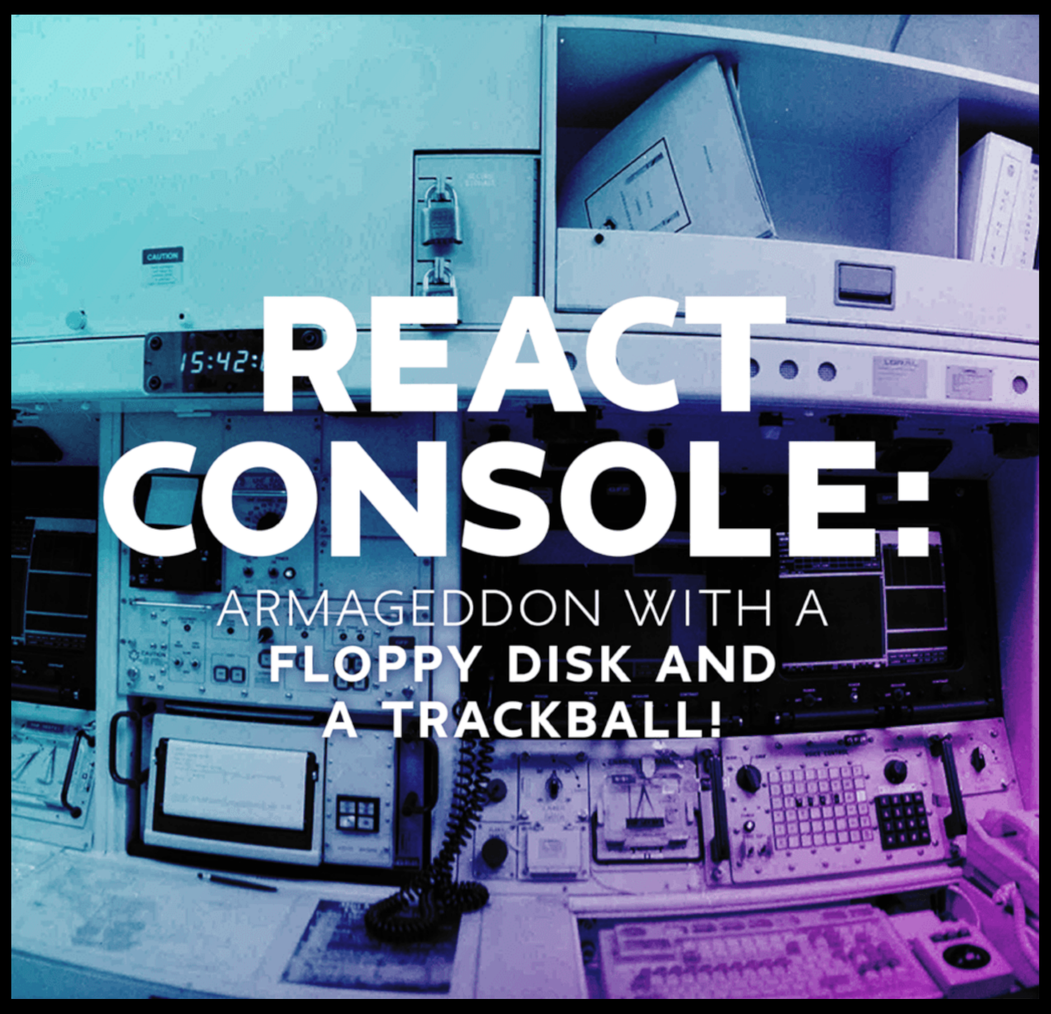
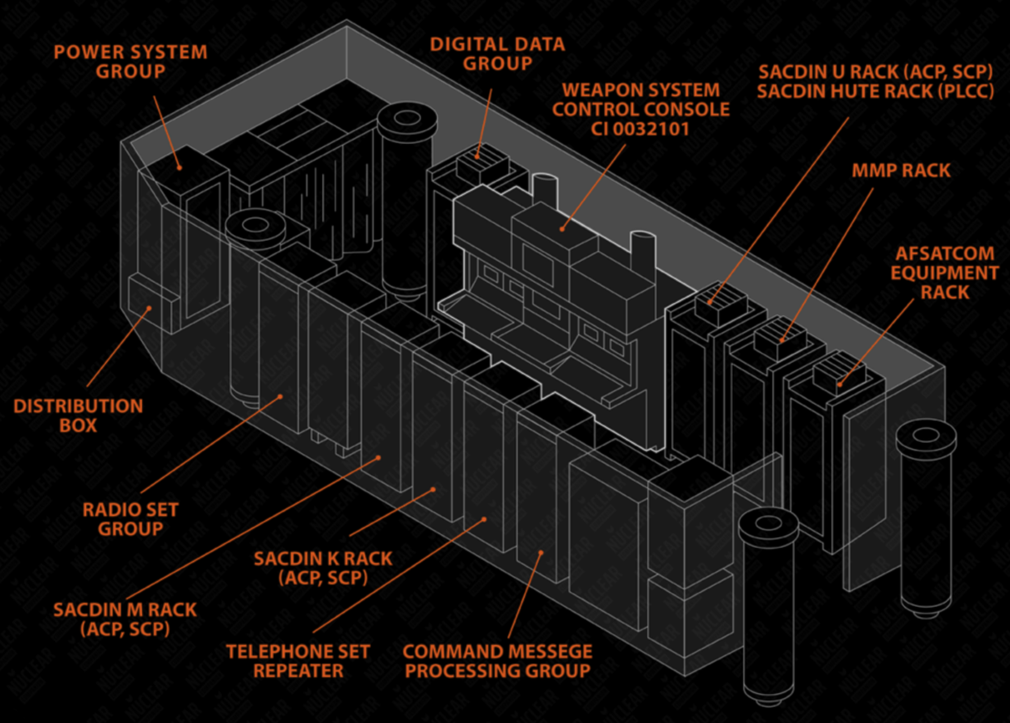
