MX–25–531B

Revision B

EFFECTS MANAGEMENT TOOLS (EMT) USERS MANUAL

For use with AFATDS Version 6.3.2
and
JMTK Version 4.5.0.3
or
C2PC Version 5.9.0.3

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REVISION STATUS SHEET

AFATDS

Effects Management Tools (EMT)

Users Manual

AFATDS Version 6.3.2

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Draft	5 September 2003	MX-25-531 – Original Release
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How to Use This Manual

1. **Table of Contents.** The Table of Contents pages are hot linked. By placing the cursor over the page numbers the cursor will turn into a "pointing finger." Click on the desired section or subsection and the document will automatically go to the selected section/subsection.
2. **Use.** This manual is intended for use as a detailed reference for specific tasks performed in the AFATDS for using the Effects Management Tools (EMT) client.
3. **Design.** The manual is constructed in chapters related to specific task areas and functions that the AFATDS operator must perform, these chapters are:
   a. **Chapter 1. Description.** Chapter 1 provides two sections; Section one is a basic general overview statement of the Effects Management Tools (EMT) client functionality. Section two contains a list of the basic features of the Effects Management Tools (EMT) client.
   b. **Chapter 2. Installation.** Chapter 2 provides four sections; Section one is a general introduction, which explains the basic installation of the client software on a laptop computer. Section two has basic installation procedures used for installing the 4.5.0.3 JMTK Map software with step-by-step instructions. Section three references basic installation procedures used for installing C2PC 5.9.0.3 software and Section four has the basic installation procedures for installing the Effects Management Tools (EMT) software with step-by-step instructions.
   c. **Chapter 3. Operation.** Chapter 3 provides thirty-four different sections containing step-by-step instructions on how to use each of the various features/functions of the Effects Management Tools (EMT) client.
3. **Conventions used in this publication.** This publication is procedure oriented; in a Step, Action, Result format. Where appropriate, fundamental information is provided at the beginning of the chapter that supports the tasks that follow. This information is in paragraph form. Specific tasks that follow are for the most part standalone and complete.

EXAMPLE

3000. Start the client application at the laptop

Start the client application at the laptop		
Step	**Action**	**Result/Explanation**
1.	***Start the client.***	
a.	On the client laptop, to start the **Effects Management Tools (EMT)** software, click **Start | Programs | EMT | EMT with JMTK** or click the **EMT** shortcut button .	The **Effects Management Tools (EMT)** software starts and the **EMT with JMTK** window opens. **NOTE:** Do not close this window. If this window is closed the **EMT Client** will also close.

Chapter 1. Description

1000. General

The Effects Management Tools (EMT) is a full-featured client that is capable of rendering AFATDS tactical objects to its map, and to allow manipulation of these objects. This allows the depiction of unit symbols registered to the correct location on the map, accurate placement of battlefield geometries and fire support coordination measures, and display of target symbols. The EMT allows for data ‘drill down’ on the objects to interrogate them and display information maintained within AFATDS. The agility and responsiveness of the interface is dramatically evident through the display of firing vectors for active missions being processed in AFATDS. The client operator performs specific tasks and is 'shielded' from the other AFATDS functions and AFATDS administration.

1001. Capabilities

1001.1 Calendar/Time Tool
1001.2 Initiate Fire Mission
1001.3 Checkfiring/Cancel Checkfiring
1001.4 Use Target List Worksheet
1001.4.1 Create Target Lists
1001.4.2 Import a spreadsheet of targets to a Target List
1001.4.3 Export a list of targets to a spreadsheet
1001.4.4 Display target data
1001.4.5 Create an Air Support List (ASL)
1001.4.6 Create Air Support Requests (ASRs) on an ASL
1001.4.7 Import a spreadsheet of ASRs to an existing ASL
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1001.12.2.2 Create Mission Fired Reports
1001.12.2.3 Create Counterfire Reports
1001.12.2.4 Create Air Support List Reports
1001.12.3 Use Unit Reports
1001.12.3.1 Create Unit Reports
1001.12.3.2 Export Unit Reports
1001.13 View Unit Task Organization (UTO) Tool
1001.14 View Guidances – Current Situation

1001.14.1 High Value Targets
1001.14.2 Priority of Fires
1001.14.3 Target Management Matrix
1001.14.4 TAI
1001.14.5 Mission Cutoff
1001.14.6 Prioritization
1001.14.7 Target Selection Standards
1001.14.8 On Call Precedence
1001.15 Use Connection Manager
1001.16 Use Utilities
1001.16.1 Modify User Preferences
1001.16.2 Coordinate Conversion Tool
1001.16.3 Dynamic Filter Window
1001.16.4 Display Whiteboard Tools
1001.16.5 Use Collaboration Tools
1001.16.5.1 Chat
1001.16.5.2 Coordination Requests
1001.16.5.3 Whiteboarding
1001.17 Timeline Viewer (**JMTK Map Only**)
1001.18 Offline Session
1001.19 View Log File
1001.20 Unit Moves
1001.21 Display Unit/Track data
1001.22 Use EMT Server Simulator

Chapter 2. Installation

2000. General

Client software is loaded to the PC or laptop in two parts. The Joint Mapping Tool Kit (JMTK) or Command and Control PC (C2PC) software is loaded to provide mapping services to the client. The Effects Management Tools (EMT) software is loaded to provide a limited subset of AFATDS Fire Support functionality and is loaded separately.

2001. Load 4.5.0.3 JMTK (Using JMTK)

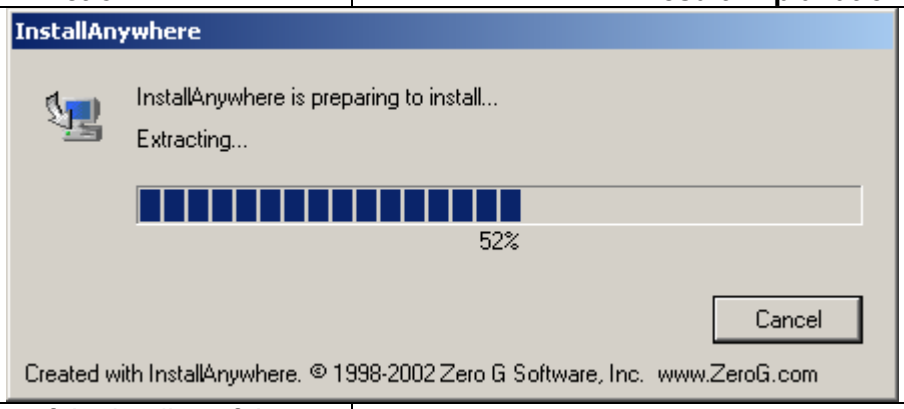
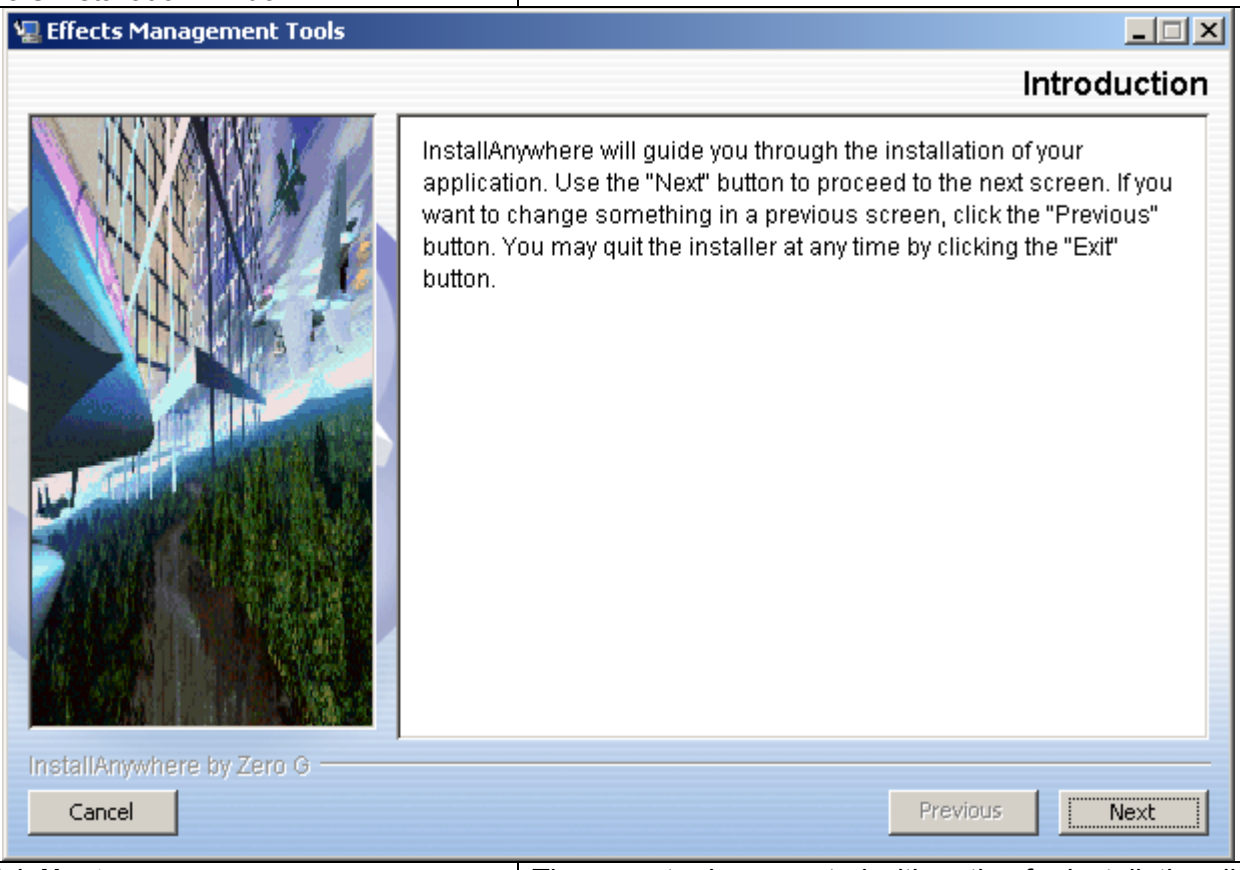
1. Insert the JMTK Installation CDROM. **NOTE:** The User Account must have **Administrative** privileges for the installation of JMTK.
   a. System Minimum Requirements:
      1) 400 MHz Pentium Processor
      2) 550Mb Hard Drive space for installation
      3) Windows 2000 SP2
      4) 256 Mb RAM Memory
      5) UDP/Multi-Cast/IP – Must be loaded as part of the Operating System.
2. From the **Start** menu, select **Run**.
3. Browse to the CD drive and run the **Install.exe** program.
4. Follow the default load directions. [This step may take some time.]
5. After installation, logout of Windows and login again. [This sets your environment variables.]
6. The Effects Management Tools (EMT) software can now be loaded.

