





# Peer-to-peer Edge Sync for ATAK in Degraded Environments

Ditto One Pager


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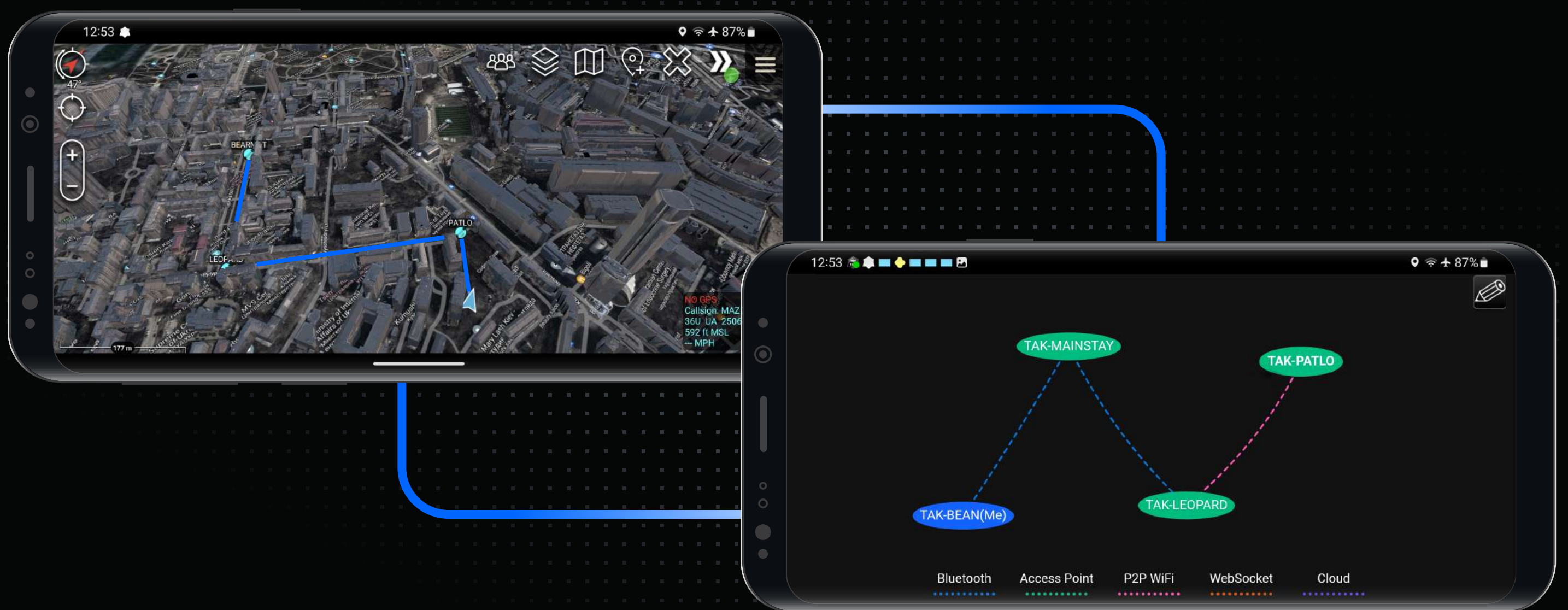
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# Peer-to-peer edge sync for ATAK in degraded environments

In many tactical environments, size, weight, power, and connectivity challenges constrain reliable data sync. In addition, demands for LPI/LPD while maintaining data deliveries further hinder the ability to reliably sync between teams.

Ditto's plugin enables all ATAK users to harness the power of offline data sync in disconnected and degraded environments. Even without a TAK Server, Ditto enables automatic device discovery and mesh creation for existing tactical networks.



## Ditto ATAK Plugin Features



Robust Peer-To-Peer Via Any Available Network Transports

Ditto automatically creates widespread peer-to-peer mesh networks via Bluetooth low energy, Wi-Fi Aware, MANET, SATCOM, and more straight out-of-the-box.



Sync Long Distances With Ditto Multihop Sync

Multihop is the process of passing data from one mobile device to another by way of intermediate "hops". This enables data to reach distant team members quickly.



Always See A Consistent Map, Even Without A Server

In every situation, Ditto ensures that team members view a Common Operating Picture (CoP), map graphics, persistent chat, even when internet or a TAK server isn't available.

# What is the edge sync platform?

 SOLVE CONNECTIVITY AND COLLABORATION ISSUES

 INCREASE OPERATIONAL AGILITY AND EFFICIENCY

By leveraging edge networks such as Bluetooth Low Energy, Peer-to-Peer Wi-Fi, and Local Area Network, Ditto empowers real-time collaboration in offline environments.

Ditto's multi-hop networking and cross-platform support allows your TAK devices to exchange data across vast distances regardless of device platform.

“Ditto is our strategy to ensure that USAF's data remains as reliably agile as we are...With Ditto married with these Apple Platforms... we're able to provide a seamless and mission-ready experience anywhere in the world, and under any circumstances.”

Major Bryan Allebone, 55th Wing Of The USAF

Ditto's peer-to-peer and multi-hop sync keeps teams connected in austere conditions

Even ATAK devices disconnected entirely from the cloud, such as the device on the left, can still push and pull data to and from the cloud, enabling long range sync between disconnected meshes.

