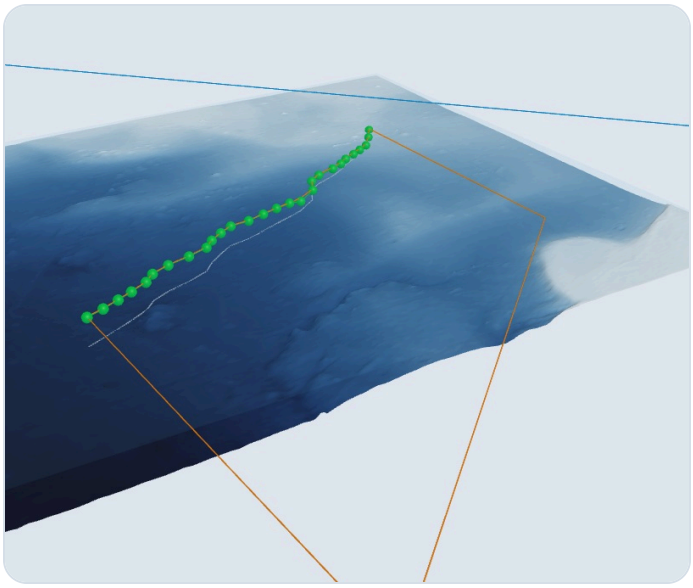
POSEIDON

Plan the mission. Command the fleet.

Poseidon is TwoBlue's planning and command system. It turns the Nereus ocean picture into missions for every vehicle, keeps the fleet deconflicted, and gives the operator one console to watch, amend and take control.

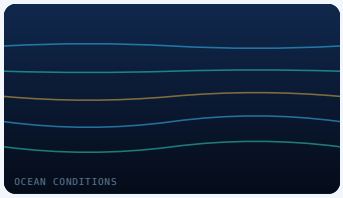


9
platforms of each type today, up to; scalable to 2,000

3
planning layers

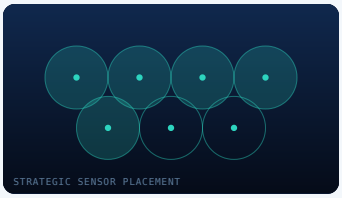
10
mission types

FEATURES



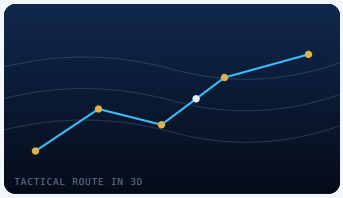
Ocean environment assessment

Seabed, currents, sea state and sound-speed profiles from Nereus, planned ashore and updated live at sea.



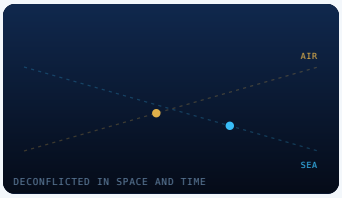
Strategic sensor placement

Where to put sensors and vehicles for the coverage a mission needs, using Xaltcraft's own acoustic models.



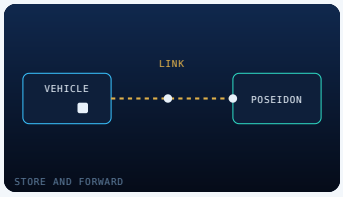
Tactical mission planning

Routes in 3D over the real seabed and terrain, packaged as missions for Trident and Zeus.



Deconfliction between own platforms

Every vehicle on its own path in space and time, with air and sea kept apart.



Store and forward communications

Orders and reports are held and sent when a link is available, so every vehicle gets the plan.

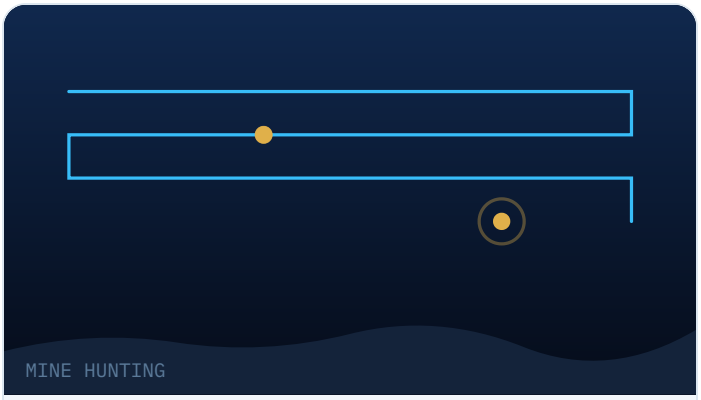
Command securely

Airspace and waterspace management, adverse weather tracking, signed orders over low-bandwidth links, Training mode, sealed reports with a second operator for critical actions, and MIL-STD-2525D / APP-6(D) symbols (STANAG 2019).

