



Wing/Unit C2 Systems: Fly, Fight & Win

AFMSS Mission Planning System

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Discussion Topics

Wing/Unit C2 Systems: Fly, Fight & Win

- MPS Core Release (C2.2c)
- MPS V
- Intel Feeds
- Draw Tool
- UAV Route Editor
- DAFIF Version 6



MPS Core Release (C2.2c)



Wing/Unit C2 Systems: Fly, Fight & Win

MPS Baseline: Requires Relink from C2.2b

Reasons to Use It:

- Improved Waypoint Editor & Add Point dialog
- Supports Optimum (A/S *and* Alt) Flight Modes
- Improved OAP Handling/Multi-Aimpoint Support
- Easy Copy Upgrade (more printers supported)
- Climb/Descent Differential

Demo Available



MPS V



Wing/Unit C2 Systems: Fly, Fight & Win

MPS Baseline: C2.2c

Reasons to Use It:

- Enhanced graphic card speeds up display
- Faster processor: 440MHz
- More memory: 2MB internal cache & 512MByte
- Larger HDs: (2) 18 GByte and (2) 36 GByte

Demo Available



MPS III vs MPS V



Wing/Unit C2 Systems: Fly, Fight & Win

Task	MPS-III	MPS-V	% Faster
Boot-up to Login	4 minutes	2.5 minutes	38%
Login to Pilot	40 secs.	11 secs.	73%
New Mission	23 secs.	1 sec.	96%
Open Route Editor	25 secs.	1 sec.	96%
20 Point Route Editor	45 secs.	11 secs.	76%
Composite Threat - 23 Threats (SAM)	28 secs.	5 secs.	82%
Composite Threat - 23 Threats (Det.)	13 secs.	4 secs.	69%
Route Fly Through - 100 Frames (points 2-14)	50 minutes	19 minutes	62%
<i>-Terrain and Imagery</i>			
Loaded Japan DTED 039B	12 minutes	3:46 minutes	69%
Changing Maps	2-12 secs.	max 1.5 secs.	75%
Moving Map Center	2-12 secs.	max 1.5 secs.	75%
Loading Jog A	8:35 minutes	4:45 minutes	45%



Intel Feeds

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MPS Baseline: C2.2a, C2.2b, and C2.2c

Reasons to Use It:

- Supports MIDB format
- No more data loss
- Faster loading of large databases
- Supports Intel Database Updates

Demo not available



Draw Tool



Wing/Unit C2 Systems: Fly, Fight & Win

MPS Baseline: C2.2c

Reasons to Use It:

- Very Easy to Use USI
- Easy to use use Bullseye creation tool
- Place symbols/lines & move/copy objects by Lat/Long
- Improved Text Tool-Font Sizes & Styles/Edit Existing Text
- Improved SUA/Boundary Displays/Symbols - Selectable colors
- Improved MTR Route Displays

