

# WSTAWG

## Weapon Systems Technical Architecture Working Group

### TASKING

*"Mandate "Real-World" Solutions for Weapons' Interoperability"*

*"Build and Maintain a Weapons COE to Support Hard Real-Time and Embedded Weapon Systems"*

### AREAS OF EMPHASIS

#### *"Go-to-War" Capability*

- *Ensure Execution of Primary Mission*
- *Plug and Fight Capability*

#### *Interoperability*

- *Accurate Exchange Interfaces*
- *Standardized Data Formats*
- *Skin to Skin Interface Standards*

#### *Affordability*

- *Plug and Fight Capability*
- *Open Systems*
- *COTS, Reuse*

#### *Supportability*

- *COE Concepts*
- *Rapid Technology Insertion*
- *Reduced Risk*

## Join Us!

We welcome participation from **PEOs, PMs, RDECs, Standards Organizations, Industry, Academia**

Help us to move standards forward to meet our weapon systems needs.

#### Current Participants:

TACOM, AMCOM, ARDEC, AMRDEC, TARDEC, PEO GCS, PEO Aviation, PEO AMD, PEO Tactical Missile

Boeing, UDLP, General Dynamics, Raytheon, Smiths-Aerospace, Lockheed Martin, Mitre, SAIC, Honeywell, Teledyne Brown, DCS Corporation, OAR Corporation, HPTI, CACI, MTI, TSI, UAH, NIST

#### Standards Organizations Membership:



For more information:  
<http://wstawg.army.mil>

# WSTAWG

Standards for Weapon Systems

**WEAPON  
SYSTEMS  
TECHNICAL  
ARCHITECTURE  
WORKING  
GROUP**



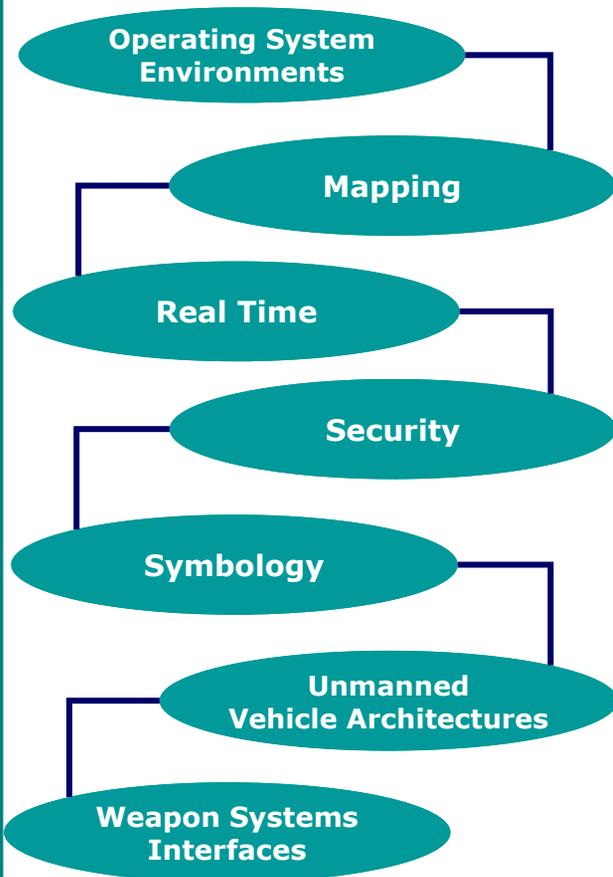
<http://wstawg.army.mil>

# WSTAWG—STANDARDS FOR WEAPONS SYSTEMS

**MISSION:** To support the development of the Joint Technical Architecture -Army (JTA-A) by the identification and development of standards for the Army Weapon Systems domain to include information standards and analogous standards applicable to the embedded system component of weapon systems.

## STANDARDS AREAS

*"Requirements Based, Mission Specific Standards Identification and Development"*



## CUSTOMERS

**Hard Real-Time  
and  
Embedded  
Weapon Systems Developers**

## CURRENT PRODUCTS

**JTA WEAPONS DOMAIN**



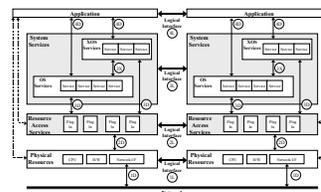
**JTA-A APPENDIX F**

**MAP DATA LOADING  
STANDARD V1.0**

**WEAPON SYSTEM MAPPING SERVICES  
API V1.2**

**OPERATING ENVIRONMENT API V2.0**

**WEAPON SYSTEM FRAMEWORK V2.0**



**JVMF PARSER  
TOOLKIT**

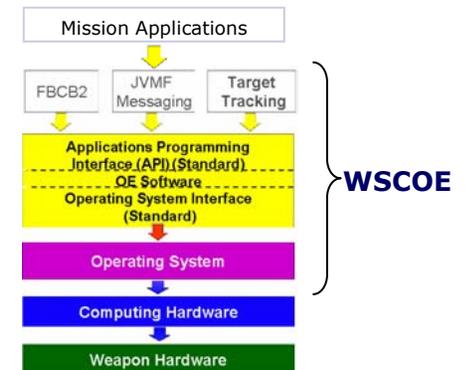
**WEAPONS  
SYSTEMS HCI  
STYLE GUIDE V3.0**

Application layer, System services layer, Physical element layer, Logical per member, Shared system services, Shared network interface, Connection supported by GSA, Embedded Operating Environment

## WSCOE

**Weapon Systems Common  
Operating Environment**

*"A Framework of Interface Standards  
Supported by Engineering Artifacts"*



## SUBDOMAINS

