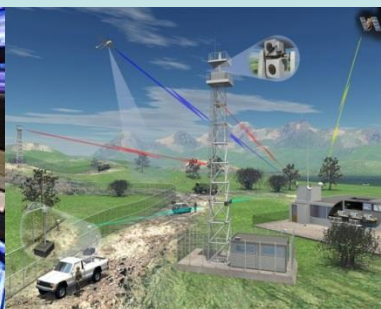


Omniglobe Solutions

Omniglobe Solutions Inc. engineers state-of-the-art highly reliable, scalable and redundant soft distributed collaborative and communication systems for Mission critical applications

www.omniglobesolutions.ca



Public safety command communication

Border security surveillance

Military ATC communication

Defense strategic center communication

First responders interoperable communication



Future soldier program

Arctic surveillance & communication

Remote health diagnostics

Navy communication
e.g. Fast attack boat

Secure collaborative suites

815 Blvd se la Carriere
Gatineau, Quebec
Canada

80 Aberdeen Street,
Ottawa, Ontario
Canada

Management team

SIVA KUMAR

President – Has held the position of Vice-President with Solacom (Defense & Security) and Alcatel Defense. Previously with General Dynamics Canada, Siva has extensive experience (20+ years) in defense and security markets.

LARRY JOHNSON

Board Advisor – After completing his military career, Larry served as Senior Vice-President General Dynamics Canada prior to retiring as President, General Dynamics United Kingdom.

MICHAEL CULLEN

Board Advisor – Enjoyed a 30 year career with General Dynamics Canada, the last 15 of which were served as Vice-President & CFO.

BRYAN RIGHETTI

Board Advisor – Previous to Omniglobe Solutions, retired Col Bryan Righetti was with Nanotech Technologies as Vice President for Business Development. Prior to Nanotech, Col Righetti handled several aerospace programs in DND.

JAY KORMAN

Board Advisor - Jay Korman, partner in Avascent with in-depth experience in strategic planning and merger and acquisition joins Omniglobe to position us for next step.

Differentiator

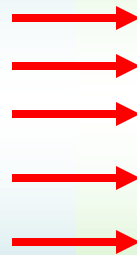
- **Only Software based solution** in market that eliminates substantial stove-piped hardware's
 - Reduces capital and logistics cost
 - Minimizes power needs, radiation (EMI), space requirements
- **A single solution that integrates voice, data and video on a single Common Operational Picture (COP). Synchronized real time data feed (video, voice and three others) with low bandwidth needs. Scripting capability on real time live video with unique click and drop for conferencing, patching and bridging**
 - Enhances operational effectiveness
- **Decentralized architecture**
 - Provides enhanced redundancy, high scalability and reliability

Current Agony & Omniglobe Solutions - benefits

Current situation

- Multi-level stove-piped systems
- High Bandwidth Usage
- No integrated Security
- Hardware based solution
- Training/Logistics/Maintenance

Agony

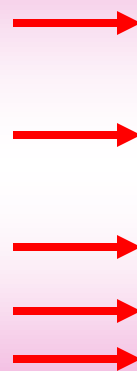


- Increased complex operation
- Low performance
- Weak Information Assurance
- Very high Costs (Capital & Logistics)
- High Complex Training/Logistics/Maintenance

With Omniglobe Solutions

- Integrated system with unified User screen
- Unique peer to peer architecture with home grown mixing
- Integrated Security
- Software based solution
- Other benefits

Benefits



- Maximize operational effectiveness
- High performance
- Enhance Information Assurance
- Low high Costs (Capital & Logistics)
- No form factor, Low power needs, High scalability and reliability

Introducing Omni-COM

Market pain

- Current architecture uses 4 different switches (boxes). One for analog radios, the second for video, the third for VoIP and the fourth for digital trunks.
- The switches (boxes) are hardware based on Compact PCI or Proprietary chassis
- Client-Server based design that requires another set of switches for redundancy

Challenges and pain with the above mentioned architecture

- Excessive form factor that is not suitable for small tactical or deployable centers
- Stove piped for radio, land-line and video
- Power consumption, heat generation, electromagnetic interferences, etc.
- Scalability and redundancy are limited by hardware
- The user screen is based on old tool sets and requires many actions to perform one function
- Increased cost due to hardware (Capital and Logistics)

Current system will not
Meet new Concept Of
Operations.

