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RAPID AIR DEFENSE EVALUATION SYSTEM
(RAIDES)
STUDENT'S TRAINING COURSE GUIDE

Prepared For:

Department of the Army
Joint Tactical Fusion Program
1500 Planning Research Drive
McLean, VA 22102-5099

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Mission Effectiveness Department

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Peter D. Bernstein
RAIDES Project Manager

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| <p>This document was developed as a hands-on student training manual for the US Army's Rapid Air Defense Evaluation System (RAIDES). There are five manuals for RAIDES. RAIDES was developed by Systems Control Technology, Inc, Palo Alto, CA for the Joint Tactical Fusion Program Management Office (JTFPMO). RAIDES is a derivative of USAFE's Force Level Automated Planing System (FLAPS) and was extensively modified to incorporate a Blue versus Red situation display for the US Army air defenders. The RAIDES program consists of two major stand-alone software programs: the SUPR program which defines a 3-D real-world statespace area where the US Army air defenders would operate; and RAIDES which provides Blue survivability estimates for Red attacking forces given a specific battlefield scenarior and real-world threat. This manual compliments the RAIDES Instructor/Lesson Guide and Positional Handbook by describing RAIDES basic operating commands that are used with the JTFPMO's Portable Analyst Workstation (PAWS), presenting actual color screen output displays, and providing examples of RAIDES output messages. This document provides an excellent pictorial of RAIDES output capabilities. (KR) ←</p> | | | |
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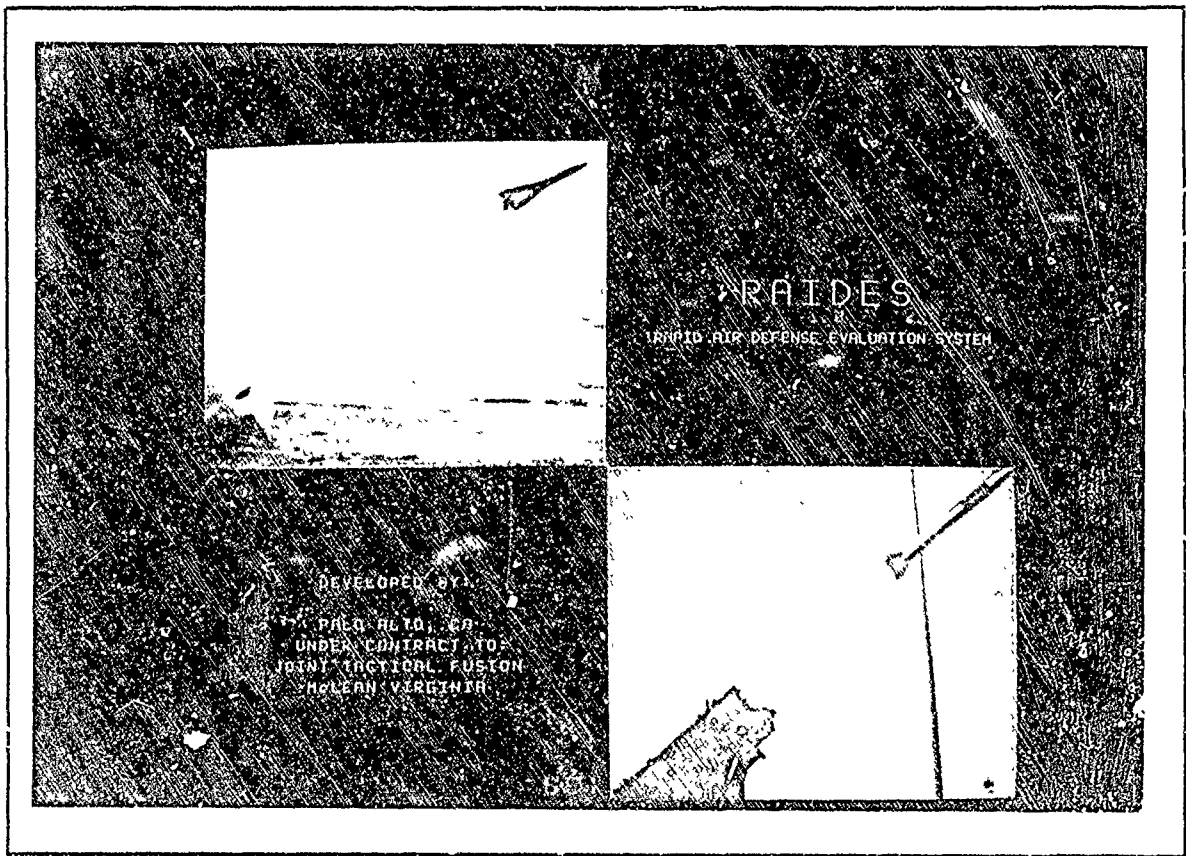
RAIDES STUDENT'S TRAINING COURSE GUIDE

TABLE OF CONTENTS

- 1 INTRODUCTION TO RAIDES
- 2 GETTING STARTED IN RAIDES
- 3 THE DATABASE MANAGER
- 4 HOW TO DISPLAY
- 5 REDEPLOYING AIR DEFENSE ASSETS
- 6 CREATING MINIMUM RISK ROUTES
- 7 MODIFYING ROUTES
- 8 SHOW . JG ROUTE COORDINATION
- 9 CREATING A STATESPACE

LESSON 1 INTRODUCTION TO RAIDES
 NOTE TAKING SHEET NO. 1

I. INTRODUCTION



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| Unannounced | <input type="checkbox"/> |
| Justification | |
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| Distribution/ | |
| Availability Codes | |
| Dist | Avail and/or Special |
| A-1 | |

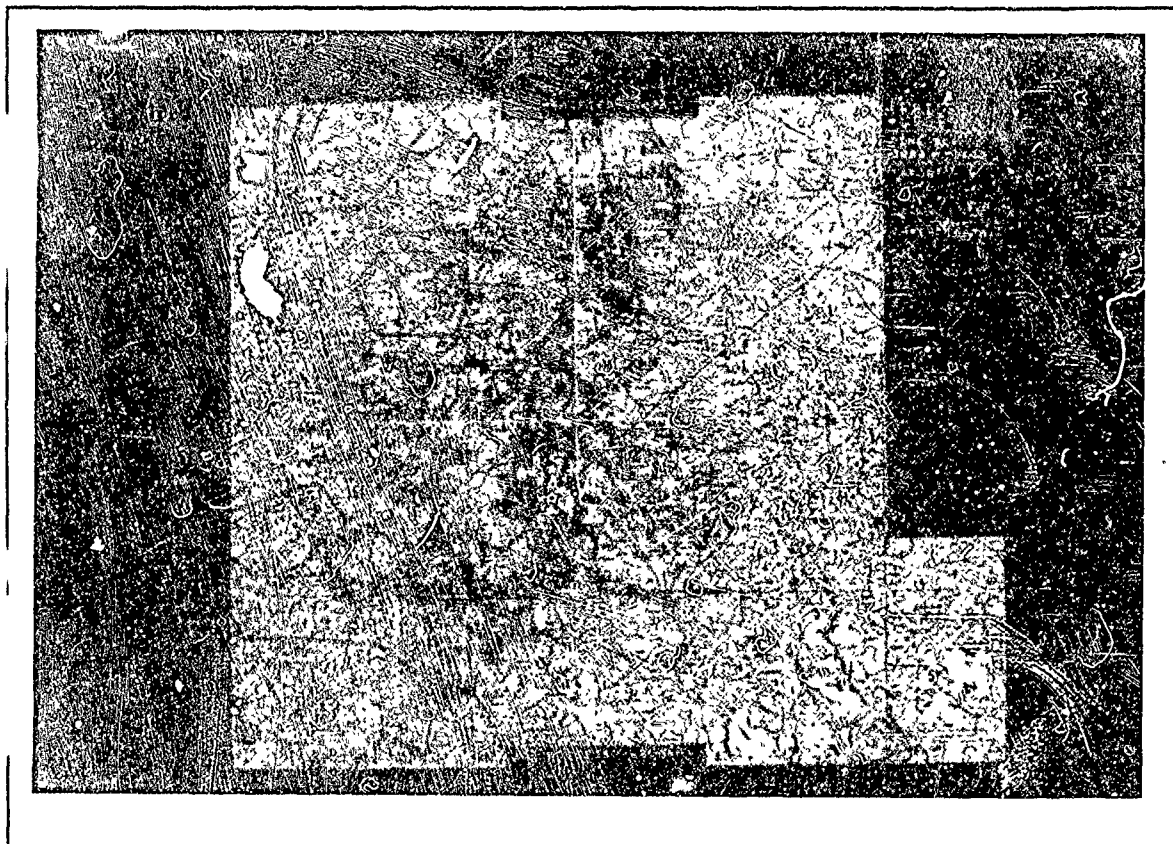
A. Purpose

B. Functions

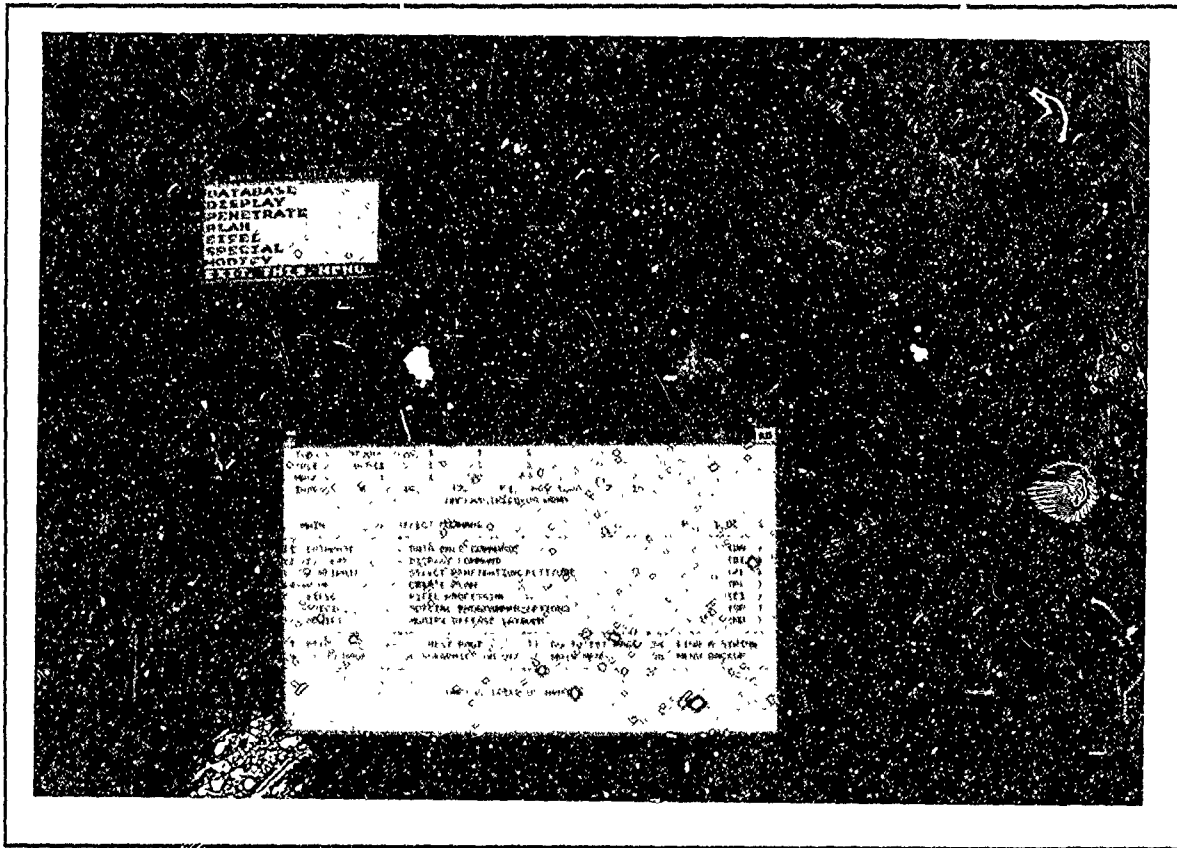
1. Display current deployment
2. Move assets
3. Add new assets
4. Show statespace
5. Construct minimum risk routes
6. Modify routes

