

REDCOM SIGMA® C2 CONSOLE

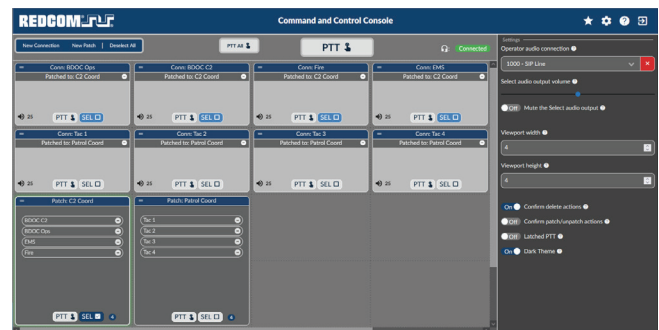
Monitor and control all tactical comms from a single pane of glass



REDCOM Sigma® C2 Console is a powerful app that provides operators with a single pane of glass to monitor and control all communications within the tactical C2 network, including both SIP and radio endpoints. The REDCOM C2 Console is browser-based and runs on any PC, laptop, or tablet.

C2 Console key benefits

- Unified interface for controlling all IP and RF comms
- Instantly patch together disparate endpoints
- Operators can communicate (listen/talk) to any connection
- Optimized UX built for warfighters at the tactical edge
- Drastically reduces cost, infrastructure, & complexity



Real-time interoperability

- The REDCOM C2 Console can work with any Sigma® reachable endpoint, such as a SIP device, an analog phone via a SIP trunk, or radio voice net.
- The C2 Console is agnostic to the underlying platform, the waveform, and the transmission path itself.

Sophisticated simplicity

- The C2 Console eschews complexity and feature bloat in favor of the functions warfighters actually need.
- Intuitive UI requires very little training. New users can get fully up-to-speed on the C2 Console in minutes.

TSM compatibility

- TSM talk groups can be added as connections in the C2 Console app.
- Each TSM talk group can be bridged together with other TSM talk groups, radio nets, and SIP endpoints.

One interface for managing all C2 comms

- The C2 Console provides the operator with visibility of all connected endpoints from a single pane of glass.
- Enables the operator to:
 - Listen to any conversation across multiple devices and talk groups.
 - Build patches on-the-fly simply by dragging and dropping these connections together.
 - Build listen-only audio outputs to monitor arbitrary connections or groups of connections.

The path to CMOSS/SOSA

- Traditional tactical radios have displays for controlling comms, but as we move away from these radios a front-end C2 management interface will be essential to deploying an effective CMOSS/SOSA solution.
- REDCOM Sigma C2 Console can be the sole front-end “single pane of glass” for communications in a CMOSS/SOSA environment.



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REDCOM Sigma® C2 Console Features & Capabilities

INTERFACE

- Keyboard/mouse on PC or touchscreen on tablets
- Light theme and dark theme
- Separate detail pane to avoid obscuring connection and patch widgets during operation
 - Create, view, and edit connections and patches
 - User settings menu
 - Error messages
- Unlimited grid size with adjustable view port size per operator. Widget locations can be controlled by operator via drag-n-drop.
- Persistence of all Connection/Patch/Select/Monitor connections, state, screen location, and settings, even across logouts, reboots, and power cycles

CONNECTIONS

A connection is any Sigma-reachable endpoint, such as a SIP device, an analog phone via a SIP trunk, or radio voice net.

- Editable display name per connection
- Configuration of endpoint address (select line or specify URI or phone number)
- Volume and mute controls per connection
- Indication of talk activity on connection
- Individual PTT button per connection (operator talk only)
- Select button per connection
- Indication if/where patched to
- Disable/enable individual connections

PATCHES

Patches allow an operator to bridge audio between multiple connections. Every connection within a patch can hear each other, and the patch persists until an operator takes it down.

- Editable display name per patch
- Selectable widget size per patch to show/hide members
- Add/remove patch members via menu or drag-and-drop
- Voice switching (similar to radio talk groups)
 - single talker (first talker holds the floor)
 - triggered by VOX or PTS
- Indication of talk activity on patch members
- Individual PTT button per patch (operator talk only)
- Select button per patch
- Disable/enable individual patches

MONITORS

A monitor is a listen-only output configured by the operator to include audio from one or more console connections or patches. The destination of a Monitor can be any Sigma-reachable endpoint, and the output of a Monitor may be intended for the operator or for other users. For example, the destination could be a control room's wall speaker, which may or may not be within earshot of the operator.

