

BATES

A new challenge
in Software Systems
Development



Marconi Command and Control Systems at Frimley is a major name in high technology electronics.

We have rapidly established ourselves as a leader in the design, development and manufacture of sophisticated tactical command and control systems.

With this record of achievement behind us we can now work to a bright future in many new areas of development.

The BATES Project – probably the largest and certainly the most advanced command and control system to be undertaken in the world – is at the very centre of planned expansion. We aim to build on our success through the technological challenge that BATES presents – whilst extending our expertise to new limits.

The Background

For many years, Marconi Command and Control Systems has been at the forefront of developments in artillery fire control facilities.

We have met the exacting demands of the British Army to ensure that they were equipped with the most up-to-date systems. Systems such as FACE – Field Artillery Computer Equipment – which became operational in the late 60's and was subsequently adopted by over 15 armies worldwide.

We teamed with a U.S. Company in 1976 to design and develop the Battery Computer System (BCS) to augment their artillery command and control. Elements of BCS are still in

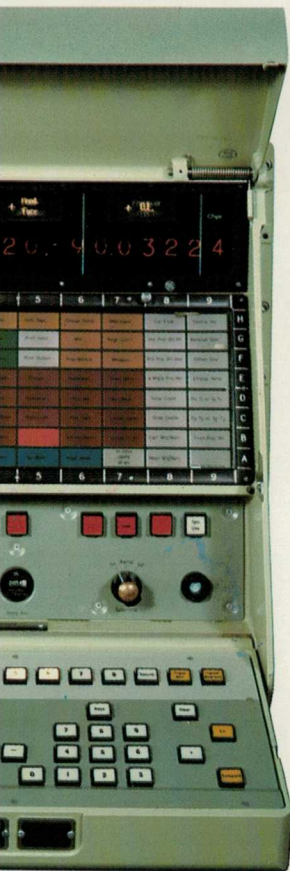
production in our UK factories and it is in service with the U.S. artillery.

BATES – Battlefield Artillery Target Engagement System – is the result of our continuing developments to incorporate advanced microprocessor hardware and Real-Time software design to extend the C³ capabilities. We have now reached the full development stage of the project leading to implementation before the end of the decade.



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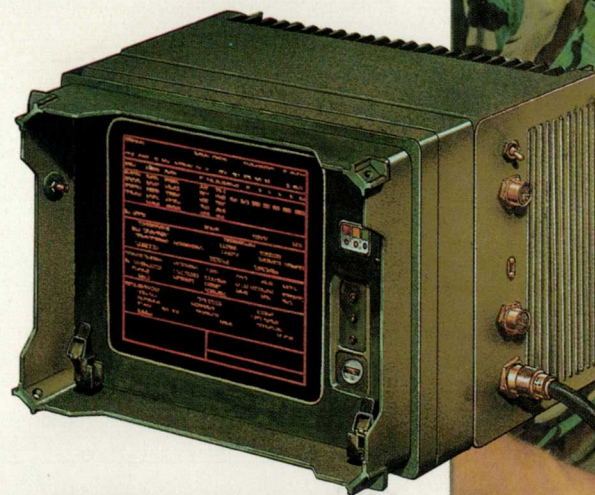
THE NEXT PHASE

BATES is now moving rapidly into the detailed design phase based on a set of firm and agreed requirements.

The technical boundaries are set. Our design teams are committed to developing the hardware modules and software systems to take BATES through the design, testing and implementation stages. They are busy creating the biggest-ever Real-Time system of C³I.

BATES will provide total artillery command and control from Corps Commander down to individual guns. It breaks new ground in distributed microprocessing techniques — deploying a network of some 800 cells, from forward observer to commander control. Its sophistication has demanded the development of novel and very specialised hardware. It deals with the immensity of information and the urgency of decisions faced by the Army in today's battlefield situation.

Technically challenging, intellectually demanding and truly vast in software design terms, the next phase of BATES creates unequalled opportunities for the personal and professional development of our Project staff at all levels.





The people we need

Work on BATES is being undertaken by a fast growing group of project based designers. Staff are required from Group Leaders to Team Members covering hardware development, software design and programming.

Co-ordination and integration of individual team work is crucial. Group Leaders play an important role in this area – ensuring that both financial and time budgets are correctly met.

This environment creates a wide range of opportunities for Hardware and Software Designers. In the case of software, creative individuals who are familiar with formal software design methodology and ideally the higher level languages to suit are particularly welcome.

If you meet these requirements – ideally on military software applications – then you could fit in at various levels.

Beyond that, the work you will be involved in will provide every chance to increase your knowledge and experience. Promotion will be encouraged – and BATES will stretch your skills so that you realise your full potential.

What's in it for you?

Well, we have outlined some of the technical challenge that the BATES Project presents.

Marconi Command and Control Systems recognises that we need to attract the very best staff at all levels.

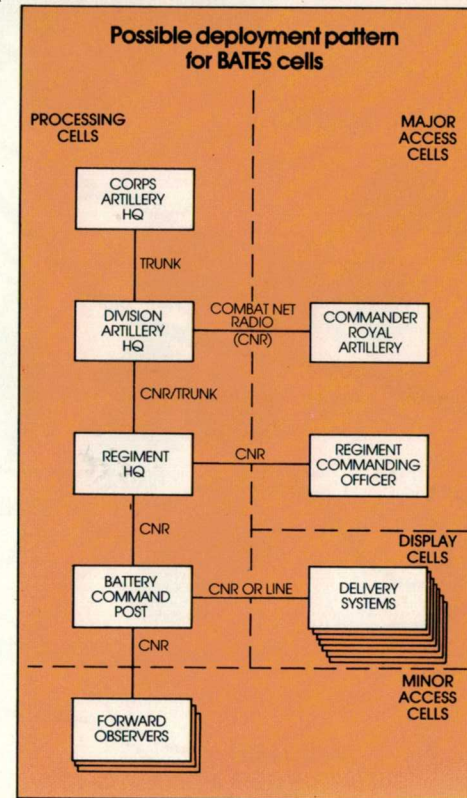
Competitive starting salaries are available within progressive scales. We can certainly match your experience and cater for your future progress.