II. CAPABILITIES

A. Overview



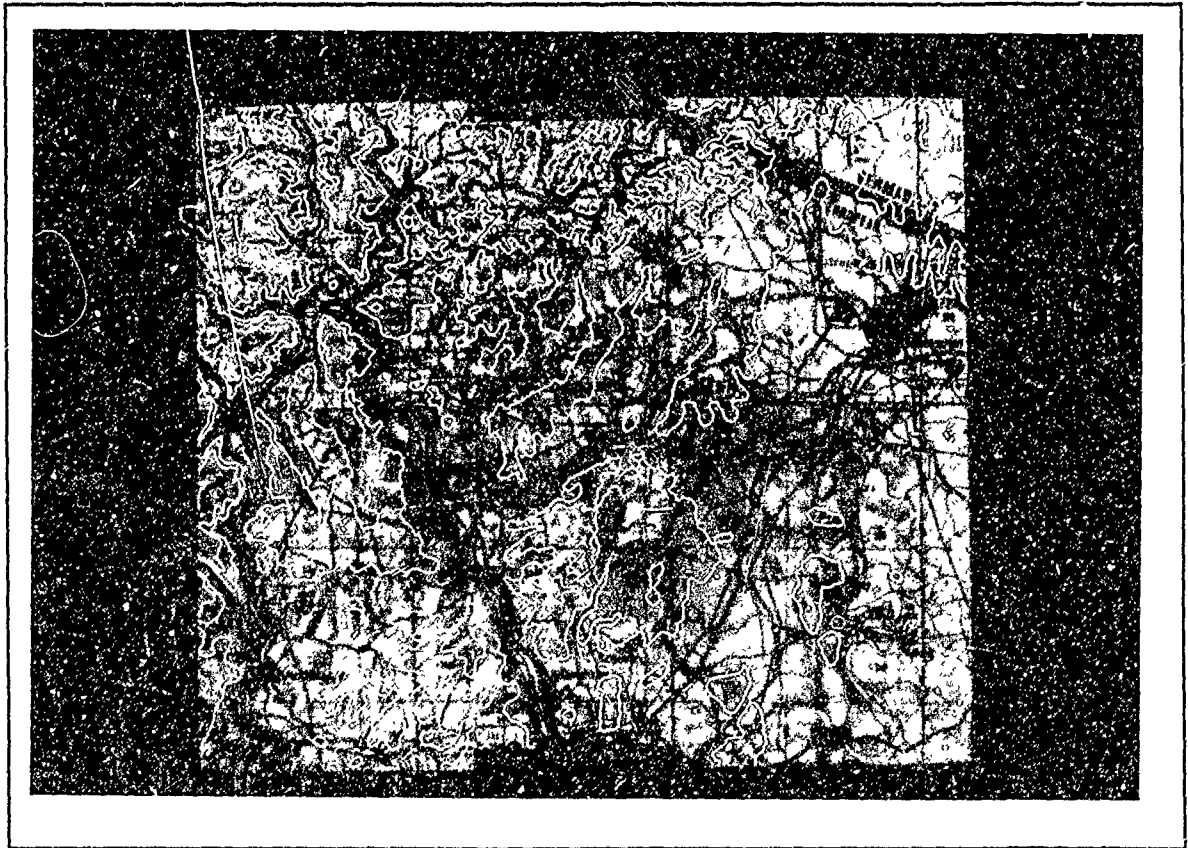
B. User interface



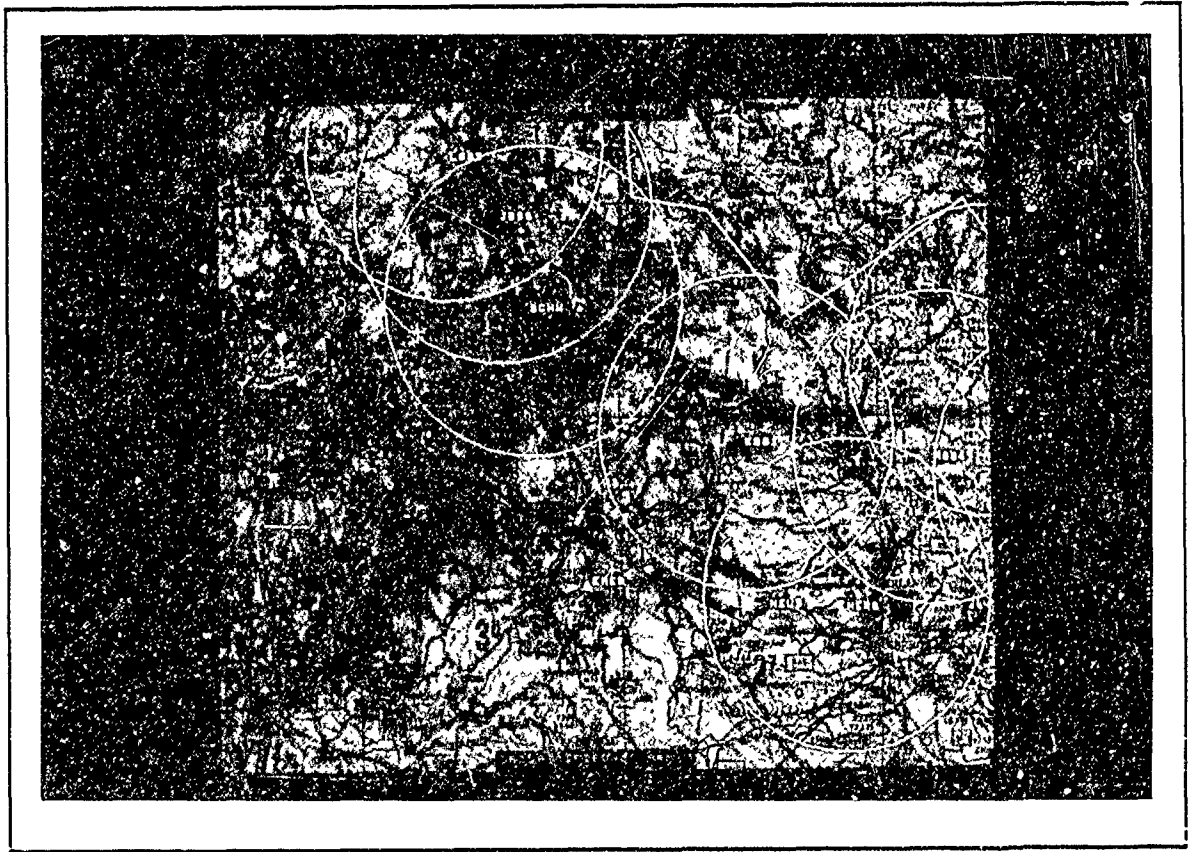
C Displays current deployment of assets

1. ASCII text files

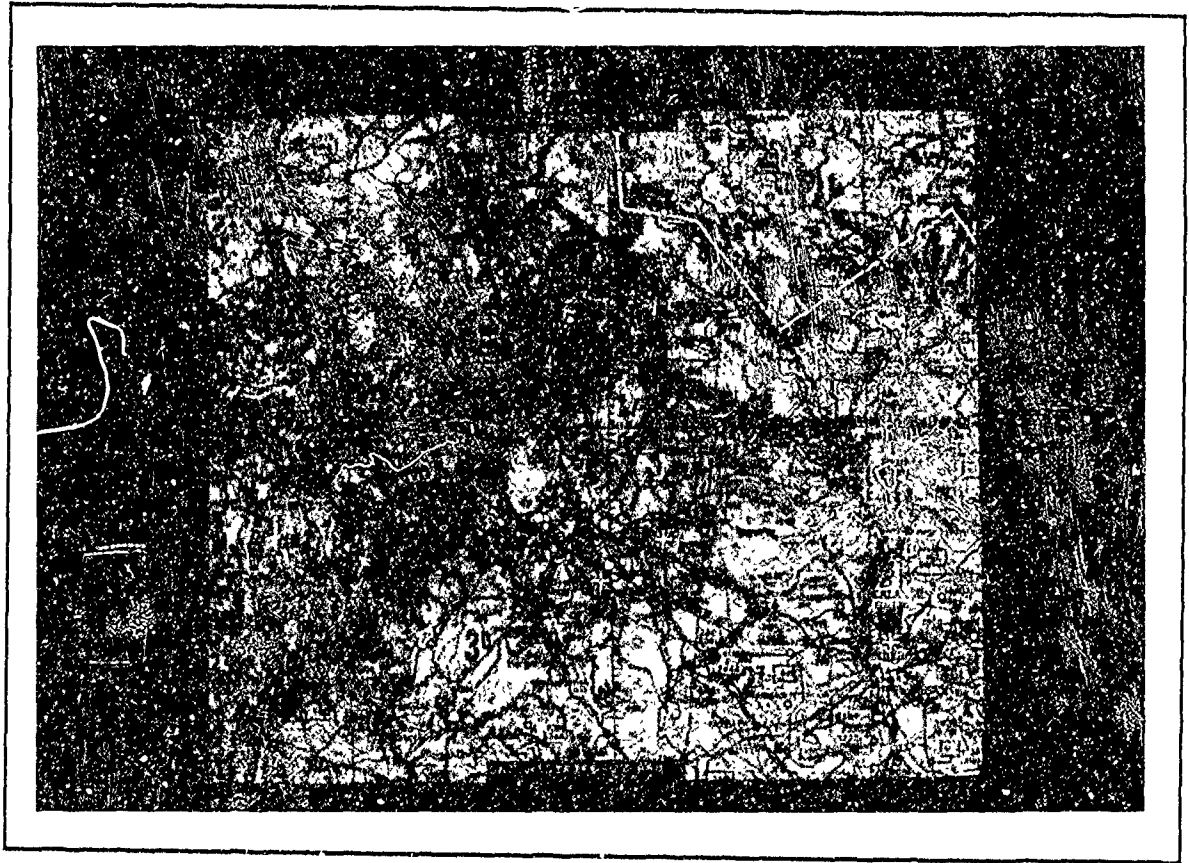
2. Location + capabilities + terrain



3. Circles, IDs, reports



4. Danger contours

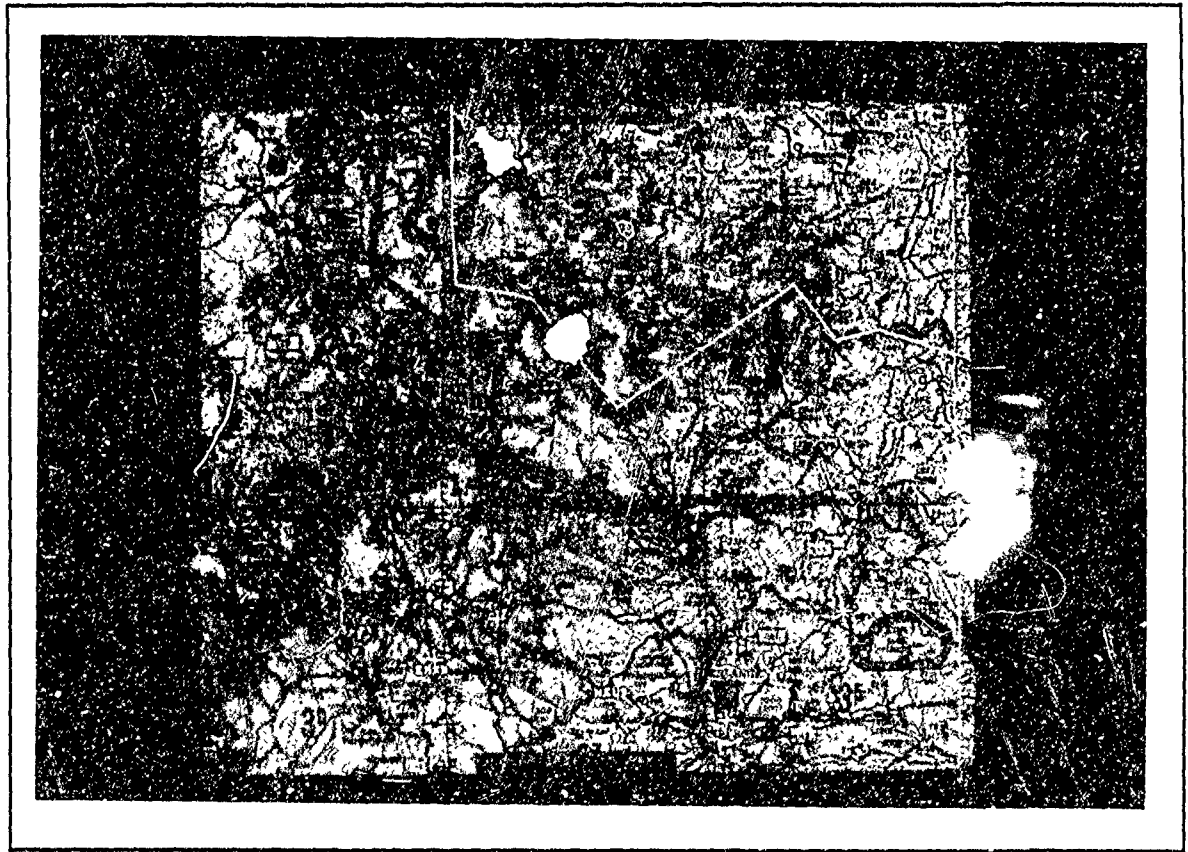


D. Move deployed assets

1. Selection of asset(s)

2. Presurveyed sites

3. Terrain masking



4. Modified statespace

E Adding new assets

1. Indicate ID, type, location

2. Graphics oriented

3. No presurveyed sites

4. Terrain masking

5. Modified statespace

F. Lethality effects of redeployment

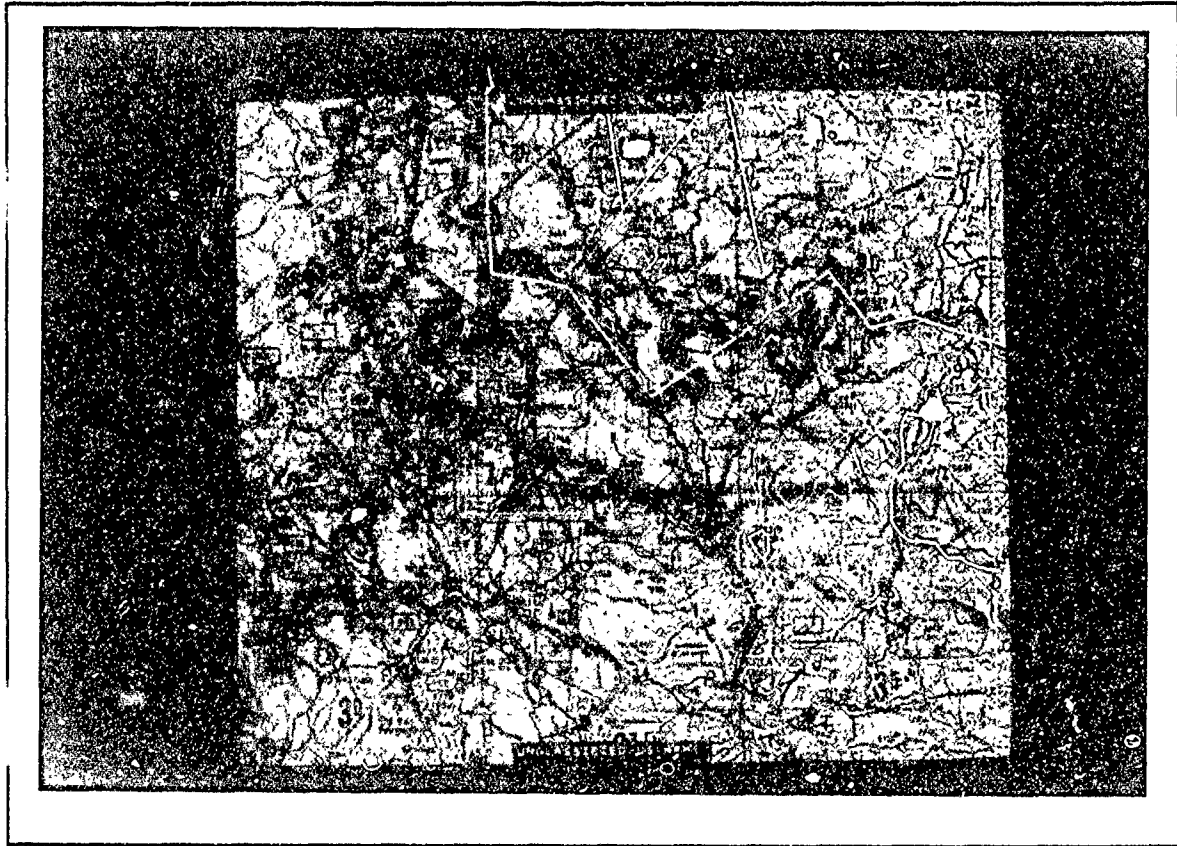
1. Circles, IDs, reports

2. Display danger contours

G Weaknesses shown by minimum risk routes

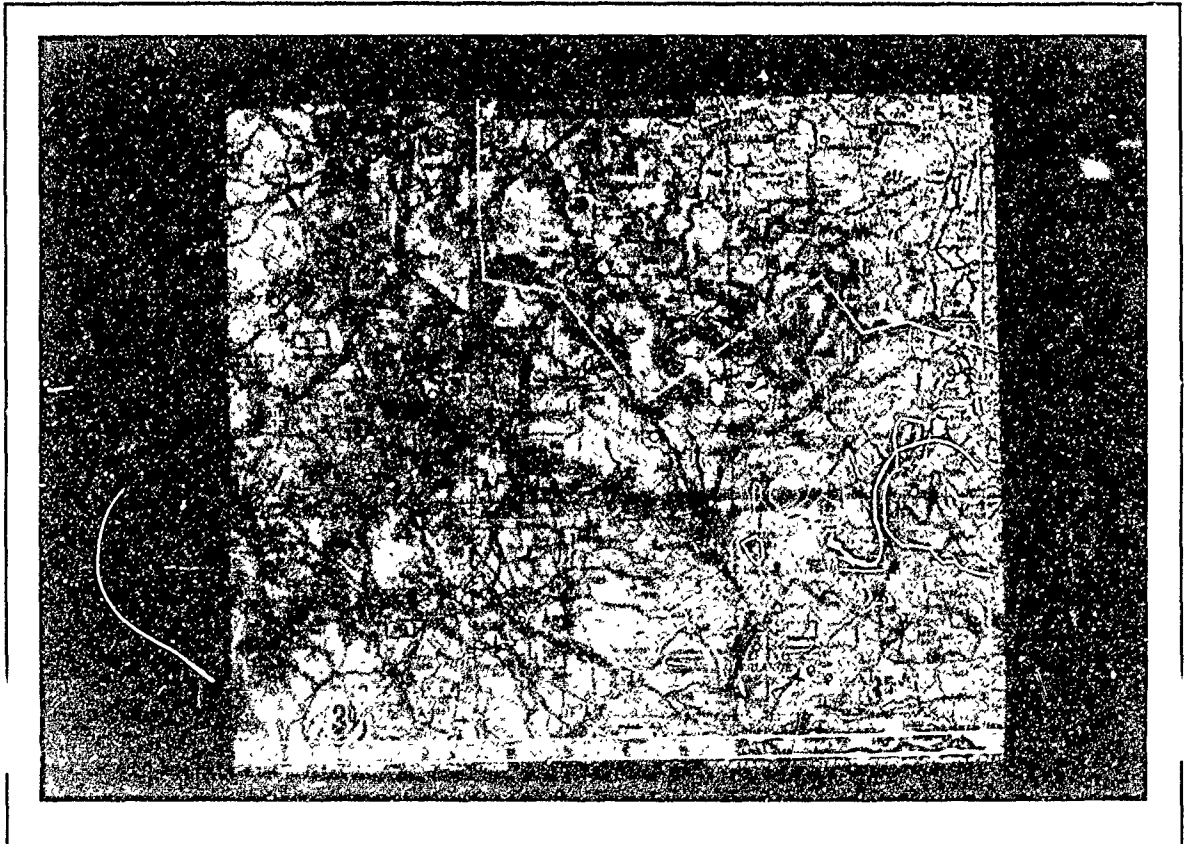
1. Tasking form
2. Create routes
3. Detailed analysis