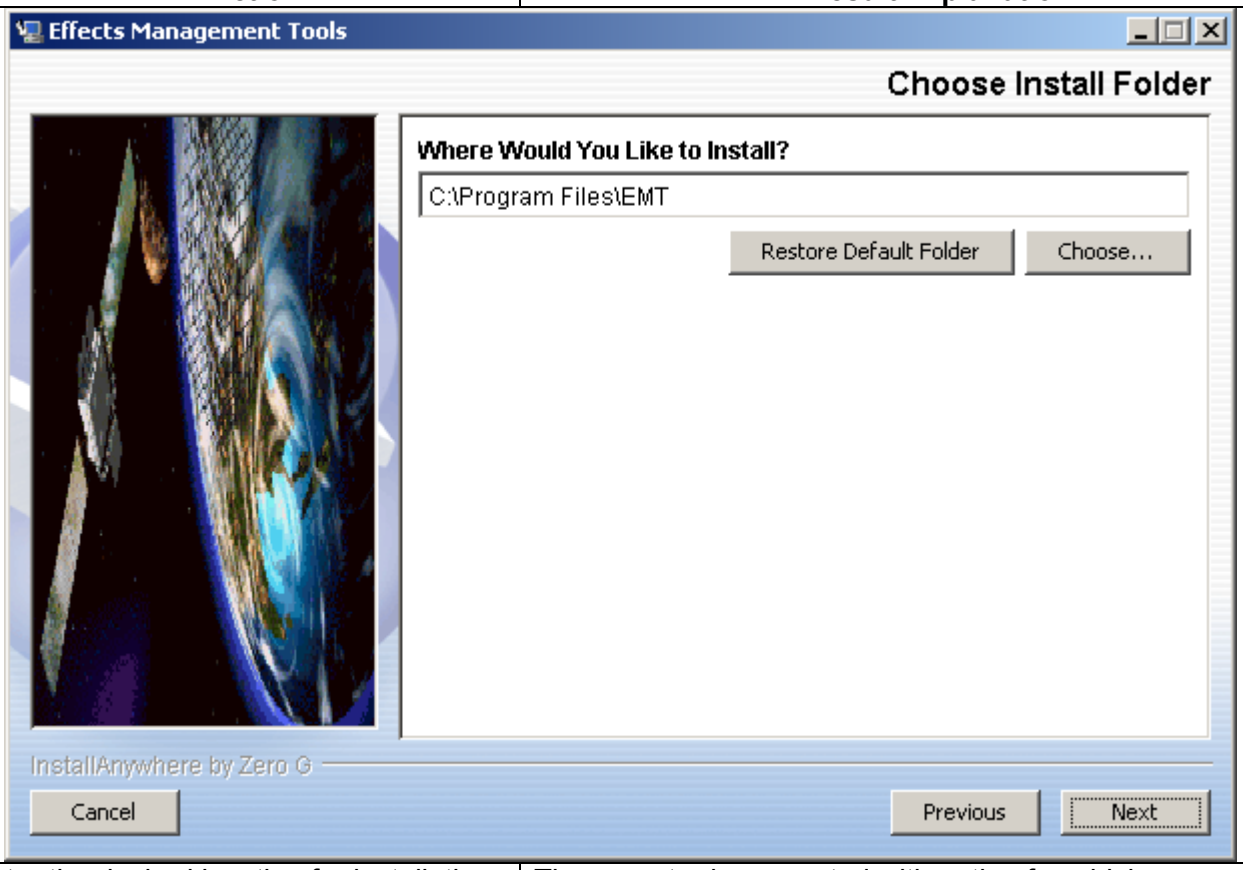
2002. Load 5.9.0.3 C2PC (Using C2PC)

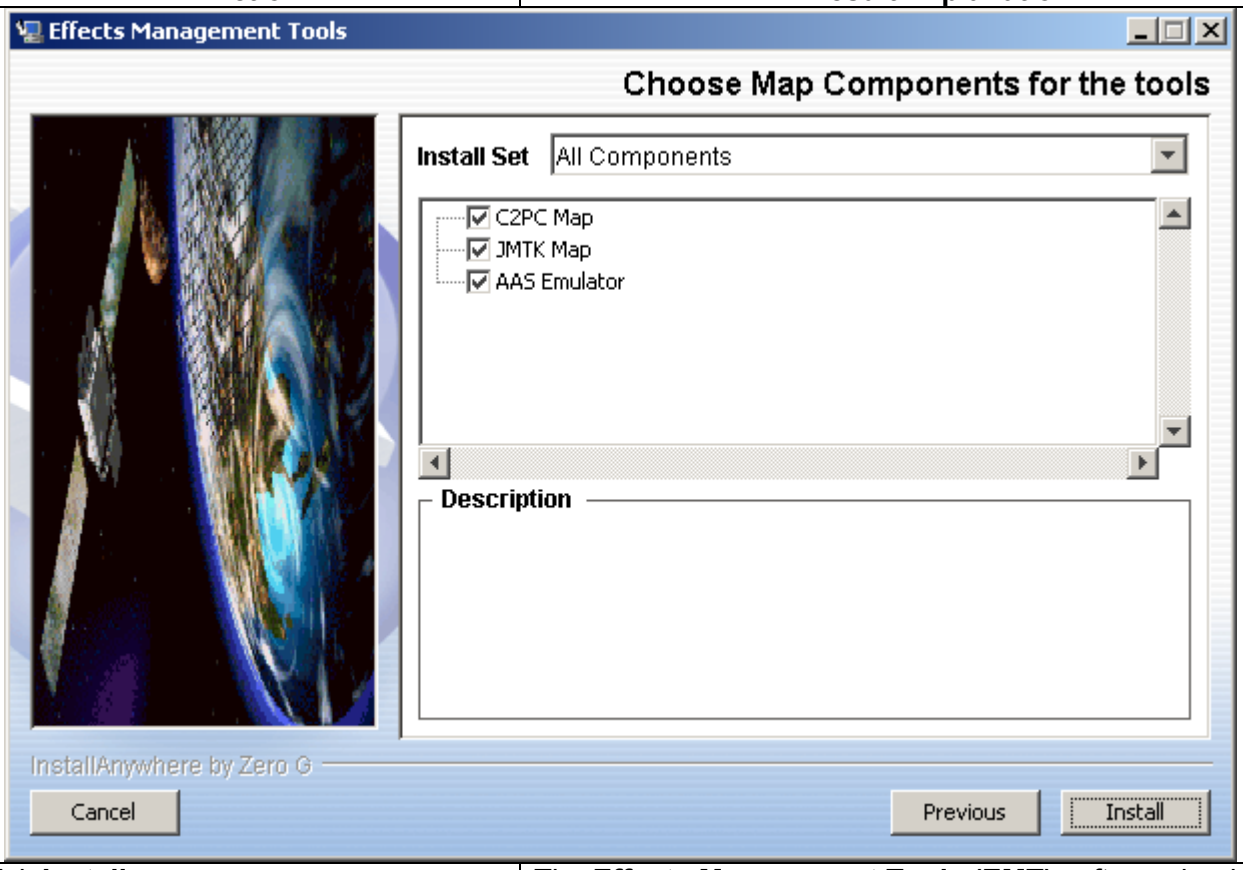
1. Load C2PC in accordance with the Command and Control PC (C2PC) User's Guide for Version 5.9.0.3 (Chapter 2, section 2.2 - Installation Types).

2003. Load Effects Management Tools (EMT) Software

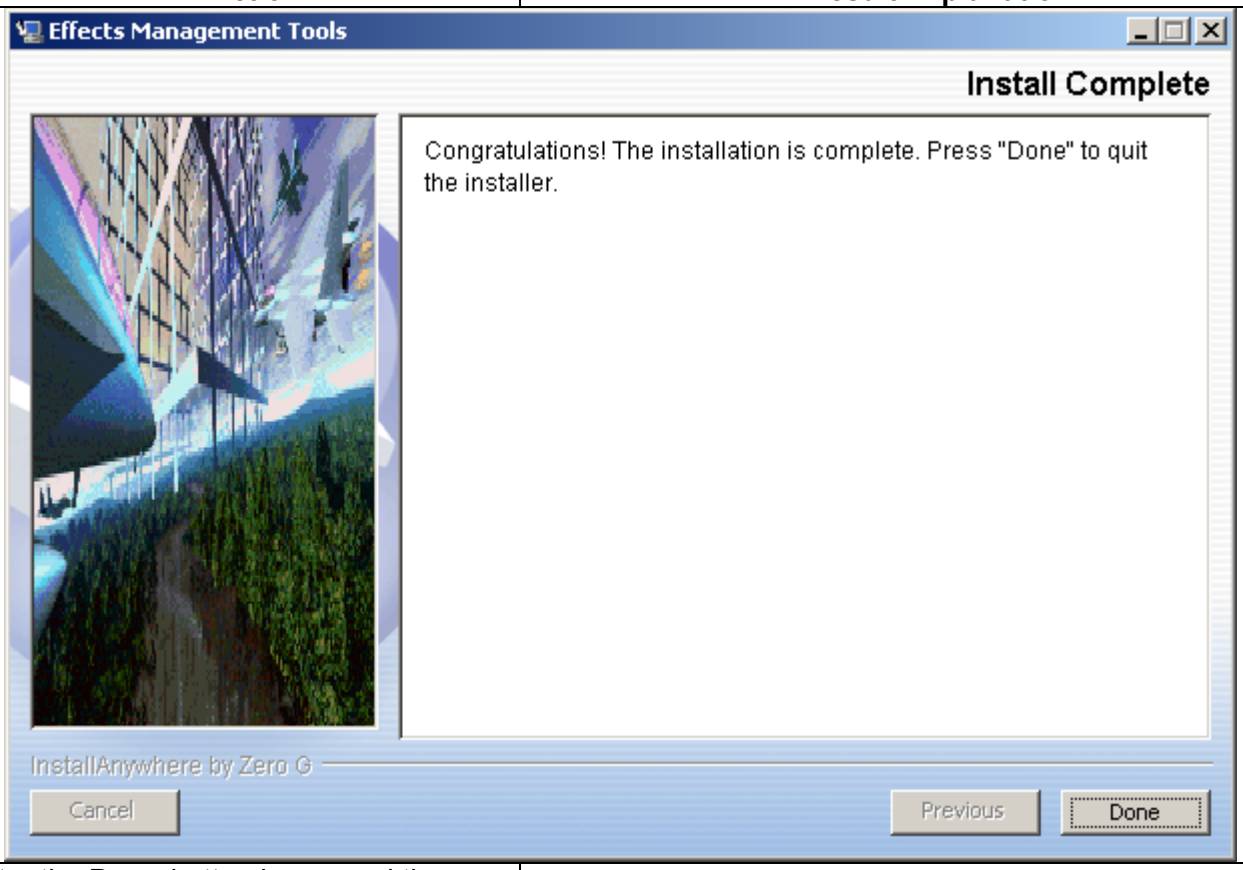
Load Effects Management Tools (EMT) Software		
Step	**Action**	**Result/Explanation**
NOTE: A map engine, currently C2PC or JMTK, must be loaded prior to installing the Effects Management Tools (EMT) software.		
1.	Insert the Client Installation CDROM.	
2.	From the **Start** menu, select **Run**	
3.	Browse to the CD drive and run the **EMTsetup.exe** program.	
4.	The **InstallAnywhere** window opens and provides the operator with a progress indicator showing the progress of loading the EMT installation program.	

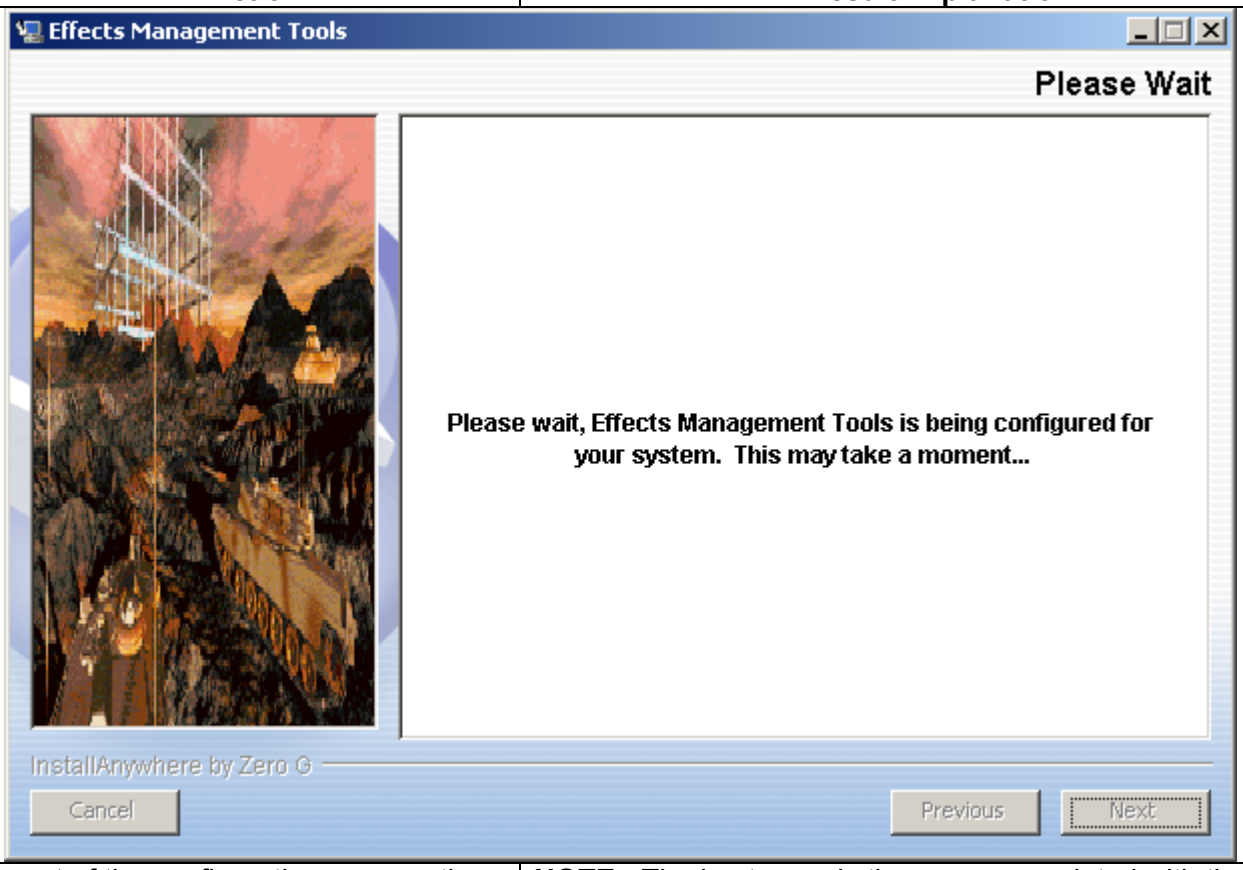
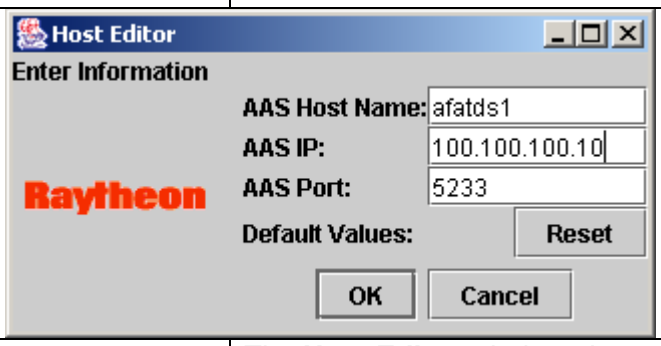
Load Effects Management Tools (EMT) Software		
Step	**Action**	**Result/Explanation**
		