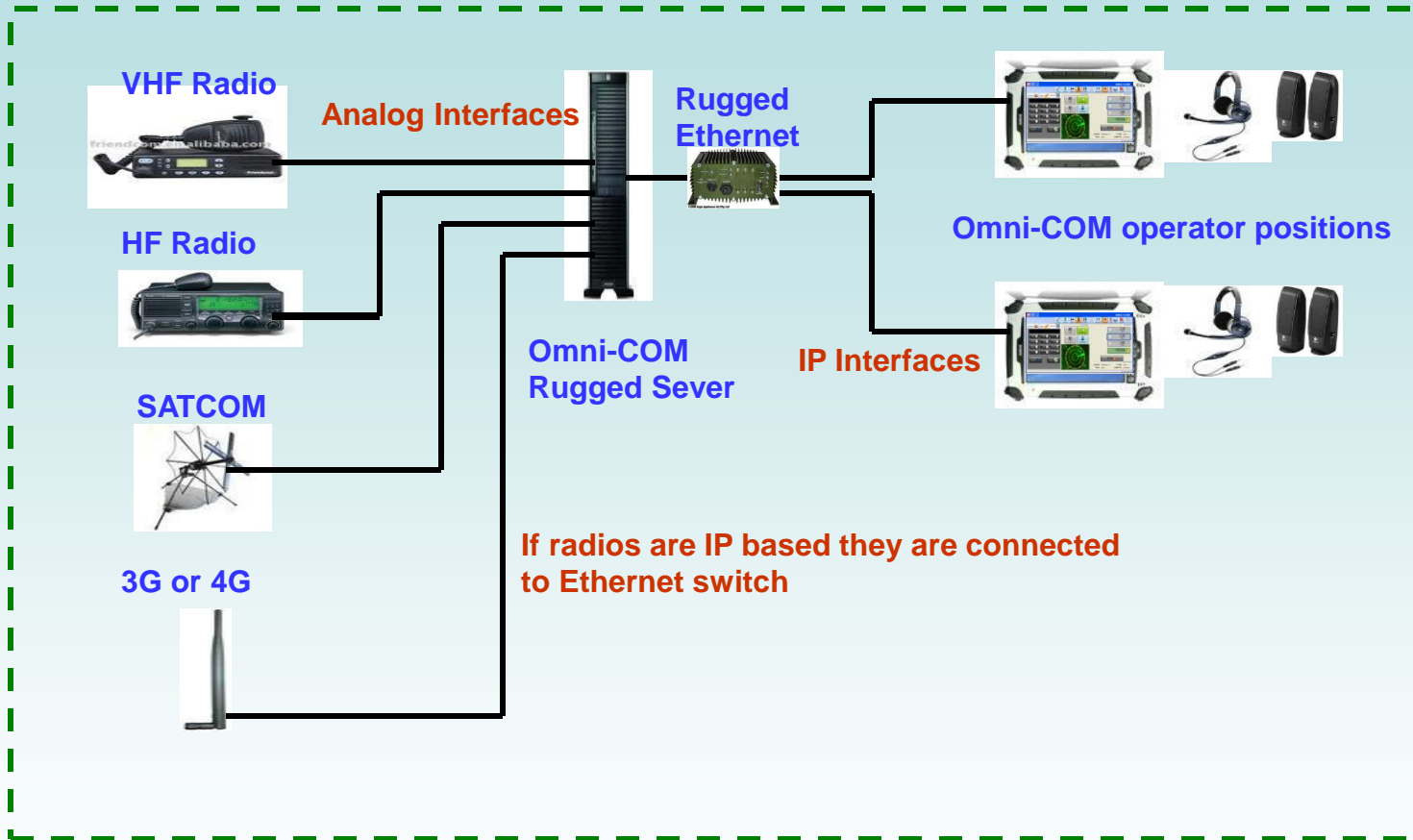
High level Omni-COM view

Omni-COM interfaces to radios and landlines. Any operator from any position, based on login profile can access any assets. The system includes integrated record and playback. The solution is based on pure software based architecture (other vendors are hardware based). Our solution not only provides more capabilities compared to hardware based vendors but also is half the cost (capital and logistics)



