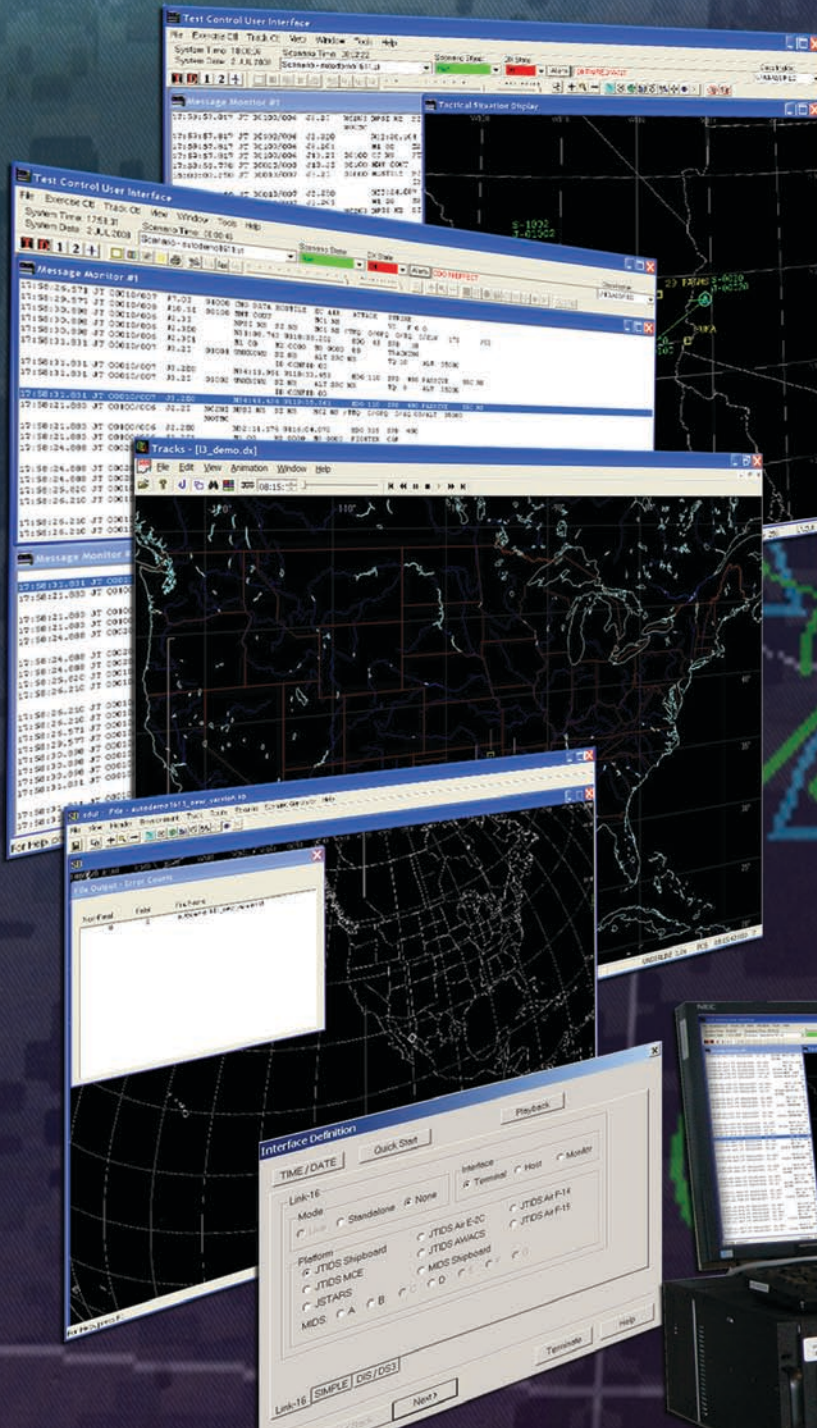


Multi-Link System Test and Training Tool

Standard data link certification tool for U.S. military and its allies



Comprehensive Capabilities Enable Full Life-Cycle Testing

The Multi-Link System Test and Training Tool (MLST3) generates simulated tactical scenarios to stimulate data link networks for testing. MLST3 is used by the Navy, Air Force and joint testing organizations to test conformance with tactical data link standards and interoperability certification requirements. MLST3 is deployed throughout the world as the leader in data link testing, contributing to multination interoperability.