4. Graphics display



H. Effectiveness against enemy tactics

1. Modify routes through Manual



2. Detailed analysis

LESSON 2 GETTING STARTED IN RAIDES
NOTE TAKING SHEET NO. 2

I. INTRODUCTION

II. THE PAWS CONFIGURATION

A. Mouse

B. Displays

C. Logging in

D. Running RAIDES

III. POP-UP MENUS

A. Getting the first menu

B. Selecting items

1. Highlighting
2. Color changes
3. Moving windows
4. Scroll bars
5. Exiting
6. Input boxes

IV. TEXT MENUS

A. Selecting

B. Type ahead

C. Paging

D. Toggles

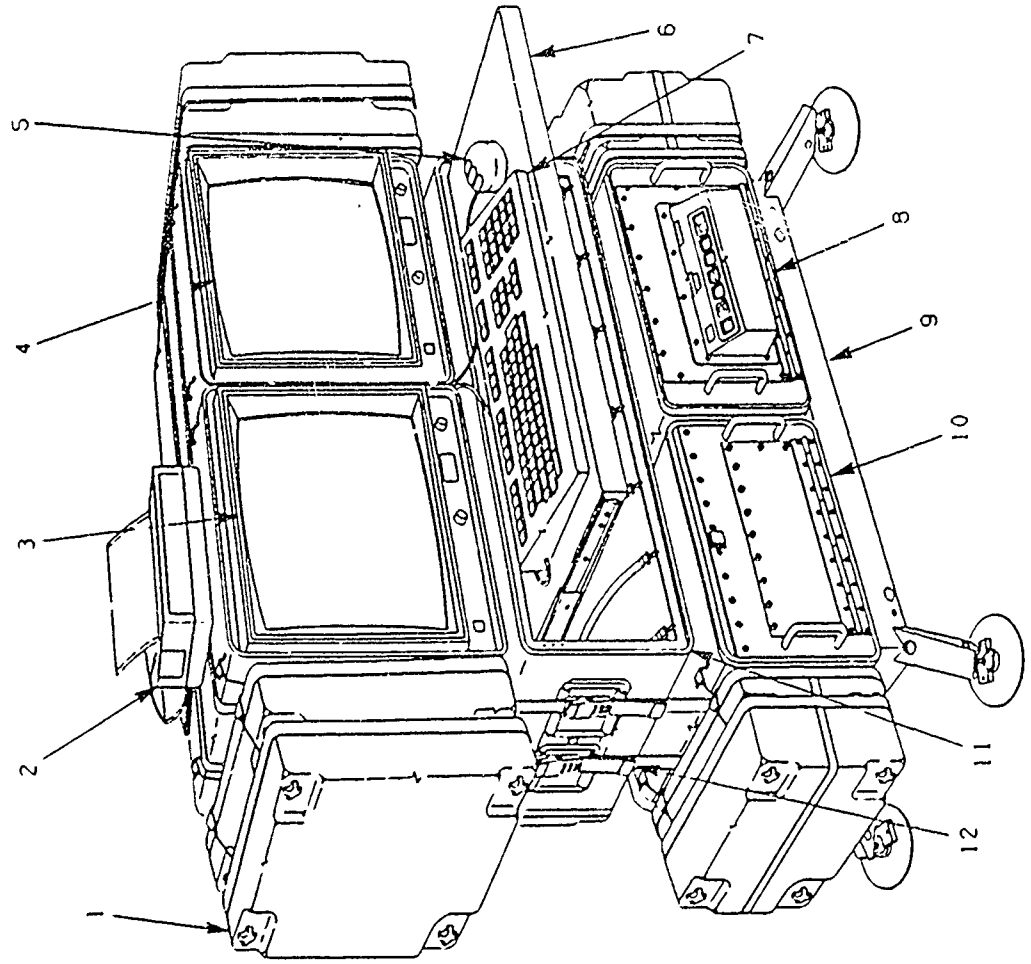
E. Active windows

V. MESSAGES

A. User response

B. Documentation

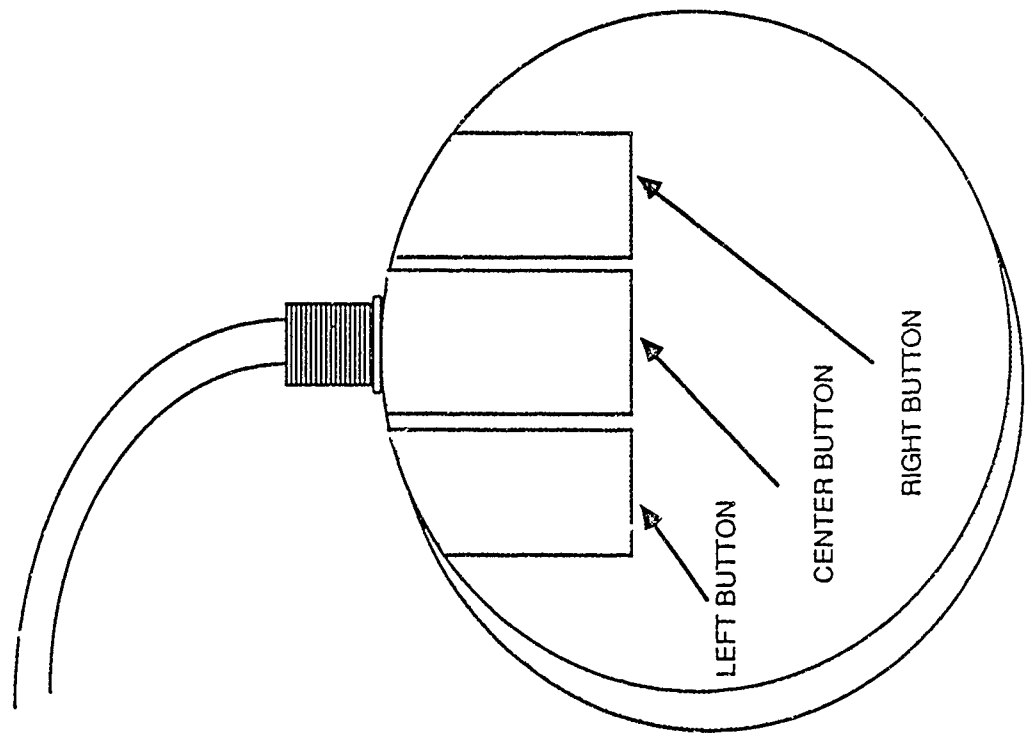
PAWS WORKSTATION CONFIGURATION



LEGEND

1. TRANSIT CASE COVER
2. PRINTER
3. TEXT GRAPHICS MONITOR ASSEMBLY (TCMA)
4. VIDEO GRAPHICS MONITOR ASSEMBLY (VGMRA)
5. MOUSE
6. WORK SURFACE ASSEMBLY (WSA)
7. KEYBOARD
8. PROCESSOR ASSEMBLY (PA)
9. LEVELING BASE ASSEMBLY (LBA)
10. VIDEO ASSEMBLY (VA)
11. STORAGE ASSEMBLY (SA)
12. ADJUSTABLE STRAP

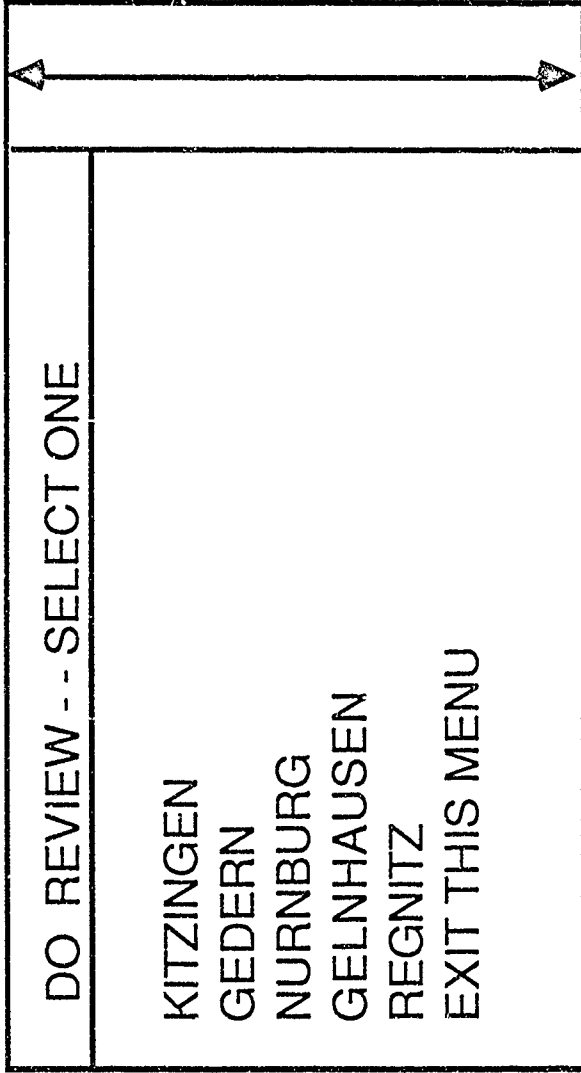
PAWS WORKSTATION MOUSE



CHAPS MAIN POP-UP MENU

| |
|-------------------|
| MAIN - SELECT ONE |
| DATABASE |
| DISPLAY |
| PERCENTAGE |
| PERCENT |
| SPECIAL |
| MODIFY |
| NEXT THIS MENU |

POP-UP MENU WITH SCROLL BAR



SAMPLE MESSAGE

DOMENU05-ERR:

YOU ENTERED THE COMMAND:
DISP
THIS IS NOT ACCEPTABLE. TRY AGAIN.

HIT CARRIAGE RETURN TO CONTINUE, OR ENTER A RESPONSE TO NEXT MENU

SAMPLE MESSAGE DOCUMENTATION

DOMENU05 - YOU ENTERED THE COMMAND:

<CHAR>

THIS IS NOT ACCEPTABLE. TRY AGAIN.

MESSAGE TYPE: ERROR

CAUSE: An invalid command was entered.

PROGRAM ACTION: Return an invalid completion code to the calling subroutine.

USER ACTION REQUIRED: Enter a valid option.

LESSON 3 USING THE DATABASE MANAGER
NOTE TAKING SHEET NO. 3

I. INTRODUCTION

II. TEXT WINDOWS

III. DATABASE STRUCTURE

A. Tables

B. Records

C. Items

1. Vector items

2. Parallel vector items

IV. DATABASE FUNCTIONS

A. Add

B. Delete

C. Change

D. Copy

E. Show

F. Write

V. REPORT GENERATOR

A. Show

B. Create

DATABASE TEXT MENU

UNCLASSIFIED US ARMY

UNCLASSIFIED US ARMY

DATA BASE : SPECIFY DATA BASE OPERATION P. 1 OF 1

F1--DONE - DONE WITH DATABASE OPERATIONS (/)

F2--ADD - ADD A RECORD TO A TABLE (AD)

F3--DELETE - DELETE RECORD(S) FROM A TABLE (DE)

F4--CHANGE - CHANGE RECORD(S) FROM A TABLE (CH)

F5--COPY - COPY A RECORD IN A TABLE (CO)

F6--SHOW - SHOW RECORD(S) OF A TABLE (SH)

F7--REPORT - CREATE OR MODIFY A REPORT (RE)

F8--WRITE - WRITE CONTENTS OF DATABASE TO OUTPUT FILE (WR)

S1--HELP : S2--NEXT PAGE : S3--GO TO 1ST PAGE : S4--FIND A STRING

S5--GO TO PAGE : S6--GRAPHICS ON/OFF : S7--MAIN MENU : S8--MENU BACKUP

UNCLASSIFIED US ARMY

DATABASE STRUCTURE CHART

| BASE IDENTIFIER | LATITUDE/ LONGITUDE | NUMBER OF WEAPON TYPES | WEAPONS TYPES | NUMBER OF WEAPONS |
|-----------------|---------------------------|---------------------------|------------------|----------------------|
| UPHA | 51-56-16 N 001-15-30 W | 6 | APHID | 120 |
| | | | ATOLL | 300 |
| | | | KERRY | 500 |
| | | | KAREN | 200 |
| | | | KINGBOLT | 100 |
| | | | SAGGER | 700 |
| LAKE | 52-24-19 N 000-33-01 W | 4 | KERRY | 700 |
| | | | ATOL | 200 |
| | | | KINGBOLT | 100 |
| | | | KELT | 50 |

DATABASE FUNCTIONS SUMMARY

| FUNCTION | TABLE | RECORDS | ITEMS |
|---------------------------|-------|---------|-------|
| Add | X | | X |
| Delete | X | X | |
| Change | X | X | X. |
| Copy | X | X | * |
| Show | X | X | X |
| Write | X | X | |
| * specify identifier only | | | |

REPORT INFORMATION

| HEADERS | DESCRIPTION | UNITS | LOWER BOUND | UPPER BOUND | TABLE ITEM |
|---|--------------------------|-----------|-------------|-------------|----------------------|
| DMPI ID | DMPI ID | ---- | ---- | ---- | DMPI ID |
| DMPI CLAS | CLASSIFICATION (EG. OCA) | ---- | RECE | ---- | DMPI CLAS |
| DMPI TYPE | DMPI TYPE | ---- | ---- | ---- | DMPI TYPE |
| DMPI ACTY | AIRCRAFT TYPE | ---- | ---- | ---- | DMPI ACTY |
| DMPI WPTY | WEAPON TYPE | ---- | ---- | ---- | DMPI WPTY |
| DMPI DSOL | DESCRPTN OF SOLTN STATUS | ---- | ---- | ---- | DMPI DSOL |
| ----- | | | | | |
| HIT CARRIAGE RETURN TO CONTINUE, TYPE Q TO QUIT | | | | | |
| DMPI ID | DMPI CLAS | DMPI ACTY | DMPI WPTY | DMPI DSOL | |
| RECE1 | RECE | RECE | PHOTO | PHOTO | PASSED WEAPONNEERING |
| RECE2 | RECE | RECE | PHOTO | PHOTO | PASSED WEAPONNEERING |
| RECE3 | RECE | RECE | PHOTO | PHOTO | PASSED WEAPONNEERING |
| ----- | | | | | |
| HIT CARRIAGE RETURN TO SEE REPORT PROC. MENU OR IF YOU WISH TO TYPE AHEAD, ENTER SELECTION | | | | | |

KB

LESSON 4 THE RAIDES DISPLAY
NOTE TAKING SHEET NO. 4

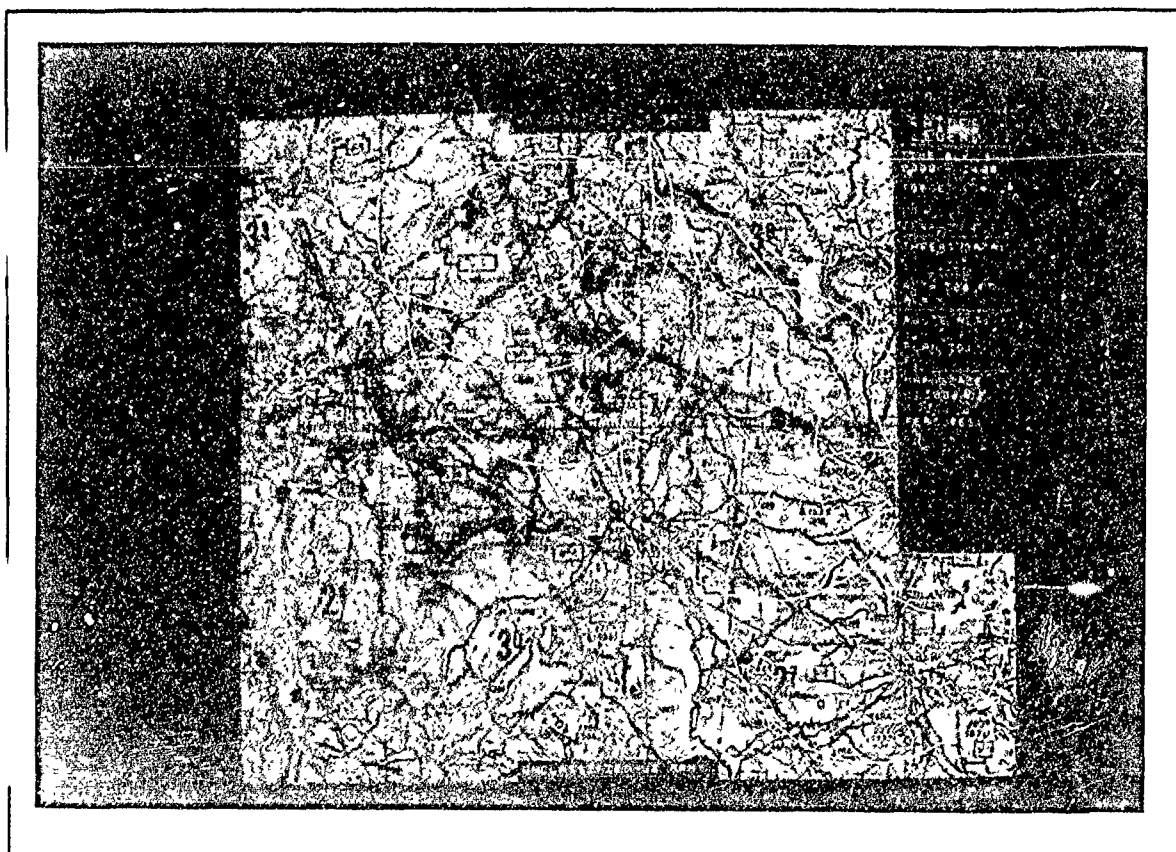
I. INTRODUCTION

II. GRAPHICS DISPLAYS

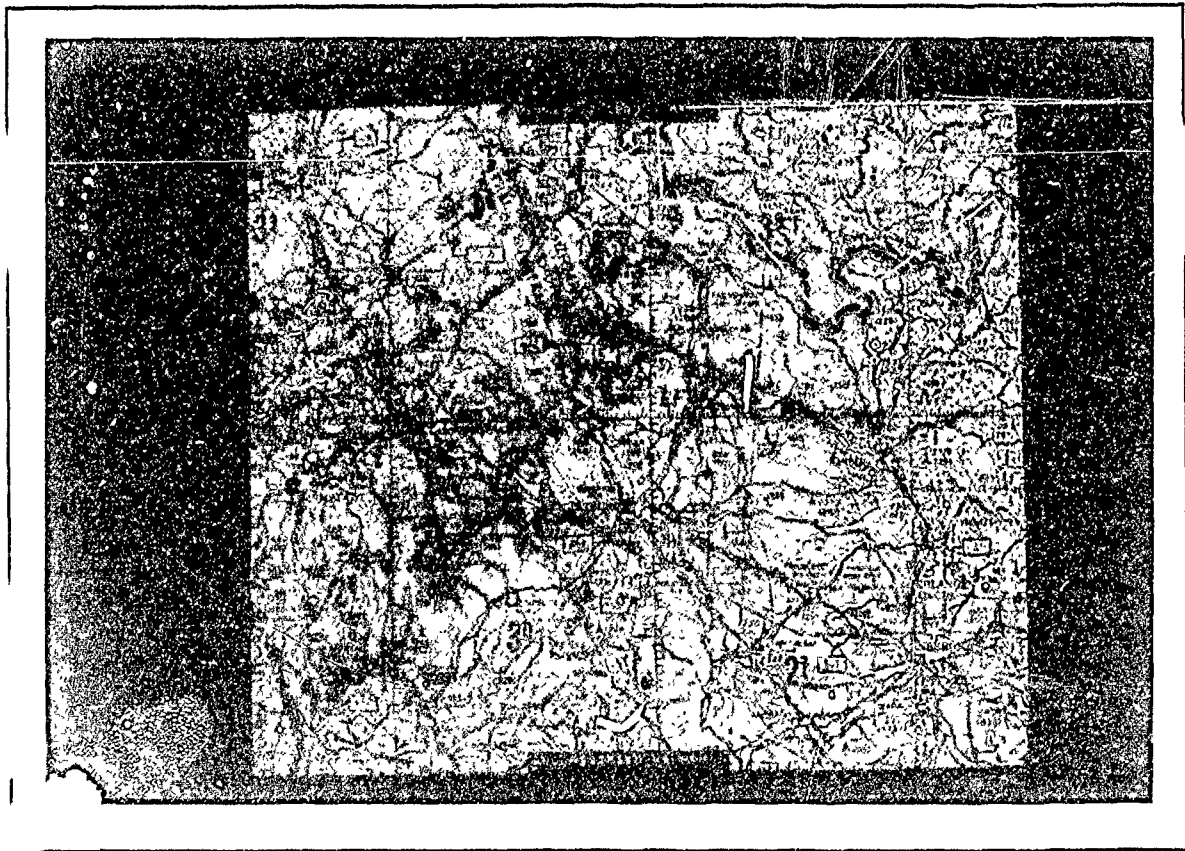
A. Select defenses

| DISPLAY | FEATURES |
|---------------|----------------|
| LEGEND | FLOT |
| SELCT DEFENSE | DANGER |
| CIRCLES | TERRAIN |
| EXPOSURE | BASES |
| DEFENSE IDS | TARGETS |
| PLAN | PS SITES |
| 0.5 X ZOOM | SCENARIO |
| 0.75X ZOOM | 1M MAP |
| 1X ZOOM | 500K MAP |
| 2X ZOOM | 250K MAP |
| 3X ZOOM | 50K MAP |
| INTENSITY | GRAY MAP |
| JUMP TO | SLIDE MAP |
| ROAM | MAGNIFY |
| LOCATION | WHAT IF |
| | EXIT THIS MENU |