5.	Upon completion of the loading of the EMT software, the operator is presented with the initial **Effects Management Tools** installation window.	
		
6.	Click **Next**.	The operator is presented with option for installation directory folder location.

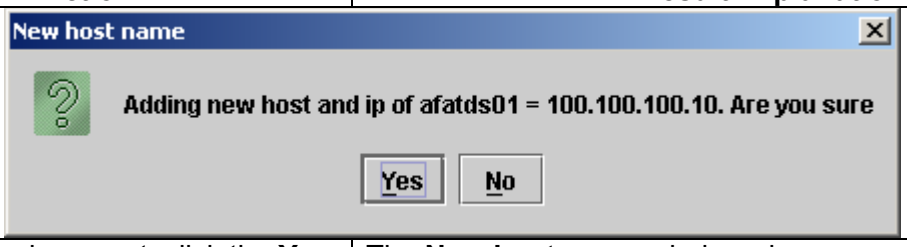
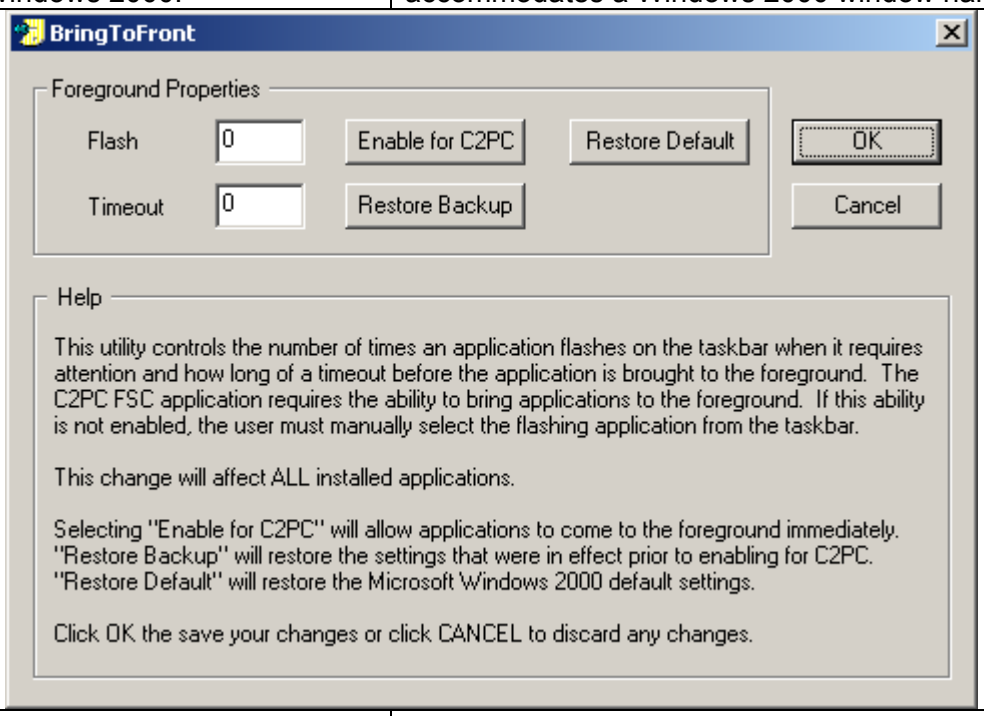
Load Effects Management Tools (EMT) Software		
Step	**Action**	**Result/Explanation**
		
7.	Enter the desired location for installation of the EMT software. Click **Next**.	The operator is presented with option for which map components to be loaded. Default is all three components selected. Recommend accepting default.

Load Effects Management Tools (EMT) Software		
Step	**Action**	**Result/Explanation**
		
8.	Click **Install**.	The **Effects Management Tools (EMT)** software begins to be installed to the directory folder location chosen.

Load Effects Management Tools (EMT) Software		
Step	**Action**	**Result/Explanation**
9.	Upon completion of the installation process the operator is given an **Install Complete** message window. Click **Done**.	

Load Effects Management Tools (EMT) Software		
Step	**Action**	**Result/Explanation**
		
10.	After the **Done** button is pressed the installation software begins the configuration process to properly configure the software.	

Load Effects Management Tools (EMT) Software		
Step	**Action**	**Result/Explanation**
		
11.	As part of the configuration process the operator will be presented with the **Host Editor** window that will allow the operator to designate the primary AFATDS Server host for the client to connect. Enter the **AAS Host Name** and **AAS IP** address.	**NOTE:** The hostname is the name associated with the AFATDS IP address that the EMT will connect to. To verify correct entries, ping the AFATDS Server by IP and hostname after changing host file. Unless directed by a Technical Representative, leave the default value for the **AAS Port**.
		
12.	Click **OK**.	The **Host Editor** window closes and the **New host name** window opens for the operator to confirm the entry.

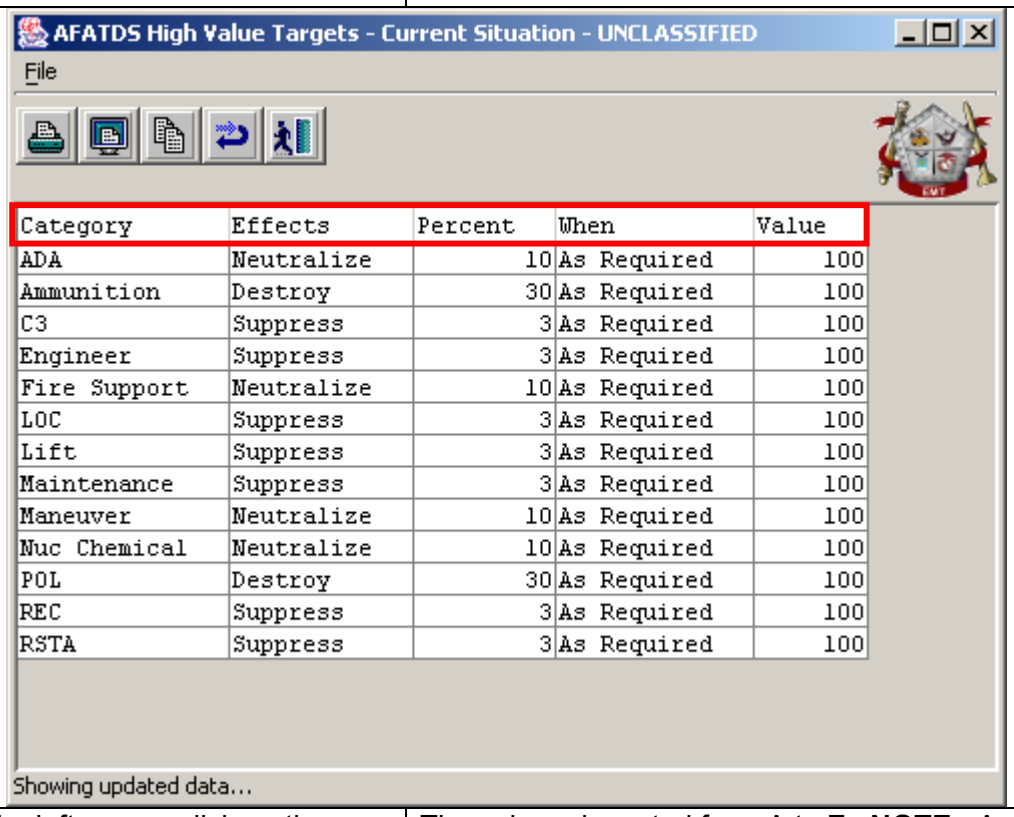
Load Effects Management Tools (EMT) Software		
Step	**Action**	**Result/Explanation**
		
13.	If the information is correct, click the **Yes** button. If the information is incorrect click **No** and the **Host Editor** window will return to allow the operator to correct the entry.	The **New host name** window closes.
14.	The **Bring To Front** window opens if the operating system is determined to be Microsoft® Windows 2000.	If the operating system is not Microsoft® Windows 2000, this window will not open. **NOTE:** This window runs a utility that accommodates a Windows 2000 window handling issue.
		
15.	Select the **Enable for C2PC** button, and then click the **OK** button. **NOTE:** Enter the number for both **Flash** and **Timeout** as desired.	The **Bring To Front** window closes and notifies the operator to logout and relogin before the changes will take effect.
16.	The **Effects Management Tools (EMT)** software is now ready for use.	

Load Effects Management Tools (EMT) Software		
Step	**Action**	**Result/Explanation**
NOTE: To update the **AAS Host Name** and **AAS IP** after installation use the **Host Editor** by selecting **Start | Programs | EMT | Utilities | Set AFATDS Info**.		
17.	**OPTIONAL:** For Windows 2000: To create startup Button on the Windows Quick Launch menu bar. Click **Start | Programs | EMT** and highlight the **EMT with JMTK** option. Right mouse click and drag the **EMT with JMTK** Button to the bottom Windows Quick Launch menu bar. Release the Button and select **Copy Here**. This Button can also be dropped on the **Desktop**, as a shortcut as well; which ever is more desirable to the operator.	Refer to **Section 3001** for AFATDS Server setup and **Section 3002 (JMTK)** or **3003 (C2PC)** for starting the **Effects Management Tools (EMT)** client.