The MLST3 generates a flexible interactive environment to run pre-scripted scenarios or manually inserted events. The pre-scripting ensures desired capabilities are all tested, while manual insertions allow flexibility during training or development investigation. To support these capabilities, MLST3 operates in three modes: Pre-Test Application, Real-Time Application and Post-Test Analysis.

Pre-Test Application

Analysts use the MLST3 scenario-developer program to build reusable scenarios for real-time testing. The scenario files define tactical exercises in complete environments. Among the file's many capabilities is simulating tracks, Link 11A participating units, Link 11B reporting units, Link 22 NILE units and Link 16

units. Scripted analysis report files present logical information about the exercise scenario, viewed from aspects such as time, track history and errors. The graphic user interface simplifies exercise development by enabling users to create tracks manually.

Real-Time Application

During real-time tests, the MLST3 injects scripted scenarios into the system under test. An Automatic Data Analysis Tool allows operators to analyze a single Link 16 unit in real time. Dual message monitors show all messages exchanged and are configurable by the operator to display selected information. Concurrently, the tactical situation display provides tactical data systems symbology and data readouts for selected tracks. Operators can conduct tests without scenarios, by entering data online and controlling the content and reporting of information in real time.

Post-Test Analysis

The MLST3 records all data exchanged, including messages, scenario data, operator commands and system alerts. Data reduction programs analyze data in readable text, octal and binary format. The Automatic Data Analysis Tool enables the MLST3 to automatically analyze Link 16 data. Processed data can be

displayed at a workstation, printed, and stored to disk.

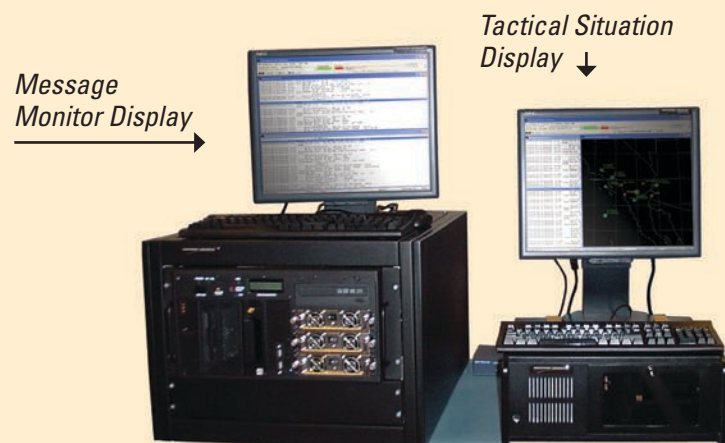
MLST3 User Interface

To facilitate testing, the MLST3 Test Control User Interface features the look and feel of conventional Windows™ interfaces. Operators use dynamic, menu-selectable displays to control the system during testing. The Message Monitor Display shows all transmitted and received tactical messages, as well as scenario and operator-initiated events. The Tactical Situation Display depicts filterable track symbology with background geopolitical maps scalable from global to one square mile.

Extended Capabilities

MLST3 can be networked for distributed testing and training using Northrop Grumman's Gateway Manager. The Gateway Manager enables the use of geographically distributed networks for communications transport using the SIMPLE protocol and other protocols used to communicate with legacy test equipment over commercial telephone lines or the Internet. To achieve a wrap-around, closed loop test configuration for system integration and qualification, the MLST3 also communicates with Northrop Grumman's Distributed Simulation Stimulation System (DS3), which adds a powerful sensor-simulation capability.

- **Message Monitor Display** - Data are time-tagged and displayed in readable format. Operators can filter messages by link type, transmitted/received, message source, track number and identity.
- **Tactical Situation Display** - Pairing and engagement lines, modifiers and track numbers are displayed. The Data Readout window displays link and simulation attributes for tracks. Operators can filter related information.