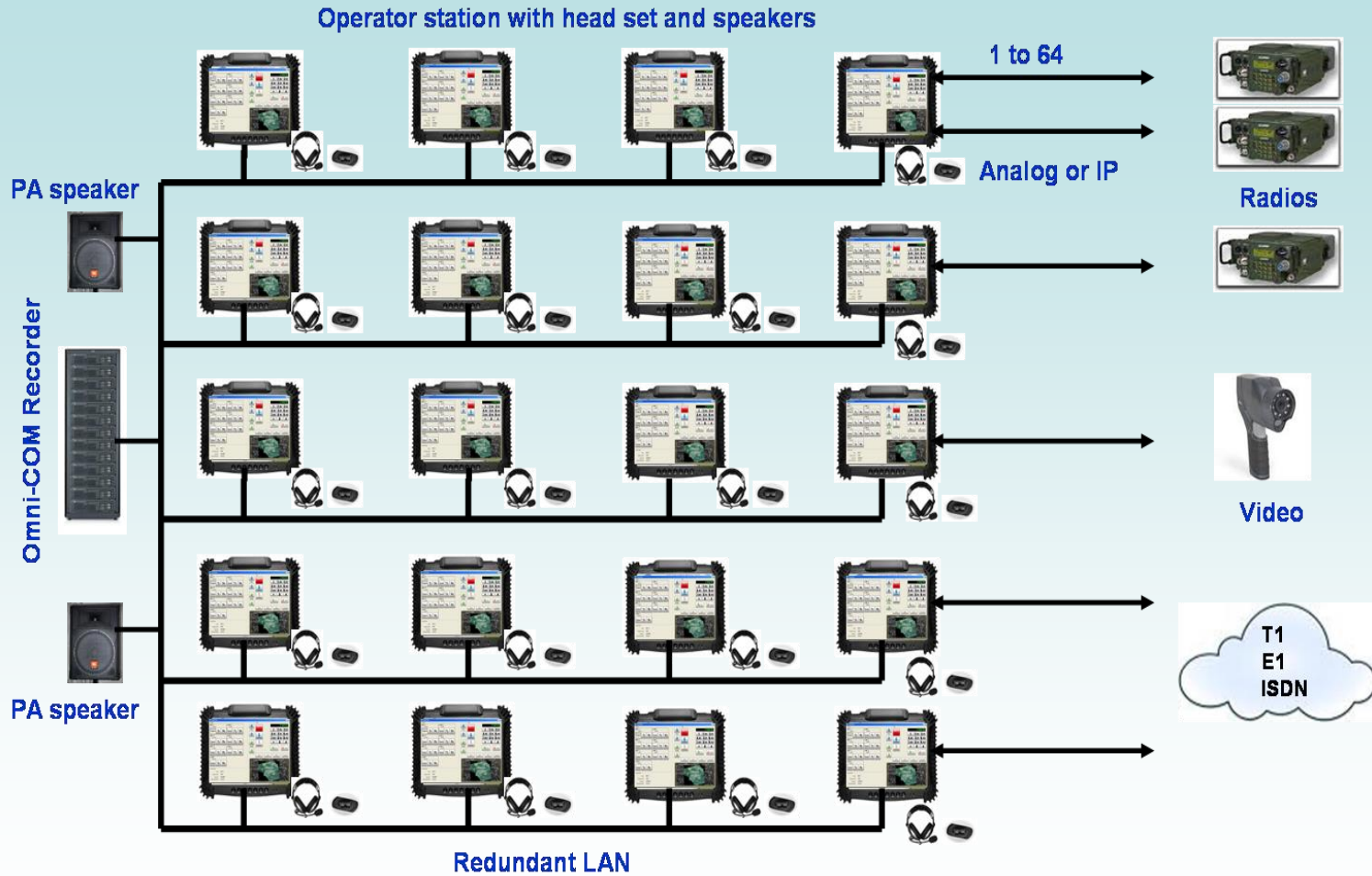
Plus backward compatibility to interface with older analog and digital systems