B. Circles

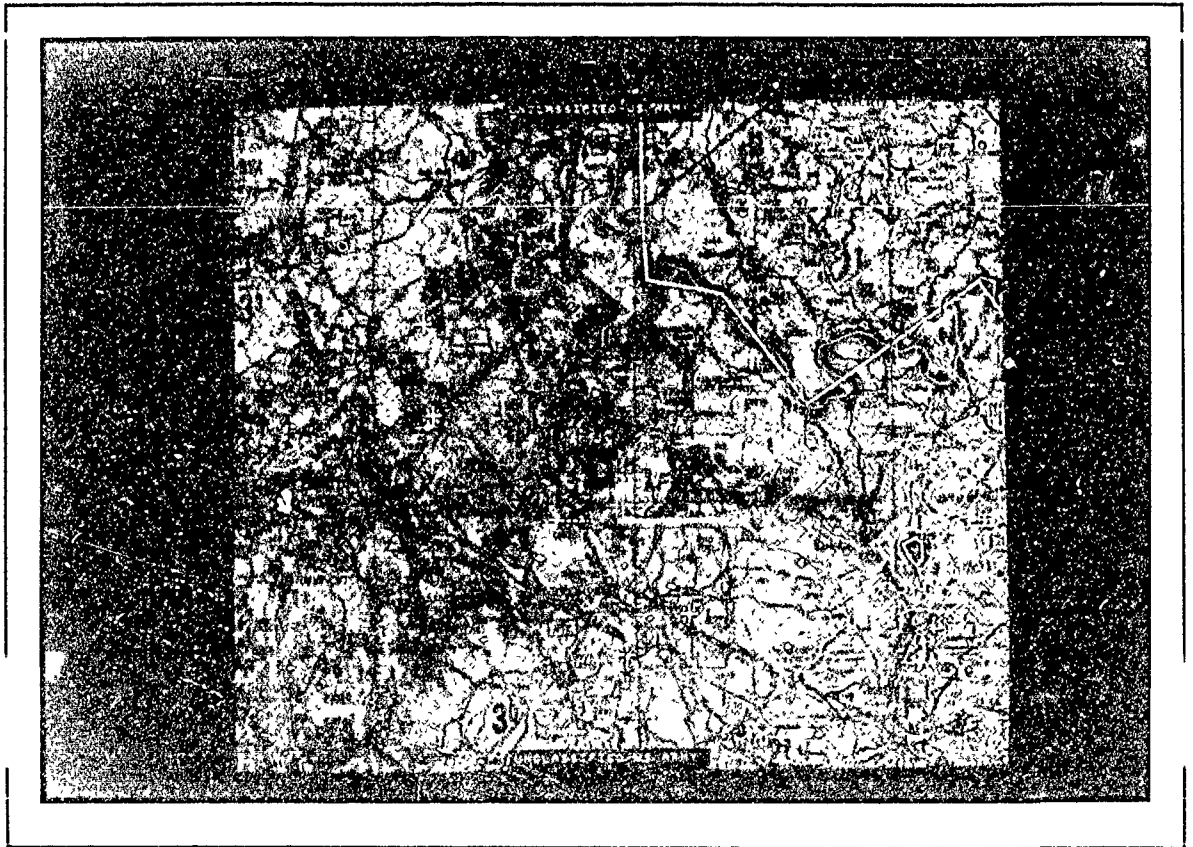


C Exposure

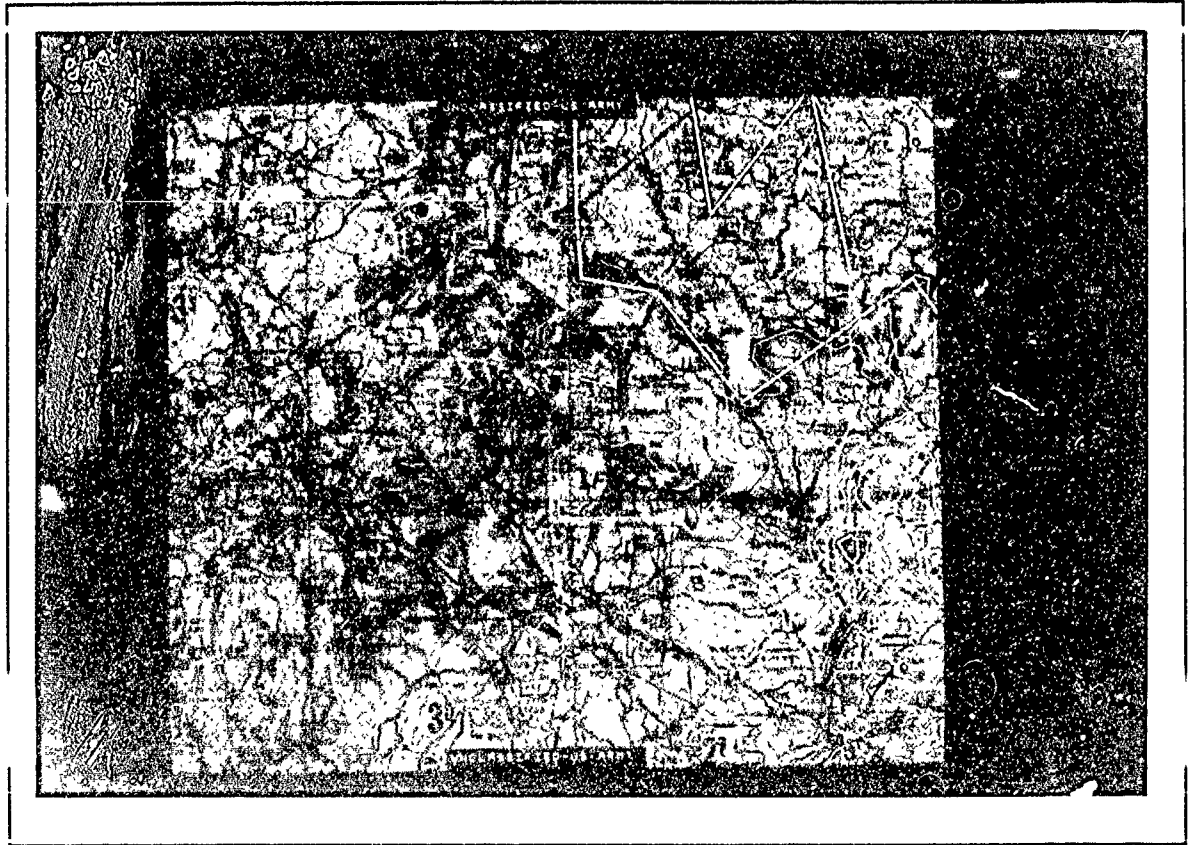


D. Defense IDs

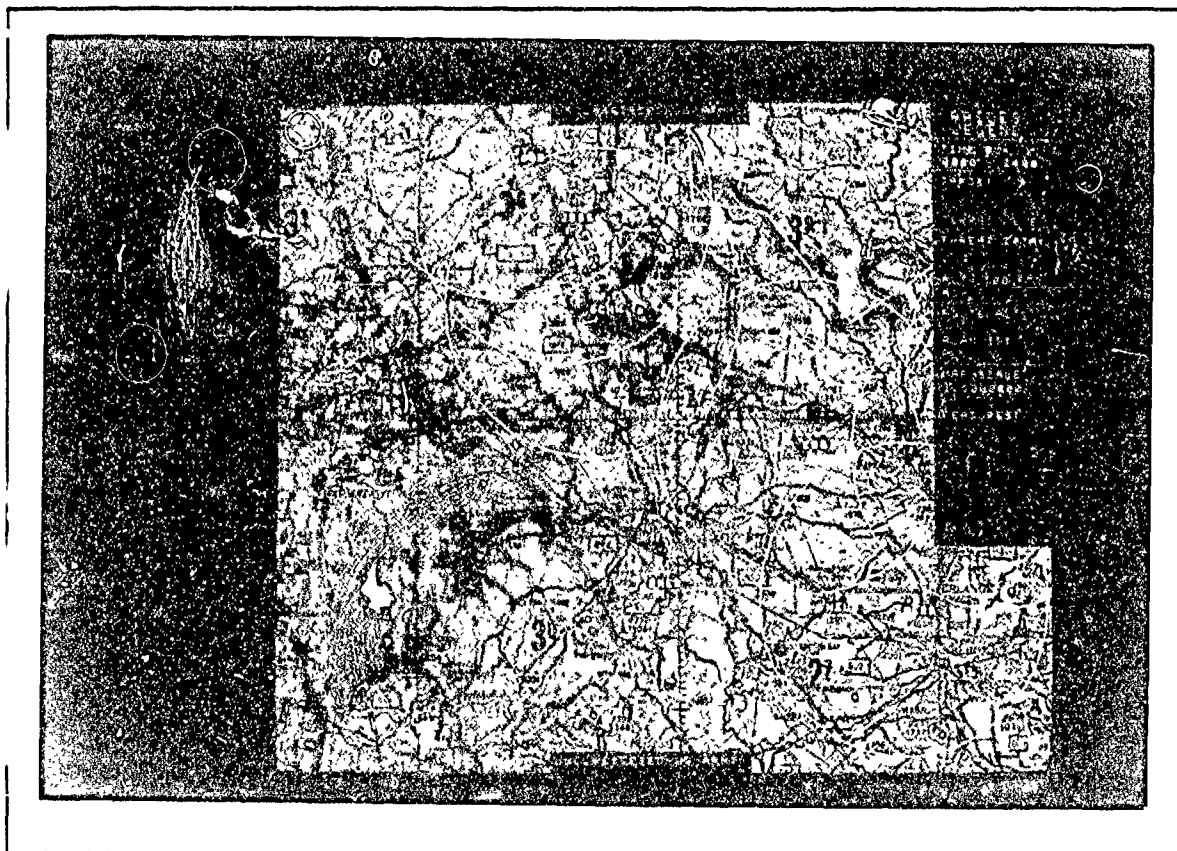
E Danger



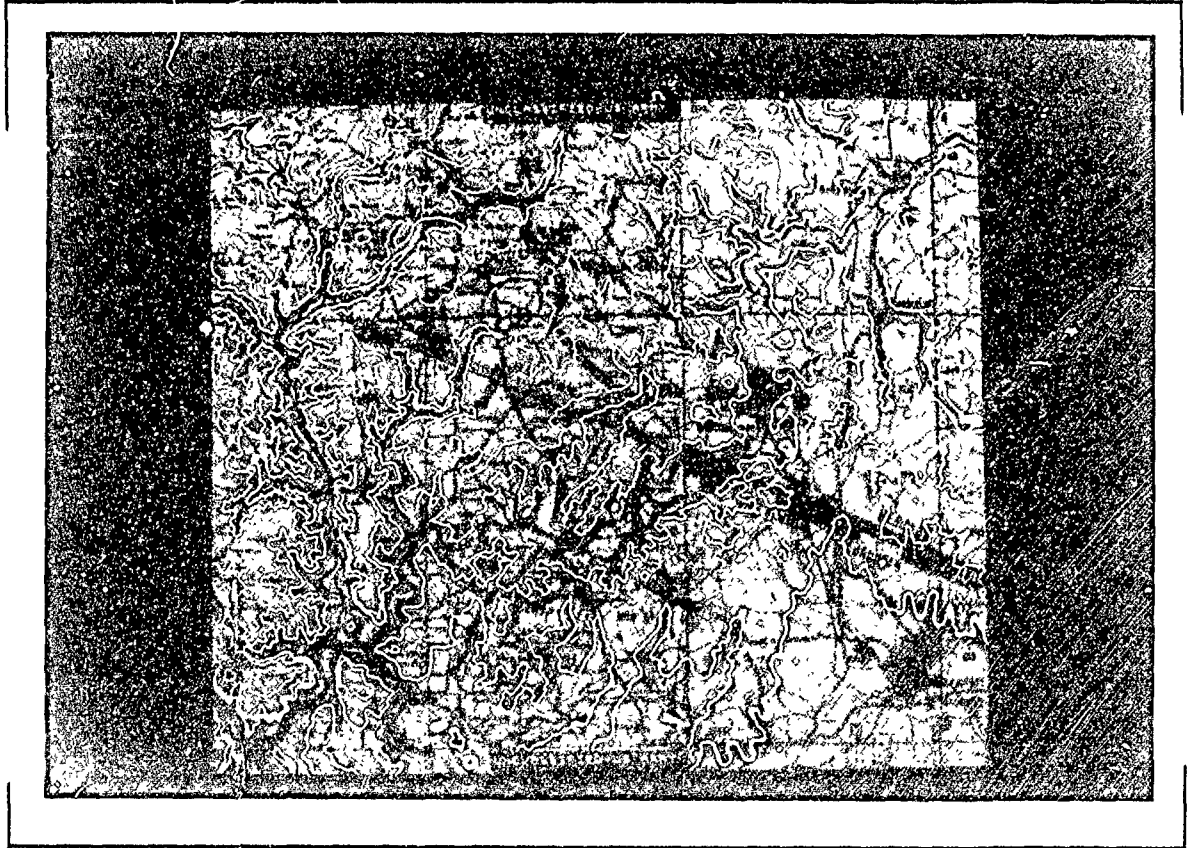
F. Plan



G Legend



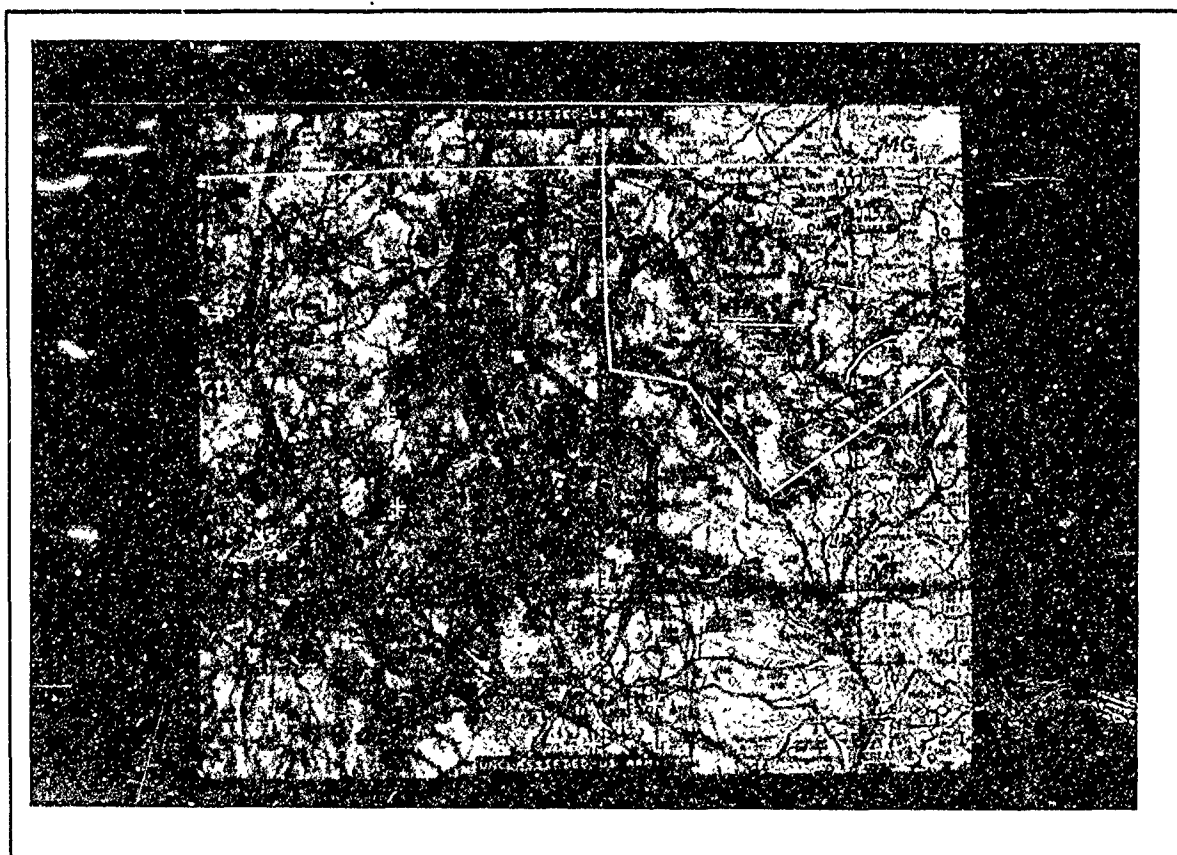
H Terrain



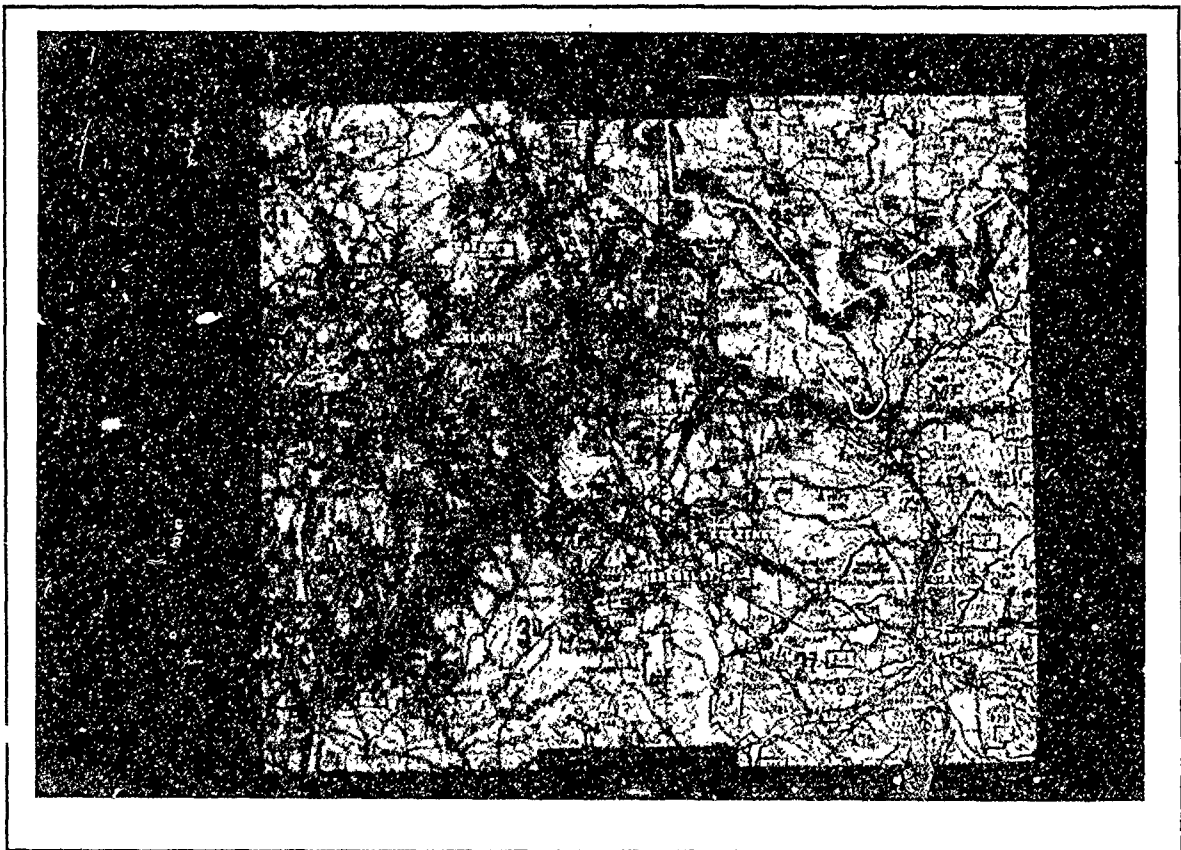
I. Features

J. FLOT

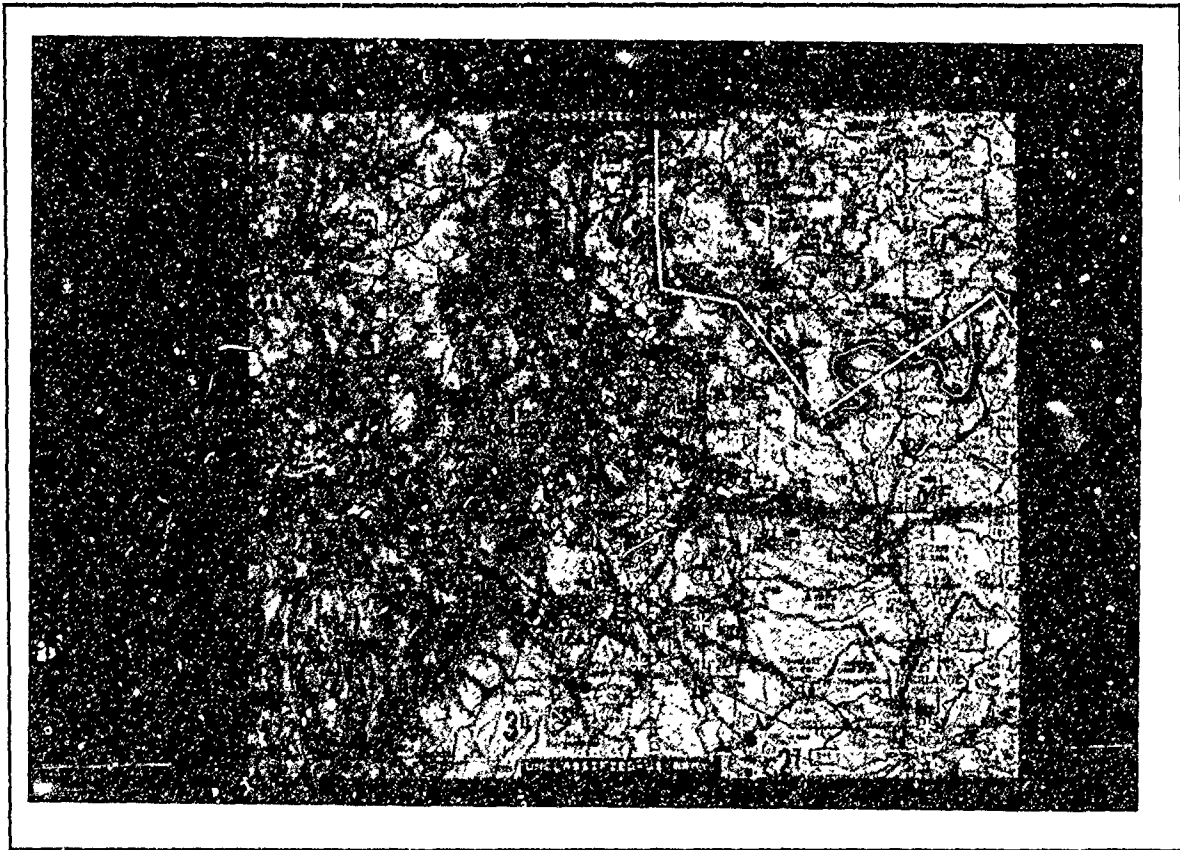
K Bases



L. Targets

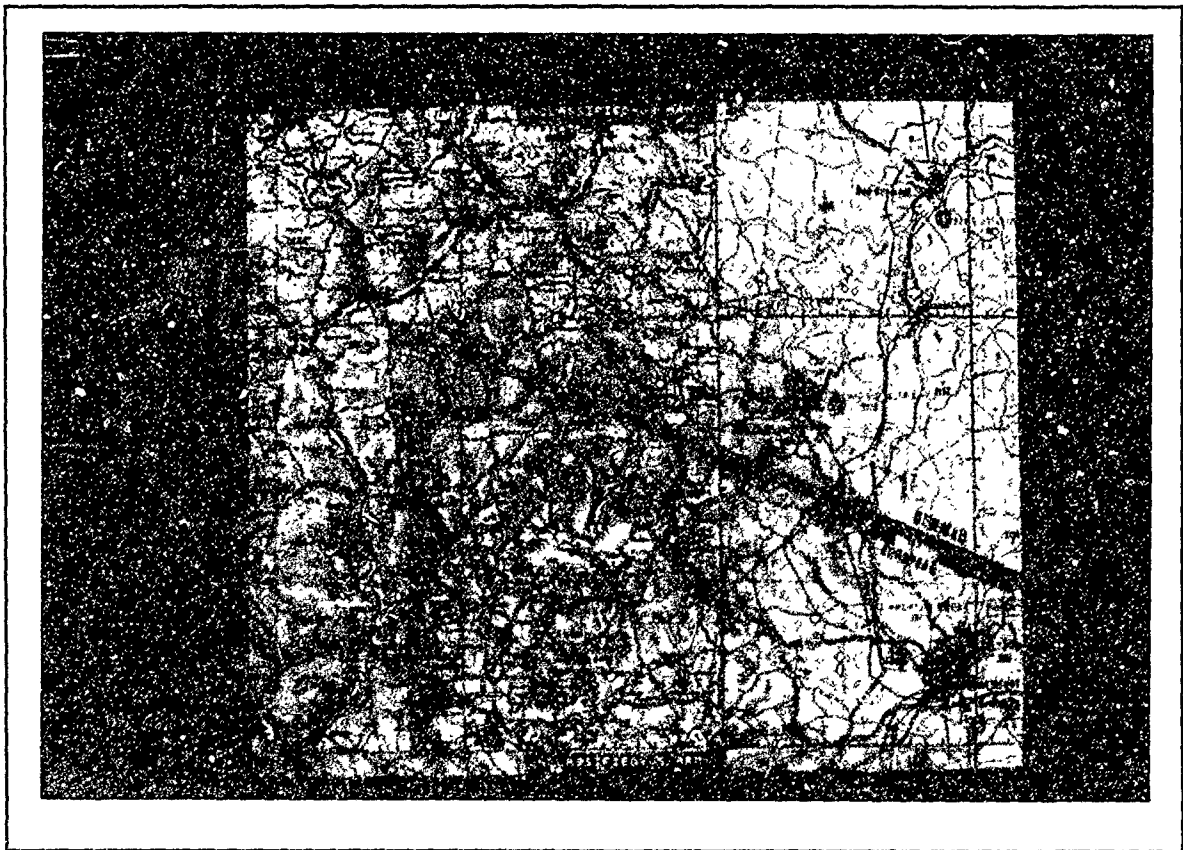


M. PS sites

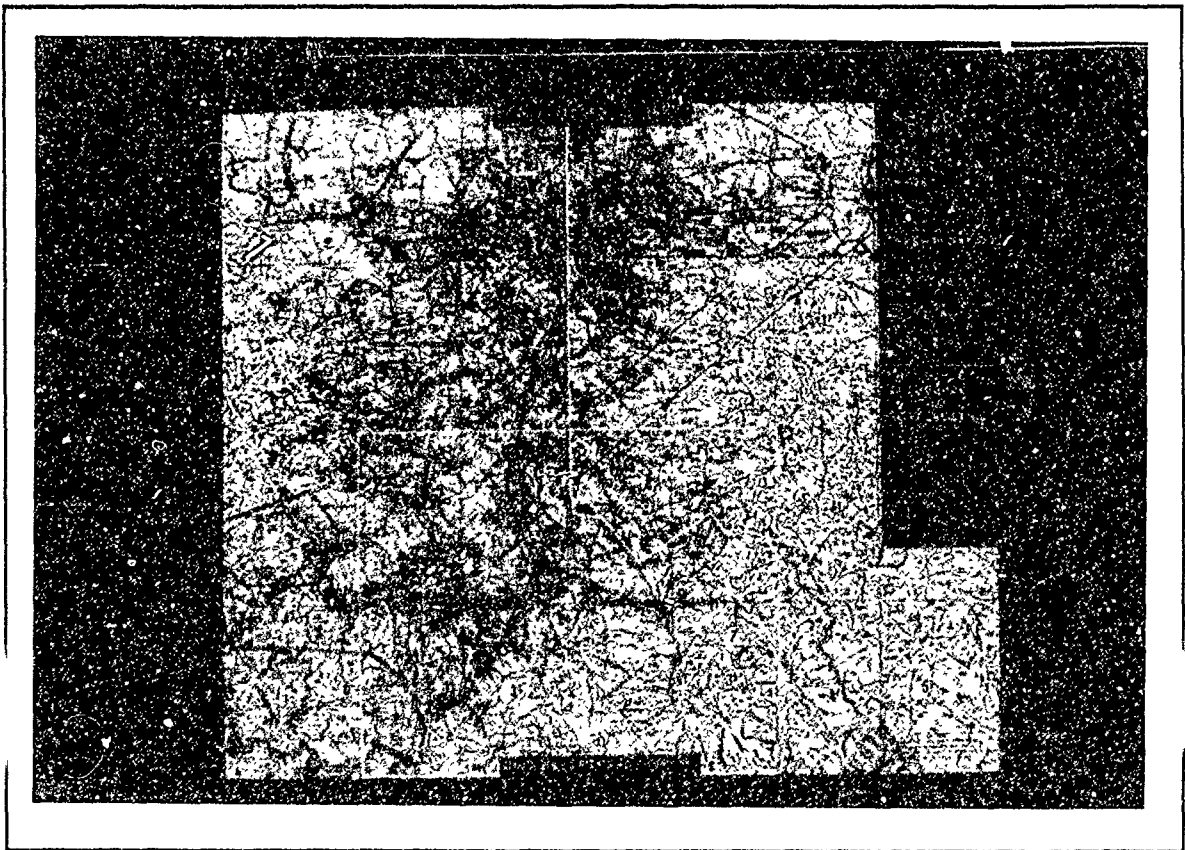


III. MAP DISPLAYS

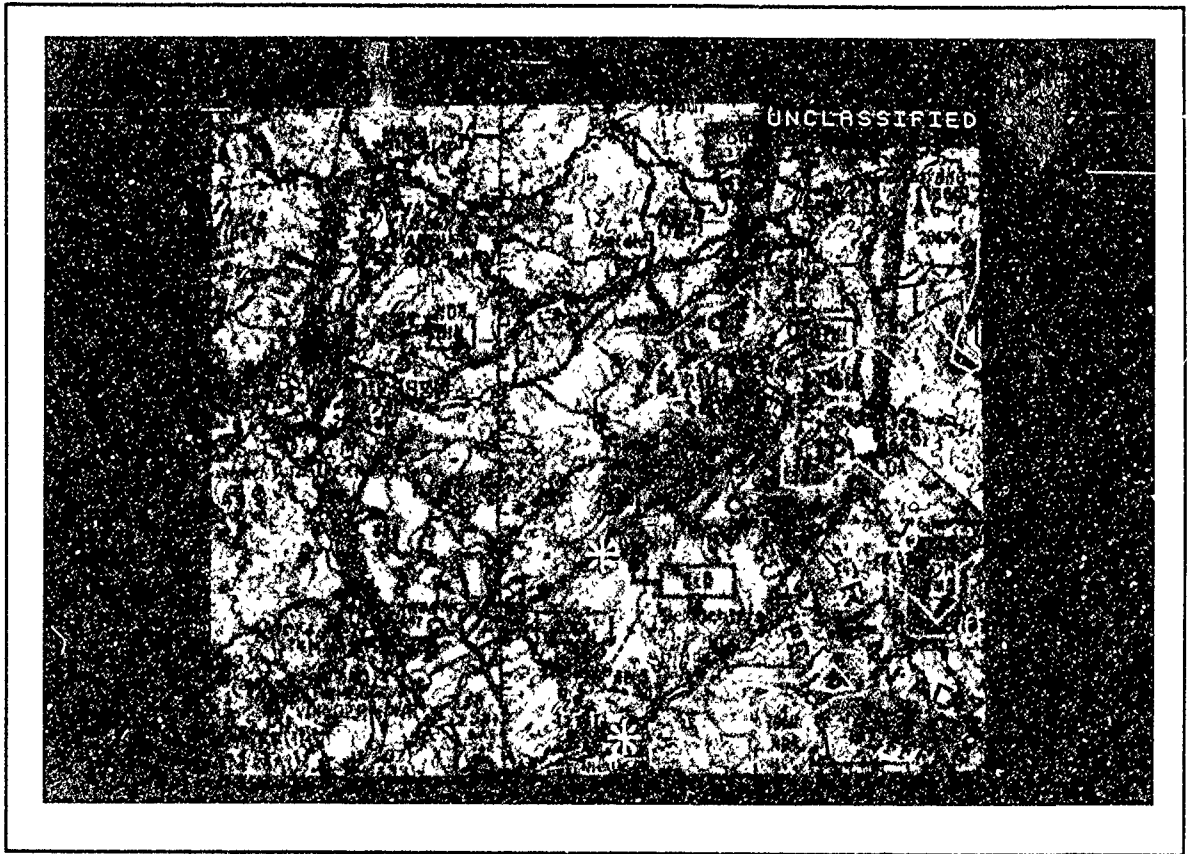
A. Map scales



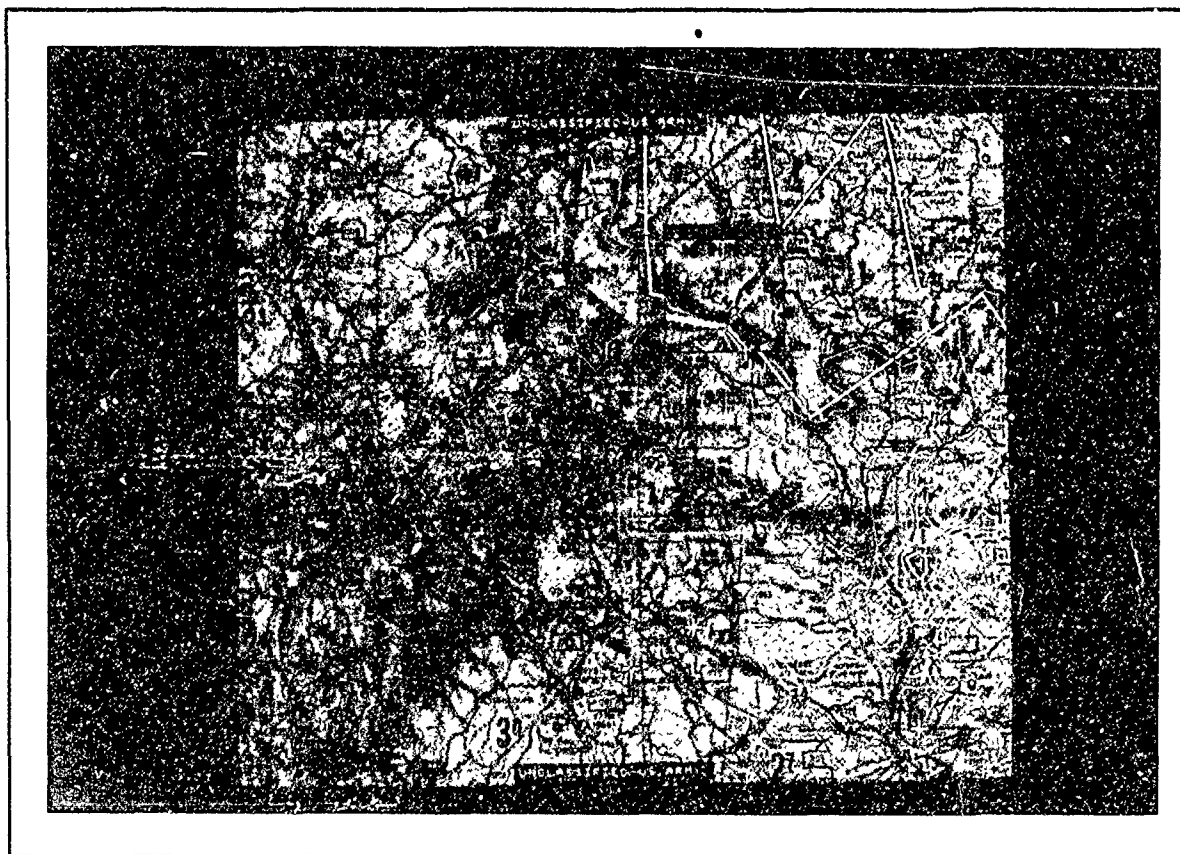
B. Scenario



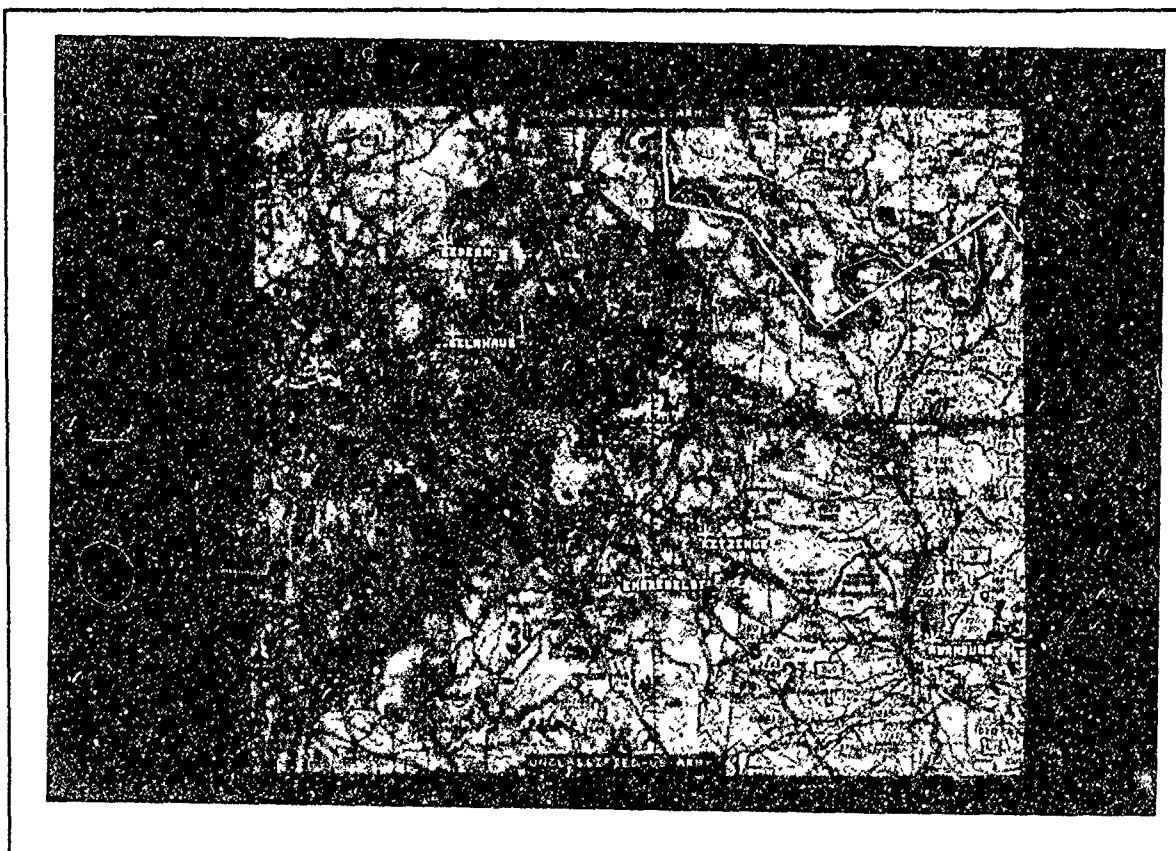
C Zoom



D. Magnify



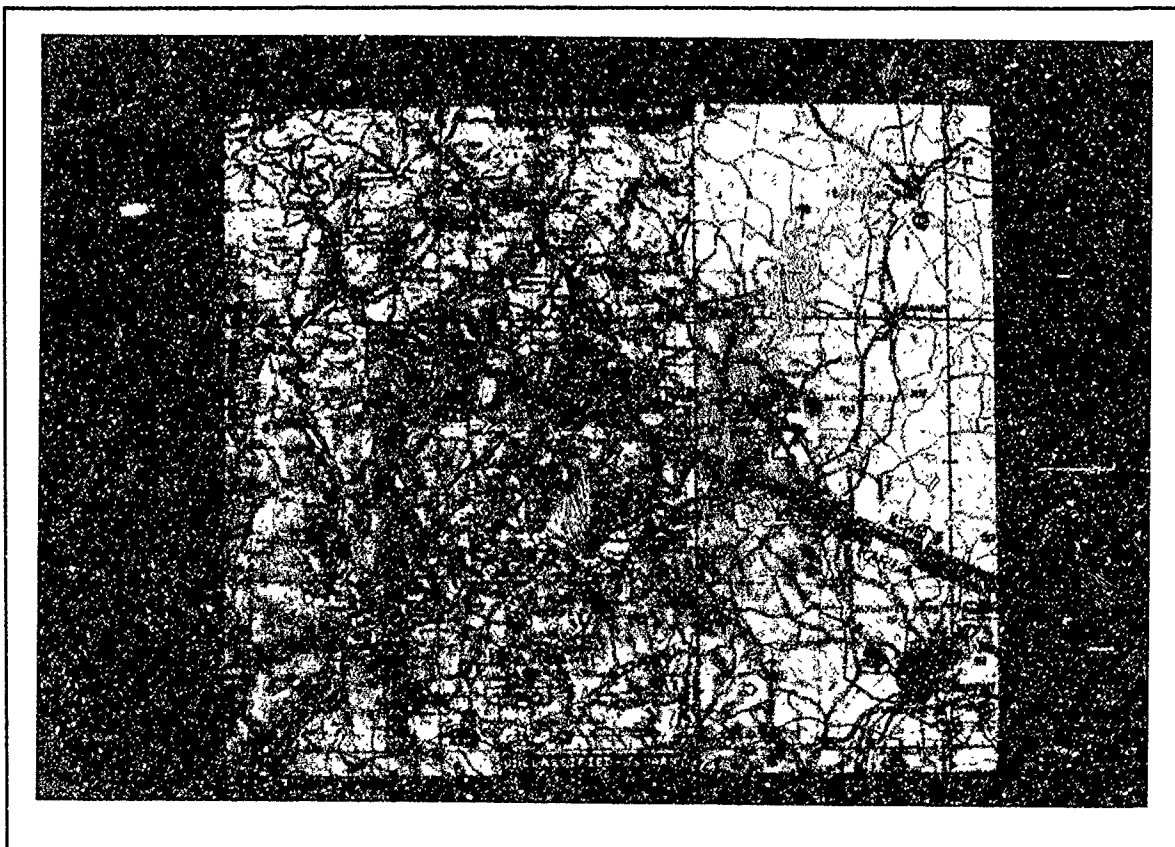
E. Intensity



F. Jump to

G. Roam

H. Gray map



I. Slide map

J. Location

K. What if

LESSON 5 DEPLOYING ASSETS WITH TERRAIN MASKING EFFECTS
NOTE TAKING SHEET NO. 5

I. INTRODUCTION

II. MODIFY

A. Add

B. Move

C. Delete

D. Update

III. WHAT IF

A. Add

B. Move

C. Restore

D. Display

E. Remove

F. Change

G. Save

MODIFY DEFENSE POP-UP MENU

| DONE | MODIFY DEFENSE POP-UP MENU | | | | | | |
|----------------|----------------------------|--|--|--|--|--|------------|
| UPDATE | | | | | | | |
| NEW | | | | | | | |
| LO05 HAWK | | | | | | | NB25691040 |
| JOSS HAWK | | | | | | | MA39409424 |
| K001 HAWK | | | | | | | PA06833588 |
| EMER PATRIOT | | | | | | | NV64979991 |
| SCHW HAWK | | | | | | | MA48027009 |
| NEUS PATRIOT | | | | | | | PV14239454 |
| MERS HAWK | | | | | | | PV35749411 |
| HO04 HAWK | | | | | | | PA60343311 |
| ROSE HAWK | | | | | | | QA00242702 |
| HA99 HAWK | | | | | | | PA75305645 |