Chapter 3. Operation

3000. General Functions

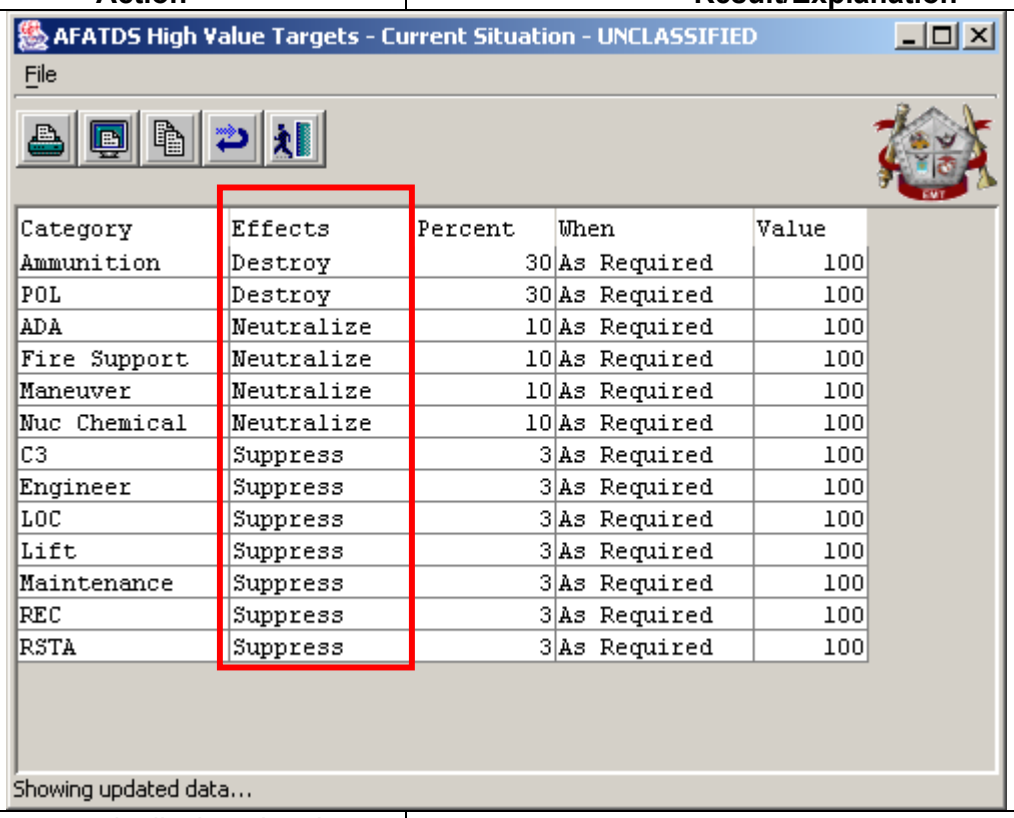
General Functions		
Step	**Action**	**Result/Explanation**
NOTE: All screen captures for this section are specific to AFATDS version 6.3.2. The below are basic features that are available to the operator. The windows used in this section are only used as examples.		
1.	**Column** Sorting – On any window with columns the operator can left or right mouse click on the Column Header to sort the column.	A left mouse click, the columns are sorted in ascending order 0-9, A-Z. A right mouse click, the columns are sorted in descending order Z-A, 9-0.



Category	Effects	Percent	When	Value
ADA	Neutralize	10	As Required	100
Ammunition	Destroy	30	As Required	100
C3	Suppress	3	As Required	100
Engineer	Suppress	3	As Required	100
Fire Support	Neutralize	10	As Required	100
LOC	Suppress	3	As Required	100
Lift	Suppress	3	As Required	100
Maintenance	Suppress	3	As Required	100
Maneuver	Neutralize	10	As Required	100
Nuc Chemical	Neutralize	10	As Required	100
POL	Destroy	30	As Required	100
REC	Suppress	3	As Required	100
RSTA	Suppress	3	As Required	100

2.	For example, left mouse click on the **Effects** column heading.	The column is sorted from A to Z. **NOTE:** A right mouse click would sort the **Effects** column in descending order Z-A.

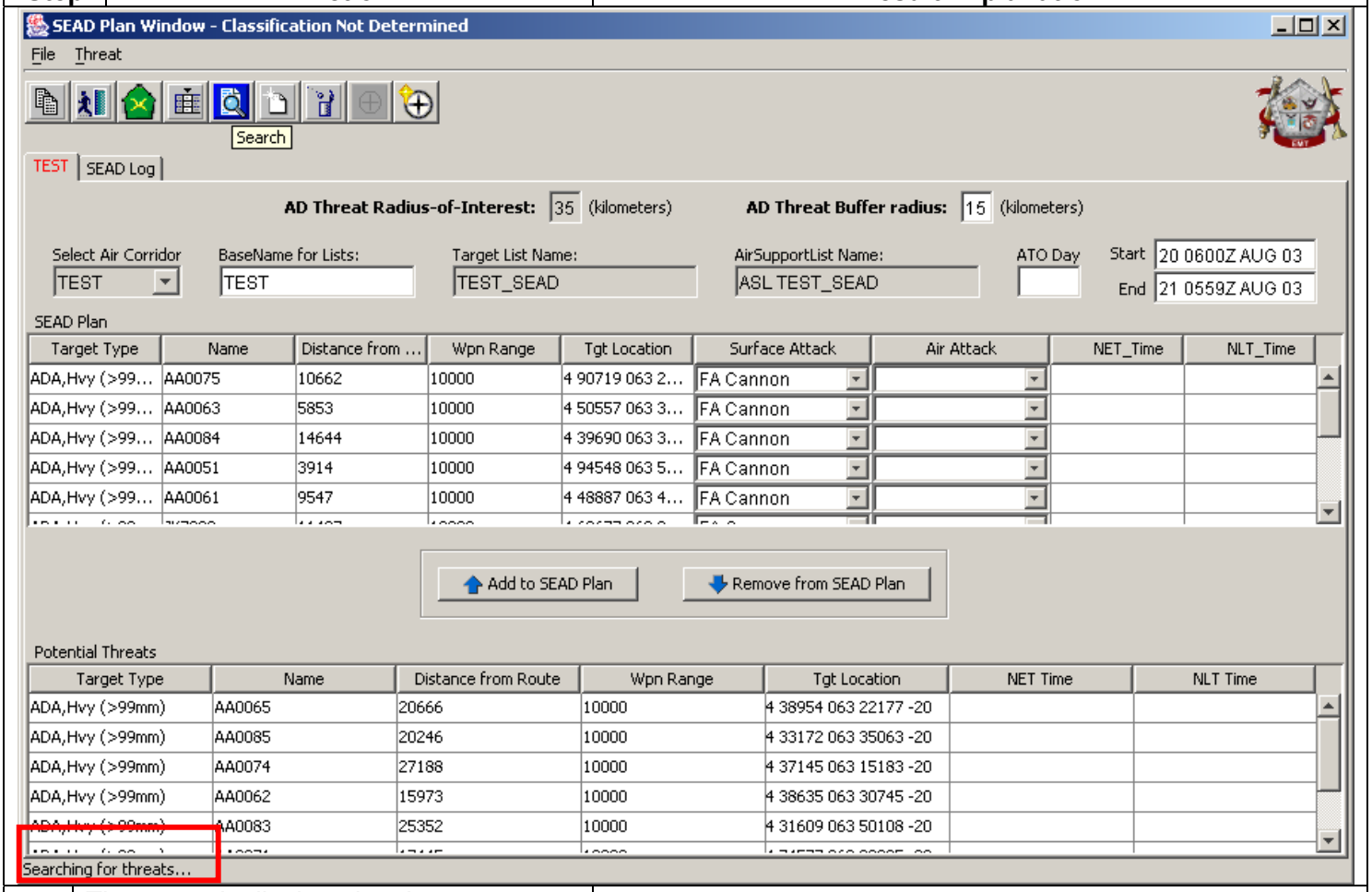
General Functions		
Step	**Action**	**Result/Explanation**

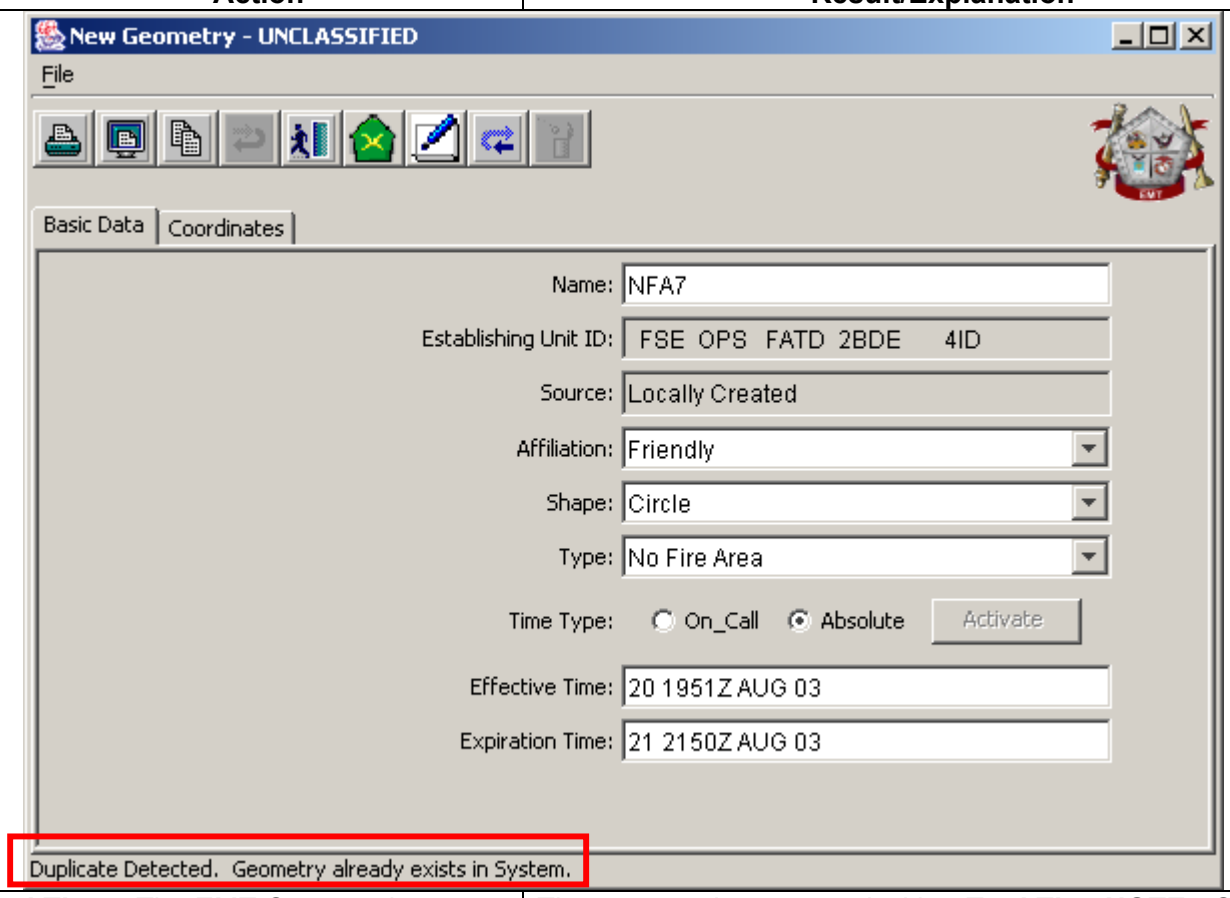


Category	Effects	Percent	When	Value
Ammunition	Destroy	30	As Required	100
POL	Destroy	30	As Required	100
ADA	Neutralize	10	As Required	100
Fire Support	Neutralize	10	As Required	100
Maneuver	Neutralize	10	As Required	100
Nuc Chemical	Neutralize	10	As Required	100
C3	Suppress	3	As Required	100
Engineer	Suppress	3	As Required	100
LOC	Suppress	3	As Required	100
Lift	Suppress	3	As Required	100
Maintenance	Suppress	3	As Required	100
REC	Suppress	3	As Required	100
RSTA	Suppress	3	As Required	100

3.	**Status** – the status is displayed at the bottom of each window.	