Deployable Operational Center (DOC) : Block diagram



The Omni-COM server is redundant. IP connections from Ethernet switch to Operator computers are dual to provide redundancy

120 position command center



Omni-COM for Naval Integrated Off and On shore



Off Shore

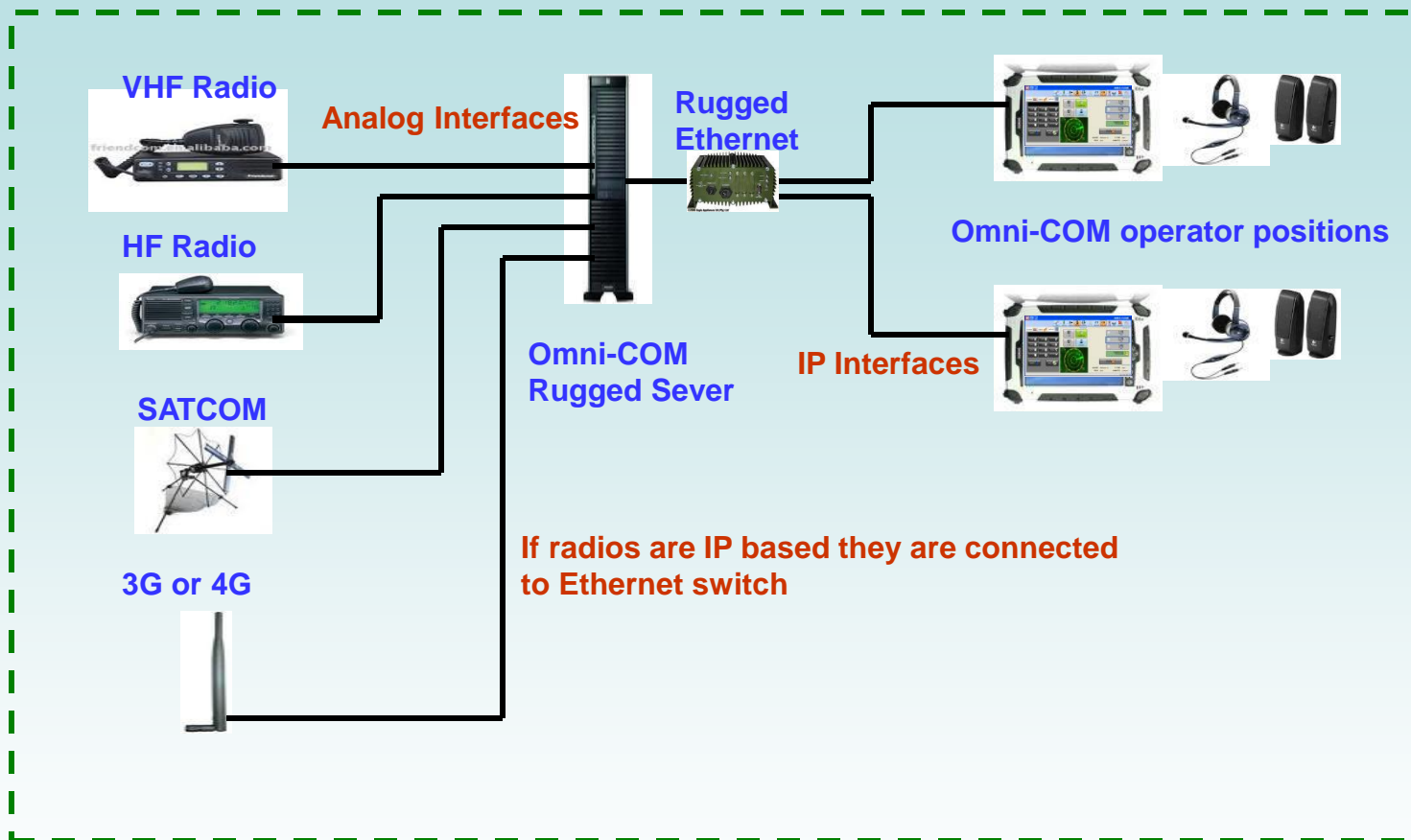


RF (HF,VHF, UHF,) SATCOM)