| EXIT THIS MENU | | | | | | | |

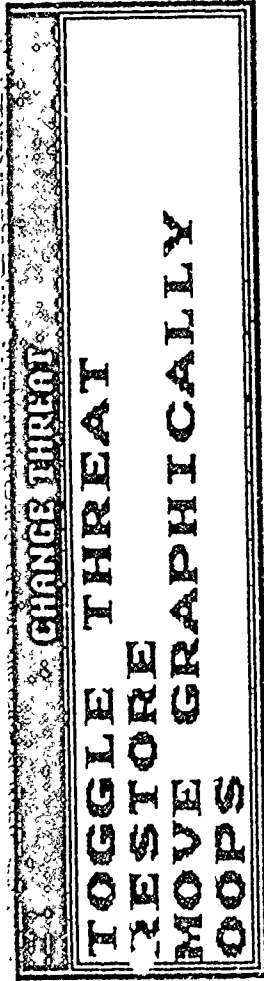
CHANGE THREAT POP-UP MENU

CHANGE THREAT
DELETE THREAT
MOVE TEXTUALLY
MOVE GRAPHICALLY
CHANGE HEADING
OOPS

MASK ASSETS POP-UP MENU

| MASK ASSETS CO SELECTION | | | | | | | |
|--------------------------|---------|--------|---------|--------|---------|--------|----------------|
| NEW | | | | | | | |
| CLEAR | | | | | | | |
| SAVE | | | | | | | |
| ALT | | | | | | | |
| EXIT | | | | | | | |
| LOSS | HAWK | THREAT | HAWK | THREAT | HAWK | THREAT | HB25681040 |
| JOSS | HAWK | THREAT | HAWK | THREAT | HAWK | THREAT | 32U NA39409424 |
| K001 | HAWK | THREAT | HAWK | THREAT | HAWK | THREAT | 32U PA06833588 |
| EMER | PATRIOT | THREAT | PATRIOT | THREAT | PATRIOT | THREAT | 32U NV64979991 |
| SCHW | HAWK | THREAT | HAWK | THREAT | HAWK | THREAT | 32U NA48027009 |
| NEUS | PATRIOT | THREAT | PATRIOT | THREAT | PATRIOT | THREAT | 32U PV14239454 |
| HERS | HAWK | THREAT | HAWK | THREAT | HAWK | THREAT | 32U PV35749411 |
| H004 | HAWK | THREAT | HAWK | THREAT | HAWK | THREAT | 32U PA60343311 |
| ROSE | HAWK | THREAT | HAWK | THREAT | HAWK | THREAT | 32U QA00242702 |
| H899 | HAWK | THREAT | HAWK | THREAT | HAWK | THREAT | 32U PA75305645 |
| EXIT | THIS | MENU | | | | | |

CHANGE THREAT POP-UP MENU



LESSON 6 CREATING MINIMUM RISK ROUTES
NOTE TAKING SHEET NO. 6

I. INTRODUCTION

II. TASKING

A. The tasking form

B. Database changes

C. Checking

III. ROUTING

A. Penetration altitude

B. Creation

C Save

IV. OUTPUT

A. Analysis

PENETRATION POP-UP MENU

| | | PENETRATION -- SELECTIONS | | |
|----------------|---|---------------------------|----------|---------|
| LEVEL | 1 | : | 50.00 | F E E T |
