**The Digital Map Table**

The digital map table is a software system for shared situation visualization and analysis. Any number of users can work independently of each other on the same situation, using personal computers and tablets alongside shared digital tables or large screens. The underlying software is modular and can easily be custom-tailored towards specific needs and extended depending on the requirements. Its uses range from educational use to mission preparation, mission execution, and review. A diverse range of data sources and geodata can be integrated to provide the right information for each use-case. This provides the basis to correctly judge the situation and make the right decisions.

**Situational Awareness**

The concept of individual layers for visualizing and editing allows users to adjust and filter the displayed map information. Layers can be stacked and blended to combine the information into a single coherent view. DigLT provides interfaces for many different internal and external sources of data, thus allowing layers to contain a wide range of 2D and 3D maps and additional information such as annotations, reconnaissance data, live video feeds, blue force tracking etc. Currently supported functionality ranges from drawing and measurement tools, use of APP6 symbology, viewshed visualization, up to a timeline, which allows to freely move through time and experience situational awareness in four dimensions.
Virtual Reality

Virtual reality offers an affordable way of remote collaboration as well as a true three-dimensional display of geodata such as elevation models, 3D-models, and point clouds. The virtual reality variant of the DigLT software (DigLT VR) is connected to the same back end as the web-based client, so all information is available in the real as well as the virtual world.

Architecture

The core of the DigLT software is a server backend (DigLT Core) which serves geodata, layers, configurations and provides all functionality. Both the web-based DigLT Web and the virtual reality client DigLT VR get all data from the same back end. While the web-based client runs on almost any device, especially the high-resolution Table DigLT 4K, the virtual reality client supports the HTC Vive (Pro) and Oculus Rift.

Integration

The DigLT can easily be integrated into any environment. The underlying technology supports any major operating system and the wide variety of interfaces allows for easy connection to existing data sources. Especially the support of OGC standards such as Web Map Service (WMS), Web Feature Service (WFS), Styled Layer Descriptors (SLD) and NATO standards such as STANAG 4609, 4545, 4559 and 4676 guarantee easy interfacing with the DigLT software. Custom interfaces for proprietary interfaces can be provided quickly on demand.