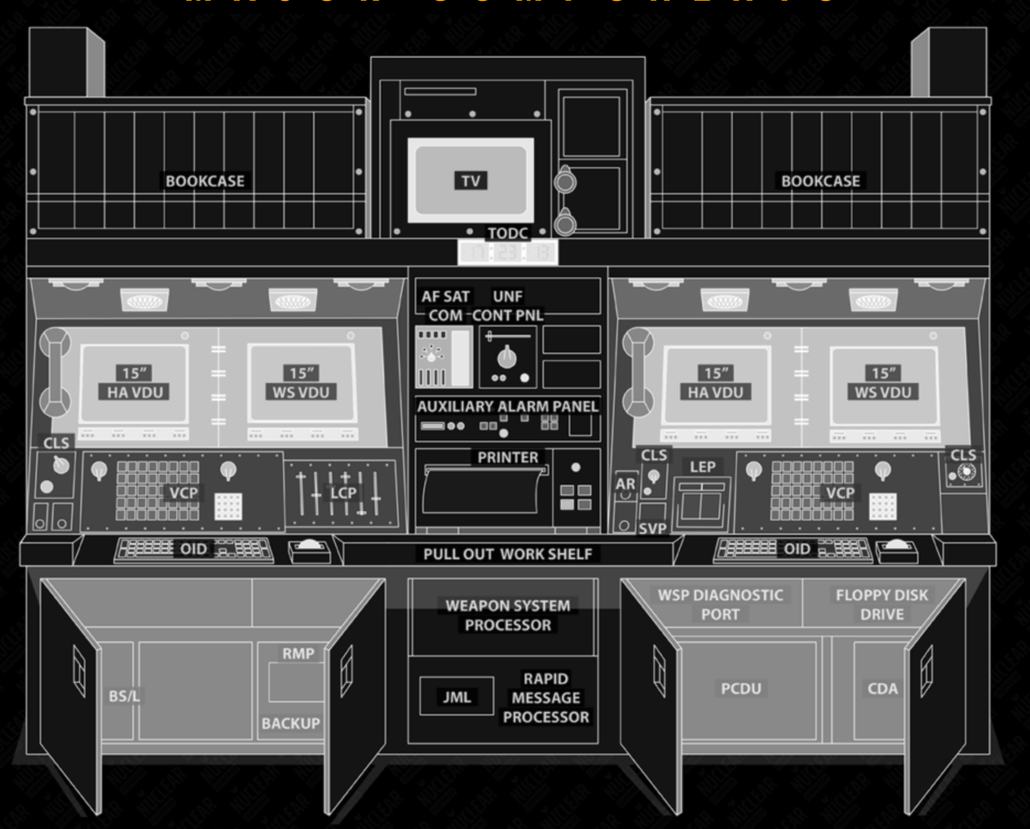


