Storage Engine
Accelerating Information Access

Storage Engine Raven Server - Battlefield Tested (Kuwait)

(Story as reported by Michael DeHart former USAF IT Developer 11/2004)

Theater Battle Management Command Systems (TBMCS) is a critical military system, as the applications create information that is deliverable daily. The system also has applications that provide real-time theater-wide situational awareness that cannot risk shutdown and rebooting. Below is his account of running IT from a battlefield. Michael DeHart worked for the U.S. Air Force in the Middle East and was a team member responsible for building and testing the first TBMCS in a deployed Air Operations Center (AOC).

Lt DeHart's account follows:

> "I was excited to be using the Storage Engine Raven Server with the Solaris Operating System because of its acclaimed reliability. I got a copy of Solaris and installed it on a Storage Engine "Raven" server. Then I installed the Theater Battle Management Core System (TBMCS), and everything was up and running before the applications or even the users showed up on station. Once everything was loaded, the Raven Server was rock solid and never crashed. The Storage Engine Raven Server proved to be a great value as its reliability and securities were invaluable."
>
> "In an air war, the advantage this system gives us is that of a quick and decisive victory. By the way, while I was waiting for the applications and users to arrive, I asked our Communications Squadron if we could have a port to run our own proxy server on, because all their NT servers were so extremely slow and crashed on a daily basis. They agreed. The next afternoon, they called back and asked if they could use our proxy server, because theirs was down. We said "Sure!" Within the week our Web Server had been tasked with becoming the server for the entire base, taking over the job of some 20 NT servers, and it outperformed them, hands down! When the Network Control Center's supervisor came over to see what sort of setup we were running that replaced his server farm, he said, "There's only one?" To which we replied jokingly: "There can be only one" (from the Highlander movie)."

Interoperability among U.S. forces was not a problem. The AOC's information systems could communicate with U.S. Army and U.S. Navy Forces without any difficulties. The Joint Operations Center undertook this careful planning mission-by-mission, so planners knew the requirements and prepared in advance. Elements such as types of radio equipment, frequencies, call signs and keying material were established well before a mission began.

With so many of the aspects of any mission well planned in advance, thus enhancing the success and saving of human lives deployed to these hostile environments. That includes choosing the correct tools to ensure success of a mission like the Storage Engine Raven. "Confidently, I can say their product delivered when others failed, and I would be happy to rely on Storage Engine again for my system needs."

Michael DeHart
former USAF IT Developer