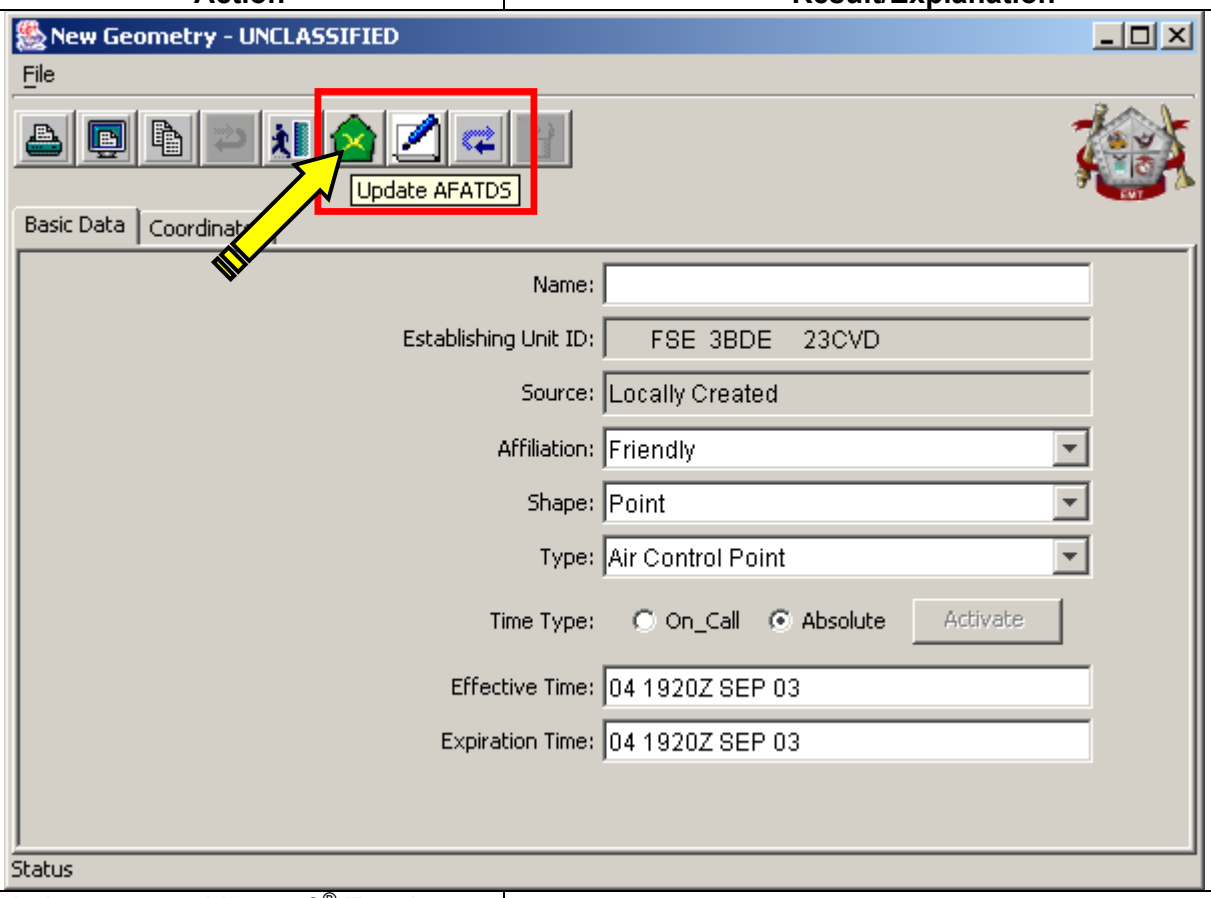
General Functions		
Step	**Action**	**Result/Explanation**
4.	The status is displayed to the operator at the bottom of each applicable window.	



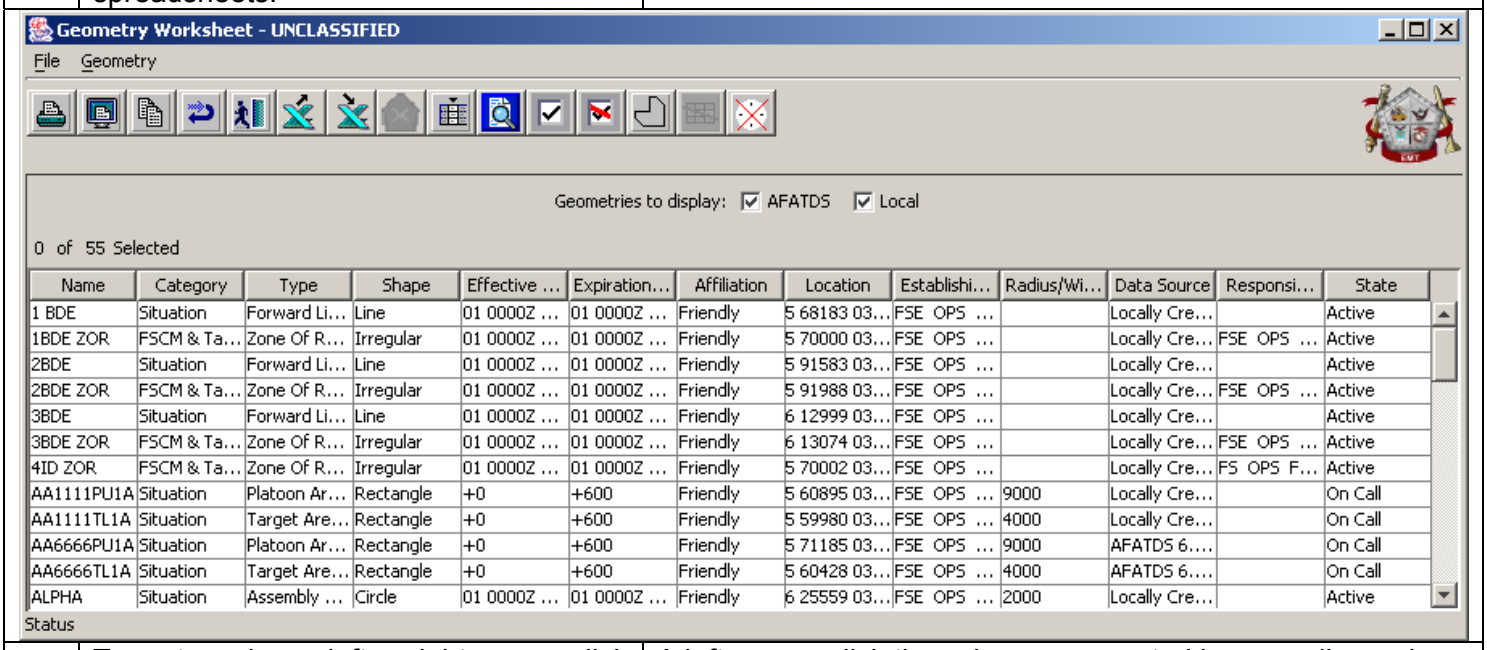
General Functions		
Step	**Action**	**Result/Explanation**
		
5.	**Tool Tips** – The EMT Operator is provided additional help on **Toolbar** buttons by placing the cursor over top of a **Toolbar** button.	The operator is presented with a **Tool Tip**. **NOTE:** Other **Tool Tip's** are available on items such as the **Location Field Feature** buttons, and **Radius** and **Width** fields, etc. A general rule to follow would be that if the field entry has a validation check associated with it there should be a **Tool Tip** associated with the field.

General Functions

Step	Action	Result/Explanation



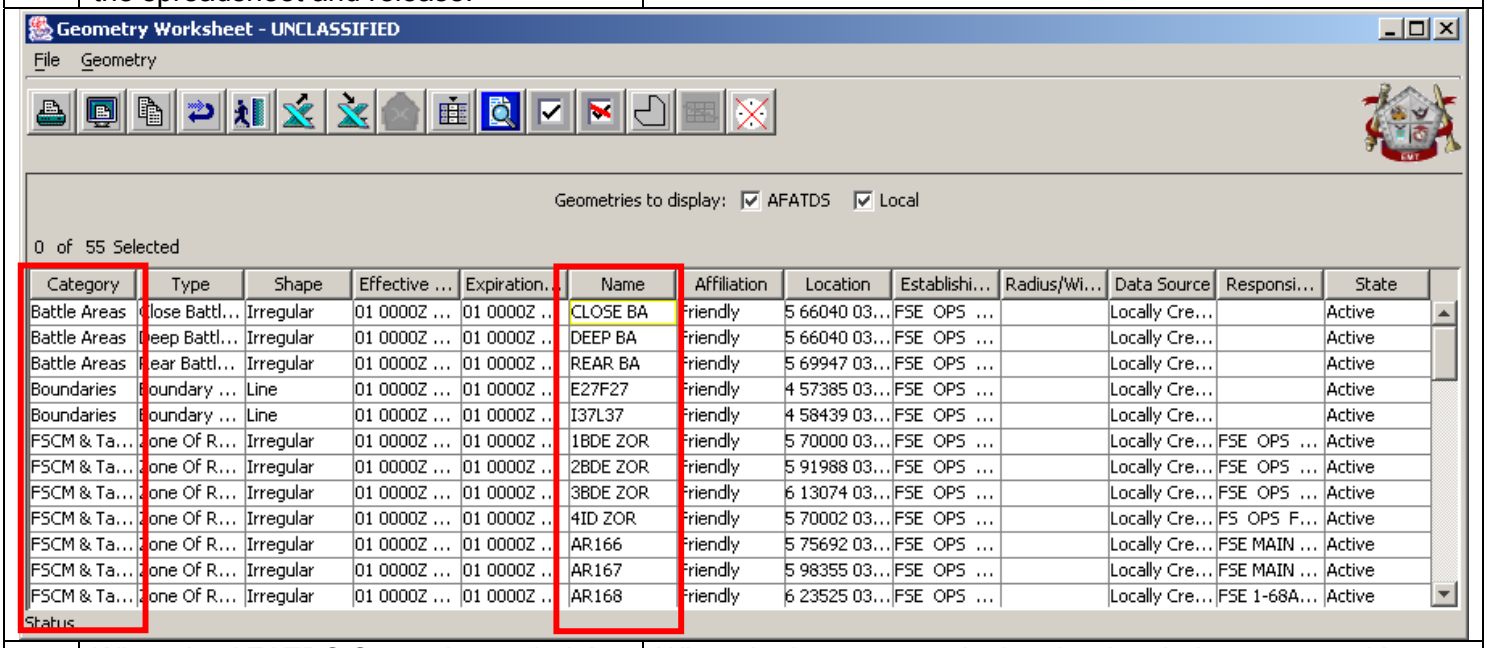
6.	**Worksheets** – are Microsoft® Excel type spreadsheets.	



Name	Category	Type	Shape	Effective ...	Expiration...	Affiliation	Location	Establishi...	Radius/Wi...	Data Source	Responsi...	State
1 BDE	Situation	Forward Li...	Line	01 0000Z ...	01 0000Z ...	Friendly	5 68183 03...	FSE OPS ...		Locally Cre...		Active
1BDE ZOR	FSCM & Ta...	Zone Of R...	Irregular	01 0000Z ...	01 0000Z ...	Friendly	5 70000 03...	FSE OPS ...		Locally Cre...	FSE OPS ...	Active
2BDE	Situation	Forward Li...	Line	01 0000Z ...	01 0000Z ...	Friendly	5 91583 03...	FSE OPS ...		Locally Cre...		Active
2BDE ZOR	FSCM & Ta...	Zone Of R...	Irregular	01 0000Z ...	01 0000Z ...	Friendly	5 91988 03...	FSE OPS ...		Locally Cre...	FSE OPS ...	Active
3BDE	Situation	Forward Li...	Line	01 0000Z ...	01 0000Z ...	Friendly	6 12999 03...	FSE OPS ...		Locally Cre...		Active
3BDE ZOR	FSCM & Ta...	Zone Of R...	Irregular	01 0000Z ...	01 0000Z ...	Friendly	6 13074 03...	FSE OPS ...		Locally Cre...	FSE OPS ...	Active
4ID ZOR	FSCM & Ta...	Zone Of R...	Irregular	01 0000Z ...	01 0000Z ...	Friendly	5 70002 03...	FSE OPS ...		Locally Cre...	FS OPS F...	Active
AA1111PU1A	Situation	Platoon Ar...	Rectangle	+0	+600	Friendly	5 60895 03...	FSE OPS ...	9000	Locally Cre...		On Call
AA1111TL1A	Situation	Target Are...	Rectangle	+0	+600	Friendly	5 59980 03...	FSE OPS ...	4000	Locally Cre...		On Call
AA6666PU1A	Situation	Platoon Ar...	Rectangle	+0	+600	Friendly	5 71185 03...	FSE OPS ...	9000	AFATDS 6....		On Call
AA6666TL1A	Situation	Target Are...	Rectangle	+0	+600	Friendly	5 60428 03...	FSE OPS ...	4000	AFATDS 6....		On Call
ALPHA	Situation	Assembly ...	Circle	01 0000Z ...	01 0000Z ...	Friendly	6 25559 03...	FSE OPS ...	2000	Locally Cre...		Active