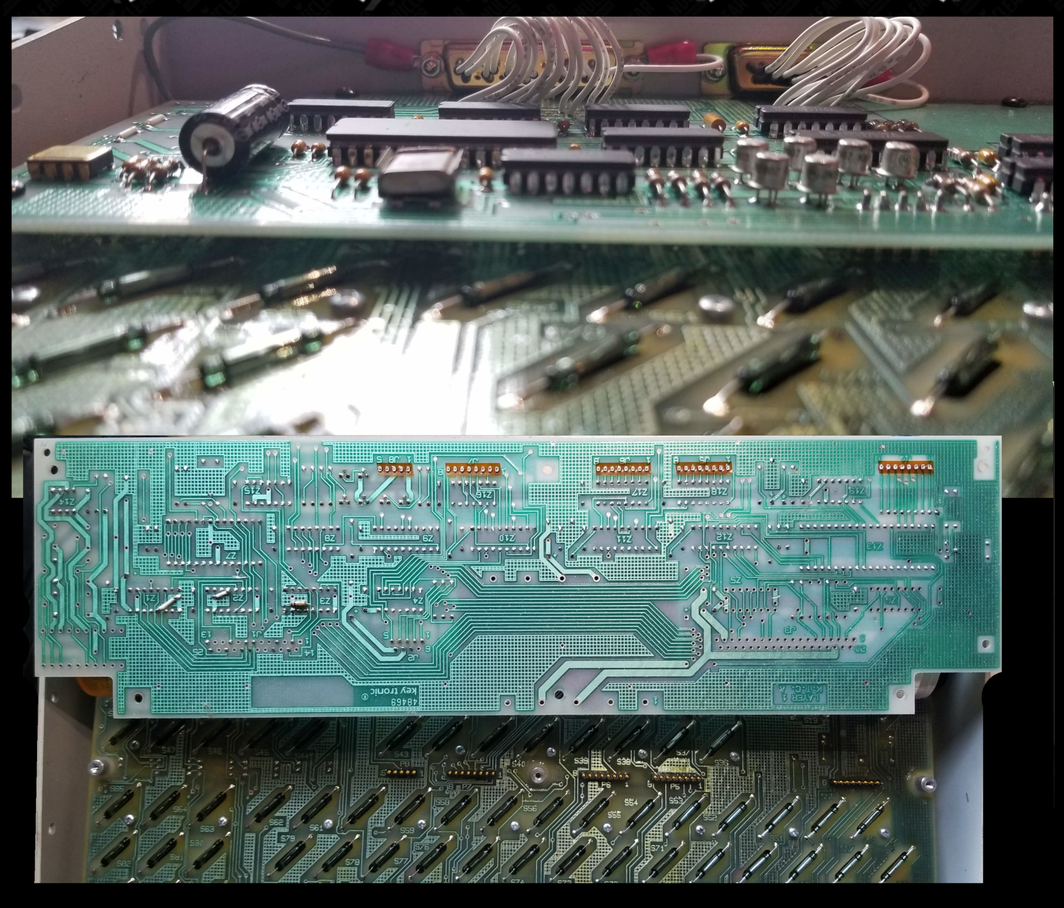
The Rapid Execution and Combat Targeting (REACT) was an enhancement program of the U.S. Air Force. Its objective was to renew the SAC's Minuteman missile launch control centers.

