

Multi Function Console (MFC)

Features & Capabilities



HIGHLIGHTS

- HIGH PROCESSING POWER AND POWERFUL GRAPHICS
- INTERCHANGEABLE UPPER LCD DISPLAY MODULES
 - SINGLE 20" DISPLAY
 - DUAL 20" DISPLAYS MODULE
 - TOP-DOWN OR SIDE-BY-SIDE CONFIGURATION
- EXCELLENT ERGONOMIC STRUCTURES
- HARSH ENVIRONMENT CONDITIONS
- EASY TO MAINTAIN

Basic Computer Unit

- Processor: Core 2 Duo or Quadro.
- Graphics Accelerator
- Multiple disks (up to four) - Storage capability as required by customer.
- Removable disk for secure operation
- LAN Interface
- Hot Swap Power Support
- PCI, PICE16
- DVI, DVI/VGA Output
- Internal DVD R/W

20.1" Display

- LED Backlight
- PIP: Support-NTSC, PAL, SECAM
- Video formats with audio decoding function
- Analog RGB Input Picture Position: Phase and size recognition with automatic self adjustment capabilities (auto-phase/auto tracking)
- Resolution: 1600x1200
- Viewing Angle: $\pm 80^\circ$ Horizontal and Vertical
- Brightness: Luminance 300 cd/m²
- Constant Ratio: 1000:1
- Response Time: 1.0 msec (max 3.0 msec)
- Auto Scaling: to maximum flat panel resolution.

Quick Entry Operations/Commands

- Touch Panel-as part of the main Display.
- Or-Stand alone 7" to 10" display as part of the Table.



MFC Architecture

Over the past few years, there has been a growing trend of using combat system architecture based on Combat System Management (CMS). The MFC architecture is derived from CMS concept and comprises the following features:

- Becomes the core that can run the operating application of the combat system.
- Is based on standard HW and on SW layers architecture.
- Provides a pool of work stations permitting dynamic allocation.
- Creates high availability and denies point of failure, resulting in high system redundancy.