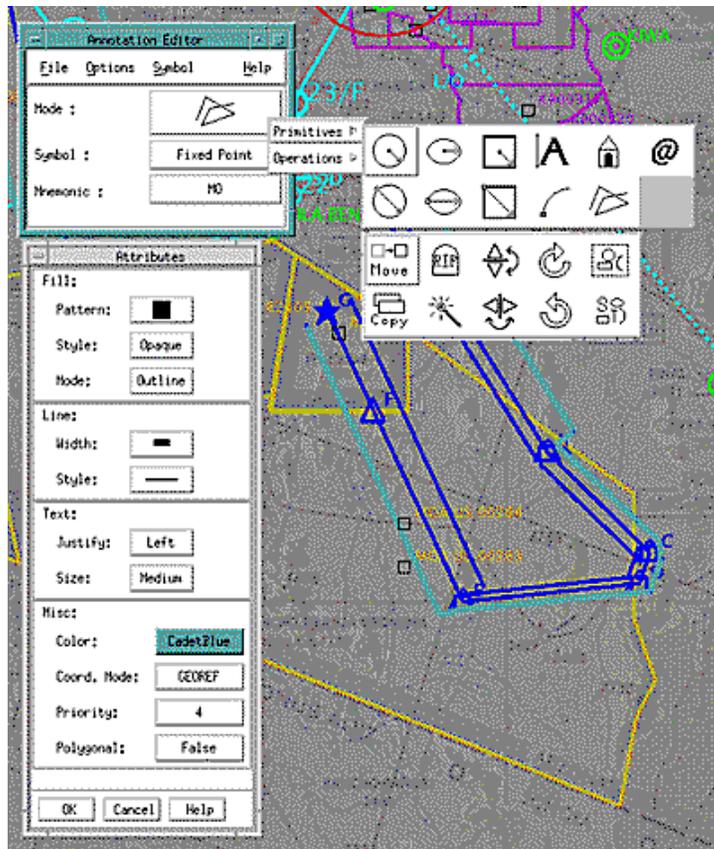
Demo Available



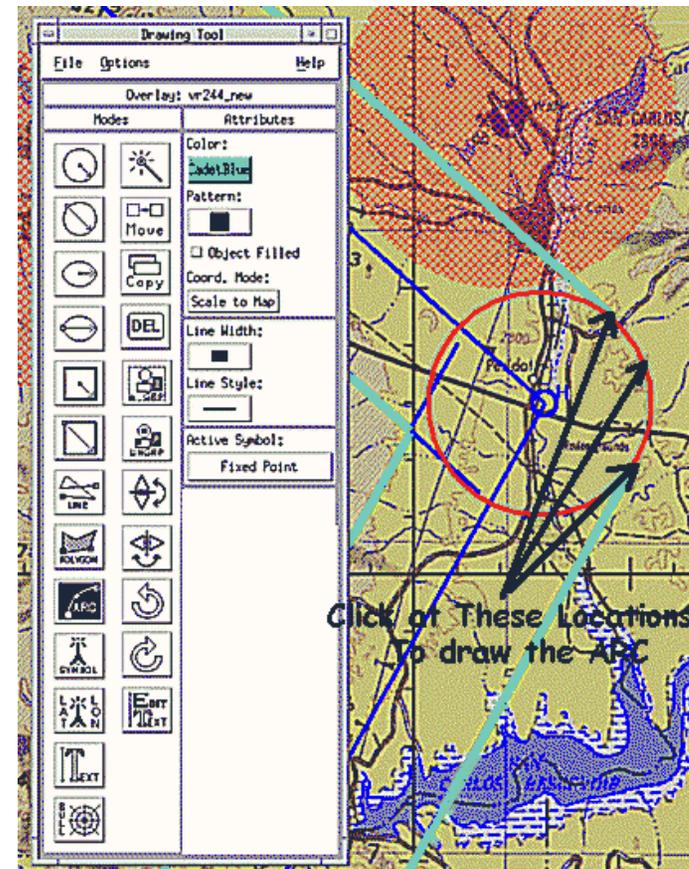
Draw Tool

Wing/Unit C2 Systems: Fly, Fight & Win

Old Annotation Editor



New DrawTool





Draw Tool Bullseye Tool

Wing/Unit C2 Systems: Fly, Fight & Win

Bullseye

Fix/Name: KCON/T

Description: CONCORD NH

Lat: N42-53.083 Long: W071-59.070

Current Datum: WGS84

Lat/Lon UTM MGRS GEOREF

Mag Var: -15.56

Alignment: Mag North True North

NM per Ring: 10

Max Ring (nm): 200

Degrees per Radial: 45

OK Apply Cancel Help

The background map shows a topographic view of Concord, New Hampshire, with yellow bullseye lines drawn over it. Labels on the map include 'CONCORD Chan X6', 'Concordook', 'Smokestack', 'Penacook', and 'CONCORD'. Elevation contours and various symbols are visible on the map.



UAV Route Editor



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MPS Baseline: C2.2c

Reasons to Use It:

- Faster Processing of Large Routes
- Improved AWE Route Calc
- Improved Multi Route Processing/Printing

Demo Not Available



DAFIF Version 6



MPS Baseline: C2.2a, C2.2b, and C2.2c

Reasons to Use It:

- Allows you to load DAFIF 6 data

Demo Not Available



Backup



Wing/Unit C2 Systems: Fly, Fight & Win



Potential Release Unix CMF Tool

Wing/Unit C2 Systems: Fly, Fight & Win

Available: ???

MPS Baseline: C2.2c

Reasons to Use It:

- Identical to PFPS CMF Tool
- Display and Print MPS Mission Planning Overlays in CMF Tool
- Fully Integrated with the Route Server

Demo Not Available

NIB selection



LOGICON CMF Tool - [demo_1.rte]

File Edit View Strip Charts Analysis Options Help

Image CDRG JNC 100%

Goto

Navigation Information Block

NIB type / connection DP13 0002

Latitude / longitude N31-45.486 W085-02.309

3

TC 000

ETE 0:11:59

DIST 60

IFR

ACC 0:37:05

Disconnect Delete User NIB OK Cancel

Click to re-position the map! N34-14.790 W088-06.763 JNCx100% 99999.9NM 360% 16:33:46 CMF - 2 N

Start LOGICON CMF Tool - ... untitle - Paint 4:33 PM



FLIP/ACO Route Improvements

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Available: March 2000

MPS Baseline: C2.2b and C2.2c

Reasons to Use It:

- ACO (Operational Routes) Editor improvements
- Improved Fix/Description for Op Routes/AR Routes
- Retains NavAid used to define point for TRs, ARs, and ACOs
- Defines Op Route Radial/DME Fixes using Slave Variation
- Makes NavAid Channel/Frequency available to Forms

Demo Available



MPS III vs MPS V Performance

Wing/Unit C2 Systems: Fly, Fight & Win

MPS3 vs MPS5	Dual 150 mHz		360mHz
		MPS3	MPS5
Boot-up to login		4 Minutes	2.5 minutes
Login to Pilot		40 Seconds	13 Seconds
New Mission		23 Seconds	3 Seconds
Open Route Editor		25 Seconds	3 Seconds
20 Point Route Compute		45 Seconds	15 Seconds
Composite Threat 23 threats(SAM)		28 Seconds	5 Seconds
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