



USERS' CONFERENCE

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Network Common Operational Picture (NetCOP)

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Final Fantasy X



NetCOP

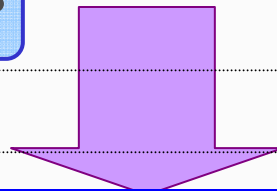


- COP-Common Operational Picture
 - software that acquires data and displays it to provide **situational awareness**
 - Map information
 - Friendly force location and status
 - Hostile force location and status
 - Mission plans
 - Logistics/Material status
 - Used by warfighters to summarize the current state of a mission and to plan for future operations
 - Examples: Joint WebCOP, XCOP, Current Command and Control (C2) system
- NetCOP-Network Common Operational Picture
 - Additional layer of network information
 - Used by network operators and other warfighters



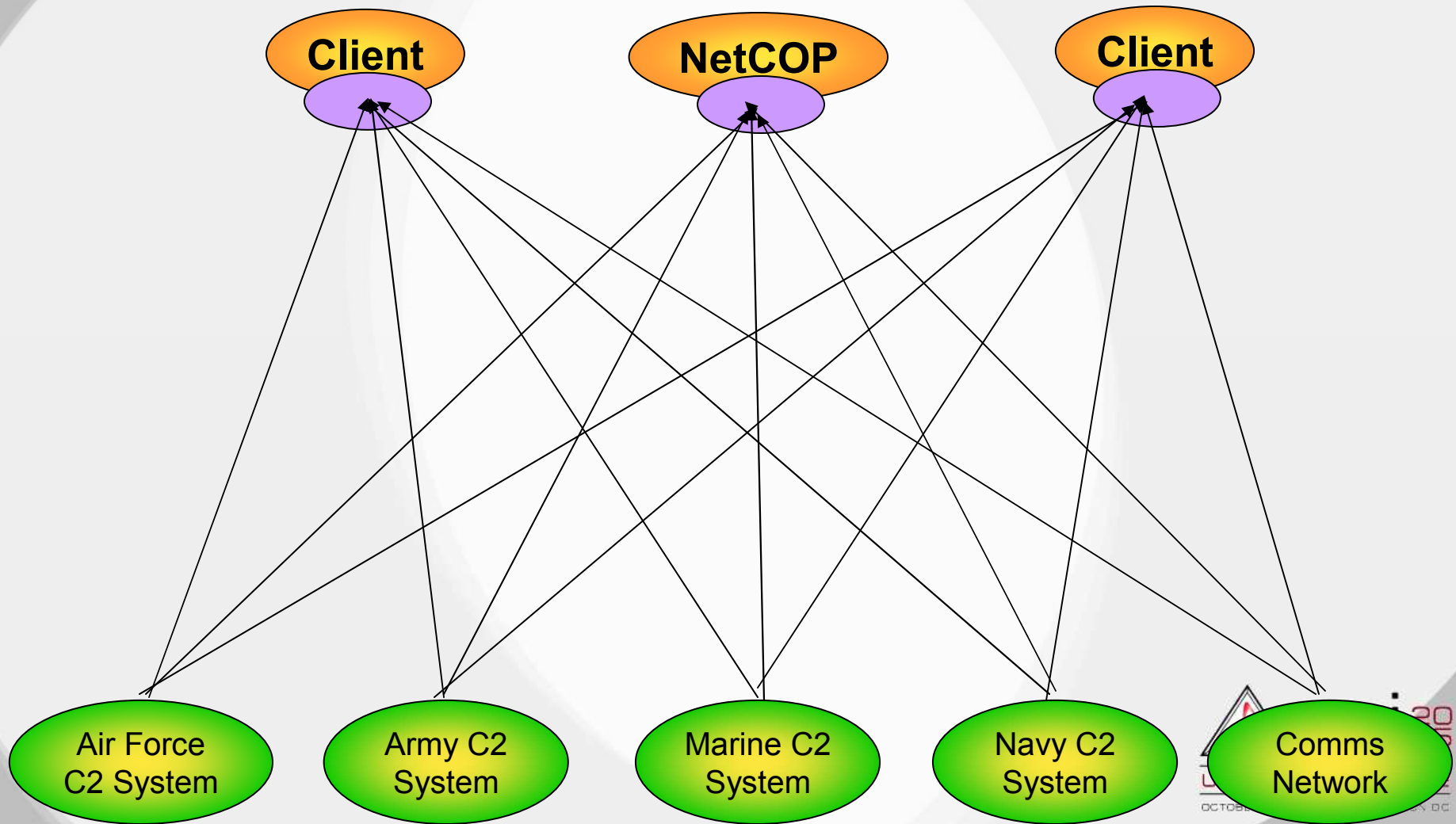
Requirements

1. Provide common situational awareness at all Army echelons
2. Support mobile operations

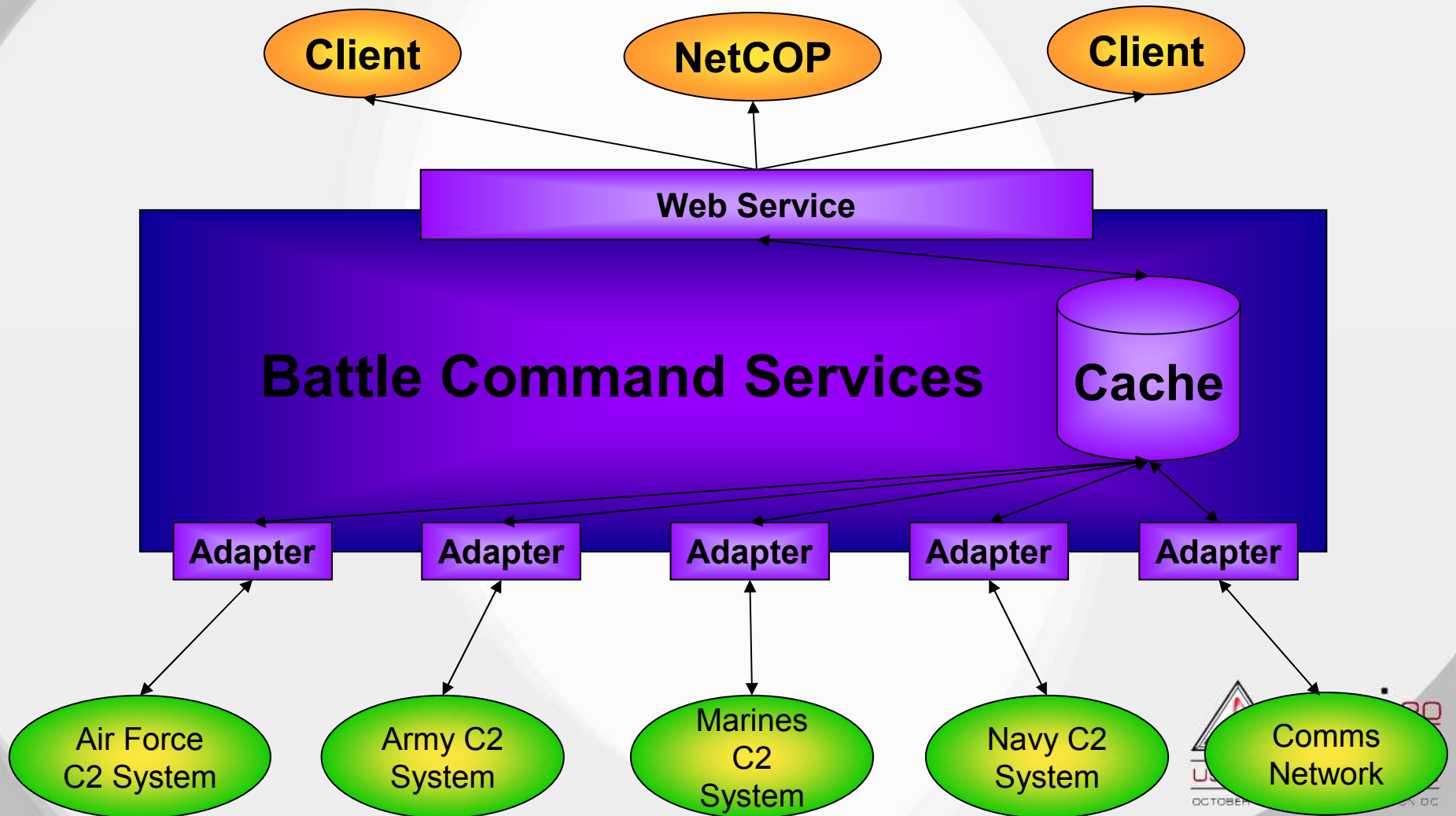


- Shall support wide range of hardware capability
 - Platform-independent
- Shall be easily deployed and updated
 - Lightweight client
- Shall provide network visualization
 - 3D visualization
- Shall access near-real time data from legacy systems and future systems
- Shall run in bandwidth-restricted environments