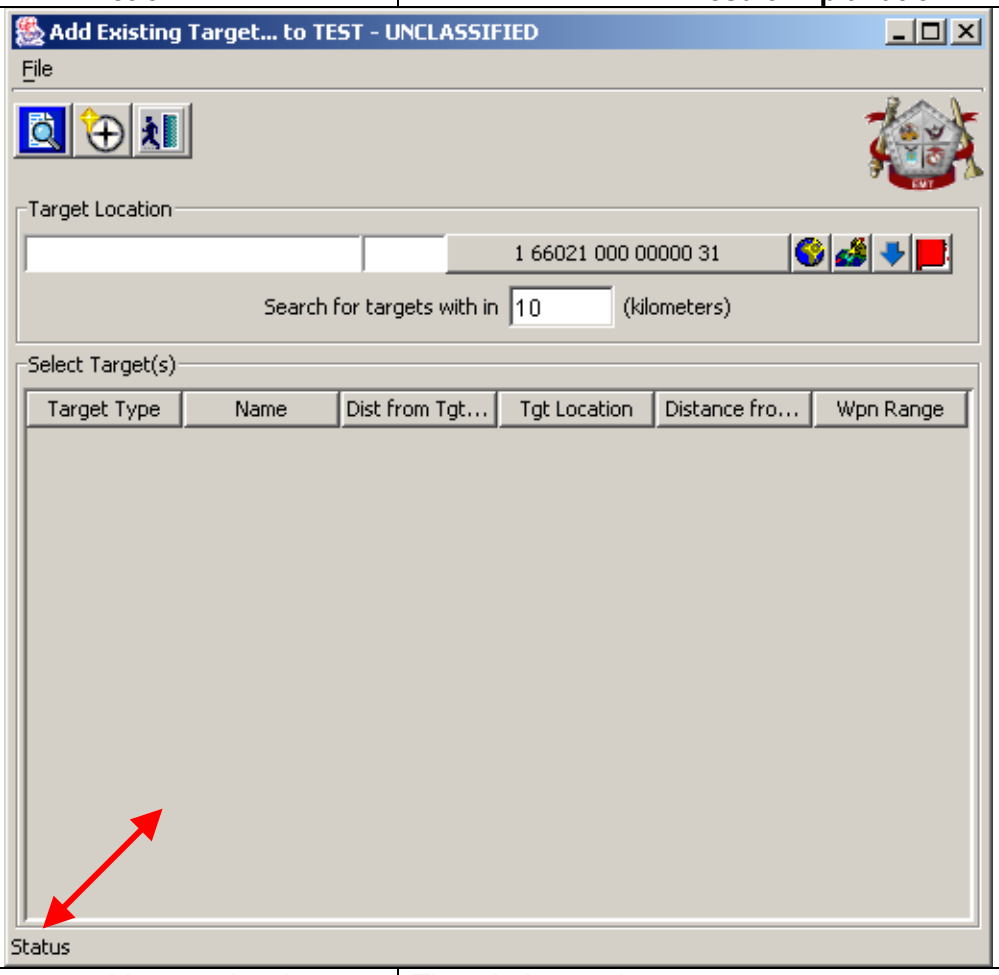
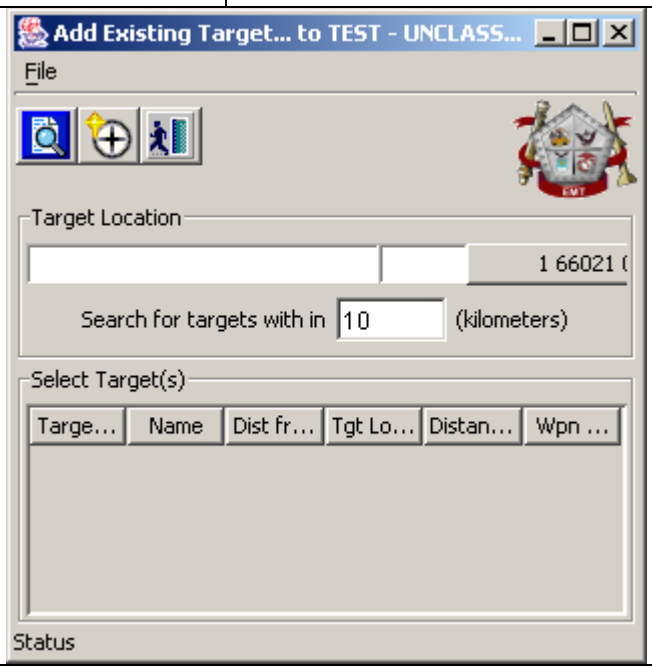
a.	To sort a column, left or right mouse click on the column heading.	A left mouse click the columns are sorted in ascending order 0-9, A-Z. A right mouse click the columns are sorted in descending order Z-A, 9-0.

General Functions		
Step	**Action**	**Result/Explanation**
b.	To move columns around, left mouse click on hold the mouse button down and drag the column to desired location in the spreadsheet and release.	The column position is updated to where the left mouse button was release.



Category	Type	Shape	Effective ...	Expiration...	Name	Affiliation	Location	Establishi...	Radius/Wi...	Data Source	Responsi...	State
Battle Areas	Close Battl...	Irregular	01 0000Z ...	01 0000Z ...	CLOSE BA	Friendly	5 66040 03...	FSE OPS ...		Locally Cre...		Active
Battle Areas	Deep Battl...	Irregular	01 0000Z ...	01 0000Z ...	DEEP BA	Friendly	5 66040 03...	FSE OPS ...		Locally Cre...		Active
Battle Areas	Rear Battl...	Irregular	01 0000Z ...	01 0000Z ...	REAR BA	Friendly	5 69947 03...	FSE OPS ...		Locally Cre...		Active
Boundaries	Boundary ...	Line	01 0000Z ...	01 0000Z ...	E27F27	Friendly	4 57385 03...	FSE OPS ...		Locally Cre...		Active
Boundaries	Boundary ...	Line	01 0000Z ...	01 0000Z ...	I37L37	Friendly	4 58439 03...	FSE OPS ...		Locally Cre...		Active
FSCM & Ta...	Zone Of R...	Irregular	01 0000Z ...	01 0000Z ...	1BDE ZOR	Friendly	5 70000 03...	FSE OPS ...		Locally Cre...	FSE OPS ...	Active
FSCM & Ta...	Zone Of R...	Irregular	01 0000Z ...	01 0000Z ...	2BDE ZOR	Friendly	5 91988 03...	FSE OPS ...		Locally Cre...	FSE OPS ...	Active
FSCM & Ta...	Zone Of R...	Irregular	01 0000Z ...	01 0000Z ...	3BDE ZOR	Friendly	6 13074 03...	FSE OPS ...		Locally Cre...	FSE OPS ...	Active
FSCM & Ta...	Zone Of R...	Irregular	01 0000Z ...	01 0000Z ...	4ID ZOR	Friendly	5 70002 03...	FSE OPS ...		Locally Cre...	FS OPS F...	Active
FSCM & Ta...	Zone Of R...	Irregular	01 0000Z ...	01 0000Z ...	AR166	Friendly	5 75692 03...	FSE OPS ...		Locally Cre...	FSE MAIN ...	Active
FSCM & Ta...	Zone Of R...	Irregular	01 0000Z ...	01 0000Z ...	AR167	Friendly	5 98355 03...	FSE OPS ...		Locally Cre...	FSE MAIN ...	Active
FSCM & Ta...	Zone Of R...	Irregular	01 0000Z ...	01 0000Z ...	AR168	Friendly	6 23525 03...	FSE OPS ...		Locally Cre...	FSE 1-68A...	Active

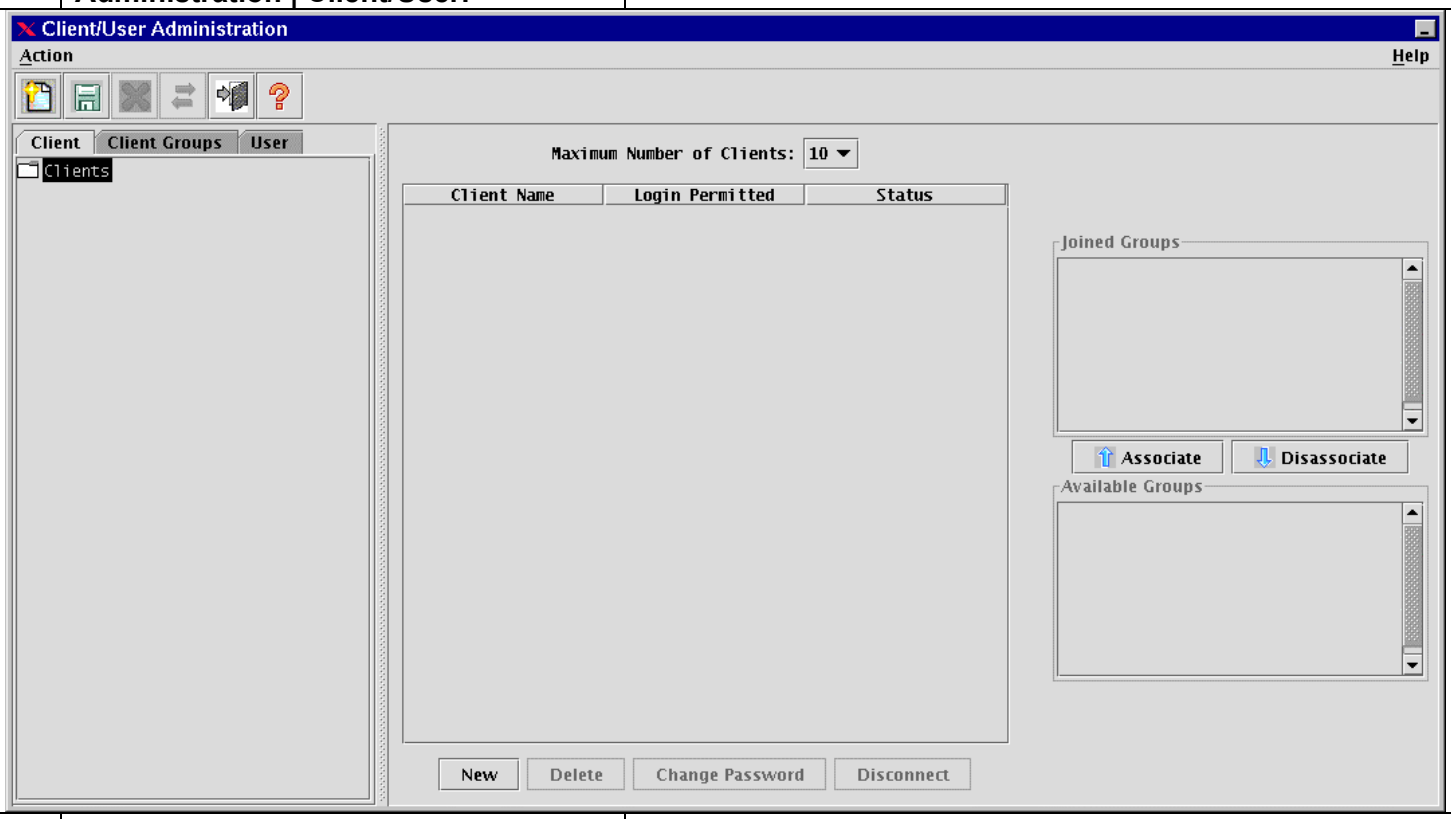
7.	When the AFATDS Server is queried the icon spins until the information being sent from the Server is complete.	When the icon stops spinning the data being requested is complete.
8.	Many windows can be resized. Grab the window corner or side to resize the window.	

General Functions		
Step	**Action**	**Result/Explanation**
		
9.	Drag the corner or side to resize the window.	The window resizes.
		

General Functions		
Step	**Action**	**Result/Explanation**
10.	Print, Print Preview, Copy, Close, Import and Export are some of the features that are included in almost every window. The toolbar associated with each feature of the Effects Management Tool (EMT) is discussed in the applicable section that describes the feature.	