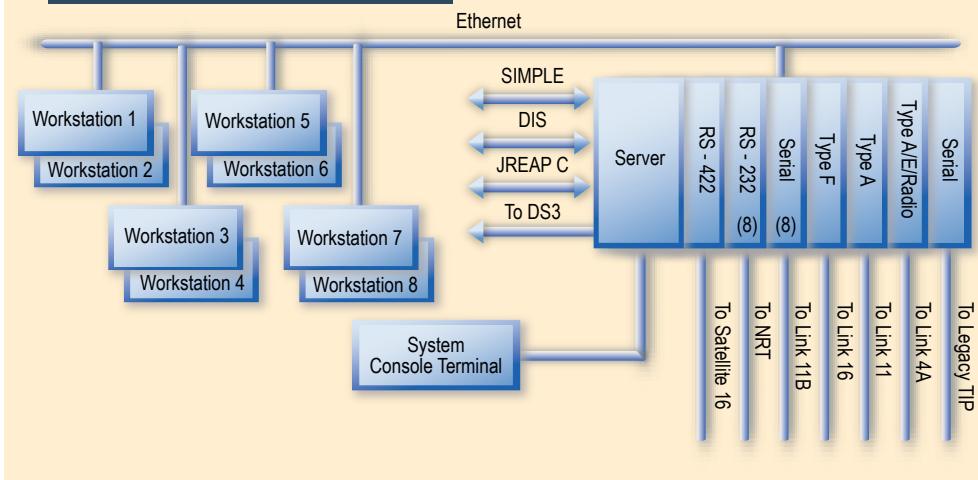


MLST3's standard configuration includes a server and four workstations

System Architecture Features Flexibility

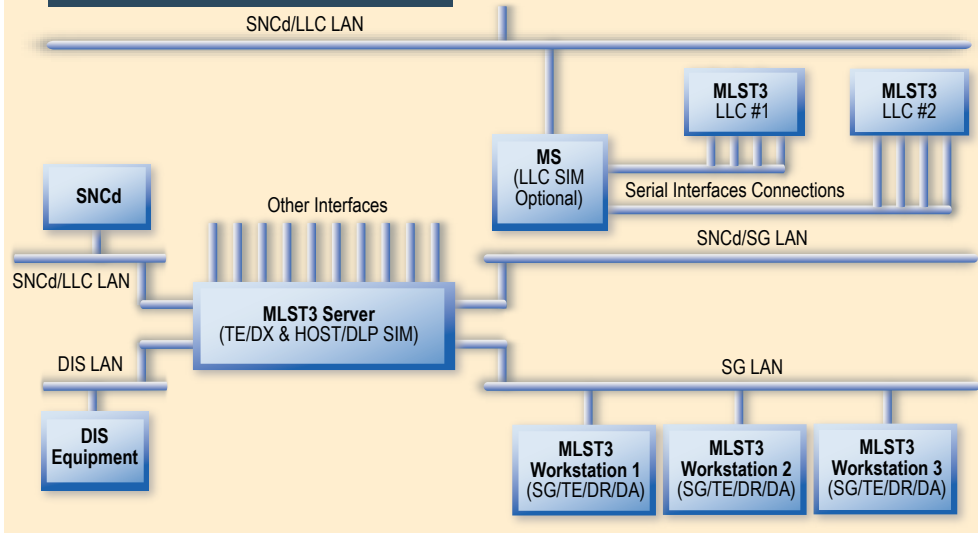
MLST3 at a glance

MLST3 System Architecture



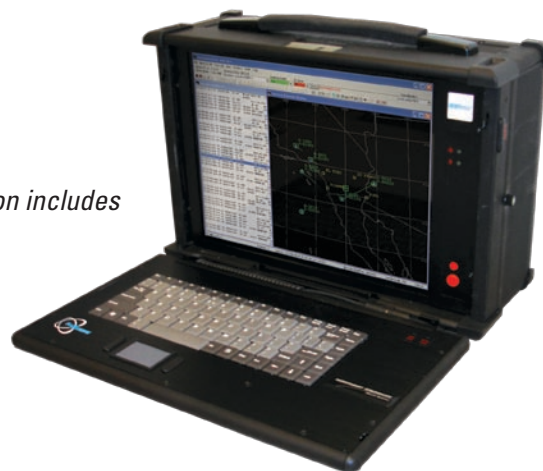
For Link 16, MLST3 interfaces via MIL-STD-1553B or Ethernet. For Link 11, it uses MIL-STD-1397A or ATDS. MLST3 communicates on JREAP C and SIMPLE and with DIS via Ethernet.