| LEVEL | 2 | : | 150.00 | F E E T |
| LEVEL | 3 | : | 300.00 | F E E T |
| LEVEL | 4 | : | 500.00 | F E E T |
| LEVEL | 5 | : | 1000.00 | F E E T |
| LEVEL | 6 | : | 4000.00 | F E E T |
| LEVEL | 7 | : | 10000.00 | F E E T |
| EXIT THIS MENU | | | | |

TASKING INPUT FORM

1 ; NATO-UNCLASSIFIED
2 ;
3 ; ATO.DAT PAGE 1 05-OCT-98 10:20
4 ;

5 ; APPENDIX/CHARLIE/BAI//

6 ; RESOURCES/-//

7 ; UNIT/LOCN/TYPAC/NR/SORTIES/DIV1/DIV2/NOTES//
8 ; WALT80/WALT/SU-24/24/48/-/-/-//
9 ; ERFU29TH/ERFU/MIG-25/12/24/-/-/-//
10 ; HAIN121/HAIN/TU-22M/12/12/-/-/-//
11 ; SORTISUM/72//

12 ; APPENDIX/DELTA/BAI//

13 ; UNIT/MSNR/OBJ/TGT/TOY/MLI/TYPAC/NR/SCL/NOTES//
14 ; WALT80/00JF101/AB/KITZINGEN/1200/1204/SU-24/2/12BQMS/1//
15 ; WALT80/00JF102/AB/GIEBELSTADT/1200/1204/SU-24/2/12BQMS/1//
16 ; SORTISUM/WALT80/4//
17 ; ERFU29TH/00JF103/AB/NURNBURG/1200/1204/MIG-25/2/SAPHDM/1//
18 ; ERFU29TH/00JF104/AB/SELNHAUSEN/1200/1204/MIG-25/2/SAPHDM/1//
19 ; SORTISUM/ERFU29TH/4//
20 ; HAIN121/00JF105/AB/REGNITZ/1200/1204/TU-22M/2/2ATOLM/1//
21 ; HAIN121/00JF106/AB/GEDERN/1200/1204/TU-22M/2/2ATOLM/1//
22 ; SORTISUM/HAIN121/4//
23 ; SORTISUM/18//

24 ; NOTES//

25 ; 1/TOT-WINDOW/1200-10-1300//

PROCEDURE FOR MOVING OR ADDING HELICOPTER UNITS

- IF THERE IS NO BASE RECORD IN THE BASE TABLE FOR THE LOCATION AT WHICH THE HELICOPTER UNIT IS, COPY ANOTHER BASE AND CHANGE THE LAT/LON (ITEM X).
- IF THERE IS NO AIRS UNIT FOR THE HELICOPTER UNIT, CREATE ONE BY COPYING AN EXISTING AIRS UNIT AND MODIFYING THE BASE AND NUMBER OF HELICOPTERS AVAILABLE ITEMS.
- IF THERE IS A UNIT, CHANGE THE BASE ITEM TO THE BASE NAME AT THE NEW LOCATION.
- MODIFY THE TASKING FORM USING THE NEW AIRS UNIT (IF ADDING A NEW UNIT).

