

UnetStack

Extend your Communication Networks Underwater

DOMAINS

Scientific Research

- Underwater Acoustic Communications
- Underwater Wireless Networks
- Underwater Positioning
- In-water Robotics

Commercial

- OEM Modems
- OEM Localization Devices
- Underwater Sensors
- In-water Robotics



IDEATE



Learn

Take your first step into the world of underwater communication and networking with UnetStack.



Build

Develop your own algorithms and protocols for both small and large underwater communication networks using UnetStack.

DEVELOP



Simulate

Simulate your algorithms, protocols and underwater networks using the Unet Simulator before field deployments.



Deploy

Simply copy your algorithms and protocols to a UnetStack enabled modems to deploy and operate them in open ocean.

COMMERCIALIZE



Enhance

Take the performance of your underwater acoustic communication and localization devices to the next level using UnetStack.



Manage

Easily manage multiple distributed or co-located communication and localization devices using UnetStack.

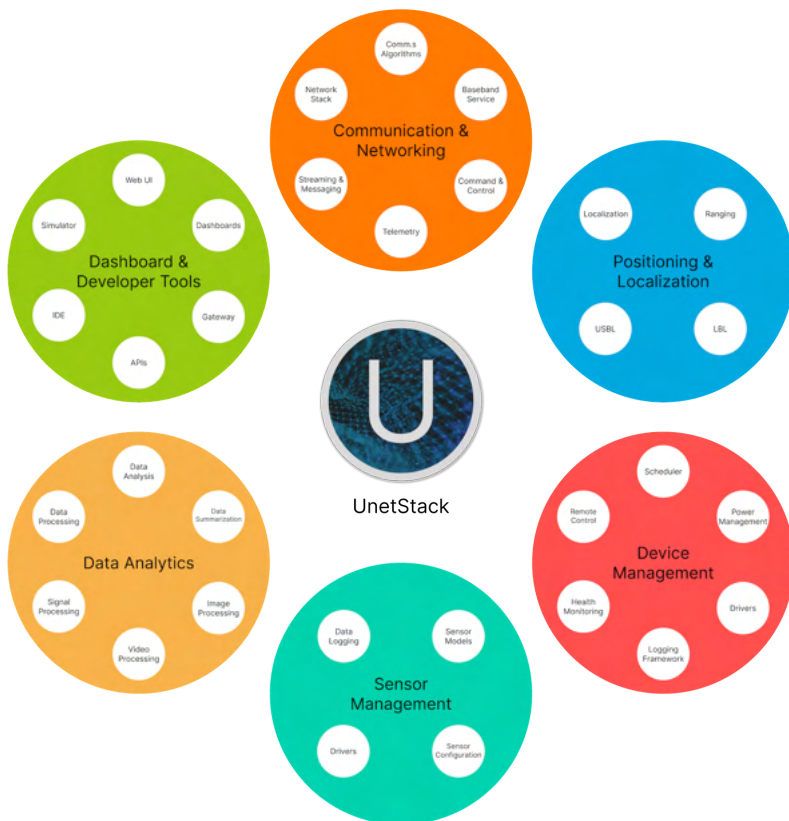


info@subnemo.com
<https://unetstack.net>

CHOOSE THE BEST OPTION FOR YOU!

	RESEARCH	COMMERCIAL	OEM
	Developer Bundle (Community Edition)	Developer Bundle (Commercial Edition)	Platform Bundle (Commercial Edition)
SIMULATOR & IDE	✓	✓	N.A.
MESSAGING FABRIC	✓	✓	✓
NETWORK STACK			
Basic	✓	✓	✓
Premium		✓	✓
COMMUNICATION ALGORITHMS			
Basic	✓	✓	✓
Premium		✓	✓
CHANNEL MODELS			
Basic	✓	✓	N.A.
Premium		✓	N.A.
Unet audio	✓	✓	N.A.
DEVICE PROFILES		✓	N.A.
HARDWARE DRIVERS			✓
LICENSING	Free*	One-time	Volume

* For academic and non-commercial use only.



Designed with flexibility and ease of use in mind, UnetStack allows you to easily develop and configure underwater communication networks, automate and optimize network management, develop, simulate and test new network protocols, and implement software-defined signaling at the physical layer.

Coming soon: UnetStack4!

Request a demo

info@subnero.com



Download today!
info@subnero.com
<https://unetstack.net>