

Interactive Display Terminals

A form of technology commonly used within the [Kingdom of Neshaten](#) that gives citizens and soldiers the ability to control things without needing an actual console in front of them. It was put back into usage in ER 054, but re-engineered in 564 to utilize less energy and to be more compatible with current era technology. It underwent under redesign in ER 766, with the civilian version being released in ER 786.

In the year of EE 002, the I.D.T. was upgraded to the [fushikawa_holographic_display](#), making this version of the IDT obsolete.

History

The IDT is a form of technology that was created back before the Great War, and had also survived the evacuation of their home world. The technology was laid dormant during the initial resettlement period due to the lacking of certain key components, mainly power, to get the technology to work. In late ER 054, this technology was put back into mainstream usage.

What it is

The IDT is a system of holographic emitters that projects real time data and allows a person to interact with said data, similar to the Volumetric Displays used by many of the known races, the exception to this is that some of the features of the IDT give the system a much more broad usage than a simple display would. This system is located everywhere in the Kingdom, from cars, to starships, to stations and even households. It's a common item, made even more common thanks to its relatively easy to build nature.

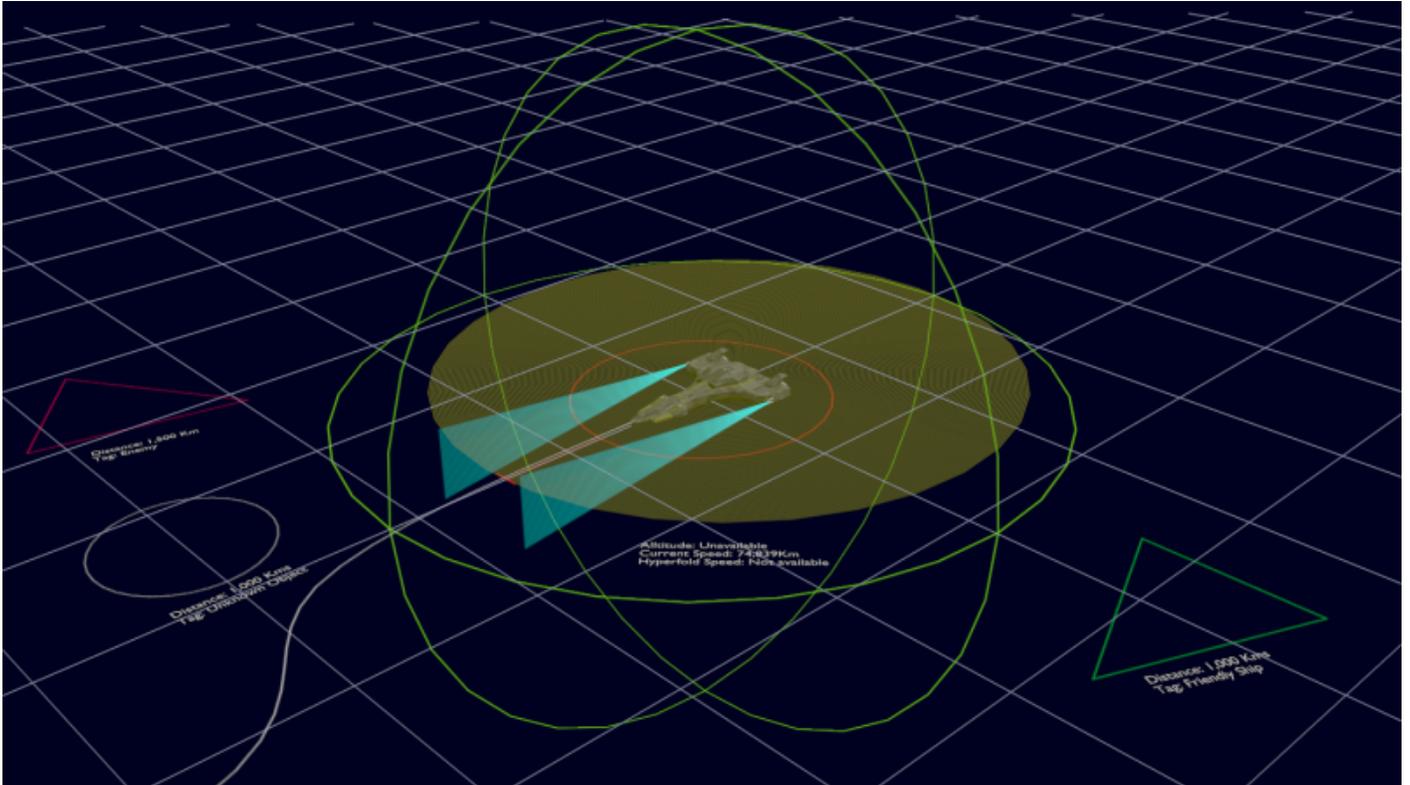
Features

The features of the IDT are numerous and depend greatly on what the system is being used on, however, essentially it has the following:

- Holographic display, allows the user to see real time footage of events that are transpiring either around them or in the kingdom.
- Permits a soldier to encrypt a connection to a military system, as long as permission is given, to access data that only 'they' can see
- Has privacy controls, resulting in that only the person who engaged the system can actually see and use the system.

Expanded upon

This is a list of expanded upon features, along with where those features are used. Some features are naturally available in some areas, either due to the lack of space on said object or because of citizen or soldier preference.



The image above gives an example of what the IDS system appears like when used by aviators and vehicle drivers.

- The green sphere around the ship represents the ship or vehicles visual range, the actual visual range of the system depends on the ship it is on, what the ships sensors can see, and if there is any interference. Naturally, this sphere shown in the image is 'not' the She'tan'ora's actual visual range, it is merely an example
- The Yellow marker is used to represent where a turret can and can't fire, it doesn't represent the actual range, merely just it's arc of fire around itself.
- The Blue markers is used almost entirely for stationary weaponry and denotes it's angle of attack.
- The red circle with the straight line coming out from the front of the ship represents the ships heading. This marker rarely moves in any other direction except when a ships aviator registers a new course change.
- The white line represents the autopilots course, this line disappears when the ship is under manual control.
- The Green Triangle represents friendly ships
- The Red Triangle represents enemy ships
- A white triangle represents objects that are of interest.
- Internal text relays information to the user.

Starships

When the system is used on a starship, its uses can vary depending on what the system is attached to, the system is capable of being used by the ships aviator, gunnery control officers, sensor operators, the ships captain or XO.

Aviator Control Interface

On a starship, the IDT serves several additional functions, other than it being designed to project data in real time, the system also allows pilots - in conjunction with the ships camera drones and sensor arrays, to see the ship in full real time 3D. What this essentially does is project a 3D layout of the space around the ship around the aviator themselves, within a five foot radius of their station. In front of the aviator is the actual starship itself, the ship they are serving on. The 3D display is naturally interactive, so if the pilot wanted to, they could actually 'tilt' the model to one direction and the ship would respond to this motion. Gauges located alongside this model depict angle of movement and direction, including altitude and speed indicators.

This kind of flight is done with the ships autopilot, and the pilot is just plotting in a course. However, during combat the pilot may instead decide to take full control over the ship. Thus they can initiate a manual control over the ship and its movements, similar to how a pilot may have control over a fighter at all times only in this case, the pilot can physically see where the ship is going and if there are any obstacles in their path.

During combat, the pilot can either use the control console that appears in front of them, a volumetric keyboard that gives him control over every aspect of the ships movement. Or, they can opt for a more firm, direct, control by using a volumetric joystick that responds to their every moment. The last one however is rare on larger ships, but common-place on smaller vessels such as assault ships, patrol ships, and corvettes along with frigates. Anything heavier than a frigate merely has the volumetric control system.

If the ship that the IDT is placed on has a Warfare Suite, then the IDT can also display prediction points on where enemy weapons might hit - thus giving the pilot a few seconds grace period to possibly avoid enemy fire. However, because the IDT relies heavily on the ships systems and camera drones to give this kind of data, the loss of a ships sensor array and drones means this system will become useless and the pilot will have to rely on the old fashion way of 'flying by the seat of his pants'

Because of the amount of control a pilot has over his ship, this type of system can actually be quite debilitating, which is why a ship always has more than one aviator to help take stress off the pilot.

Gunnery Control Interface

When the system is being used by the gunnery control officers, it acts in a slightly different way than how it's used by the starships aviators. The control system allows a gunnery officer to manually control a single turret on the ship, determining where it fires, when it fires, and also controlling the turrets actual firing range depending on what kind of a turret it actually is. Some turrets naturally have range setting,

such as anti-fighter turrets, while others do not.

Like the aviators station, the gunnery officer's station will become enveloped in a holographic field that shows what is around the selected turret that they are controlling. Since each turret is equipped with a targeting control system, the 'crosshair's' that the gunner uses to aim the turret is essentially the turrets own targeting system.

