

Catalina™

Extensible architectures. Enterprise-level capacity.

Catalina is a sophisticated server-side software that powers your media enterprise. The server application subscribes to and ingests data from a wide variety of sources, can improve both the imagery and metadata, and indexes the data for easy discovery, – all in a standards-compliant manner.

KEY FEATURES

- › MISB Compliant Formats & Standards
- › Optical Character Recognition (OCR)
- › Still Image and Video Mosaicking
- › Reticle™ Georegistration
- › Metadata Filtering & Editing
- › Google Earth Geo-Visualization
- › Built-in Federation
- › Extensible, Plug-in Architecture
- › 3D Reconstruction

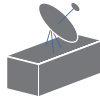
CAPABILITIES

Built robustly using C++ and delivered through cross-platform libraries for Linux or Windows, Catalina features a library of capabilities to provide all the thrust needed to command your metadata-rich media:

- › Connect to any video and metadata source to collect, index, and record mission-critical media and metadata.
- › Use a vast array of computer vision and metadata processing capabilities to extract, improve, edit, or delete information contained in your media or metadata.
- › Disseminate your data as files or streams, or access them directly through our SOAP or Rest APIs using your own systems and software.
- › Access your data and mine information across several Catalina nodes using built-in federation capabilities. A single Catalina can easily handle dozens of simultaneous feeds and operations, and additional Catalina instances can be deployed to support co-located scaling or distributed operations.
- › Secure access to capabilities and data using TLS, SSL, and certificate-based security protocols and methods.



AIR VEHICLE



GCS



SERVER



WORKSTATION



MOBILE

Tacitview



Catalina



Tungsten



DETAILS

ANNOTATION

MISB Standard 602
MIL-STD-2525B

COMMUNICATIONS

RTP
TCP
UDP
UDP Multicast
Support for custom interfaces
IPv6

ACQUISITION

Video for Linux
DirectShow

PROGRAMMING ENVIRONMENTS

GCC
Visual Studio
Visual C++
Visual Basic
Visual C#
Java and NetBeans

IMAGE LAYOUTS

RGB
Monochrome
YUV

METADATA

KLV (SMPTE 336M-2001)
Predator ESD
Cursor on Target (CoT)
MISB EG 0104.5
MISB Standard 0601.5
MISB Standard 0102.9
MISB Standard 806
MISB RP 0608.2
MISB Standard 0808
MISB Standard 0902
MISB Standard 0903.3
MISB Standard 1010
MISB Standard 1107
STANAG 4609
MISB Standard 604

IMAGE FORMATS

NITF (MIL-STD-2500C)
Bitmap
JPEG
JPEG 2000
STANAG 4545
KMZ
PNG
TIFF
GeoTIFF
GeoPDF

VIDEO

MPEG-2/H.262
MPEG-4/H.263
AVC/H.264
HEVC/H.265

AUDIO

MPEG-2 (MP2 and MP3)
AAC

STREAM FORMATS

MPEG-2 Program Stream
MPEG-2 Transport Stream

ARCHITECTURES

Windows
Linux



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