On Shore

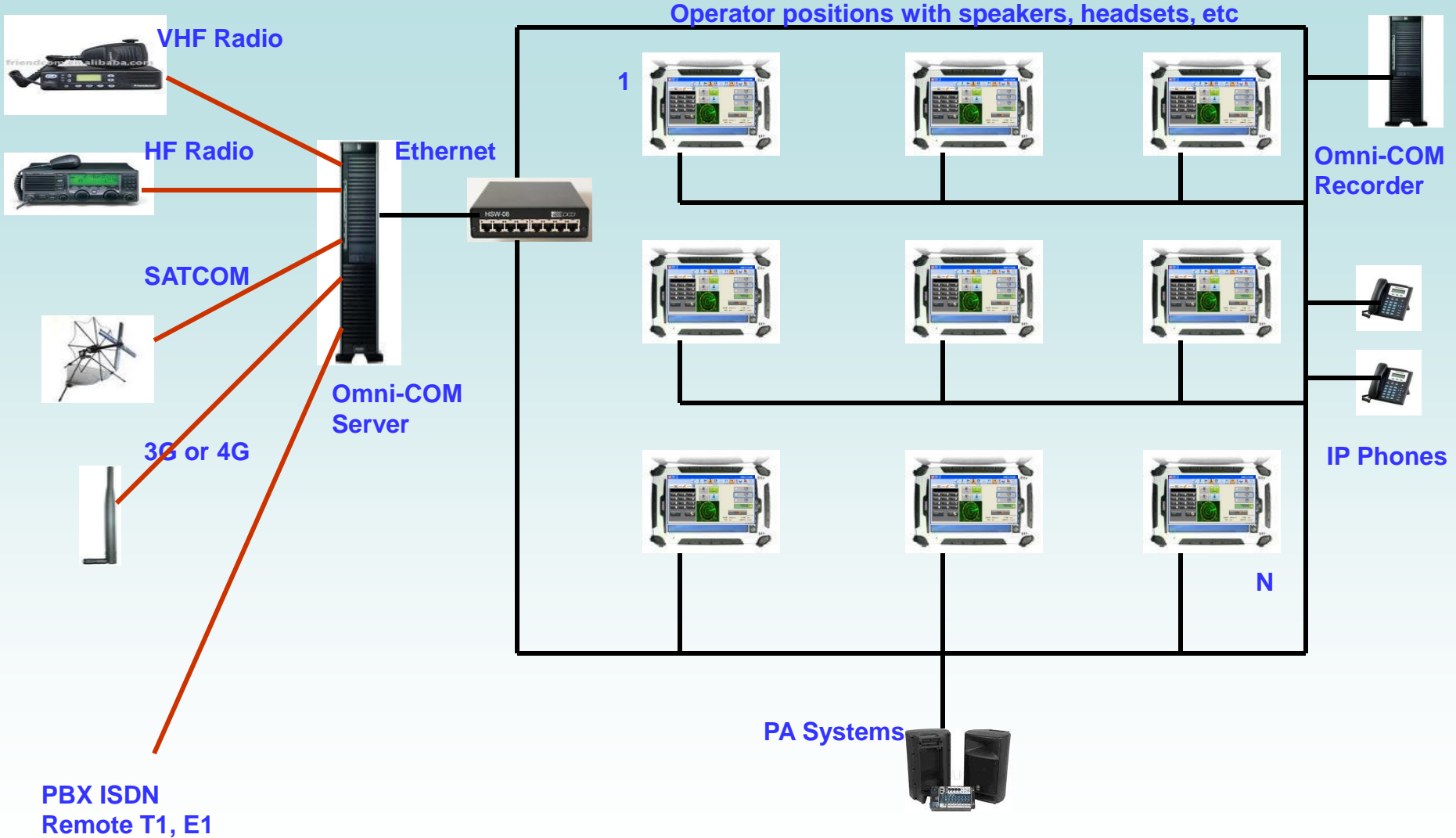
Omni-COM Off shore : Block diagram



The Omni-COM server is redundant. IP connections from Ethernet switch to Operator computers are dual to provide redundancy

An operator from one ship/boat can communicate internally via Intercom and via wireless to an operator in Another boat or to ground shore command center

Omni-COM On shore Command Center Block diagram



An operator from any position can access any assets based on login profile

Omni-COM Operator position

Graphical User Interface 1/2

The screenshot displays the Omni-COM software interface with several key areas highlighted by green callout boxes:

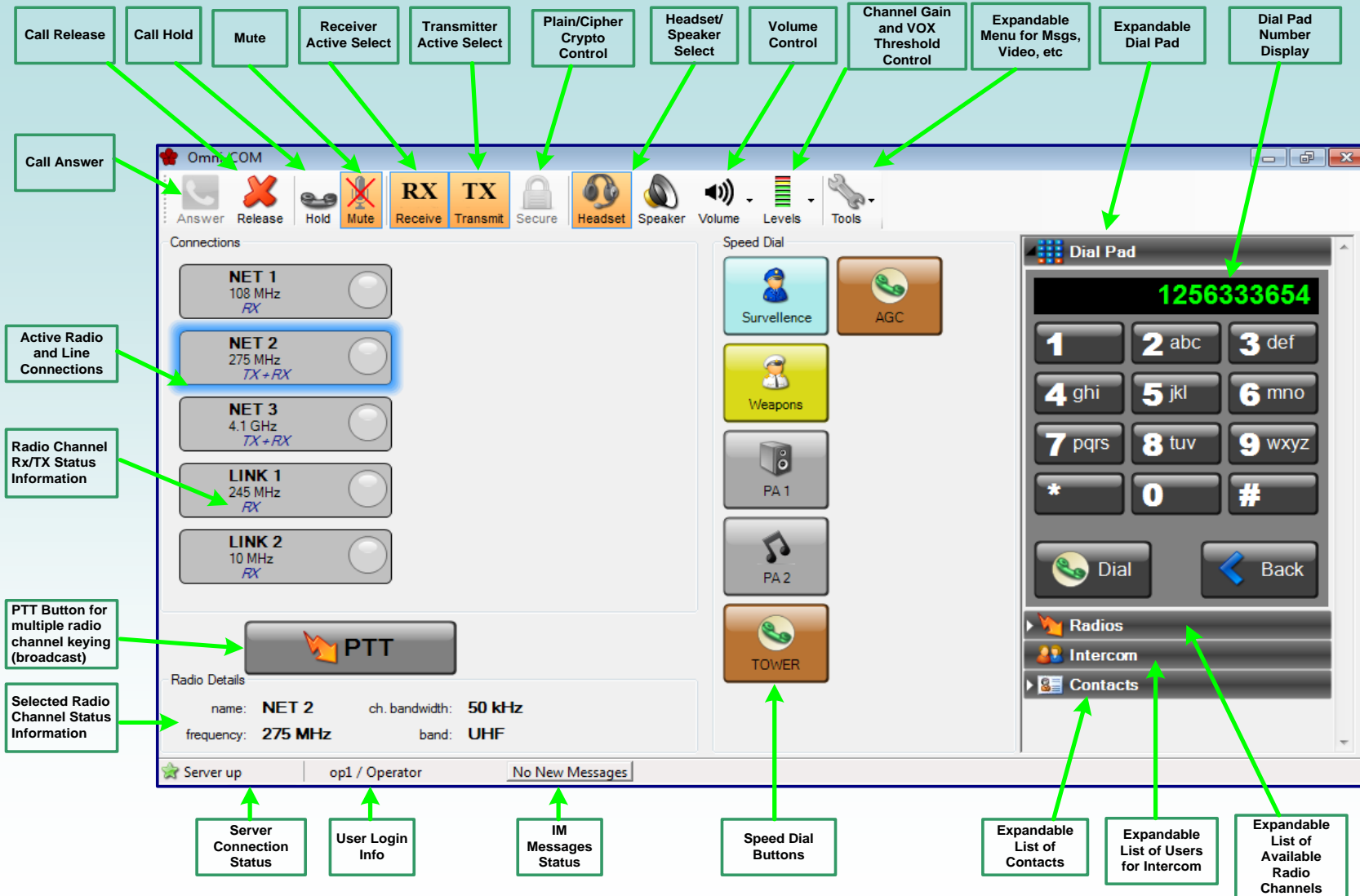
- Action Tool Bar Area:** Located at the top left, containing icons for Answer, Release, Hold, Mute, RX (Receive), TX (Transmit), Secure, Headset, Speaker, Volume, Levels, and Tones.
- Communications Control Area:** Located in the center-left, containing a list of connections (NET 1, NET 2, NET 3, LINK 2, Surveillance) and a patch area (LINK 1, PA 1).
- Speed Dial/Direct Access Area:** Located in the center-right, containing a vertical list of speed dial buttons for Surveillance, Weapons, PA 1, PA 2, and TOWER.
- Resource Control Area:** Located on the right side, containing a dial pad with a numeric keypad and a 'Dial' button.
- System Status and IM Status Area:** Located at the bottom, containing server status (Server up), user information (op1 / Operator), and message notifications (No New Messages).

