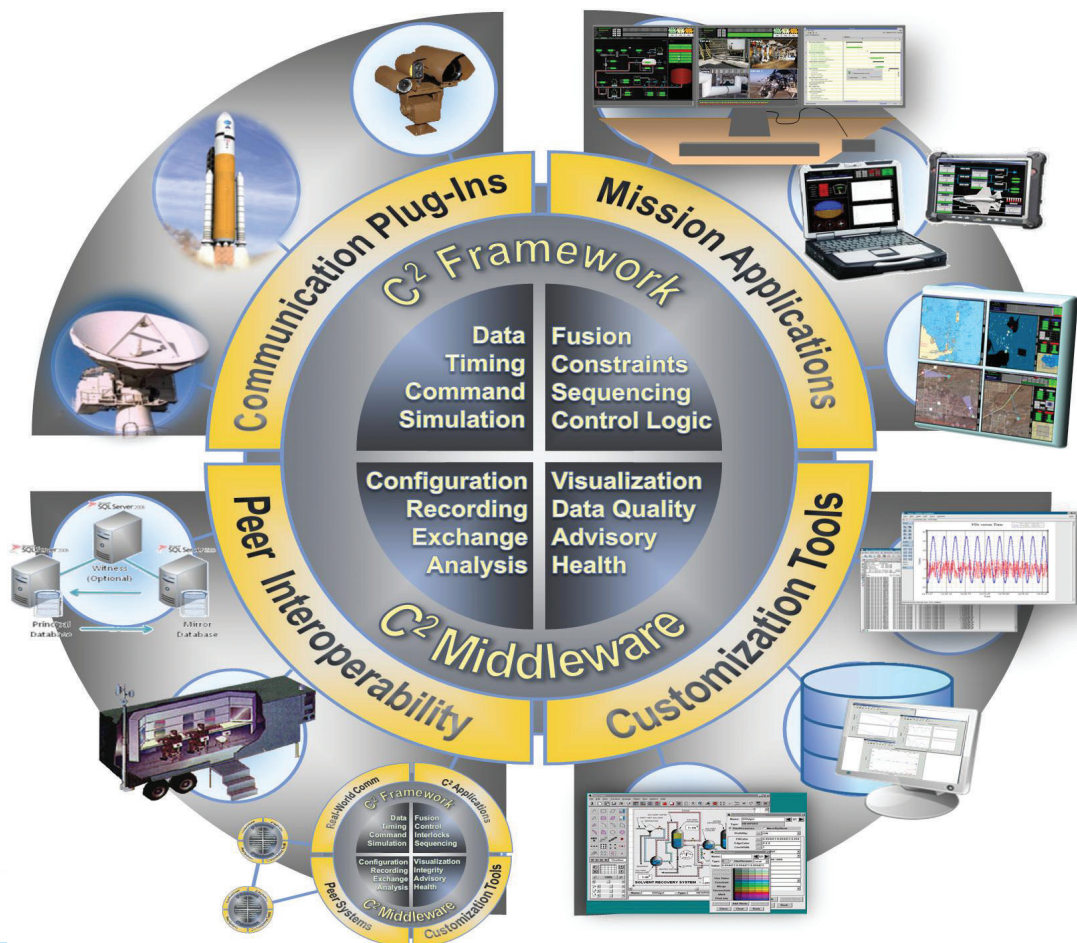


Real-time Command and Control Middleware

The CCTK™ software is an off-the-shelf framework for creating customized C2 systems. CCTK's configurable building blocks are used to integrate distributed systems, sensors, and operators for automated and reliable mission operations. The scalable software architecture is suitable for embedded, headless client/server, or network distributed operation. It is capable of handling millions of data, command, control event, and message transactions each second; while fully maintaining operator situation awareness.

Using CCTK simplifies and enhances the process of building mission critical command and control systems by providing a working architecture and fungible collection of reusable software assets that when integrated, form the core of any mission critical control system. Systems created using CCTK are deployed faster, with greater reliability and enhanced operability.



Advanced command and control framework for creating custom mission critical control systems.

Major New Features in CCTK™:

- Fusion framework for creating mission algorithms
- Enhanced commanding services
- Expanded telemetry capabilities
- Profinet interface plug-in for GSE control
- Improved Java graphical web client
- Enhanced peer-to-peer communications
- More robust data and messaging processing

Additional CCTK™ Features:

• Mission Applications

are supported by built-in services for real-time data fusion, commanding, command sequencing, control logic, dynamic graphical visualization, and data & health processing.

• Standard Communications Plug-ins

provides the means of integrating CCTK with real-world systems via telemetry, industrial control protocols, timing, and networks. CCTK customization tools enable integration of custom protocols and links. All communications plug-ins operate concurrently, enabling fully integrated enterprise control and monitoring. All communications is digitally recorded and integrated with the built-in data retrieval and data reduction tools.

• Peer Interoperability

over standard networks is supported through extensible information model exchange, peer-to-peer communications services, and command and data exchange, fully enabling distributed operations and systems redundancy.

• The CCTK Simulation Environment

is integrated with the C2 Framework providing support for modeling the continuous real-time time behavior of any device, target, or system. Using the simulation graphical user interface, or scripting environment, simulations can be quickly and easily composed in to mission scenarios for: verification of other systems, mission/operation dress rehearsals, operator training and qualification, and validation of processing algorithms.

