

# DEVELOPMENT AND IMPLEMENTATION OF AN SLR AUTOMATIC SATELLITE ACQUISITION AND SIGNAL RECOGNITION SYSTEM

**Proposed MTech Project**

REGINALD NETSHIKWETA

SUPERVISORS: DR MO OHANGA, DR L COMBRINCK & MR GL NICKOLA

2<sup>ND</sup> WORKSHOP ON SPACE GEODESY,

NOVEMBER 12 – 15, 2007

MATJIESFONTEIN



# PRESENTATION LAYOUT

1. Introduction and background
2. Making MOBILAS-6 autonomous
3. Design and Project Objectives
4. Parallel Development with S/LLR
5. Development Tools

# 1. Introduction and background



- NASA has embarked on an automation programme for its SLR network, this basically entails replacing all MOBLAS systems with a fully automated SLR system; SLR2000

## 2. Making MOBLAS-6 autonomous.

SLR2000 rationale:

SLR operations costs can be greatly reduced through increased reliability, standardization, automation, and maximum utilisation of commercial parts



**BUT what about MOBLAS-6?**

Can we improve it's efficiency and data acquisition latency by developing a hardware/software system to hunt automatically for satellites?

Currently tracking requires full human intervention





### 3. Design and Project Objectives



- Evaluate prototype designed and built by Johan Bernhardt
- Provide systems analysis of existing hardware to determine interface requirements
- Conceptualise prototype improvements and additional hardware
- Design modular hardware and software to enable utilisation on LLR system
- Implementation through system integration and testing phase



## **4. Parallel development with S/LLR**

- **During the development of the automatic acquisition system, close interaction with the S/LLR system will be maintained**
- **The design rationale will fully consider S/LLR requirements**
- **After implementation and testing on MOB LAS-6, a similar system will be implemented as part of the S/LLR tracking and steering system**

## 5. Development Tools



- Labview software, (preferred environment for LLR)
- Off the shelf components (PCI-bus)
- PC based plug and play cards
- Limited in-house hardware construction



THE END!