



Manned Systems



Unmanned Air Platforms



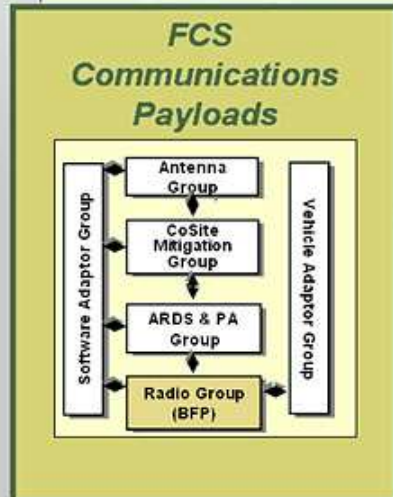
- Unmanned Payloads
- Unattended Ground Sensors

Unmanned Ground Vehicles

Small Manpackable UGV



- Unattended Munitions
- NLOS LS
- Intelligent Munitions



Medical Treatment, Evacuation

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Overview:

G3 developed the System of Systems (SoS) architecture for the US Army Future Combat System (FCS) to link all communication and sensor array platforms for all manned and unmanned ground and air vehicles resulting in a modular battlefield network adapted for use by all vehicles that share common components in order to reduce the number of parts required to field the systems and increase interoperability between different vehicle platforms.

Features:

- Provides situational awareness through a mesh network of sensors.
- Ability to detect, identify and track both enemy and friendly assets.
- Integrates intelligence, surveillance and reconnaissance sensors.
- Provides Common Operating Picture (COP) to view entire battlespace.

Benefits:

- Tactical-Unattended Ground Sensors (T-UGS) for situational awareness.
- Urban-Unattended Ground Sensors (U-UGS) for urban checkpoints.
- Interchangeable parts allow for fewer spare parts and lowers costs.

Industry:

- Government
- Military
- Law Enforcement
- Public Safety

Technical:

- Secure Cloud-Based Services
- Microsoft Server
- Microsoft SQL
- Microsoft .NET Services
- XML Frameworks
- Modular Communications
- Mesh Sensor Network
- Geo-Location Services
- Wireless Wide Area Network