MLST3 Link 22 Architecture



The MLST3 can interface on Link 22 with a unit under test in a variety of ways, including live-link RF, media simulation interface and as a Link 22 communications equipment simulator.

The MLST3 deployable configuration includes the hardside case.



Development Support Testing

Operators test software as they develop data link systems and components. The MLST3 identifies errors early in the development cycle, enabling corrections and significantly reducing costs.

Qualification Testing

The MLST3 verifies that tactical data systems of individual platforms conform to all operational requirements during qualification testing.

Platform Integration

The MLST3 supports wrap-around platform integration testing with its coordinated data link and sensor environment.

Tactical Data System Certification

The MLST3 is the standard certification tool used to exercise tactical data systems when they are tested and certified for compliance with U.S. MIL-STDs, NATO STANAGs and joint pubs, as well as ensuring interoperability with joint and coalition forces.

Readiness Testing

Operational commanders use the MLST3 to perform operational verification of tactical systems before deployment using networked and live-link RF configurations, assuring performance during critical real-time exercises and operations.

Training

By generating data link messages that represent a complete battle scenario, the MLST3 provides realistic training exercises that sharpen the skills of combat system teams. The MLST3 implements Distributed Interactive Simulation protocols, enabling the teams to participate in geographically distributed exercises.

MLST3 Product Features

Parameter	Capacity
Commands	86
Handovers	86
EW Coordination	86
Change Data Orders	32
ID Differences	32
Pairings (6 Max per Track)	128
Associations	128
Engagements (6 Max per Track)	128
Correlations	128
IFF/SIF Management	32
Pointers	5
Link 22 Message Streams	100
Link 16 Message Streams	100
Link 11 Message Stream	20
Sequences	
Background Tracks for Link 16, Link 11, and Link 22	4,100
Mission Assignments	32
Vectors	32
Controlling Unit Changes	32
Simulation/Local Link Tracks	2,400
Remote Link Tracks	2,400
Waypoints	400
Groups of up to 40 Action Tracks	10
Anti-Submarine Warfare	24
Contacts	
Training Tracks	
Link 16	256
Link 11	128
Link 11 PUs, RUs, FPU (one E-3)	64
Link 16 C2 JUs, IUs	100
Link 16 non-C2 JUs	100
Link 22 NILE Units (NUs)	65
Link Simulation (Terminal Mode)	
Two-Way Aircraft	16
One-Way Aircraft	16
Downlink Targets	384
Uplink Tracks to Each	16
TACAN Points	10

Capability	H/W I/F	MLST3	MLST3 with Link 22	MLST3 Deployable
Link 1	RS-232	X	X	
Link 4A	NTDS/L4IC	X	X	
Link 11A	NTDS/ATDS	X	X	X
Link 11B	RS-232 Sync	X	X	
Link 16 MIDS		X	X	X
Platform A	1553B	X	X	X
Platform B	1553B	X	X	X
Platform D	Ethernet	X	X	X
Platform G	1553B	X	X	X
Platform I	1553B	X	X	X
Platform J	Ethernet	X	X	X
Platform M (MIDS on Ship)	1553B	X	X	X
Platform Q	1553B	X	X	X
Platform R	Ethernet	X	X	X
JTRS A	1553B	X	X	X
Link 16 JTIDS	1553B	X	X	X
USN Class 2 Air	1553B	X	X	X
USN Class 2 Ship	1553B	X	X	X
F15	1553B	X	X	X
MLE	1553B	X	X	X
JSTARS	1553B	X	X	X
Link 22	Ethernet		X	
SAT TADIL J	RS-449	X	X	
UKSTDL	RS-232 Sync	X	X	
Multipoint Monitor (N-series)	LLS	X	X	
USMTF/OTHG (NRT)	RS-232	X	X	
DIS	Ethernet		X	X
SIMPLE	Ethernet		X	X
JREAP C	Ethernet		X	X
Legacy TIP (used with JREAP)	RS-422 Sync			

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