PROCEDURE FOR ADDING NEW TARGETS

- ADD A TARGET TO THE TGT TABLE AT THE NEW LATITUDE/LONGITUDE
- ADD A DMPI RECORD OF THE SAME TYPE OF ATTACK TO A NEW DMPI ID (RECCE OR ATTK)
- CHANGE THE TGT ITEM OF THE NEW DMPI TO THE NEW TARGET NAME
- CHANGE OR ADD A TASKING LINE TO THE TASKING FORM USING THE NEW DMPI AND TARGET

DETAILED ROUTE ANALYSIS (1)

UNCLASSIFIED-US ARMY

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ANALYSIS.REP

RMSRP -- ARRAY MISN -- POSSIBLE MISSIONS FOR TARGET NURNBURG (3)

MISSION NUMBER - 3 DMPI - NURNBURG

WEAP SOLUTION - 0 X MIG-25 - 6 X APDOM SCL - CI

STAGING BASE - ERFU RECOVERY BASE - ERFU ALTERNATE -

INGRESS LLTR /LLTR-1 X-ON(238) /

EGRESS LLTR /LLTR-1 X-ON(238) /

FUEL REQUIRED / 3115.9 / FUEL RESERVES ARE OK

TIMING:(TAKE OFF/IN-TANKER/IN-FEBA / TOT /EG-FEBA /EG-TANKER/ RECOVER)

(1145 / 1145 / 1150 / 1200 / 1211 / 1215 / 1215)

INGRESS DISTANCE / 130. NM INGRESS DANGER / 67.98

EGRESS DISTANCE / 130. NM EGRESS DANGER / 67.98

LLOCATION PREFERENCE - WILL BE CONSIDERED

M-ON-N RESULT - NOT MINIMUM DANGER ROUTE

| TIME | LATITUDE | LONGITUDE | ALT | HDS | MODE | DIST | DANGER |
|------|----------|-----------|-------|-----|-------------|-------|---------|
| 0.0 | 32U | P8378497 | 50.0 | 187 | SRFU | 0.42 | 0.0014 |
| 0.0 | 32U | P8378490 | 50.0 | 272 | E1 | 18.15 | 0.0606 |
| 0.0 | 32U | P8041491 | 50.0 | 216 | H1 | 13.34 | 0.0443 |
| 0.0 | 32U | NB900287 | 300.0 | 230 | WAYPOINT | 12.04 | 0.0402 |
| 1.3 | 32U | NB730143 | 300.0 | 000 | WAYPOINT | 0.00 | 0.0000 |
| 1.3 | 32U | NB730143 | 300.0 | 109 | LLTR-1 X-ON | 1.64 | 0.0054 |
| 1.5 | 32U | NB759134 | 300.0 | 137 | WAYPOINT | 43.68 | 0.1456 |
| 6.4 | 32U | PA323552 | 300.0 | 172 | WAYPOINT | 14.14 | 0.0471 |
| 7.9 | 32U | PA367293 | 300.0 | 153 | WAYPOINT | 4.47 | 0.0149 |
| 8.4 | 32U | PA406220 | 300.0 | 125 | WAYPOINT | 2.83 | 0.0294 |
| 8.9 | 32U | PA144184 | 300.0 | 180 | WAYPOINT | 2.00 | 4.6733 |
| 9.0 | 32U | PA144184 | 300.0 | 125 | WAYPOINT | 2.34 | 6.6261 |
| 9.3 | 32U | PA194111 | 300.0 | 177 | WAYPOINT | 14.02 | 56.4501 |
| 10.9 | 32U | PA504952 | 300.0 | 367 | NURNBURG | 14.02 | 56.4503 |

DETAILED ROUTE ANALYSIS (2)

| | | | | | | | |
|------|-----|----------|-------|-----|-------------|-------|--------|
| 12.4 | 32U | PA484111 | 300.0 | 315 | WAYPOINT | 2.84 | 6.6262 |
| 12.7 | 32U | PA445147 | 300.0 | 000 | WAYPOINT | 2.00 | 4.6733 |
| 12.9 | 32U | PA444184 | 300.0 | 315 | WAYPOINT | 2.83 | 0.0094 |
| 13.3 | 32U | PA406220 | 300.0 | 333 | WAYPOINT | 4.47 | 0.0149 |
| 13.8 | 32U | PA367293 | 300.0 | 352 | WAYPOINT | 14.14 | 0.0471 |
| 15.3 | 32U | PA323552 | 300.0 | 317 | WAYPOINT | 43.68 | 0.1456 |
| 20.2 | 32U | NB759134 | 300.0 | 388 | WAYPOINT | 1.64 | 0.0054 |
| 20.4 | 32U | NB730143 | 300.0 | 000 | LLTR-1 X-ON | 0.00 | 0.0000 |
| 20.4 | 32U | NB730143 | 300.0 | 050 | WAYPOINT | 12.04 | 0.0402 |
| 21.7 | 32U | NB900287 | 50.0 | 036 | WAYPOINT | 13.34 | 0.0443 |
| 21.7 | 32U | PB041491 | 50.0 | 092 | HI | 18.16 | 0.0606 |
| 21.7 | 32U | PB379490 | 50.0 | 007 | E1 | 0.42 | 0.0014 |
| 21.7 | 32U | PB379497 | 50.0 | 007 | ERFU | 0.00 | 0.0000 |

TOTAL DANGER = 136.2387

TOTAL DISTANCE = 259.15 NM

THREATS ENCOUNTERED BY MISSION

| THREAT ID | MODEL ID | TYPE | LATITUDE/LONGITUDE | RANGE |
|-----------|----------|------|--------------------|-------|
| 001 | HAWK | SAM | 32U PA06833588 | 22.00 |
| NER | PATRIOT | SCTR | 32U NV64979991 | 60.00 |
| EUS | PATRIOT | SCTR | 32U PV14239454 | 60.00 |
| ERS | HAWK | SAM | 32U PV35749411 | 22.00 |
| 004 | HAWK | SAM | 32U PA60343311 | 22.00 |

LESSON 7 MODIFYING ROUTES WITH RAIDES
NOTE TAKING SHEET NO. 7

I. INTRODUCTION

II. GETTING IN

A. Menus

B. Command boxes

C. Zoom

III. TEXT SUMMARY

A. First line

B. Second line

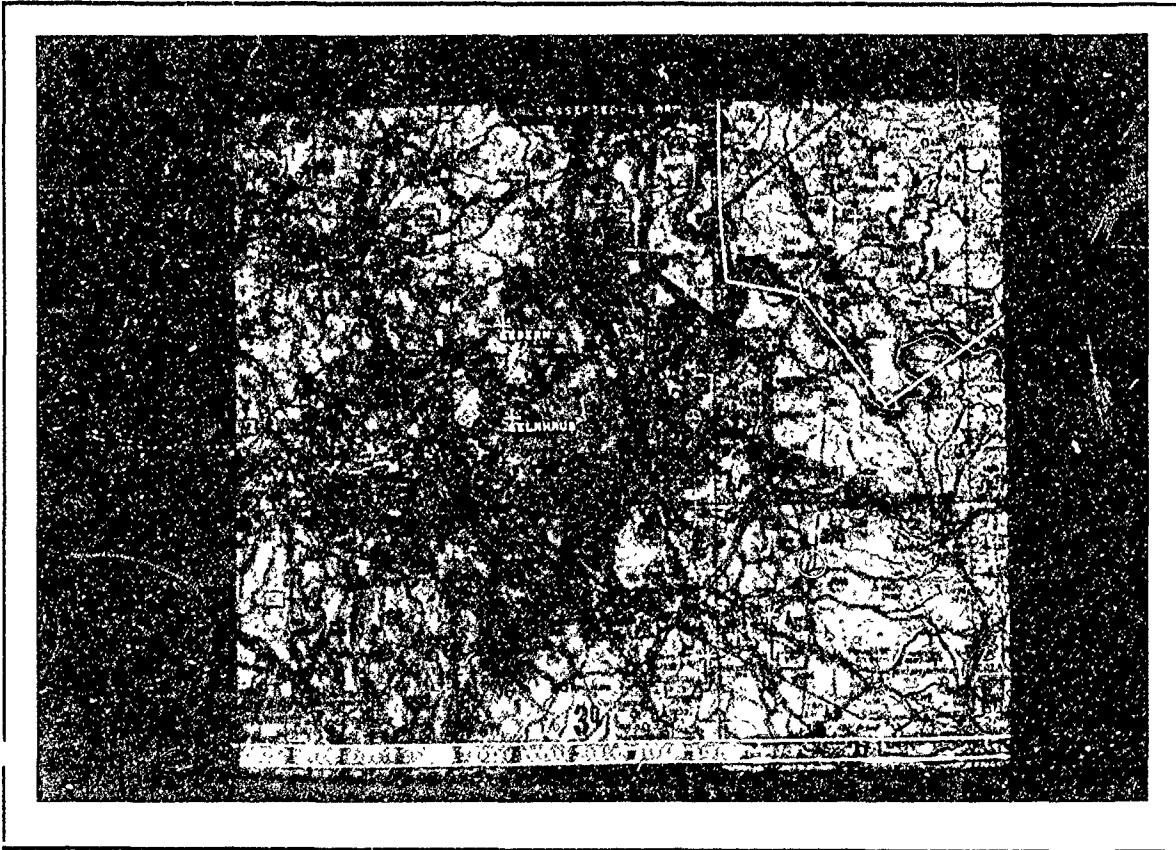
C Third line

D. Messages

IV. THE MAP DISPLAY

A. Selected point

B. Route display

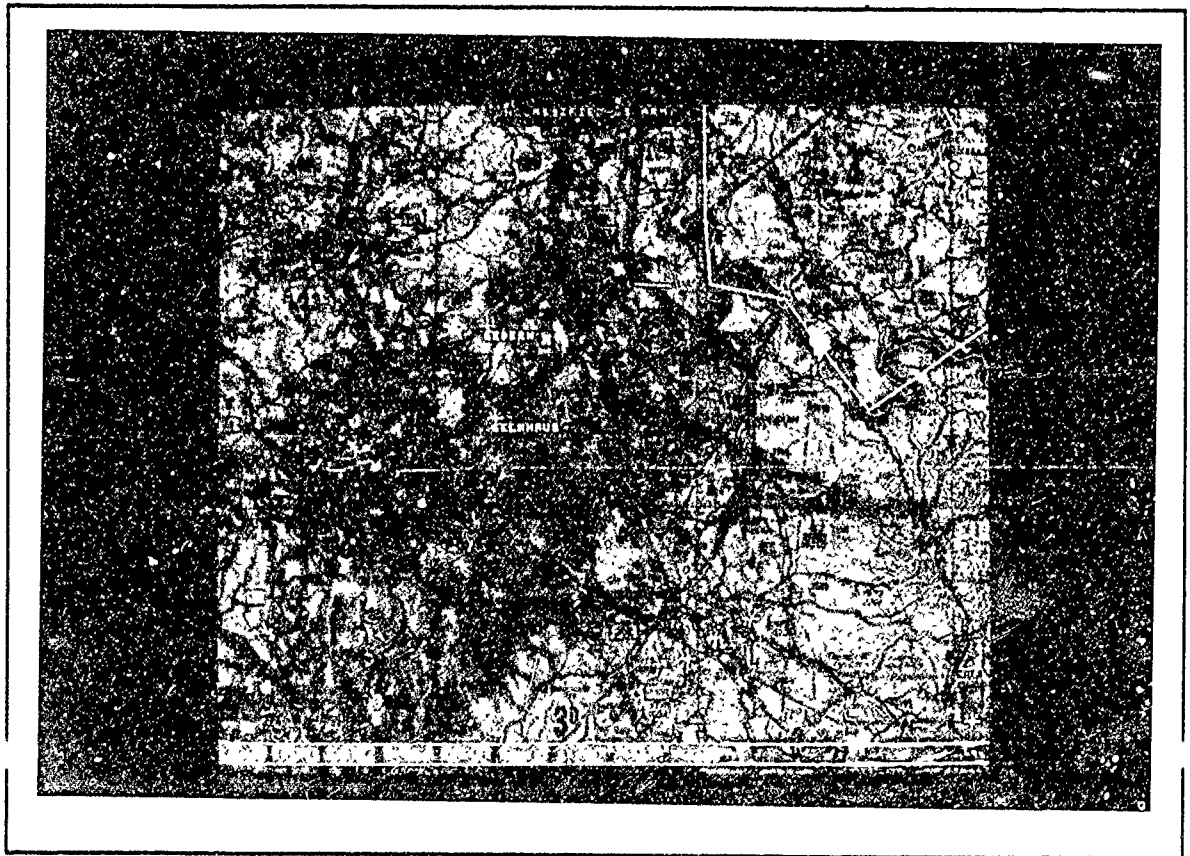


V. THE COMMAND BOXES

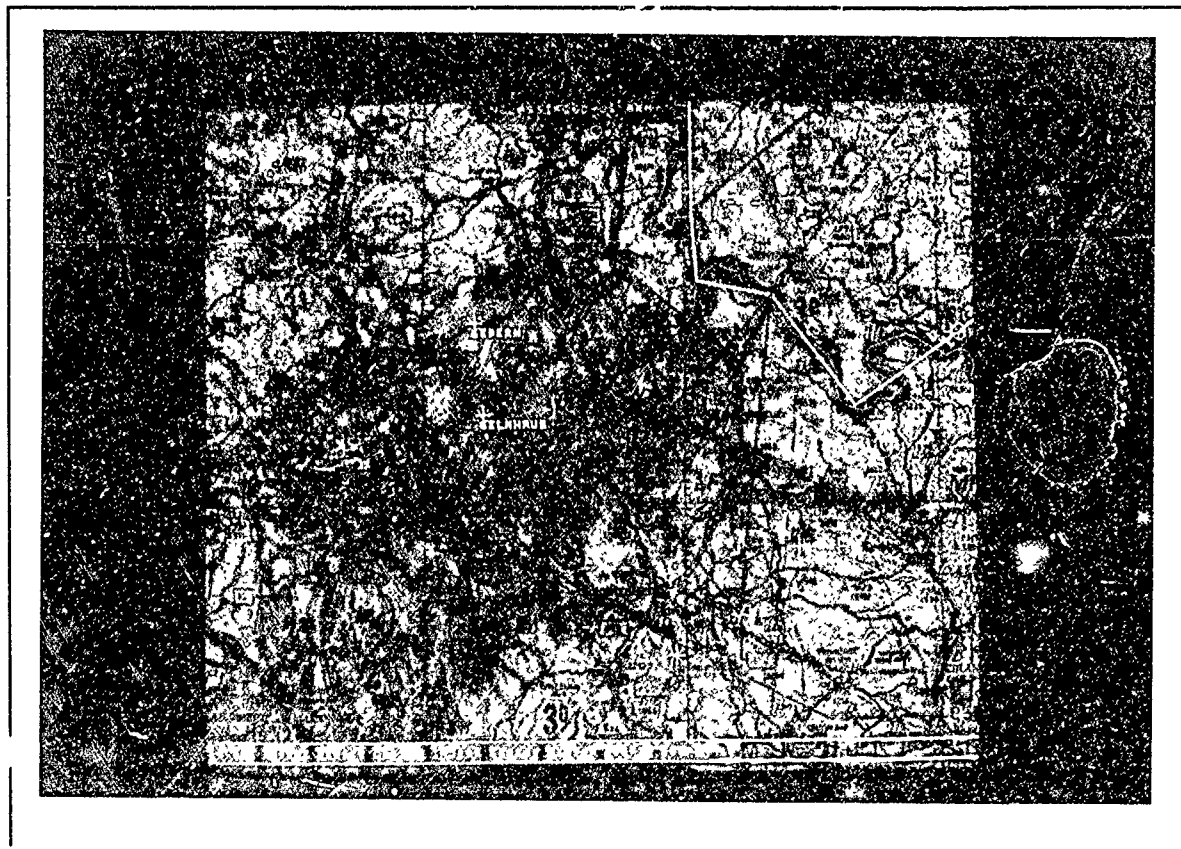
A. Select

B. Insert

C Delete



D. Optimize



E. Ingress

F. Egress

G. Finish

H. Abort

I. Help

PLAN OPTIONS POP-UP MENU

| |
|--|
| PLAN OPTIONS -- SELECT ONE |
| ROUTE SAVE SHOW REVIEW REPORTS MANUAL TIME PHASE EXIT THIS MENU |

MANUAL TEXT SUMMARY

MISSION = 00LC303 OH-58D INGRESS MODE = COMMAND
WP = 1 BRVE 32U NA64265952 TIME = 0000 REM FUEL = \$40
PREV LEG: FUEL USED = 000 DIST = 0.0 DANG = 0.0 HEAD = 0.0
ROUTE TOTALS: FUEL USED = 635 DIST = 144.5 DANG = 158.4

