

Radars Environment Simulator (RES)

Generic Design Supports Multiple Radar Applications

- **Cost-effective, flexible solution**
- **Up to 500 targets per scenario**
- **Up to 16 simultaneous channels**
- **Each channel can be a target, ECM, clutter or chaff simulation**
- **Wide variety of ECM techniques and target modulation**



Mercury Systems is the world's largest supplier of DRFM-based and DSP/Synthesizer-based RES systems. These RF Direct Inject simulators have been developed to be generic to support multiple types of radar systems. The Radar Environment Simulator (RES) systems are used for applications ranging from anechoic chamber and open air range (OAR) to laboratory-based radar production testing and comprehensive radar performance evaluation.

To date, Mercury Systems has produced RES systems to test over 40 different radars and seekers. The RES designs utilize advanced ASIC, FPGA, DSP and DDS technologies for high fidelity signal capture, modulation and regeneration. Coupled with PowerPC® processors on an open VMEbus standard architecture, the RES systems are very cost-effective and flexible solutions for most radar testing applications.

Mercury Systems manufactures many varieties of RES products based on several different signal processing technologies. This allows Mercury Systems to tailor the best available technology to each customer's requirement.

Applications

- Radar performance evaluation
- ECM vulnerability assessment
- Radar production testing
- ECCM training/tactics development
- Advanced missile seeker/fuse testing
- Air defense personnel training
- Receiver/processor development

Features

- Up to 500 targets per scenario
- Up to 16 simultaneous channels
- Each channel can be a target, ECM, clutter or chaff simulation
- Wide variety of ECM techniques and target modulation
- Wide instantaneous dynamic range
- Outputs: Digital, IF and RF – baseband to 100GHz
- Closed loop operations with radar
- Real-time external or local host control
- Modular/configurable design
- Standard VMEbus architecture
- Windows-based graphical user interface (GUI)

Features *(Continued)*

Real-time, runtime displays of SUT, targets, ECM, etc.
 Plan, range/bearing and HUD displays available
 High-speed scenario update rate
 High reliability
 Comprehensive BIT and calibration software
 Optional free space interfaces for range and anechoic chamber support
 Optional data link, IFF and video support
 Supports monopulse, multi-channel, multi-beam radars
 Supports mechanical and electronically steered antennas
 Data logging for post-test correlation

Specifications

Scenario

Targets in scenario	Up to 500
Targets in beam	Up to 16
Jammers in scenario	Up to 12
Jammers in beam	Up to 4
Chaff in scenario	Up to 12
Chaff in beam	Up to 4
Weather in scenario	Up to 4 cells
Weather in beam	Up to 2
Ground/ship clutter	Downloadable 360° clutter definition
Airborne clutter	Dynamic MLC, SLC and ALR

Signal Fidelity

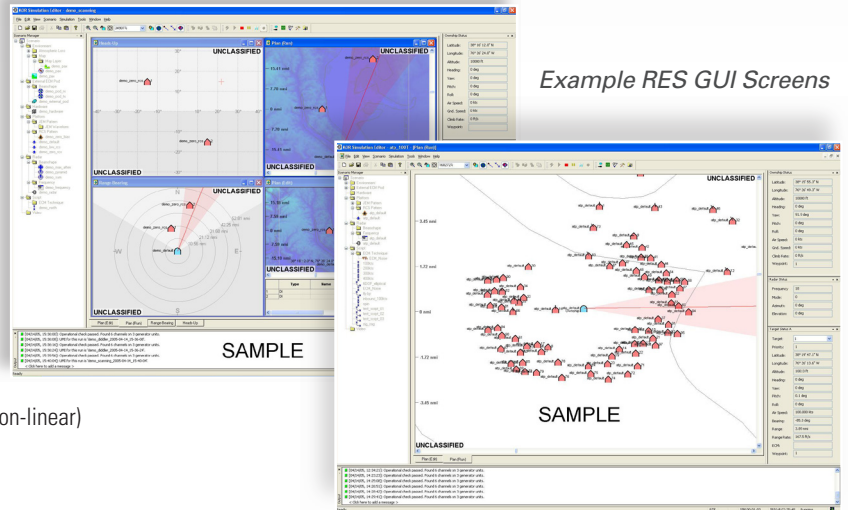
Frequency range	SUT dependent-VHF to W-Band
Antenna types	Mechanical, electronic, combination
Waveform types	OW, pulse, phase-coded, FM (linear and non-linear)
Pulse width	50 ns to CW
PRI	<10 Hz to > 5 MHz
Spurious	<65 dBc typical Up to <-60 dBc worst case
Dynamic range	>120 db
Amplitude resolution	0.25 dB
RF ON/OFF isolation	100 dB
Doppler range	>+5 MHz
Doppler resolution	<0.1 Hz
Range	50 m to 1500 km
Range resolution	<0.3 m

Target Fidelity

Mean RCS value	0.001 to 1,000 0o0 m2
3-D RCS patterns	±180° EL, ±90° AZ ±30 dB at 0.25 dB resolution
Scintillation	Swerling cases 0-4 + user-defined
Geometry modeling	6 (DOF)
Jamming assets	Combination coherent and non-coherent and chaff
Target modulations	User-definable modulations for JEM, Blade, etc.; Aspect Angle Dependent

Interface Options

External computer control
 Interfaces to additional radars
 Jammer in the loop interfaces
 IFF simulation (Mark XII, all modes)
 IRIG A/B/G for synchronization
 Free space transmission
 Man/pilot in the loop
 Video PPI and data link support
 Data logging of SUT/target data



Example RES GUI Screens

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