P and RTK 1-100 mm

Yes Yes

Max. 20°

Yes 16 channel with 6" color display





