

VITAVIC 400

Tactical Vehicle Intercom System

Defence standard, extremely rugged, in service

A truly Software Defined (SD) system, VITAVIC 400 is a fully digital, military specification intercom designed with the end user in mind.

Suitable for vehicles with up to 21 crew members and 6 combat net radios, **VITAVIC 400** is modular and requires only a single Central Communication Unit (CCU) for two crew and two combat net radios.

Control and customisation of **VITAVIC** functionality is possible at operator level in the field. The system has been designed to integrate into the field seamlessly, ensuring compatibility with the large majority of current and future headsets and radios. These may be in any configuration and is the optimum operational choice to be deployed where several different types of Combat Net Radios or tactical headsets are already in service.

- Suitable for vehicles with up to 21 crew members and 6 combat net radios
- Operate with any encrypted peripherals and signals with no manufacturer input required
- Fully upgradeable and easily programmable via a standard laptop or fill gun, with no down time required



- Dismounted personnel stay connected via short range soldier radio or field telephone interface
- Rebroadcast from two to an expanded capability of six different combat radios.
- Full radio access



Call to Action

The robust VITAVIC 407 Loudspeaker is already standard equipment on Foxhound. The full solution can be integrated into new vehicles and via a vehicle upgrade programme for existing serving platforms.

To explore VITAVIC 400 further, please contact the Vitavox team to discuss your future military communication needs.

The **VITAVIC** Intercom System is suitable for all military, paramilitary light strike and heavier wheeled or tracked armoured vehicles and platforms. It is fully upgradeable and programmable via a standard laptop or fill gun with no down time required. It will operate with encrypted peripherals and signals with no manufacturer input required for complete in theatre security. The high quality voice communications and aural protection required by a combat vehicle crew in noisy, battlefield environments is provided by a user configurable Digital Signal Processing (DSP) design supporting VOX, ANR, TTC or any user defined headset or handset.

The ability to remotely connect dismounted personnel via a short range soldier radio or field telephone interface keeps the crew constantly connected and informed of potential threats in their surroundings, including standard rebroadcast capability from two to an expanded capacity of six different combat radios.

Defence standard, fully rugged and in service. **VITAVIC 400** is the intuitive, integrated, optimum solution.



VITAVIC 400 Tactical Vehicle Intercom System

System Components

VITAVIC 401 Central Communication Unit (CCU)

VITAVIC 402 Basic Communication Unit – (BCU)

VITAVIC 410 Cable Set

VITAVIC 380 Personal Headset (others available)

Version Identification:

Specific vehicle types are identified as “VITAVIC 400.xx.y.” where identification xx.y refers to specific vehicle and configuration

Parameters:

- Power Supply – nominal/operating
- Operating temperature (VITAVIC 400 boxes)
- Operating temp (VITAVIC 380 Headsets)

Storage Temperature:

- Vibration (critical)
- Shock (single); Shock (repeated)

Number of Crew/Number of connected CNR

IP Protection:

TCIP/IP network connection:

Audio signal frequency band ± 3 dB:

Extended Units and Components:

VITAVIC 403 Radio Interface Extension Unit (RIEU)

VITAVIC 404 Field Telephone Interface (FTIU)

VITAVIC 406 LAN Access Point (LAP)

VITAVIC 407 Loudspeaker Unit (LU)

VITAVIC 409 Personal Extension Unit (PEU)

VITAVIC 320 Dismounted Soldier Radio Control Unit (DSRCU)

VITAVIC 325 Vehicle Antenna (VA)

28V DC (12V available)/14V to 35V

-35 to +60°C

-25 to +55°C

-40 to +70°C

100m.s- , 1 – 500Hz

750m.s- , 6ms; 200m.s- , 15ms

2 to 8/2 to 6

IP68 according to EN 60 529

64kbit/s according to IEEE 802. 1X - 1 interface:

300 to 3400Hz

MIL-STD-461E compliant