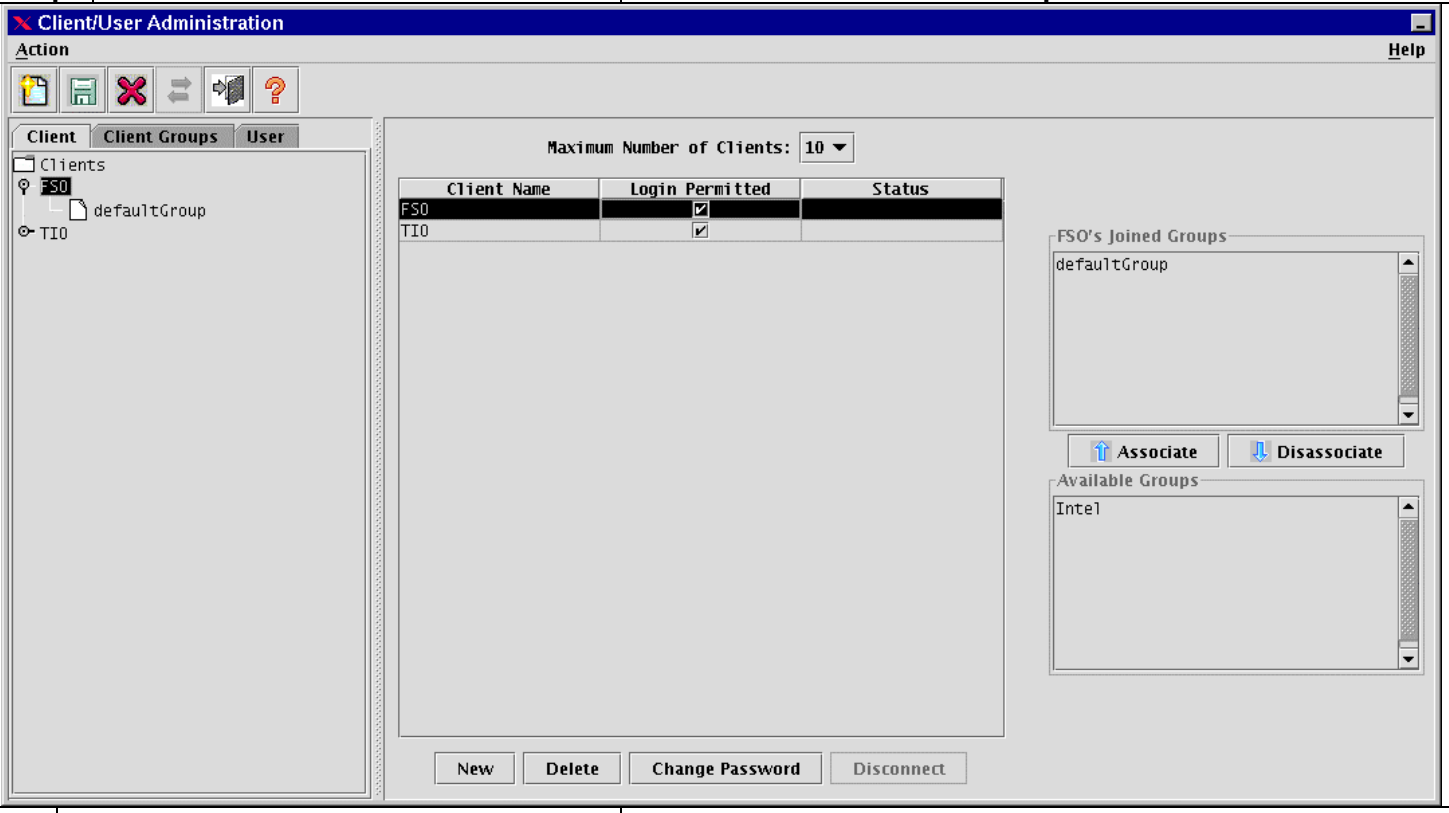
3001. Prepare the AFATDS server for client use

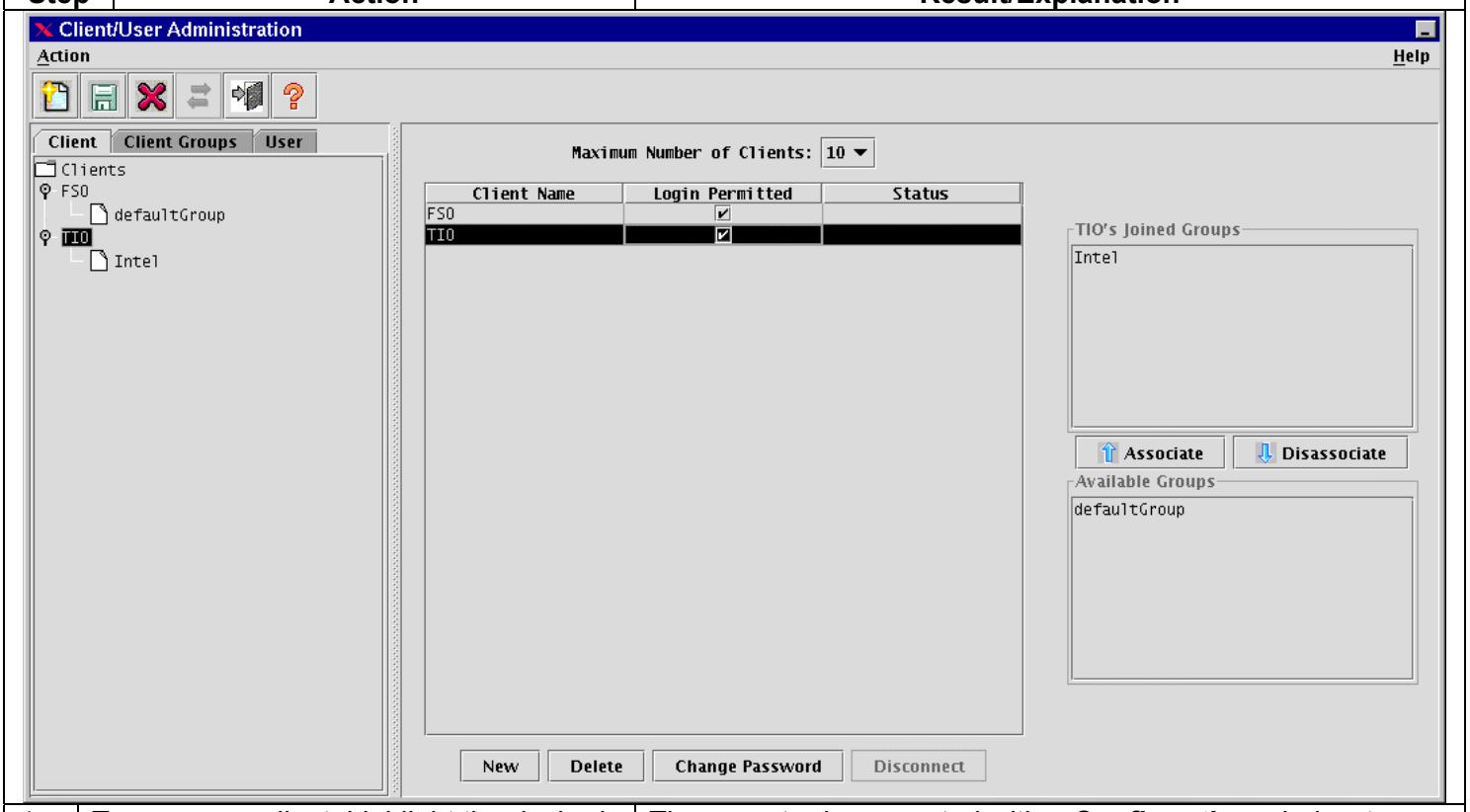
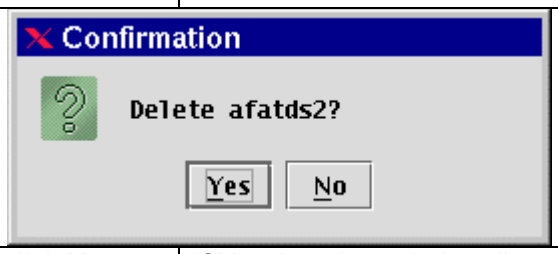
Prepare the AFATDS server for client use		
Step	**Action**	**Result/Explanation**
NOTE: All screen captures for this section are specific to AFATDS version 6.3.2.		
1.	On the AFATDS select **System | Administration | Client/User.**	The **Client/User Administration** window displays.



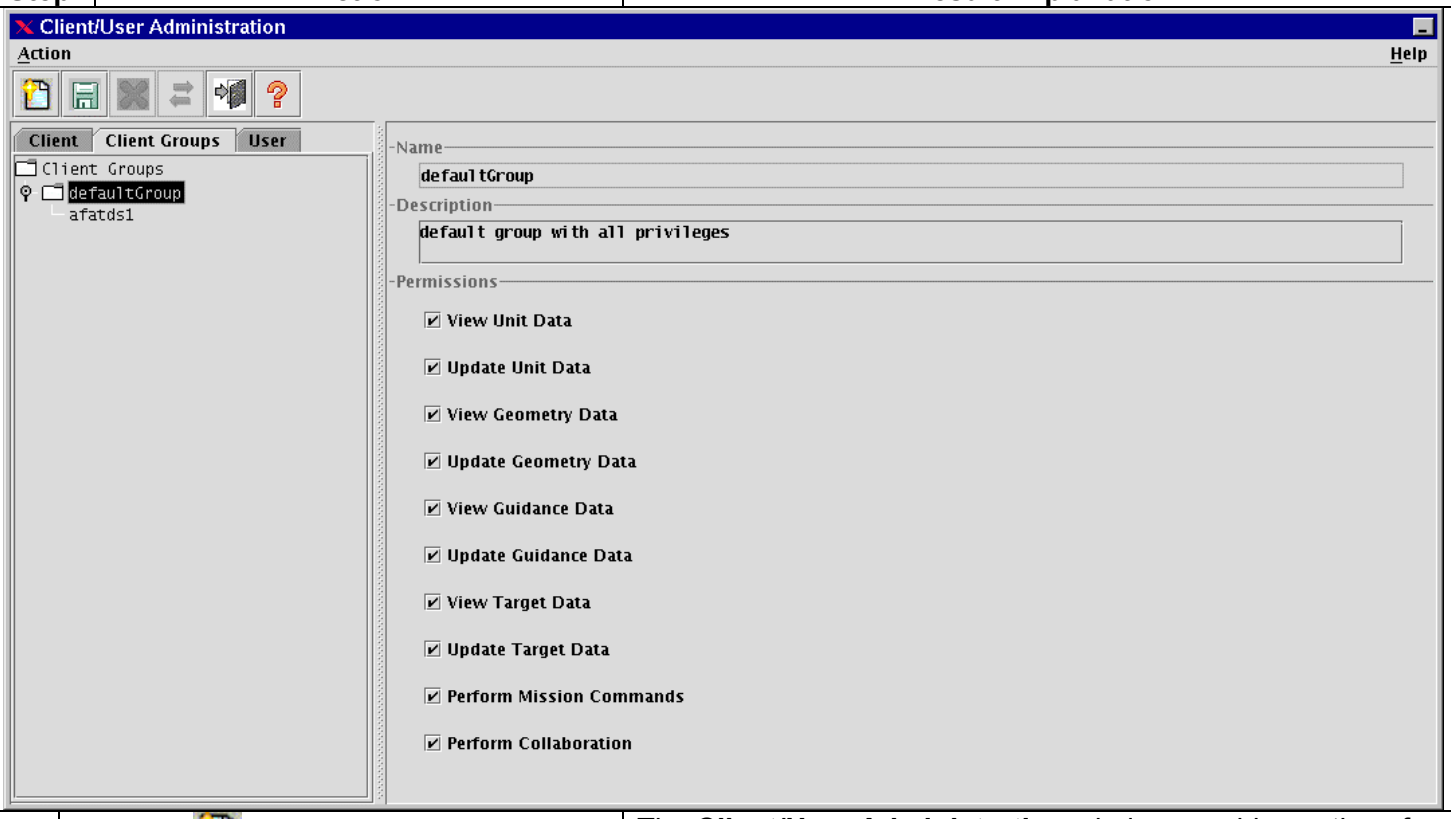
2.	To create a new Client, highlight the **Clients** option, and then select the button.	The **Create new Client** window opens and provides the operator with the options for adding a new Client.

a.	In the **Client Name** field, type the user name assigned to a client laptop (Maximum 32 Characters).	**NOTE:** Create user names that describe the role of the user (i.e., FSO, ASC, NGFCO, DFSCOORD, FAIO, TIO, etc) this enables the AFATDS Operator to know who is connected.
b.	In the **New Password** field, type the password this user is assigned.	
c.	In the **Verify New Password** field, retype the password.	
d.	Click the **OK** button.	The client name is added to the list on the left side of the window under **Clients**.