Straight forward Solution



Solution with Battle Command Services (BCS)



Solution with BCS, Java and STK/X



Map Explorer

Latitude: -5.72957 Longitude: -5.72957 Last updated: 2005.09.06 06:20:21 EDT

2D View 3D View

Originating System [12]
CommNetwork [3]
 Comm AirNode
 Comm GroundNode Alpha
 Comm GroundNode Beta
ArmyInfoSystem [2]
 Combat Unit Alpha
 Combat Unit Charlie
[3]
Link

Originating System Status Object Type Filters

Properties

Name	Value
Key	CombatUnit994
Name	Combat Unit
Symbol	SHGPUCL-----KN-
Type	CombatUnit
Provider	Intel
Position: 1	Lat = 35.3739, Lon = -116.6626, Alt...
Status	Unknown

Earth Inertial Axes
6 Sep 2005 12:00:00.000 X Real Time Multiplier: 1.00

agi

Applet com.lmco.nws.map.MapApplet started My Computer

Solution



- **Battle Command Services (BCS)**
 - Single interface for display client
 - Caching to control access to legacy systems
 - Filter capability
 - Long term extensibility
- **Java Applet**
 - Interoperable with STK/X
 - Lightweight
 - Portable
 - Loosely-coupled components



STK's Contribution



- What it added:
 - 3D visualization capability
 - 3D terrain
 - 2525b symbols
- How we used it:
 - STK/X - embedded into Applet using JIntegra
 - Connect module – simple way to control STK/X
 - 2525b Symbol Server
 - Globe Server
- How we will use it
 - 4DX for deployment and licensing

