

Atlas - Minibracer

Connectivity reimagined, courtesy of Atlas.

The design of the AtlasNet was used to help control Atlas' robotics on a mass scale, originally serving as a method of employing their 'hybrid' consciousness. Over time, this service migrated and changed over to a network of separately contained (but connected) servers. The Minibracer integrates the most recent development by Atlas, being implemented in the fourth generational armor sets. Its purpose shifted from battlefield management to mobile device unification.

The device

Featuring a silicon or metal band to taste, the device is almost entirely housed on the top of the wrist, the device features a downward-facing sensory array capable of measuring the user's biometric signatures, used for the display of statistics like blood-oxygen, heart rate, stress levels, breathing, etc. On the side facing the user, there is the only physical button on the device, which serves as a power button, pressing and holding will turn on or off the device, double-tapping will initiate wireless Nexus payment. There is a camera above the button. The 'away' side of the device features three tiny divots that contain sensors for the environment, including the pressure compared to 1atm and the six most prevalent gasses in the local atmosphere. The top of the device features a protected crease with a dual-element projection prism, capable of projecting both 2d and 3d holographic images. The lense is made of spaceship-grade EMI/RFI-resistant glass. The internals consist of a visual scan processor, power bank, data drive, wireless emitter/receiver.

The software

Homescreen: The central menu of the Minibracer. This is a customizable screen that is displayed over the user's wrist and forearm. It, by default, contains just a small line of app icons at the bottom, but the user is permitted to install widgets, which would run windowed versions of other apps on the screen, like the ability to see an IRC or a navigation window, or one's bank account.

-It is to be mentioned, a temporary window slides in from the right when alerts are present, this can be changed.

Nexus: The minibracer, operating through the Atlas Net, does not feature a limited web browser, all devices are capable of connecting to the Nexus, and come with the feature preinstalled. The Nexus remains unaltered for all users.

ShipConnect: Utilizing an optional packet of Atlas software, the user ships AI can be combined with an Atlas manufactured subprocess to allow the ship to connect to the minibracer, allowing for unprecedented control over the systems from anywhere in the Galaxy. This permits the user to control anything from lights to air filtration. It also allows the user to check video feeds from cameras.

Contacts: Contacts is a redesigned version of a Nexus messaging software, allowing the user to create custom profiles for each person that they may wish to create one for. This menu allows for favoriting of contacts and a variety of sorting options.

Schedules: A custom-designed VI-Integrated scheduling list allows for smart adaptation and reminder alerts for the user, learning-based off of their procrastination habits, it helps them never forget another deadline.

StarMap: Streamed-In data of the most popular Nexus mapping service, available at the touch of a button. The map is rendered in 3d above the user's wrist and accepts gestures to manipulate the scale. The user is allowed to set waypoints, check distances, local fuel prices, etc, for all their traveling needs.

Pocket: A storage folder for anything the user deems important enough to be there, this can contain anything from pictures to corporate contracts.

Auction: An Atlas-hosted auction house where users can sell off their items, in many instances, where they may not be legal elsewhere.

Wallet: A combined service for handling all digital mediums of money. Accepts all major currencies as well as a few cryptocurrencies.

(Optional)

Atlas: A centralized menu that is employee-specific, showing them all they are capable of at a moment's glance.

Warrior: A connection service used to integrate the user's armor and weapons into the HUD of their helmet. Comes pre-installed in all Atlas equipment, but the code is available on the AtlasNet for anyone who wants to develop a weapon package. This software allows for anything from custom reticles to digital sights and managing armor temperature. Requires an onboard computer in the armor.

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