All Widgets are easily customizable to cater new Concept Of Operations

The Graphical User Screen provides: Radio management, Intercom management, Video management and allows operator to make a call, conference, patch intercom to radio, monitor, type IM or SMS, etc.

Omni-COM Operator position

Graphical User Interface 2/2



Omniglobe's: Omni-COM system

(for 2 position tactical vehicle)



Dashboard



Wireless or Wire-line



An operator from one vehicle can

- call another operator in an another vehicle,
- access assets (radios) tied to his vehicle or in an another vehicle, and
- collaborate and share information real rime

Omni-COM general capabilities

Radio	Intercom/Land-line	Video	Collaboration	System General
<ul style="list-style-type: none"> •Enable selection of radio or radios for transmit •Enable selection of radio or radios for receive •Soft patching between radio to intercom or land-line •Soft gain control by channel •Radio status display •Conferencing in soft in operator position •Multi ancillaries support •Automatic radio bridging 	<ul style="list-style-type: none"> •Enable selection of party/parties to call •Status display •Hot key support •Patching with radio •Multi ancillaries support •Call transfer, forward, listen-on hold, mute, conferencing, etc. •Soft volume control 	<ul style="list-style-type: none"> •Supports MJPEG & H264 •Soft decoding •Plug-in design to accommodate other standards •Multi video views on single operator position or positions •Ability to annotate and write on the video •Soft zoom and scalable capability •Interfaces to 3rd party analytics or application •PTZ and flow control 	<ul style="list-style-type: none"> •Supports annotation on video or static between operators •Multi-media notes sharing capability with IM •Objects (video and data) scalability while zooming •Conferencing with side bar support 	<ul style="list-style-type: none"> •Login and log out •Interfaces to external recorder for record/playback •Supports analog, digital (T1, E1), IP and ISDN interfaces •Distributed processing to achieve 6 nines •smallest foot-print compared to others •Highly scalable compared to others •Standards based for openness

-Plus unique click and drop features for patching, coupling, bridging and conferencing

-Apart from being the only solution that performs all the above via software; the green Highlighted text indicates more capabilities with the solution compared to what is used today

Thank you

For more information
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