



- Transmitter Controls
- Receiver Controls
- System Status Information
- Range Monitor
- Video Monitor(s)
- Azimuth, elevation, and Range Displays
- Range and Angle Operator Controls
- Mode Selection Matrix
- Optics Controls
- Boresight Remote Controls

BAE SYSTEMS' state-of-the-art Interactive Console is the prime man-machine interface for our current line of tracking systems and provides all the controls and indicators required for normal operation and control of the system. Obsolescence issues along with the high cost of materials and labor for the conventional discrete switch console has led BAE SYSTEMS to develop a new console approach. This console is made up of dual CRT monitors incorporating the latest multiple window and touch-screen technology.

The Interactive Console is designed to reflect the needs of mission tracking, systems monitoring, control system calibration, and system checkout. The console provides for operator monitoring of the target acquisition and tracking process and enables operator intervention when required to assist these processes. Any interactive computer subsystem associated with the system is "transparent" to the tracking system operator. Interaction with the computer subsystems occur automatically through the use of dedicated console operational controls and does not require access through a keyboard terminal during the course of a mission. It consists of a window-based, 18-inch color active matrix, antiglare, flat screen monitor and is installed in an EIA standard console. The display is a touch-screen monitor that provides the basic controls and display necessary to operate the tracking system. The screen also contains video overlays for the A-scope and TV/IR video display. This display is driven by a Windows NT[®] embedded processor and communicates with the VME Host computer via a reflective memory ring. Utilization of a reflective memory interface allows long-range operator control capability of the dedicated tracking system and associated subsystems. Multiple button layouts are available to allow the operator access to the controls necessary for different functions such as operations, maintenance, calibration, etc.

The Status and Chart Display is a VME single-board PC with a Windows NT[®] embedded processor. The PC includes a graphics display monitor with keyboard and mouse, a stand-alone processor/controller, and memory unit. This unit also communicates data with both the VME Host and RSP (Radar Signal Processor) subsystems via a reflective memory ring. This system, however, can be configured as a stand-alone unit to communicate with the VME Host computer via an Ethernet interface.



**SERVICE LIFE
EXTENSION PROGRAM**

Technical Services

557 Mary Esther Cutoff
Fort Walton Beach, Florida 32548

Electronic Systems

850-244-7752
850-244-7782 fax

Contact Jim Atkinson

Interactive Console

The Status and Chart Display provides default displays of the tracking system and RSP data as well as directed data plots vs. time (tracking system only), vs. another variable, or vs. memory location. The default screen display implements ActiveX component control technology to display system parameters. It features user configurable LEDs, gauges, and meters, and a scrolling two channel strip chart display. Directed data plots can plot up to any four

floating point variables vs. time, any three floating point variables against a fourth, or any contiguous block of memory against memory offset location in a variety of data formats. Plots are represented as lines, points, fading points, or bar graph. A 32-bit virtual test panel is also available to examine any system parameter. Integration and interfacing of these subsystems can be easily configured to existing systems that incorporate reflective memory or Ethernet networks.

SPECIFICATIONS

VME Based

VME64 bus platform

CONSOLE PROCESSOR

Microsoft NT® Embedded

Rommed application

Touch Screen

18-inch industrial grade, anti-glare, flat panel touch screen

Effective 20" viewable area

170 degree viewing angle

Redundant touch screen pointing device (mouse)

Front Panel

Up to 16 discrete lighted switches

Up to 16 discrete non-lighted switches

Up to 9 optical pots

3 optical handwheels

Audible Buzzer (Internal)

External Inputs/Outputs

Up to two analog joystick +/- 5VDC

Up to four joystick buttons

Up to 28 analog inputs +/- 5VDC

Up to 32 discrete switch inputs 64mA

Up to 31 TTL outputs 64mA

Printer output (Ethernet 10BaseT/100BaseTX)

External Video Overlay

Camera video color NTSC/PAL

Ascope video NTSC/PAL RGB/Sync

DATA PLOTTING PROCESSOR

Microsoft NT® Embedded

Rommed Application

External Input/Outputs

VGA Output 1280x1024x256 resolution

Touch screen serial input (RS-232)

Mouse/Keyboard Inputs (P/S2)

Printer output (Ethernet 10BaseT/100BaseTX)

Power

Auto Line Voltage select

110/220VAC

50/60Hz

5/7 Amps

Temperature:

Operating: 0 to 40 degrees C

Storage: -20 to +65 degrees C

Operating: 10 to 90 non-condensing

Storage: 0 to 90% non-condensing

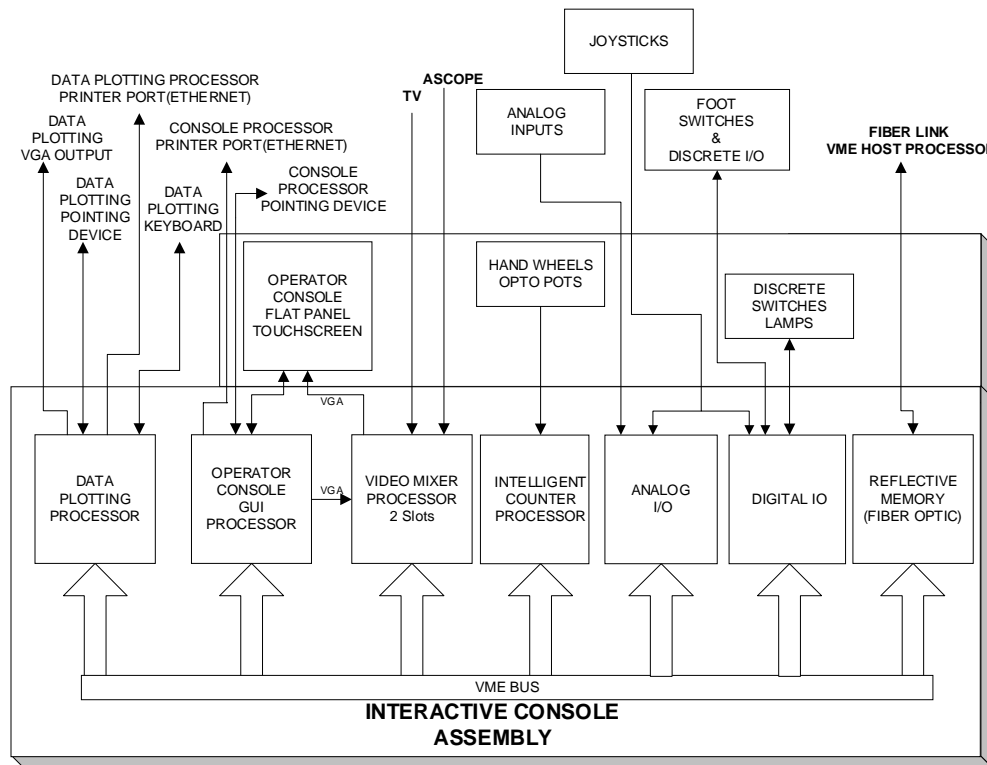
Mechanical:

Height: 21 inches

Width: 30 inches

Depth: 27 inches

Weight: 88 Pounds



For more information, please contact:
Technical Services, Business Development
557 Mary Esther Cut-Off
Fort Walton Beach, Florida 32548
Telephone (850) 244-7752 Fax (850) 244-7782

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