REACT LOCATION IN LCC



REACT CONSOLE MAJOR COMPONENTS

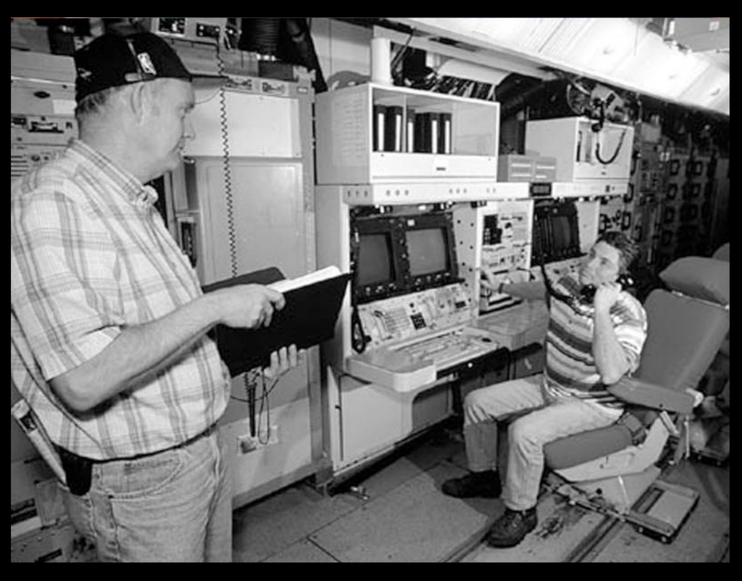


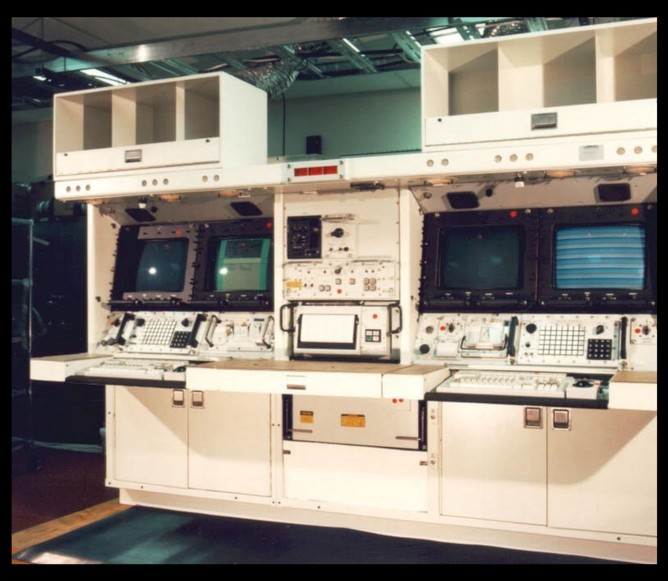


Operator Input Devices (OIDs)

Each workstation OID provides the operator with an interface with the WSP or rapid message processor (RMP). The OID at each workstation can be connected to only one processor at a time (RMP or WSP) and one VDU.

Each OID is composed of a trackball assembly and QWERTY keyboard with special functions.





REACT console, photo's, graphics & info came from the Nuclear Companion article by Paul Dent at:

https://nuclearcompanion.com/rapid-execution-and-combat-targeting-react-armageddon-with-a-floppy-disk-and-trackball/

...which has a lot more great info.

NUCLEAR COMPANION

* RS422 output data on pin 23 and 10 (inverted)
* Pin 4 (+) and pin 17 (-) input via opto-coupler.
* Additional unused? RS422 pairs on pins (2,20), (21, 8), (15, 2) - note the board has another unpopulated db25 connector and a few cut traces below it. The additional rs422 pairs might have something to do with that.
* GND on pin 25.
* Keycodes vary in bit length - arduino serial lib assumes 8-bit character bytes, thus it reads 2 bytes per keystroke - 3 bytes per trackball movement (it pads the remainder).