

SMODIM TRACKING, ANALYSIS AND RECORDING (SMOTAR)

Real-Time Command and Control combined with World Class TESS Training Capabilities



SMOTAR advanced software suite provides a complete overview of the networked area and cooperative players in near real-time. It provides the capability to develop training exercises, monitor live engagements, and record events for playback.

SITUATIONAL AWARENESS

SMOTAR maintains a dynamic position database through player-to-player communications. GPS provides real-time position data as instrumented players are dynamically tracked and recorded.

Player icons are displayed in 3D with color-coded team assignments and user-editable call signs. Player position and status updates are received through the telemetry network with event reports, such as weapon fire and engagement results. SMOTAR creates a 3D rendered visualization using this player position and event data.

WEAPON ENGAGEMENTS

SMOTAR integrates with TESS instrumentation for monitoring and tracking Force-on-Force and Force-on-Target weapon engagements. Weapons are simulated using

MILES and Geometric Pairing. SMOTAR automatically adjudicates simulated indirect fires. Administrative Command has oversight to deny fires for safety and risk mitigation during live fire training.

AFTER ACTION REVIEW (AAR)

Aircraft video is collected and imported with Pilot and CPG audio, then synchronized with playback. The user can pause, rewind and fast-forward live data feeds without interrupting recording of new data. Critical events can be bookmarked and saved for playback during After Action Review (AAR).

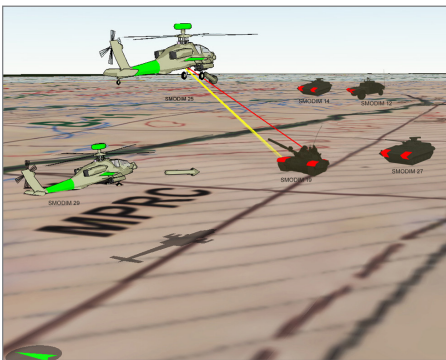


SMOTAR FEATURES & BENEFITS

- » Real-time Position/Location & Event tracking
- » CTC-Caliber training at Home Stations
- » Weapons Simulation using MILES and Geometric Pairing
- » Aircraft Video/Audio Import
- » Area Weapons Effects
- » Administrative Commands
- » Dynamic Position Database
- » User-definable Graphics & Maps
- » Real-Time Casualty Assessment
- » Immediate AARs



Network Infrastructures provide Monitoring and Tracking at U.S. Army Home Stations and Combat Training Centers

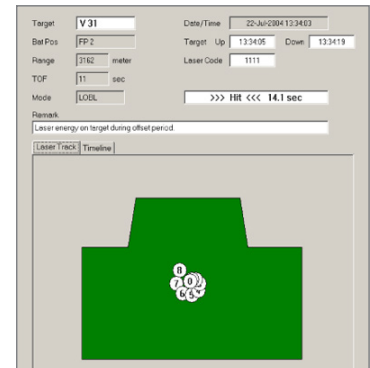


Aerial Gunnery and Live Fire Weapons Training



REAL-TIME DATA

Mobile and permanent telemetry antenna systems provide scalable RF coverage and transmit live feed across multiple sites. Telemetry-based, real-time views of the battleground are extended and enhanced with synchronous data feeds from tactical and digital systems (and other Live Virtual Constructive (LVC) simulations). This is done using built-in compliant translators for Distributed Interactive Simulation (DIS), High Level Architecture (HLA) and Common Training Instrumentation Architecture (CTIA). Real-time data includes player Position Location (PL), heading, velocity, sensor heading, sight azimuth, weapon events, dead/alive status, Aircraft Survivability Equipment (ASE) status, and Real Time Casualty Assessment (RTCA).



WEAPON SCORING

SMOTAR integrates with the Aerial Weapon Scoring System (AWSS) (from Meggitt) that provides near real-time scoring information for attack helicopter training on instrumented ranges. The Scoring Display shows selected data collected from the AWSS interface, including aircrew and aircraft data, range to target, munition time-of-flight, target silhouettes, rocket target engagement areas, and all munition and Laser detection events. A signal to the target lifter indicates when target effect is achieved. Printed score reports are generated for each target along with a chronological list of all AWSS-specific scoring events.



Jim Barker, Vice President Business Development
 jrbarker@inter-coastal.net
 (480) 981-6898



www.inter-coastal.com