

Key Features

- Simultaneous 3D and 2D map display
- Multiple track hook readouts
- · Customizable watch lists
- Record/playback
- Overlays for monitoring critical areas
- Web Map Service (WPS)
- Web Map Tile Service (WMTS)
- Digital Air Control

Overview

The TacViewC2™ software sets a new standard for mission-oriented, real-time tactical displays. Designed for the most demanding real-world requirements, the TacViewC2 software provides unprecedented flexibility and customization.

Using a highly optimized interface, the TacViewC2 software displays thousands of tracks at a time with the realtime responsiveness needed to visualize the battlefield. With TacViewC2's minimal network footprint, one has the scalability to add as many displays as needed without sacrificing performance. There is no limit to monitor sizes and resolutions and the display window is customizable. Operators can choose whether windows float or are docked to a specific area of the window or can use multiple monitors.

The 3D capabilities bring the map to life allowing the operator a clear visual picture. View the map in 2D or manipulate the map in 3D, rotating the views. 3D is especially useful with overlays and there is a wide array of overlay types to choose from. Alerts and overlays, combined with an array of user-configurable watch lists templates, allow monitoring of all critical areas.

The TacViewC2 software utilizes right-click menus and drag-and-drop interactions, and allows many of the windows and display attributes to be modified. To get information on a track, hover over the track with the cursor to get customizable critical information. Or, right-click to bring up a hook window that contains all of the system's data on that track on one tab and a track zoom window on another

tab. To send commands, simply drag one track on top of another track. The system understands and displays available options based on the track types. Once the operator selects the appropriate action from the drop-down menu, the system automatically creates and sends the appropriate tactical data link message.

Terrain and satellite imagery may be imported to provide a realistic and detailed view of the operational area. The TacViewC2 software includes vector and raster maps and a terrain database encompassing the globe.

Most importantly, the updated TacViewC2 software comes from Ultra, a world leader in delivering and supporting reliable and affordable real-time tactical command and control systems.

System Specifications

A revolutionary step in situational awareness, Ultra's TacViewC2 software creates a highly accurate visualization of the battlefield at any level.

System Attributes

- Wide-screen and multiple monitor support
- · Displays 16,000 tracks
- · Dockable windows
- · Shapefile support
- Video integration
- · Data Filter Wizard
- Multiple Interfaces including GEOISON
- Dimming controls for all raster and vector maps
- Declutter function allows map features and tactical objects to be independently toggled on or off
- Runs on Microsoft® Windows® 7 and Windows 10 operating systems
- Includes vector and raster maps
- Includes world-wide terrain data

Mapping Functions

- Web Map Service (WMS)
- Web Map Tile Service (WMTS)
- · Vector map types supported:
 - Digest VPF
- Vmap 0,1,2
- DFAD
- Raster map types supported:
 - ADRG, CADRG
 - GeoTiff
 - BMP, JPEG, TIFF, PCX...
- Terrain data types supported:
 - DTED/DMED 0,1,2
 - ASCII-DEM

- Moving map features:
- North up or heading up
- Airborne
- DAFOF-tabbed
- JEPPESEN
- Maritime
- S57 AML/END

- Multiple map projection types:
- Cylindrical
- Conic
- Stereographic

Taking full advantage of today's widescreen and multiple displays, the TacViewC2 software displays as many as 16,000 real-time tracks on a moving map. Its multi-layer map capability automatically provides increased detail on zoom in. Detail is added or removed using simple declutter controls.

Computer Hardware	
Requirements	Recommended
CPU Speed	3.0 GHz Intel® Core i7/i9 or Xeon architecture
Free hard-disk drive space	40 GB
Display resolution	1280x1024 Minimum
Operating system	Windows 7 or Windows 10
Graphics	Discrete graphics accelerator with 2 GB video memory. Maximum texture size of 2048 pixels or greater. Support for WGL_ARB_pbuffer extension