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Screens from TwoBlue software running demo scenarios with simulated and emulated data. Scenarios are illustrative.

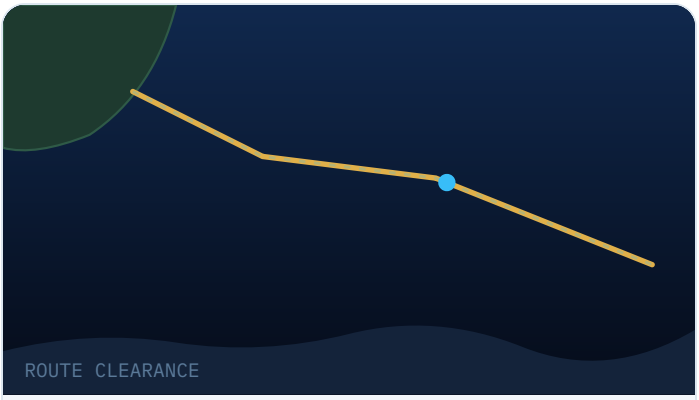
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USE CASES



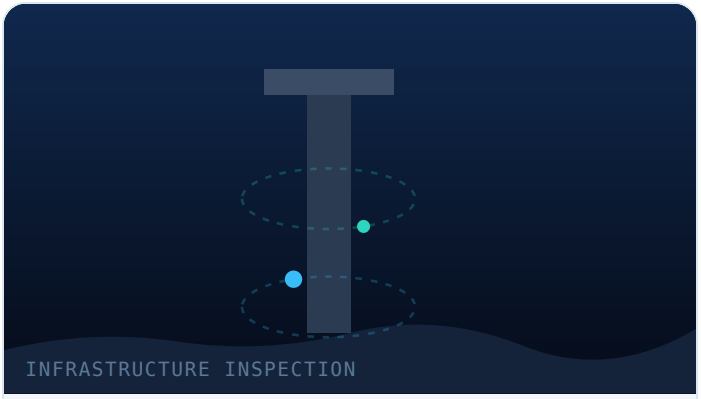
Mine hunting

Plans the search lanes and tasks the vehicles that find and re-inspect mine-like objects.



Route clearance

Plans route surveys along a corridor over the real seabed, and reports each route clear or not.



Infrastructure inspection

Plans inspection patterns around platforms, cables and moorings.



Swarm deployment

Plans several vehicles on one mission, each on its own deconflicted path.

