

UNMANNED VEHICLE CONTROL SYSTEM

DATA SHEET & TECHNICAL SPECIFICATIONS



The Unmanned Vehicle Control System is a field proven C2 system based on the MONTAGE architecture used to control remotely piloted vehicles or target drones. The system can control multiple full and/or sub-scale fixed and rotary wing aerial targets and sea surface targets to a range of 200 nm line of site, or up to 330 nm with a minimum of 12dB of margin if using the optional relay system, using differentially corrected GPS position data.

Our unique modular systems approach allows the system to be tailored to the customer's specific needs by purchasing only as much capability as required.

Additional consoles and modules can be easily added in the field. Vehicle command and telemetry configurations, telemetry displays, and range maps can all be configured to the customer's preferences.

The system operates independent of Data Link types and can accommodate multiple data links and/or multiple frequencies simultaneously. The RF module can be connected directly via Ethernet, or remotely to network through a router (e.g. T1, ISDN, microwave, etc.).

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Features

- ▶ Simultaneous Multi-vehicle control
- ▶ Modular "Plug and Play" System
- ▶ Vehicle Independent Datalink
- ▶ Interface to range infrastructure for mission information sharing
- ▶ Ruggedized Transportable System

Modular Systems Approach

- ▶ Distributed Multi-processor System
- ▶ Configurable using "Building Blocks – Purchase only as much capability as needed
- ▶ Highly Cost Effective
- ▶ High Capability Configurations Available

Vehicle and Datalink Independent

- ▶ Configure with multiple datalinks simultaneously
 - ▶ High Capacity – for full scale vehicle
 - ▶ Reduced Capacity (reduced cost) – for subscale vehicles (MQM-107, BQM-167, Medium size UAV, UGV, USV)
 - ▶ Simultaneous Vehicle Operation – for multi-vehicle missions

Highly Integrated Consoles and Open System Architecture

- ▶ Fast and Easy Set-up (Typically less than 30 minutes)
Minimal inter-module connections
- ▶ Choice of single or dual console Target Control
- ▶ Groups TCP/IP interface between consoles and modules
- ▶ Supports remote location of "Building Blocks" (location transparency)

Fixed site system configurations are available.



Applications

- ▶ Air, Land, & Sea Vehicle Command and Control (C2)
- ▶ Mission Planning
- ▶ Simulation

Field Upgradeable

- ▶ Additional consoles and modules can easily be added (up to 8 vehicles)
- ▶ Temporary expansion for special mission requirements

Range Independent

- ▶ No range specific functions for vehicle command and control
- ▶ Range interface available for collecting/monitoring mission data

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 [Send Us a Message](#)

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