Battle Management System (BMS)

Working to become a dependable partner of choice

BAE Systems Insyte's joint command & information systems solutions give decision makers the information to make mission critical decisions before opponents can react, minimising risk to our forces and creating greater operational effect.

The Battle Management System provides tactical command, control & communications (C3) from Battlegroup headquarters down to the dismounted soldier.

The component based suite of applications provides scalability from small hand held devices, through vehicle integrated systems, to large multi-screen headquarter installations.

– Tactical Unit and Battlefield Geometry overlays
– Messaging over combat net radio, LAN and WAN
– NATO ADatP3 Interoperability
– Integrated vehicle mounts
– Configurable human-computer interaction (HCI).

The core set of applications are supplemented by specialist components tailored to user's needs.
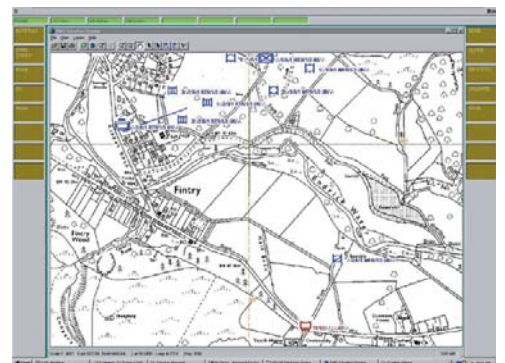
Technology refresh
The system can be extended and incrementally upgraded, ensuring it meets changing operational demands.

Based on Windows NT, BMS also exploits the low cost, easy maintenance PC architecture.

Embedded training
The BMS takes virtual feeds from simulations using the distributed interactive simulation (DIS) standard. This embedded capability allows soldiers to train on the same equipment they fight with.

INTEGRATED SYSTEM TECHNOLOGIES

BAE SYSTEMS

BATTLE MANAGEMENT SYSTEM FEATURES

Geographical information system
– Situation awareness
– Tactical unit and battlefield geometry overlays
– Digital and scanned maps
– Superimposed symbology, NATO or custom
– Route navigation linked to a GPS receiver.

Fire support
– From single gun to Regiment
– NATO armaments ballistic kernal
– Modified point mass trajectory model (for non NATO applications).

MESSAGE HANDLING

Resource database
– Operational data
– Encyclopaedic data
– NATO interoperability via ADatP3. Legacy interoperability to UK in-service BATES artillery system
– Automatic processing and forwarding options
– Intuitive front-end for ease of use.

Operator interface
– Alarm messages on custom system events
– Hierarchical menu buttons suitable for pointer or touch screen use
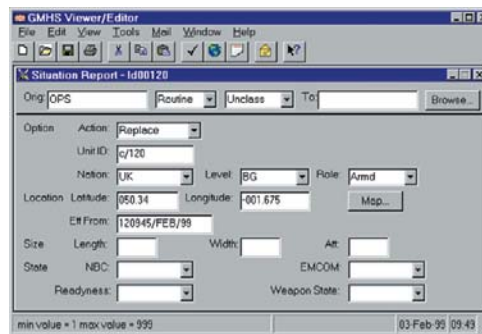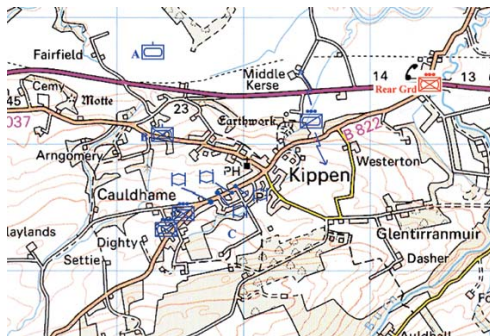– Operator role based preferences.

TECHNICAL DATA

Architecture
– PC systems running Windows NTTM, 9x, 2000
– Component software.

Deployment
– Workstations down to wearable computers
– Integration of fighting vehicle subsystems.

FOR MORE INFORMATION CONTACT: