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geospatial innovations

Carmenta Engine Tactical Extension

Powerful support for military overlays

Tactical Extension is a supplementary package that makes it easy to implement support for military overlays in your Carmenta Engine-based applications. Tactical Extension supports tactical symbols and graphics according to the MIL-STD-2525B and STANAG 2019 APP-6B standards, and also contains a multitude of features that facilitate the development of C4ISR applications.

General

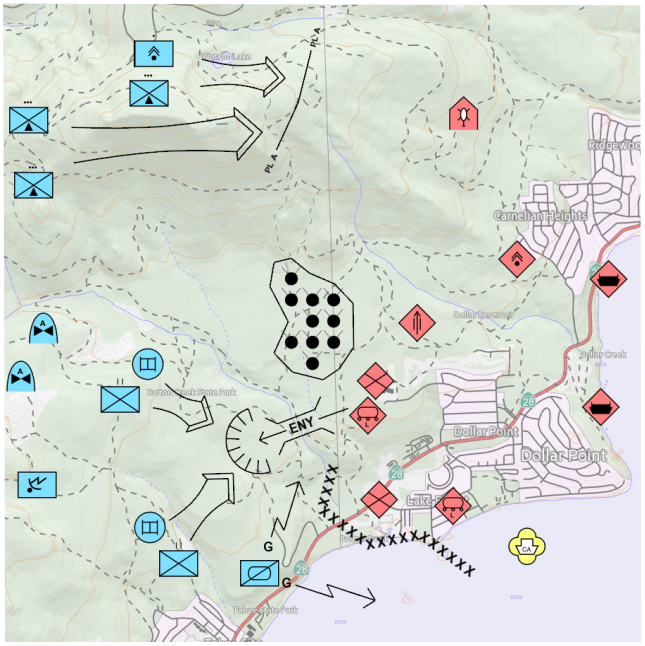
Tactical Extension is a powerful development tool designed to meet the challenges faced when integrating complex military overlays in a Command and Control System.

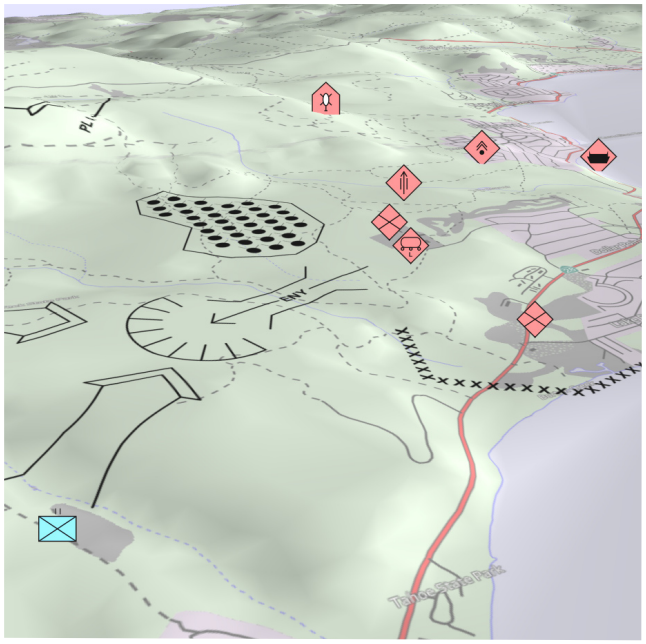
The data-driven visualization and comprehensive symbol management ensure that the presentation is always kept up-to-date. With Tactical Extension it is easy to implement real-time situation displays that include advanced symbology.

Tactical Extension has been seamlessly integrated with Carmenta Engine and extends its already powerful overlay capability to a new level.

Tactical Extension contains the following components:

- Ready-to-use implementation of the MIL-STD-2525B (change 1) and STANAG 2019 APP-6B symbol standards. Full support for all tactical symbols and graphics defined in 2525B Appendix A, B, D and E, and for APP-6B all point symbols in the 1.X hierarchy,
- Classes for handling 2525B and APP-6B metadata. The metadata contains descriptions of the tactical symbols and is used for editing support in symbol editor dialogs.
- A group storage component for advanced support for hierarchical grouping of tactical symbols with functionality for automatically generating convex hulls around groups. The convex hull polygon is calculated in real-time and works with moving objects.





Features

- Visualization parameters such as size, affiliation colors, transparency, halo, fill and icon can be set individually per object or collectivly per layer.
- Tactical symbol are specified using SIDC identifiers which makes it very easy and quick to define tactical objects.
- Supports dynamic moving and rotating 2D and 3D views.
- Easy-to-use APIs for .Net, Java and C++.
- Support for hardware accelerated graphics and display of several thousands of moving tactical symbols, even on low-end rugged systems.
- Built-in support for creating and interacting with tactical symbols and graphics

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