

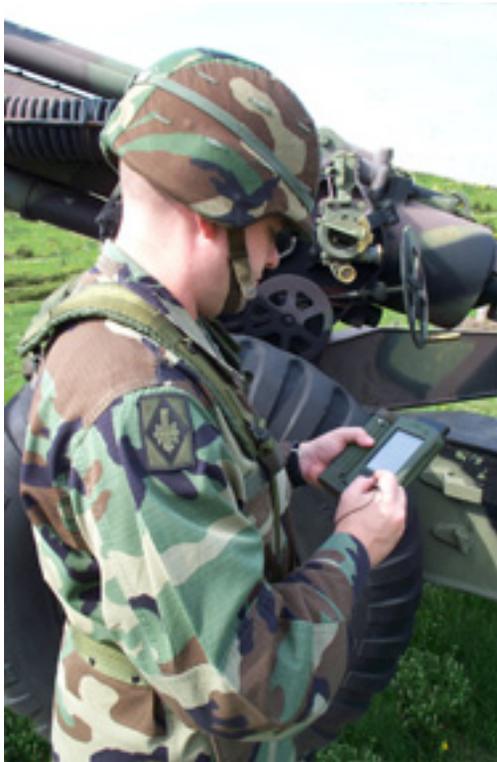


# EFFECTS SYSTEMS

## SYSTEM OVERVIEW

- LWFDS is a multi-service (USA – USMC) program
- Pocket-Sized Windows CE System
  - Hardware Independent
  - C++ Based
  - Lightweight
  - Low Power
- Provides core technical fire control for Cannons via NATO Artillery Ballistics Kernel (NABK)
- Easy-to-Use Graphical Intuitive Interface
- Interoperable with Gun Display Unit (GDU) and GDU-Replacement
- Supports FA computational Safety Procedures
- Subsequent releases to include standard Two-Way Communications and Messaging with AFATDS, PFED, and Paladin
- Potential future applicability for Mortar and Rocket/Missile technical fire control

Lightweight Technical Fire Direction System



### LIGHTENING THE TRANSFORMATION LOAD OF THE DISMOUNTED WARRIOR



BCS (on LCU)  
31 Pounds  
16.2" x 1.3" x 9.5"



BCS-LITE (on HTU)  
8.3 Pounds with Batteries  
9" x 2.5" x 6"



LWFDS (on PFED)  
1.2 – 2.9 Pounds with Battery  
5.75" x 3.5" x 1.5"



Project Manager, Intelligence and Effects

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# LIGHTWEIGHT TECHNICAL FIRE DIRECTION SYSTEM



**LWTFDS**



**GDU**



**AFATDS**



**GDU-R**

Used as second independent check for AFATDS technical fire control or Standalone Early Entry Device

## PROGRAM STATUS / SCHEDULE

- Contract Awarded.....2QFY02
- Testing Complete.....1QFY03
- Safety .....4QFY03
- Materiel Release.....1QFY04

## PRIME CONTRACTORS

### Software:

**Raytheon** (Indianapolis and Ft Wayne, IN)

### Hardware:

**GENERAL DYNAMICS** (Taunton, MA)

**TALLA-TECH** (Tallahassee, FL)



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