

FLITESCENE® 2.13.0

Full-capability digital moving map

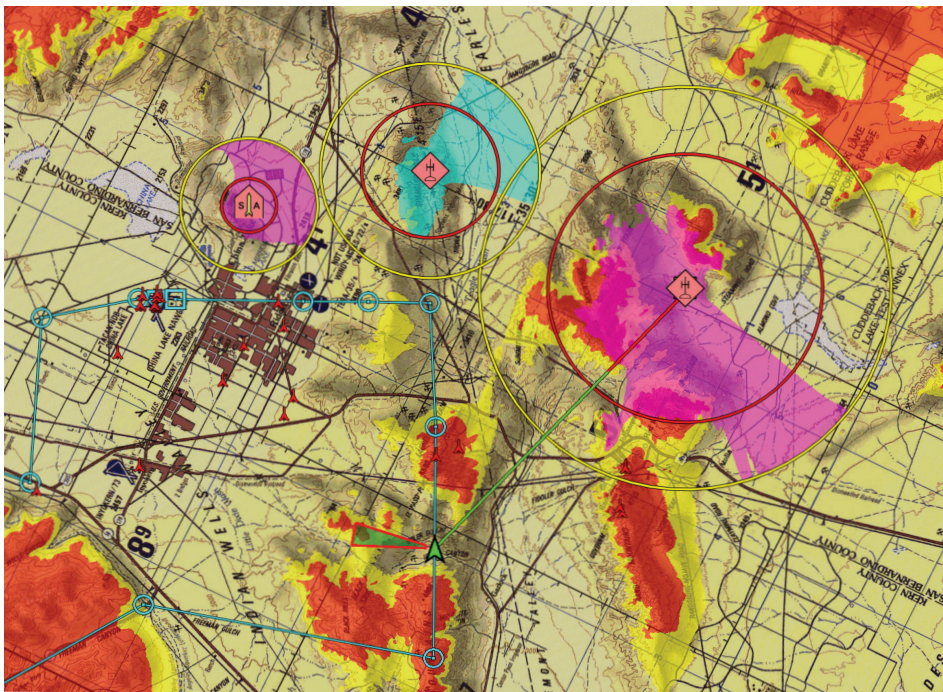
L3Harris' FliteScene digital map is a high-performance, combat-proven, feature-rich, digital moving map software product that provides advanced situational awareness for the most demanding conditions faced by both military and civilian flight crews. It is designed to operate in general-purpose, reconfigurable graphics hardware and be hosted on a variety of airborne or ground-based systems.

PROVEN SITUATIONAL AWARENESS

FliteScene supports standard OpenGL interfaces allowing for seamless integration with commercial off-the-shelf processors and graphic accelerators. This open-hardware approach provides a powerful digital map capability that can support any platform.

FliteScene's wide variety of features can be effectively applied to civilian-use applications, including law enforcement, fire, search and rescue, and any commercial platform that can benefit from real-time digital mapping and situational awareness.

FliteScene is a continually evolving product, allowing it to grow and adapt to the changing needs of today's military and civilian agencies. FliteScene is widely fielded on rotary- and fixed-wing aircraft, providing years of operational experience for easy integration. It is highly portable and configurable to allow integration in even the most resource-limited systems.



2D chart view with height above threshold, routes, threat intervisibility, vertical obstruction and line-of-sight overlays.



FEATURES

- > Uses standard, non-proprietary, government and commercial map sources
- > Supports mission planning overlays in native formats
- > Open standard interfaces
- > Supports multiple real-time operating systems (RTOS) and central processing unit architectures
- > Supports desktop and mobile environments
- > High performance 2D and 3D rendering
- > Minimal processing and memory requirements
- > Perpetual licensing with no recurring or subscription fees reduces lifecycle cost of the system
- > Exportable via U.S. Department of Commerce Export Administration Regulations

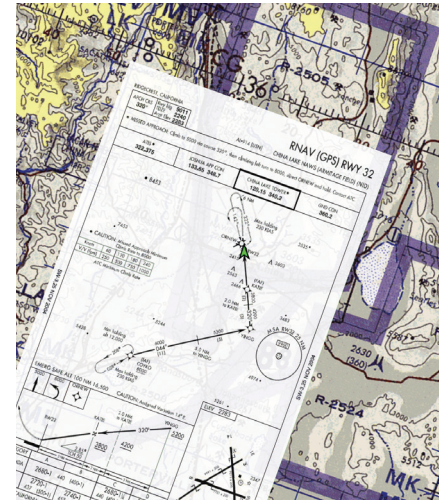
FliteScene supports open-standard and commercial data sources such as charts, elevation, imagery and approach plates. Symbol overlays such as height above threshold, routes, vertical obstructions, mission planning data, Keyhole Markup Language (KML)/ Keyhole Markup Zipped (KMZ), line-of-sight and sensor footprints provide enhanced situational awareness.

ENVIRONMENT

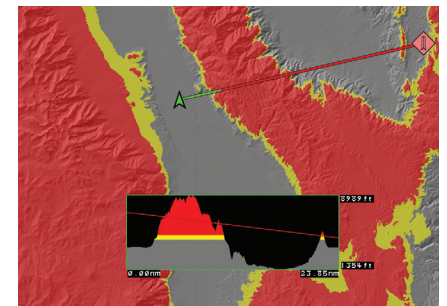
- > Processor independent (32 and 64 bit)
- > OpenGL graphics SC 1.0.1 and ES 2.0
- > Operating systems: VxWorks, VxWorks-653, INTEGRITY, INTEGRITY-178 tuMP, LynxOS-178b, Raspberry Pi, Linux, Windows, Android, iOS
- > Memory requirements: configurable at initialization; 128 MB system, 128 MB video suggested
- > Flexible API
- > Configurable file system
- > FACE conformant: general purpose profile
- > FACE aligned: safety base and safety extended profile
- > Multi-core with core affinity support
- > DO-178B DAL D
- > Configuration: XML Format

MULTIPLE USERS

- > U.S. Army
 - AH-64D/E
 - CH-47F
 - UH-60L/M/V
- > ARSOC
 - MH-47G
 - MH-60M
 - AH/MH-6
- > AFSOC
 - MC-130J
- > U.S. Marine Corps
 - UH-1Y/AH-1Z
 - CH-53E/K
 - VH-60N
- > U.S. Navy
 - MH-60R/S
- > U.S. Coast Guard
 - MH-60T
 - MH-65E
 - HC-130H
 - HC-144A
- > U.S. Air Force
 - F-16C/D
 - HH-60W
 - A-10
- > Civilian platform
 - S-70i



Geo-registered flight information publication (FLIP) overlay on map chart with transparency



Height above threshold with line-of-sight and elevation profile

To learn more visit: L3Harris.com/flitescene

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Nonexport-controlled Information

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