# RONIN PLATFORM<sup>™</sup>

# THE PLATFORM FOR CONNECTED OPERATIONS

In modern Military operations, there is no lack of data. The problem is that data typically resides in an Operations Center - not in the hands of the warfighter. The RONIN Platform was designed to bridge this divide by aggregating, synthesizing and ultimately mobilizing these existing capabilities and investments.

Ronin supports commercial mobile / desktop devices and networks including GSM, Wifi, SATCOM and a wide range of radio platforms. This allows dismounted field units and HQ alike to access the Ronin COP via the Ronin mobile app (Android, iOS) and / or Ronin web interface (Modern HTML-5 browsers such as Google Chrome and MS Edge).

## WHAT IS RONIN?

The RONIN Platform is a lightweight system that integrates legacy enterprise data and services into an application engine capable of creating situational awareness for the individual and providing a common operational picture for teams. Because of its roots in Military and Special Operations, RONIN is also capable of working in some of the toughest conditions imaginable with any network such as tactical radio, SATCOM or even newer technologies like Ultra Wideband (UWB).



# **REQUEST A DEMO**

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#### **KEY BENEFITS**

- Provides a secure and robust communications architecture that can use chat, voice and other tools.
- Streams video and sensor data (Lidar, UGS, etc.)
- Puts all data into a geospatial context.
- Leverages existing investments and enhances their value by extending them to a mobile device.
- Visualizes, overlays and fuses data from several sources to create new insight.
- Creates a common operational picture for all users by synthesizing existing data & services with robust and secure communications.
- Empowers teams in any environment, even the furthest edge of the network.



#### **GENERAL OVERVIEW**

- Provides SA and patrol tasking capabilities between deployed headquarters, mobile and foot patrols.
- Sensor-to-soldier workflow
- Mission tasking and management
- Intuitive, visual interface minimizes training requirements and emphasizes icons over language.
- PC server-based architecture to provide persistent data operation and distribution of SA, sensor and COP data to higher headquarters formations.

#### **RADIOS / NETWORK**

- Supports a wide range of radio platforms for dismounted operations:
- Freewave IP
- Motorola DMR
- Codan VHF
- Trellisware MANET
- Harris ANW2

#### SENSORS

- Sensor-to-soldier connectivity through deployed border sites and command centers.
- · Supports multiple sensors including
- Unattended Ground Sensors (UGS)
- Facial Recognition
- License Plate Recognition (LPR)
- Lidar



### MAPPING

- Offline map tiles support dynamic zoom of target areas based on available resolution of imagery.
- Displays location of friendly forces, enemy locations and / or subjects of interest.
- All locations are updatable and support breadcrumbs to view location over time.
- Map annotations allow users to add locations, waypoints or enemy/subjects of interest, including support for custom icons and description of the annotations (notes, number in party, armed/unarmed etc).
- Split markers to indicate separation of enemy forces in order to track both.
- All GIS and track information recorded both locally and when able to synchronize with the server system.
- Map overlays.



#### **COMMAND OPS**

- Tasking information is sent from respective command centers to ground patrols via the SA application for the intercept and detainment of designated targets and subjects.
- COP capability for deployed ground patrols and commanders with ability to provide a complete theater COP for higher echelon command centers.
- The system supports central system management via administrator control for the following functions:
- System wide configuration and central repository for all device, interface and asset data
- Remote programming and device cloning
- Management of user IDs, roles and permissions
- Storage of system profiles and configurations Centralized directory services

### PATROL OPS

- Patrol tasking from higher headquarters
- Multi-directional communication between Patrols and Command
- Defines Master designated areas of responsibility (AOR)
- Pre-Mission mode allows for the exchange of bandwidth intensive data over traditional networks such as wifi.
- In-Mission mode limits data usage to accommodate low-bandwidth networks such as field radios.