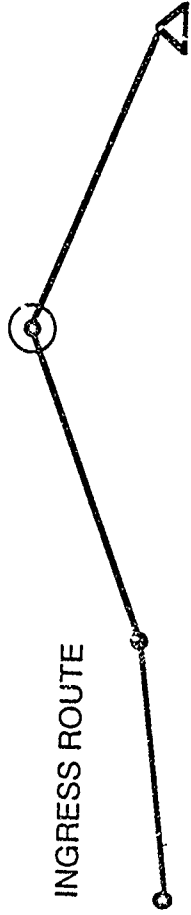
TO CHOOSE AN OPTION:
PLACE CROSSHAIRS IN COMMAND BOX & HIT A BUTTON ON MOUSE

INGRESS PORTION OF ROUTE DISPLAYED

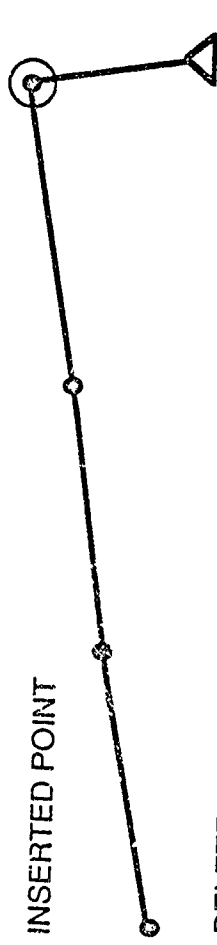
OPERATION OF INSERT AND DELETE POINTS

+ CURSOR POSITION

INGRESS ROUTE



INSERTED POINT



DELETED POINT



LESSON 8 OBSERVING MULTIPLE ROUTE COORDINATION
NOTE TAKING LESSON NO. 8

I. INTRODUCTION

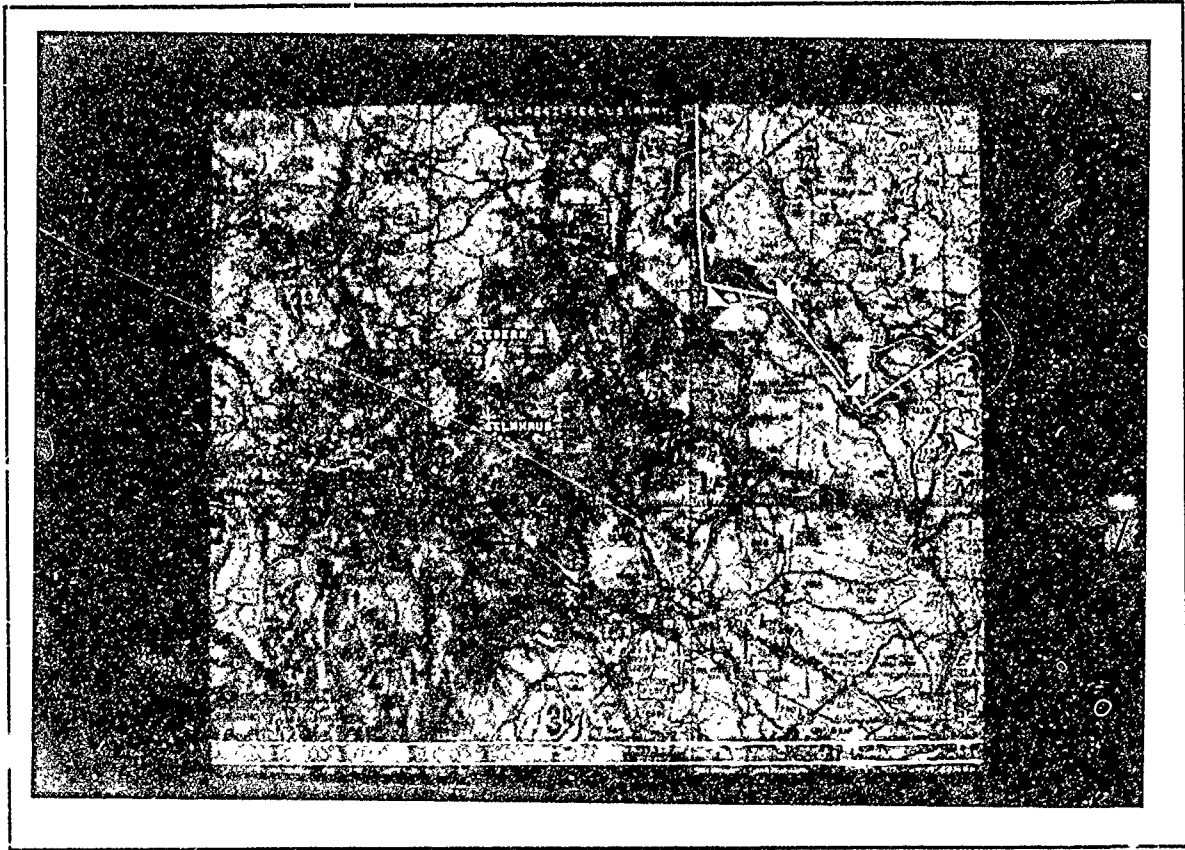
II. GETTING INTO TIME PHASE

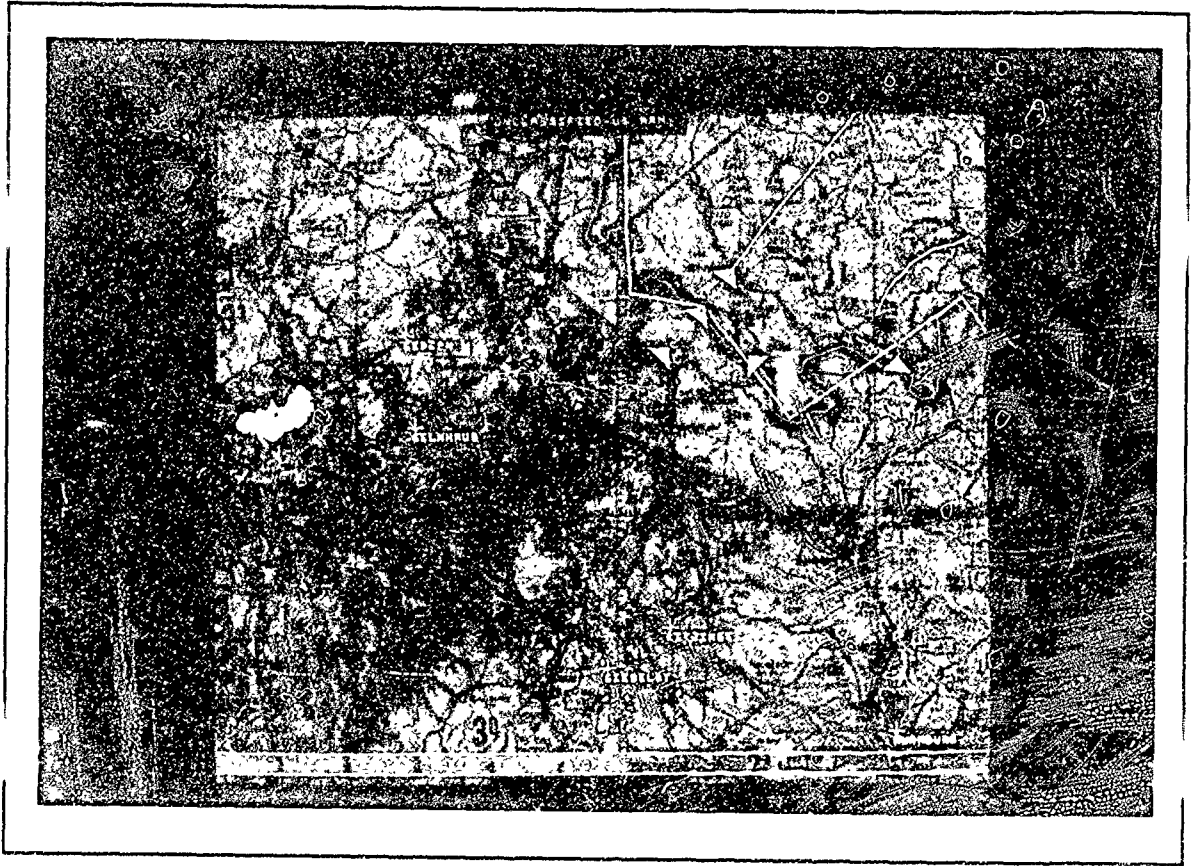
A. Menus

B. Command boxes

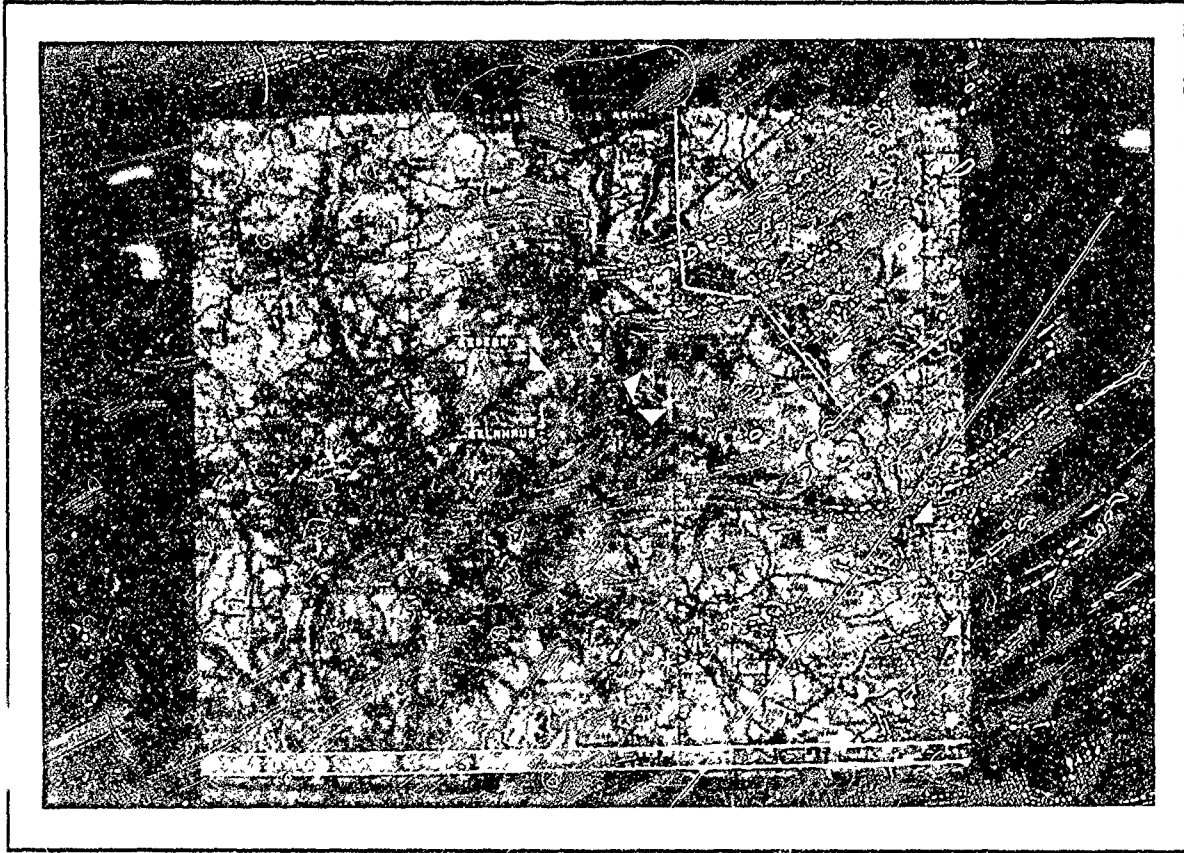
III. COMMAND BOXES

A. Advance





B. Reverse



C Start

D. Increm

E. Help

F. Abort

IV. THE TEXT EXPLANATION

A. Display details

B. Mission numbers

LESSON 9 CREATING AND UPDATING A STATESPACE
NOTE TAKING SHEET NO. 9

I. INTRODUCTION

II. DATA SOURCE

A. ASCII file

B. LOCE

C. Updates

D. Text menus

III. CULLING AND ADDING

A. Location

B. Time of Report

C. Uncertainty

D. Movement

E. Updating

IV. MANUALLY GOVERNED PURGES

A. By type

B. By time

C. By type and time

SUPR MAIN MENU

| 01220 Terminal | | | | | | KB | |
|---|-------------------------------|------|-------|-------|----------|---------------------|--------------------|
| TMDL NREC, LREC= | 16 | 1126 | | | | | |
| MAS1 = | 8 | 5 | 121 | 156 | | | |
| TJBS = | 3620400 | 1 | 1 | 1 | | | |
| MASK = | 1 | 1 | 185 | 118 | | | |
| IHDR= | 8. | 49. | 12. | 51. | 600 1200 | 8 16 | |
| CPUTIM, WALLTIM, PAGEFLTS= | | | 0.030 | 0.029 | | 0.000 | |
| CPUTIM, WALLTIM, PAGEFLTS= | | | 0.040 | 0.070 | | 0.000 | |
| UNCLASSIFIED US ARMY | | | | | | | |
| SUPR MAIN : SELECT COMMAND P. 1 OF 1 | | | | | | | |
| -----+-----+-----+-----+-----+-----+----- | | | | | | | |
| F1--DATABASE | - DATA BASE COMMANDS | | | | | (DA) | |
| F2--UPDATE | - UPDATE THREAT SCENARIO | | | | | (UP) | |
| F3--PURGE | - PURGE THREATS FROM SCENARIO | | | | | (PU) | |
| F4--LOCE | - PREPROCESS LOCE INTELL DATA | | | | | (LO) | |
| F5--SPECIAL | - SPECIAL PROGRAMMER OPTIONS | | | | | (SP) | |
| F6--QUIT | - EXIT SUPR | | | | | (QU) | |
| -----+-----+-----+-----+-----+-----+----- | | | | | | | |
| S1--HELP | :S2--NEXT PAGE | | | | | :S3--GO TO 1ST PAGE | :S4--FIND A STRING |
| S5--GO TO PAGE | :S6--GRAPHICS ON/OFF | | | | | :S7--MAIN MENU | :S8--MENU BACKUP |
| -----+-----+-----+-----+-----+-----+----- | | | | | | | |
| UNCLASSIFIED US ARMY | | | | | | | |

THREAT LOCATION INFORMATION

| | | | |
|---------------|------------------|-------|----------------------------|
| LOOS 1000M | HAWK 1000M | 000.0 | 1605017503838.0N092148.0E |
| JOSS 1000M | HAWK 1000M | 000.0 | 1605017502952.0N093320.0E |
| KOOI 1000M | HAWK 1000M | 000.0 | 1605017495753.0N0102922.0E |
| EMER 1000M | PATRIOT 1000M | 010.0 | 1605017493850.0N0995400.0E |
| SCHW 1000M | HAWK 1000M | 000.0 | 1605017501648.0N0094025.0E |
| NEUS 1000M | PATRIOT 1000M | 022.0 | 1605017493530.0N0103450.0E |
| HEPS 1000M | HAWK 1000M | 000.0 | 1605017493500.0N0105240.0E |
| HOS4 1000M | HAWK 1000M | 000.0 | 1605017495540.0N011402.0E |
| ROSE 1000M | HAWK 1000M | 000.0 | 1605017495140.0N0114710.0E |
| HASS 1000M | HAWK 1000M | 000.0 | 1605017500800.0N0112710.0E |

DEFENSE UPDATE RULES

| CASE | SUPR ACTION |
|---|---|
| <p>Identical report</p> <p>Same report with minor modification</p> <p>Same report with significant movement</p> | <p>Ignored, no change to statespace.</p> <p>If location change is small and defense type is squatter or fixed, update uncertainty and time of report. Do not recalculate statespace.</p> <p>Considered as two entities and added into the statespace.</p> |
| <p>All defenses inside the statespace are purged from the statespace by LOCE when twice the dwell time of their defense type has passed since their time of last reporting.</p> | |

PURGE TYPE MENU

| | | |
|----------------------|---|-----------|
| VIZO Terminal | | K6 |
| UNCLASSIFIED US ARMY | | |
| UNCLASSIFIED US ARMY | | |
| PU | PURGE : EITHER SELECT A THREAT TYPE TO PURGE OR SPECIFY THAT ALL THREAT TYPES ARE TO BE PURGED | P. 1 OF 2 |
| F1--ALL | - PURGE ALL THREAT TYPES | (HL) |
| F2--CONV ARM | - CONVENTIONAL ARMS | (2) |
| F3--57MM GUN | - 57MM GUIDED AA GUN | (3) |
| F4--ZSU-23-4 | - ZSU-23-4 MOBILE AA GUN | (4) |
| F5--SA-2 | - SA-2/FAN SONG SAM | (5) |
| F6--SA-3 | - SA-3/LOW BLOW SAM | (6) |
| F7--SA-4 | - SA-4/PAT HAND SAM | (7) |
| F8--SA-6 | - SA-6/STRAIGHT FLUSH SAM | (8) |
| S1--HELP | :S2--NEXT PAGE :S3--GO TO 1ST PAGE :S4--FIND A STRING | |
| S3--GO TO PAGE | :S6--GRAPHICS ON/OFF:S7--MAIN MENU :S8--MENU BACKUP | |
| UNCLASSIFIED US ARMY | | |

