L3HARRIS™
FAST. FORWARD.

FLITESCENE® 2.13.0
Full-capability digital moving map

L3Harris’ FliteScene digital map is a high-performance, combat-proven, feature-rich, digital moving map software product that provides advanced situational awareness for the most demanding conditions faced by both military and civilian flight crews. It is designed to operate in general-purpose, reconfigurable graphics hardware and be hosted on a variety of airborne or ground-based systems.

FEATURES
> Uses standard, non-proprietary, government and commercial map sources
> Supports mission planning overlays in native formats
> Open standard interfaces
> Supports multiple real-time operating systems (RTOS) and central processing unit architectures
> Supports desktop and mobile environments
> High performance 2D and 3D rendering
> Minimal processing and memory requirements
> Perpetual licensing with no recurring or subscription fees reduces lifecycle cost of the system
> Exportable via U.S. Department of Commerce Export Administration Regulations

PROVEN SITUATIONAL AWARENESS
FliteScene supports standard OpenGL interfaces allowing for seamless integration with commercial off-the-shelf processors and graphic accelerators. This open-hardware approach provides a powerful digital map capability that can support any platform.

FliteScene’s wide variety of features can be effectively applied to civilian-use applications, including law enforcement, fire, search and rescue, and any commercial platform that can benefit from real-time digital mapping and situational awareness.

FliteScene is a continually evolving product, allowing it to grow and adapt to the changing needs of today’s military and civilian agencies. FliteScene is widely fielded on rotary-and fixed-wing aircraft, providing years of operational experience for easy integration. It is highly portable and configurable to allow integration in even the most resource-limited systems.

2D chart view with height above threshold, routes, threat intervisibility, vertical obstruction and line-of-sight overlays.

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FliteScene supports open-standard and commercial data sources such as charts, elevation, imagery and approach plates. Symbol overlays such as height above threshold, routes, vertical obstructions, mission planning data, Keyhole Markup Language (KML)/Keyhole Markup Zipped (KMZ), line-of-sight and sensor footprints provide enhanced situational awareness.

ENVIRONMENT

- Processor independent (32 and 64 bit)
- OpenGL graphics SC 1.0.1 and ES 2.0
- Operating systems: VxWorks, VxWorks-653, INTEGRITY, INTEGRITY-178 tuMP, LynxOS-178b, Raspberry Pi, Linux, Windows, Android, iOS
- Memory requirements: configurable at initialization; 128 MB system, 128 MB video suggested
- Flexible API
- Configurable file system
- FACE conformant: general purpose profile
- FACE aligned: safety base and safety extended profile
- Multi-core with core affinity support
- DO-178B DAL D
- Configuration: XML Format

MULTIPLE USERS

- U.S. Army
  - AH-64D/E
  - CH-47F
  - UH-60L/M/V
- ARSOC
  - MH-47G
  - MH-60M
  - AH/MH-6
- AFSOC
  - MC-130J
- U.S. Marine Corps
  - UH-1Y/AH-1Z
  - CH-53E/K
  - VH-60N
- U.S. Navy
  - MH-60R/S
- U.S. Coast Guard
  - MH-60T
  - MH-65E
  - HC-130H
  - HC-144A
- U.S. Air Force
  - F-16C/D
  - HH-60W
  - A-10
- Civilian platform
  - S-70i

To learn more visit: L3Harris.com/flitescene