Our benefits package is everything you would expect from a major employer, including a generous relocation package where necessary.

The future? We are confident that our continued success – through BATES and other projects – will provide on-going challenge and career development opportunities.

Marconi Command and Control Systems has built its reputation on technical excellence and innovation. Joining us now would mean you could

help us extend this reputation – we recognise that our success only really comes from the people we employ.

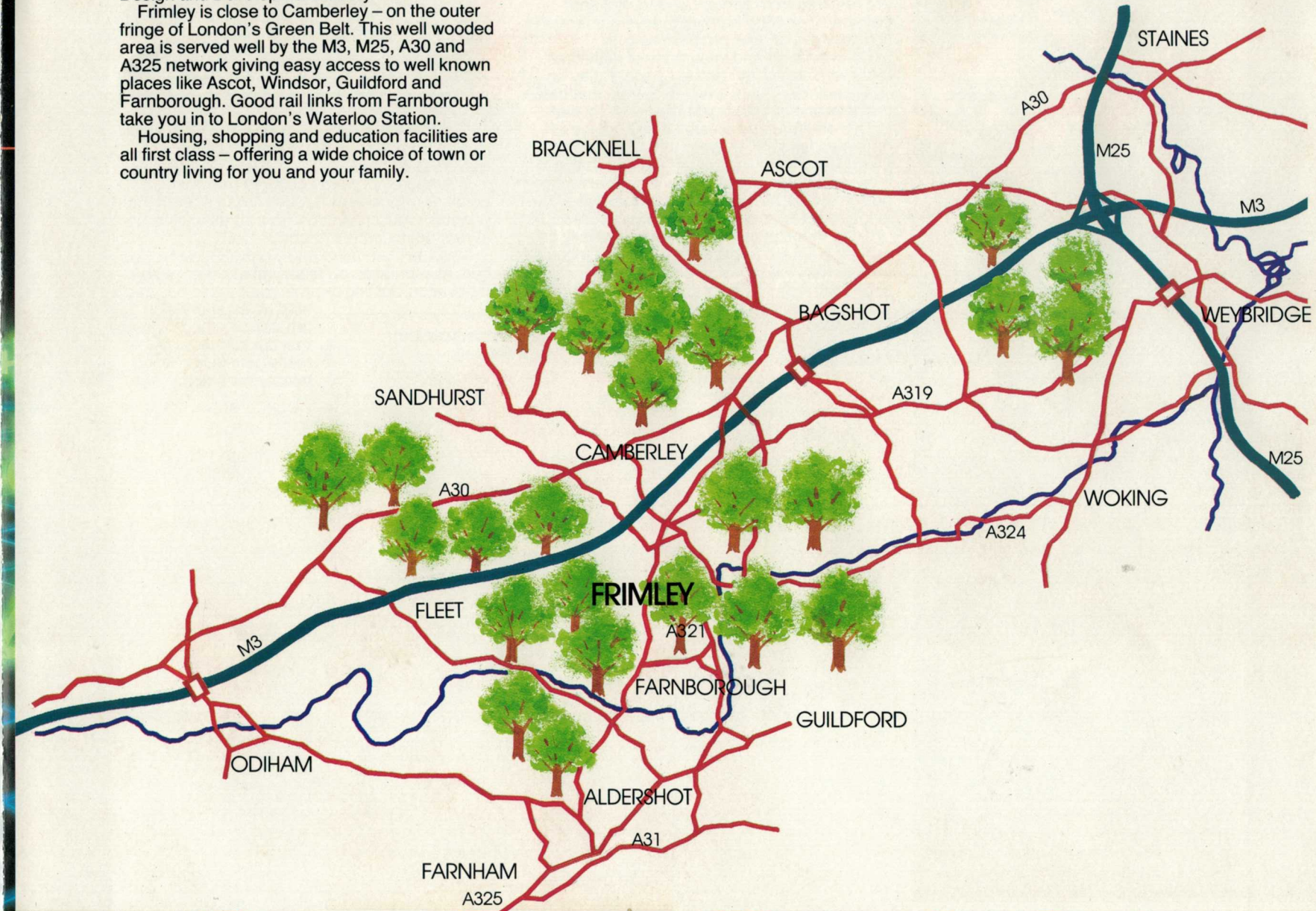


The Area

Our site at Frimley combines the HQ of Marconi Command and Control Systems with the Frimley Design and Development facility.

Frimley is close to Camberley – on the outer fringe of London's Green Belt. This well wooded area is served well by the M3, M25, A30 and A325 network giving easy access to well known places like Ascot, Windsor, Guildford and Farnborough. Good rail links from Farnborough take you in to London's Waterloo Station.

Housing, shopping and education facilities are all first class – offering a wide choice of town or country living for you and your family.



What Next?

We think you would find the opportunities with Marconi Command and Control Systems both exciting and rewarding.

If you have the right experience we would like to talk to you more about BATES.

Send your c.v. as the first step or telephone us for an informal discussion. If you prefer, just leave your name and address on our answerphone – we'll soon be in touch.

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Marconi 
Command and Control Systems



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