- Editable display name per monitor
- Easy UI for adding/removing console connections and patches per monitor
- Output connections per monitor:
 - Configuration of audio endpoint connection
 - Indication of monitor output connection status
- Configuration for monitors destined for the operator:
 - Adjust or suppress relative volume of operator PTT audio within the monitor output
 - Select/unselect functionality – squelch selected console connection and patch audio within the monitor output

OPERATOR CONTROLS

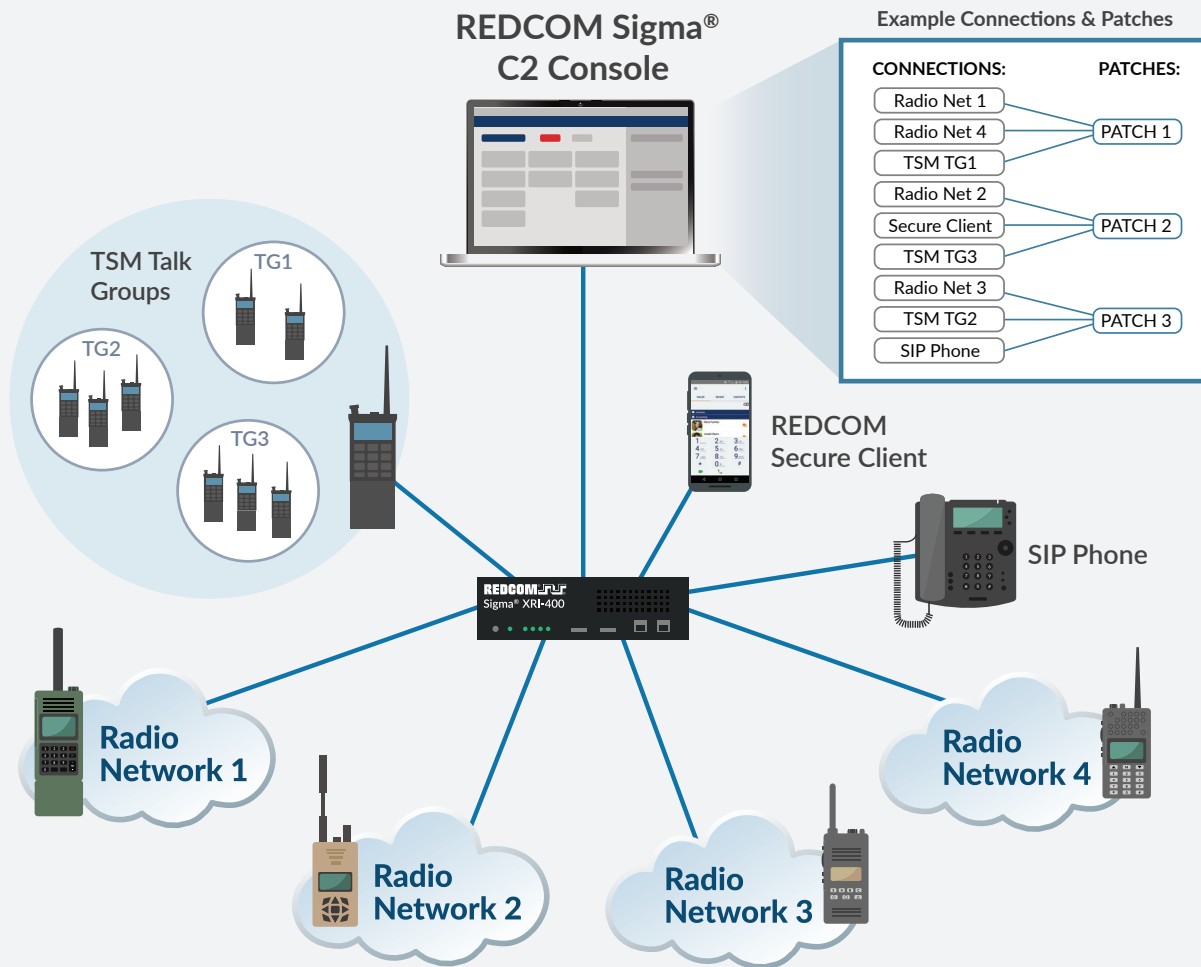
- User preferences for individual operators
 - Config for PTT button mode: press-and-hold or click-to-toggle
 - Enable/disable confirmation prompts on specific actions (e.g. drag-n-drop)
- Operator's audio connection
 - Configuration of audio endpoint connection (per operator)
 - Indication of operator audio connection status
 - SELECT audio:
 - Operator always hears all selected connections and patches
 - Volume and mute controls on operator's select audio output
 - PTT audio:
 - Operator's main PTT button – talk to all selected connections and patches
 - Individual connection/patch PTT button – talk to a specific connection or patch
 - PTT-all button – for emergency announcement to all connections
 - Volume control on operator's PTT audio input



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MONITOR AND CONTROL ALL TACTICAL COMMS FROM A SINGLE PANE OF GLASS

The REDCOM C2 Console app enables an operator to monitor and control all IP and RF connections on the C2 network and patch them together on-the-fly.



The REDCOM C2 Console is included on REDCOM Sigma® XRI-400 but is an optional feature on separate installs of REDCOM Sigma® 3.1+. Please consult with your REDCOM solution advisor for pricing and configuration options.

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