A gunner can only control 'one' turret at a time, and usually this type of control system is restricted for usage with large and assault based turret mounts. However, on a ship that lacks these mounts; small and medium turrets can also be used. This also means that on smaller ships, it'll become obvious to enemy pilots almost right away when they notice that one turret isn't acting like the rest.

Sensor Control Interface

Another usage for the IDT onboard a starship is for the sensor and science stations, which essentially allows those officers to see what it is the ships sensors are seeing being represented as a 3D holographic model on their actual station. It also gives them more freedom to explore what unknown objects might essentially be, by allowing them 'blow up' the holographic model to show the internals of a ship provided the ships sensors can penetrate that deep.

However, at the same time, this can also be used by the sensor and science officers to assist in tracking boarding parties.

War-Room Control Interface

On ships that have a War-Room, such as Carrier Class vessels and above, the IDT serves another unique purpose by allowing fleet commanders a complete three hundred and sixty degree view of the battlefield. The systems shows the positions of any allied and enemy ship being represented by pre-defined tags, giving commanders the ability to actually issue movement orders without actually needing to speak them vocally and thus those orders can be easily encrypted via a variety of different encryption suites available to those commanders by the ships Warfare Suite.

Vehicles

Similar to the starship, on a regular vehicle like a car or even a fighter, the IDT works in a similar fashion but with slightly different controls. There is no holographic 3D representation of the surroundings of the vehicle.

Fighters

Although the IDT can work on fighters, it is quite rare. In instances where this system is present, the

fighter's cockpit is completely enclosed so that the pilot can't see outside in space. Instead, the entire cockpit surface is shifted to show what is outside the fighter, this is accomplished by the fighters own sensor suite by also by several tiny cameras located across the fighters hull.

Unlike on a starship, where the control surfaces are keyboards - or in the case of direct control, a volumetric control stick, on the fighters they have a physical control stick.

Tanks

A version of the system was designed to be used by tanks, it gives the tanks driver or gunner more inabilities to see targets at a distance instead of using a viewfinder. Like with the fighters, when the system is active on tanks, the driver or gunner controls the tank or turret, respectively, utilizing control sticks much how they would if they weren't using the system. The only difference is that they are able to see around their tank and also help to pinpoint targets of priority.

On smaller tanks, such as light tanks, the system operates out of a visor helmet worn by the driver and gunner. On larger tanks, the system doesn't need a visor and the driver and gunner areas are built around the system, similiar to how it works on fighters. On some tanks, however, the system can be designed to give either the driver or the gunner full control over the tank, allowing them to dictate what it does and where it moves or what it fires on. This means that some tanks might only be crewed by *one* person, without the need of a full crew.

Stations

Command Warfare Center Interface

On stations, the IDT serves a far more different purpose. Unlike on a starship where WRCI is situated in one small room, on a station, the entirety of the stations CnC is one 'massive' WRCI, dubbed 'Command Warfare Center Interface' or CWCI. During normal operations, the system is offline in order to conserve power but also to make life a little bit easier on the command personal. However, if the station is involved in combat or if they are actually serving as the primary command station for a fleet - then the system is online.

The system shifts the entire room's walls into showing what is outside the station, similar to the WRCI, the holographic display system shows other ships, stations, fighters, everything that is outside the station. The system can also be used in a more limited fashion in the event of an emergency, such as if there is an incident outside of the station, to only show that particular incident one of the centers walls.

All stations have the same control interfaces that starships have, including the ACI, GCI, and SCI.

Compatibility

The system was designed to be used by the Shukaren in order to give them somewhat of the same feel

as that of the Myleke, whom are capable of directly connecting themselves to the starship thanks to their tail. However, the system does have connection ports that allow the My'leke to use the IDT.

Disadvantages

Although the system gives Neshaten personnel a great deal of freedom and control over their ships, stations, and vehicles, it has the downside of also causing eye-strain if the system is used for long periods of uninterrupted time. This isn't so much an issue for the My'leke, as it is for the Shukaren, which is why anyone who might be handling the system for long periods of time - such as aviators, bridge officers, or command staff, are trained extensively on the systems usage and how to limit the amount of eye-strain it can cause.

Components

The IDT system requires a series of components in order to function properly, for example, it needs spatial sensors in order for its more advanced components which allows aviators to operate their starships without needing a control stick or terminal and also gives them the ability to see outside their ship as if they were physically there. Scientific sensors, along with passive and active sensors, are needed for the remainder of the IDT systems.

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