



# CAPABILITIES TO PROCESS AND DISPLAY DOWNLINKED IMAGES AND VIDEO FROM UAS

### APPROACH

- Determine capabilities of application components and define key project requirements
- Define interfaces in the existing application to allow replacement of individual components
- Develop components with only minimal change to the existing application

### RESULTS

- Designed new components to receive, demultiplex, decode, and playback MPEG transport streams
- Designed components to control playback speed, extract and display telemetry metadata from the UAV on a graphics overlay, and record streams to disk
- Saved client ~\$400K annually by developing in-house solution

### KEY TOOLS & TECHNOLOGIES

- Ffmpeg, Direct3D
- Managed and unmanaged C++
- C#, .NET, WPF controls

