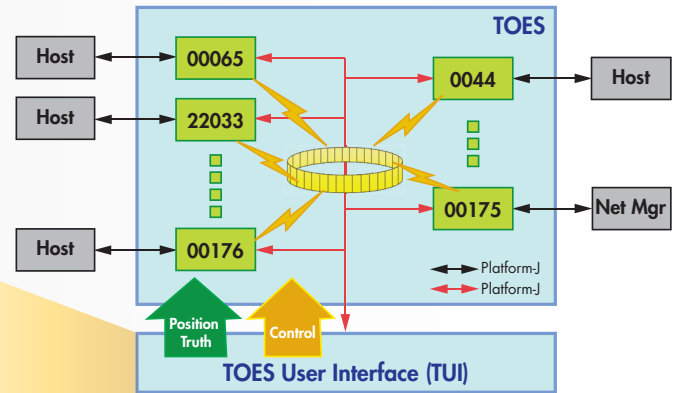
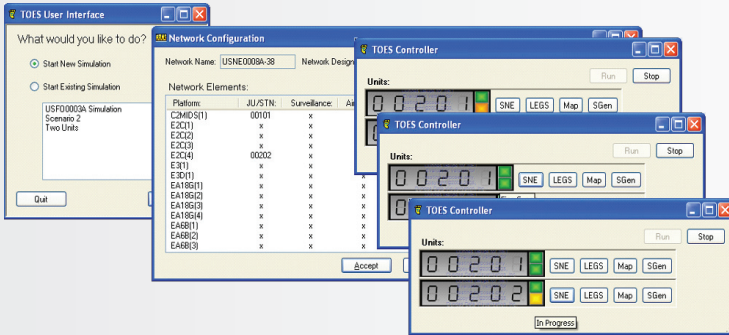


**ELIMINATE THE NEED FOR MULTIPLE LINK 16 TERMINALS!**

TOES is a multi-terminal network simulator providing a scalable software emulation of a Link 16 network.



TOES leverages current ViaSat Link 16 development efforts including software for the Small Tactical Terminal (STT), the Amalgamated Remote Management System (ARMS), and the Navigation Testing Set.

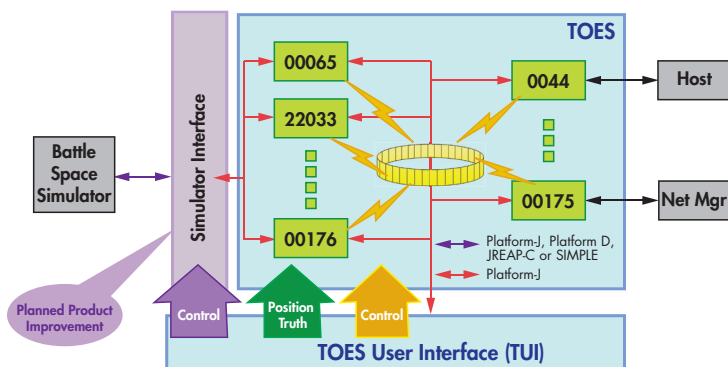
TOES eliminates the need for multiple Link 16 terminals.

Use TOES to:

- Test and validate network designs.
- Evaluate new data exchanges including those using stacked nets.
- Create a test environment for network monitoring and management systems.
- Create an operational environment for Link 16 training.

Planned product improvements include:

- Receipt/Compliance.
- Platform D host interfaces.
- PPLI positions based on Kalman filter employing received PPLI positions and host navigation data.
- Implementation of a single tactical message interface (Platform J, Platform D, SIMPLE or JREAP-C) capable of supporting multiple simulated units for use with third party battle space simulator tools.


**FEATURES**

- Simulates multiple Link 16 terminals.
- Employs actual network designs and platform loads.
- Regulates bandwidth and provides accurate time slot usage.
- Supports stacked nets and contention access.
- Provides Platform J Host Interface for each simulated terminal.
- Simulates terminal latency.
- Simulates Range Delay between pairs of hosts.

**SOFTWARE ARCHITECTURE**

- **TOES User Interface**  
User selects network design (.jil, .jnl, .inde) and assigns platform loads and JU numbers to simulated terminals. User configures initial unit positions and simulated motion and defines host connection parameters. User, or third party software, commands simulated terminals to enter the net.
- **TOES Engine Control**  
Simulated terminals are automatically created and initialized. Terminal assigned as NTR starts net entry. Third part applications control simple, well-defined UDP interface. Active terminals transmit and receive host-generated messages per their individual initialization loads. During each time slot, TOES determines what slot transaction, transmit or receive, each simulated terminal performs.
- **Unit Position Truth Data**  
TUI employs the LEGS Navigation Upgrade interface, and can be controlled by third party applications. Future releases will process positions reported using embedded Kalman Filter and ultimately High Level Architecture/Distributed Interactive Simulation (HLA/DIS).
- **Terminal Host Interfaces**  
Currently Platform-J on a unique port number for each simulated radio. Future releases will implement Platform D, SIMPLE, and JREAP-C.

**Ordering Information**  
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