

Tactical Display Tools for Carmenta Engine

Powerful support for military overlays

Tactical Display Tools (TDT) is a supplementary package that makes it easy to implement support for military overlays in your Carmenta Engine-based applications. TDT supports tactical symbols and graphics according to the MIL-STD-2525B standard, and also contains a multitude of features that facilitate the development of C4ISR applications.

TDT is a set of powerful tools 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 TDT it is easy to implement real-time situation displays that include advanced symbology in an interactive graphical user interface.

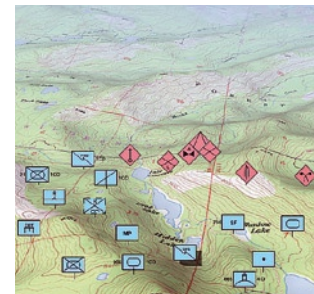
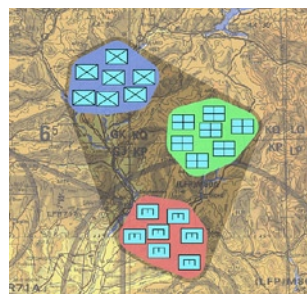
TDT has been seamlessly integrated with Carmenta Engine and extends its already powerful overlay capability to a new level.

TDT contains the following modules:

- A high-performance in-memory storage container for tactical objects.
- User interaction tools for creating and editing the geometries of tactical data stored in a TDT Dataset.
- Ready-to-use implementation of the MIL-STD-2525B symbol standard. Full support for all Tactical Symbols defined in Appendix A, D and E. Comprehensive support for the Tactical Graphics objects found in Appendix B.
- Extensive documentation and sample projects with source code that show you how to use TDT.

Features

- Attribute-controlled vector-based visualization, based on SVG files (Scalable Vector Graphics – a W3C web standard).
- User-extensible, to allow you to add new unit symbols or application-specific symbol parts, or just modify the color scheme.
- Drop shadow and halo effects for enhanced visibility.
- Supports 2D, moving-map and 3D views.
- Saving and loading of overlays in XML.
- Easy-to-use programming interface (API).



- Optional validation of object attributes against the MIL-STD-2525B standard.
- Advanced support for grouping of objects. Convex Hull on symbol collections makes it possible to automatically generate enclosing polygons around groups of tactical symbols. The polygon is calculated in real-time and works with moving objects.
- Optional unlimited support for undo/redo.

Benefits

- Out-of-the-box support for MIL-STD-2525B Tactical symbology (Symbols and Graphics).
- Vector-based rendering ensures high quality presentation, even when symbols are scaled and/or rotated.
- Smart caching of complex symbols allows high-performance map updating of dense situation displays.

For further information, please refer to the Carmenta Engine product sheet, or contact Carmenta.