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Rheinmetall releases key Battlesuite interfaces as open source

Rheinmetall is continuing to drive the digitalisation of modern defence systems forward and, for the first time, is publishing the core interface specifications of its Battlesuite as open source. The first two components of the Battlesuite Interface Collection, the Onboard API and the Tactical API, are now available. The Battlesuite Interface Collection draws on many years of experience gained from numerous development and integration projects. This experience has been incorporated directly into the design of the interfaces, forming the basis for a modern, modular software architecture.



“The Battlesuite forms the software foundation for Rheinmetall’s digitalisation and networking strategy,” says Timo Haas, CEO of the Digital Systems Division at Rheinmetall. He adds: “Standardised interfaces enable the efficient integration of platforms, sensors, effectors, and command and control applications. They also lay the groundwork for modular, interoperable, and scalable defence systems.”

The Battlesuite is a non-proprietary digital platform solution for civil and military applications. As a manufacturer-independent hub, it seamlessly connects sensors, cameras, drones and other hardware. Its design considers both the protection of critical infrastructure in civil protection and disaster management and use in purely civil applications.

With the Interface Collection, Rheinmetall is now providing industry partners, research institutions and customers with defined interface specifications for integration. This allows software solutions to be aligned with the standardised, distributed architecture from the outset and enables the development of interoperable applications with minimal integration effort.

Ervin Kolenovic, Head of Battlesuite at Rheinmetall’s Digital Systems Division, adds: “With the Battlesuite, Rheinmetall is putting the concept of software-defined defence into practice. The Interface Collection simplifies the combination of system components, regardless of the manufacturer. It thus promotes the reusability of software modules across different programmes and the flexible further development of existing systems. In this way, we can shorten development times, reduce integration risks, and accelerate the deployment of new capabilities.” The Battlesuite Interface Collection is now available at www.github.com/rheinmetall

► Key facts

- Rheinmetall Publishes Key Interface
- Specifications for the Battlesuite as Open Source on GitHub
- Initial components include the Onboard API and Tactical API
- Standardized APIs enable efficient integration of platforms, sensors, effectors, and command-and-control applications
- Research institutions, industry partners, and customers can align their solutions with standardized interfaces at an early stage

► Contact

Patrick Rohmann
Spokesman Digital Systems
Tel.: +49 151 70505366
patrick.rohmann@rheinmetall.com

Oliver Hoffmann
Head of Public Relations
Tel.: +49 211 473 4748
oliver.hoffmann@rheinmetall.com

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