



FORTIS DMR

Digital Mobile Radio (DMR)

Privacy Key Solver Plug-in for Sceptre

FEATURES

- Software plugin for 3dB Labs' Sceptre software
- Determines privacy mode (Basic or Enhanced) for Sceptre DMR voice intercepts
- Solves for DMR Basic Privacy Keys < 1 secs
 - MOTOTRBO 16-bit
 - HYTERA 40/128/256-bit
- Applies Enhanced Privacy Keys from "Known Key" list
- Typical high-speed GPU accelerated key search for unknown 40-bit Enhanced Keys**
 - 7 or fewer characters < 2 secs
 - 8 characters < 20 secs
 - 9 characters < 5 minutes
 - 10 characters < 1.5 hours
- New Enhanced Privacy Keys are automatically added to Known Key list
- Import/export Known Key lists
- Manually add keys to Known Key list
- Automatically updates Sceptre intercept with clear audio and enhanced metadata (privacy mode, privacy key, etc.)

DESCRIPTION

G3T's FORTIS DMR Privacy Key Solver software plugin for Sceptre enhances Sceptre's DMR collection capabilities by providing clear audio for captured DMR voice intercepts with Privacy Mode enabled. FORTIS DMR systematically recovers Basic and Enhanced Privacy keys using off the air encrypted vocoder bits and associated metadata. Once the key is found, FORTIS DMR applies the key to the transmission to produce clear audio and data content and automatically updates the Sceptre intercept for further analysis, giving the user the most comprehensive understanding of the DMR networks.

FORTIS DMR determines and applies Basic keys and applies previously determined Enhanced keys from a Known Key list with no GPU assistance. Any Enhanced Privacy key request that is not found in the Known Key list, is automatically sent to the GPU accelerated key determination process and the returned key is automatically applied to the transmission and added to the Known Key list. Users can share the Known Key lists across multiple Sceptre applications via the FORTIS DMR import/export function.

***Running on an Nvidia RTX A3000 GPU for base station traffic. Handset traffic takes approximately twice the time. Search times on other GPU platforms will vary.*

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