SEE THESE ANIMATED AT XALTCRAFT.COM/GO/POSEIDON

ILLUSTRATIVE SCENARIO

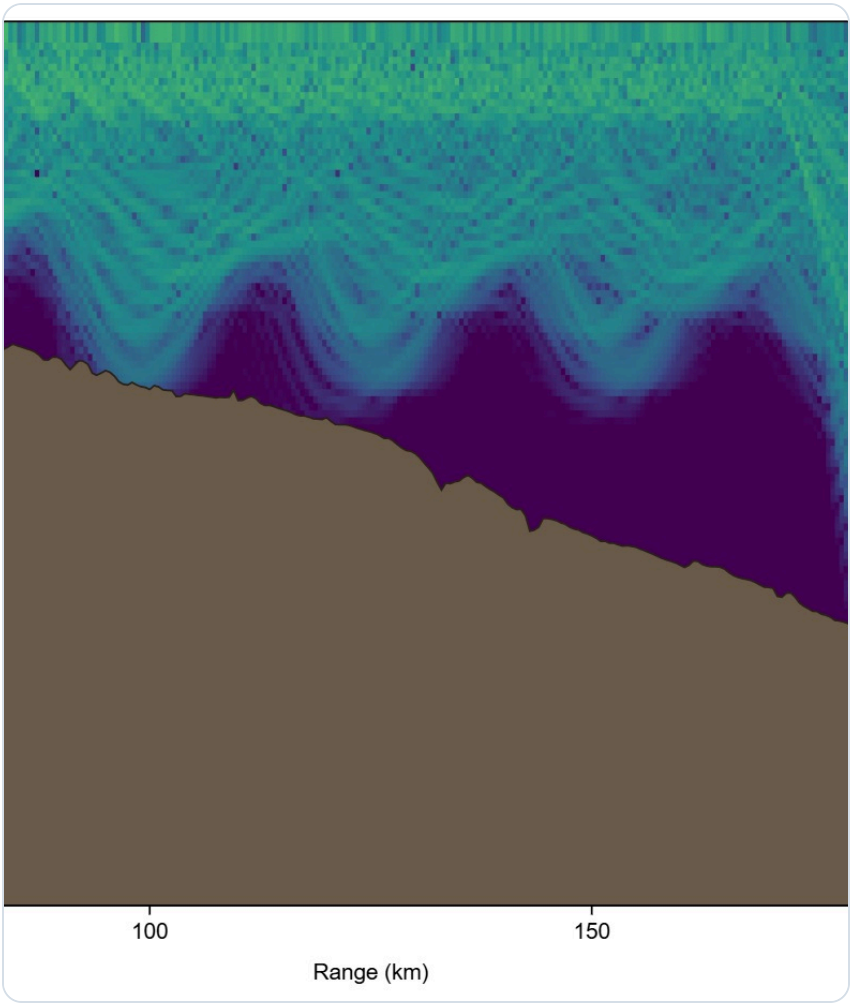
Watching a harbour approach

Three Trident UUVs and a Zeus UAV are tasked to watch a harbour approach overnight. Poseidon reads tonight's ocean from Nereus, checks how far sound will carry, places the listening points, routes each vehicle on its own deconflicted path and sends the mission packages. When the operator wants a closer look, Poseidon takes the conn of one Trident, then hands it back.

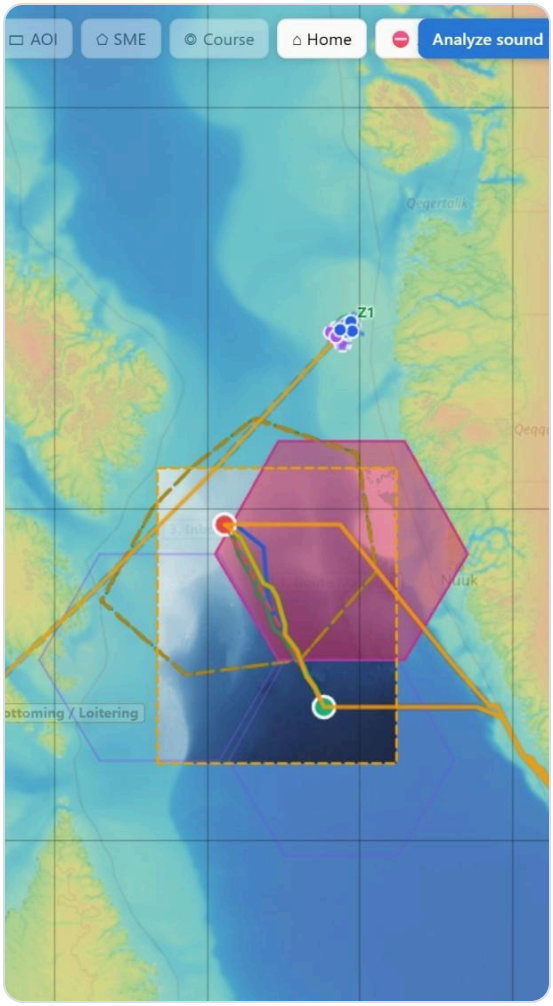
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ON SCREEN



OWN ACOUSTIC PROPAGATION MODEL, ALONG ONE RADIAL



STRATEGIC PLAN: AREA, SENSOR COVERAGE AND ROUTES

> Reads Nereus. Plans and commands Trident and Zeus. Runs on a C2 console or a rugged laptop, with external C2 interfaces.

See Poseidon running

Ask for a live demo, or a call with the team that builds it. The QR code opens the Poseidon page, with these use cases animated.

xaltcraft.com/go/poseidon

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