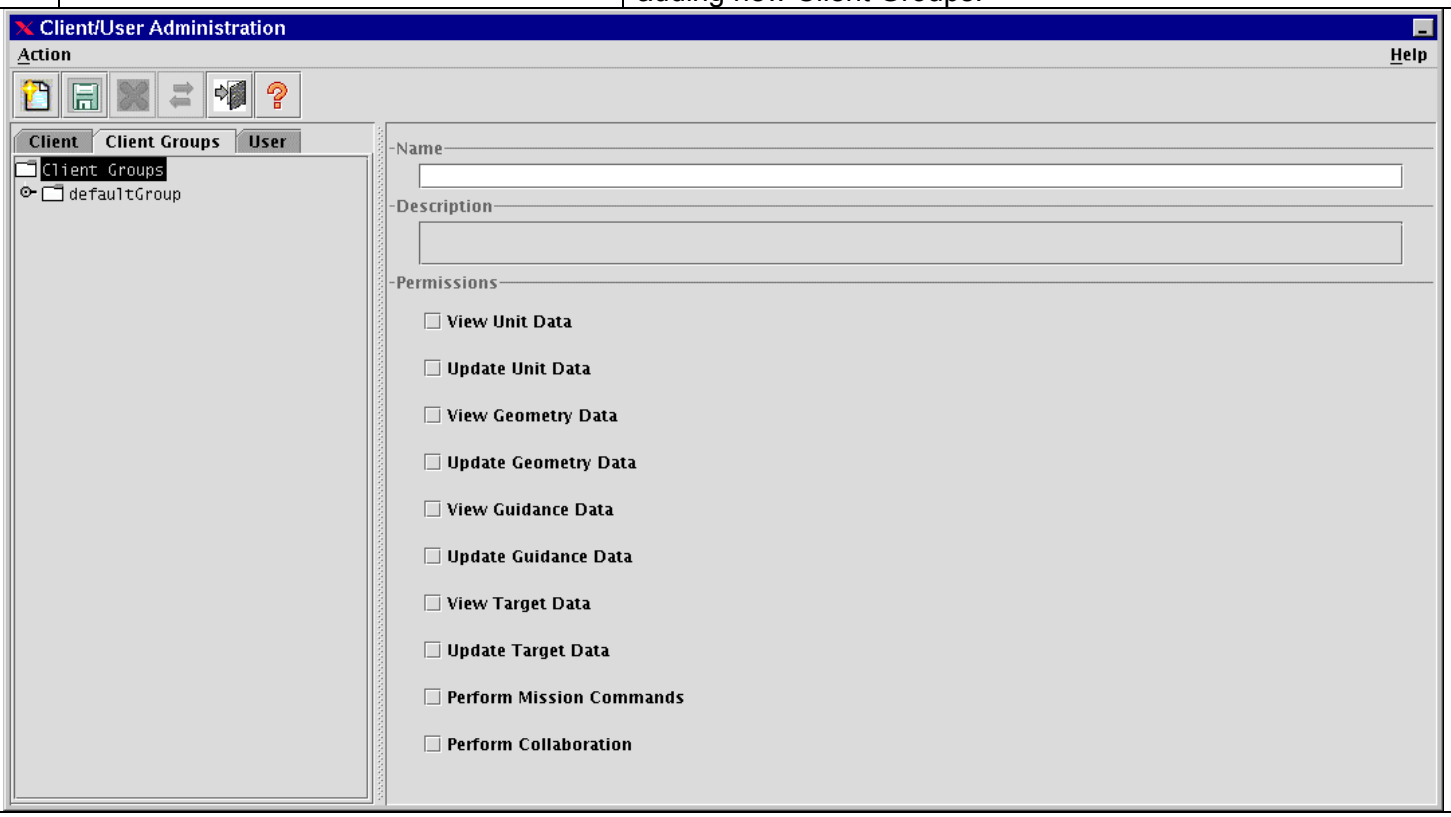
Prepare the AFATDS server for client use		
Step	**Action**	**Result/Explanation**
		
e.	The client is automatically given the default privileges of the **User**, unless specifically changed.	
3.	To change or add a **Group** to a client, highlight the newly created Client.	
a.	Highlight the desired **Group**.	
b.	Click the ⬆ Associate or ⬇ Disassociate button, as applicable.	This will allow the operator to associate or disassociate a client with a group. **NOTE:** The user must be associated with a Client Group.

Prepare the AFATDS server for client use		
Step	**Action**	**Result/Explanation**
		
4.	To remove a client, highlight the desired client to be removed and click the button.	The operator is presented with a **Confirmation** window to confirm the delete.
		
a.	To delete the selected client click **Yes**, or to stop the delete process, click **No**.	If **Yes** is selected, the client is removed from the **Client/User Administration** window. If **No** is selected there is no change.
5.	Additional clients may be added by repeating steps 2-7 or the **Client/User Administration** window may be closed by clicking **Action | Exit** or click the button.	
6.	To create a new Client Group, click the **Client Groups** tab.	**NOTE:** This allows the operator to assign specific permissions to a particular client, when the client is assigned to the Client Group.

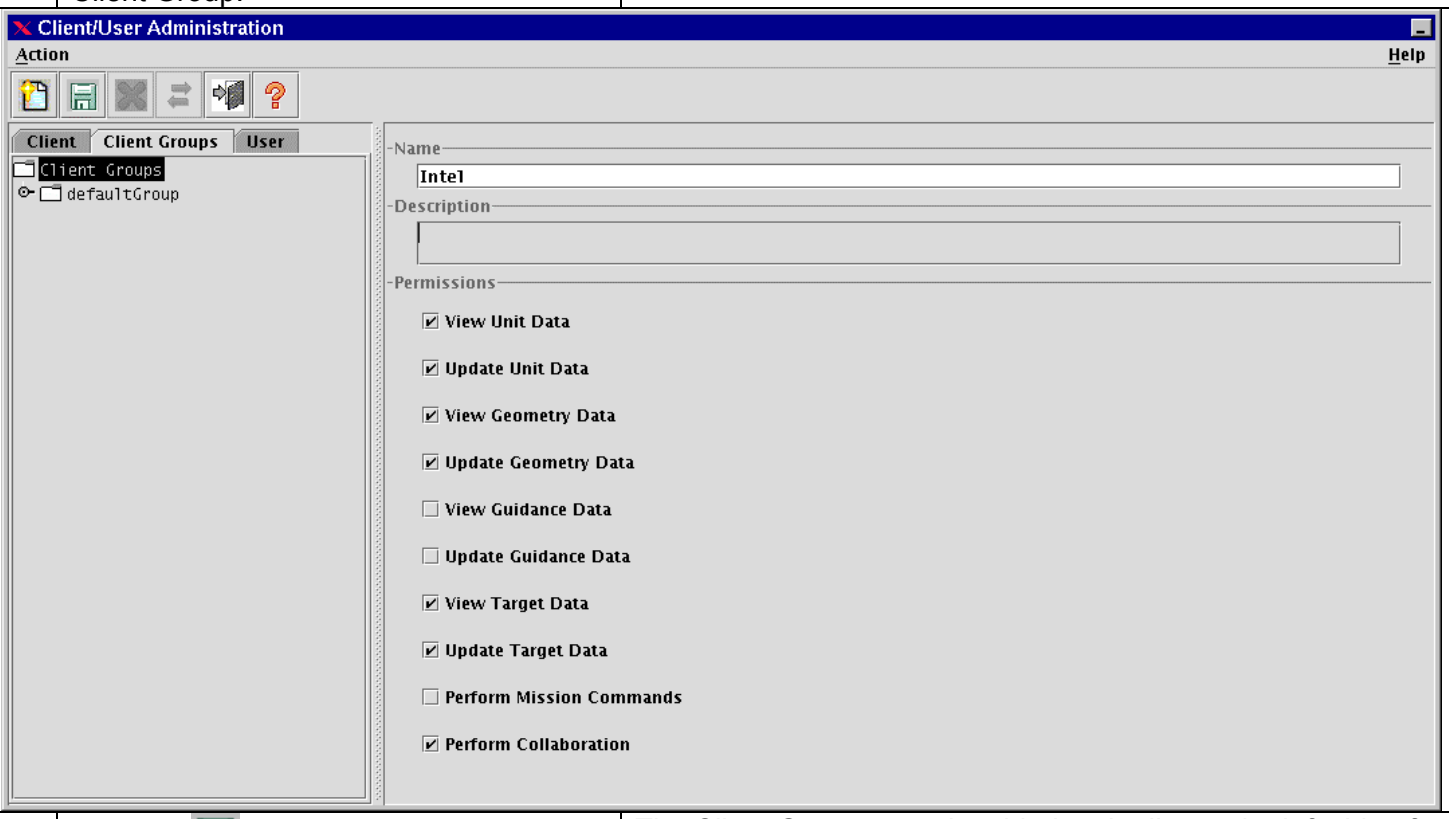
Prepare the AFATDS server for client use		
Step	**Action**	**Result/Explanation**



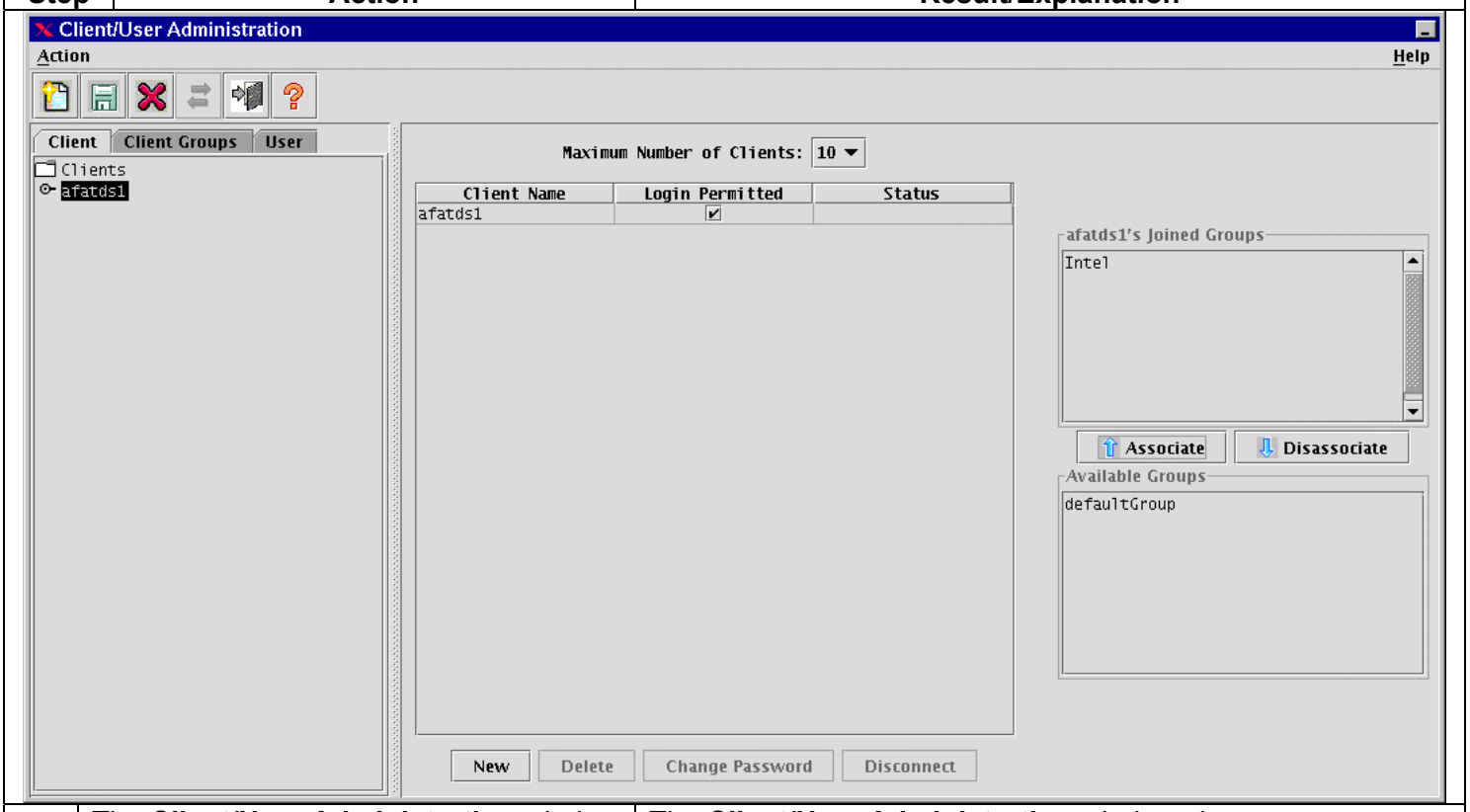
a.	Click the button	The **Client/User Administration** window provides options for adding new Client Groups.

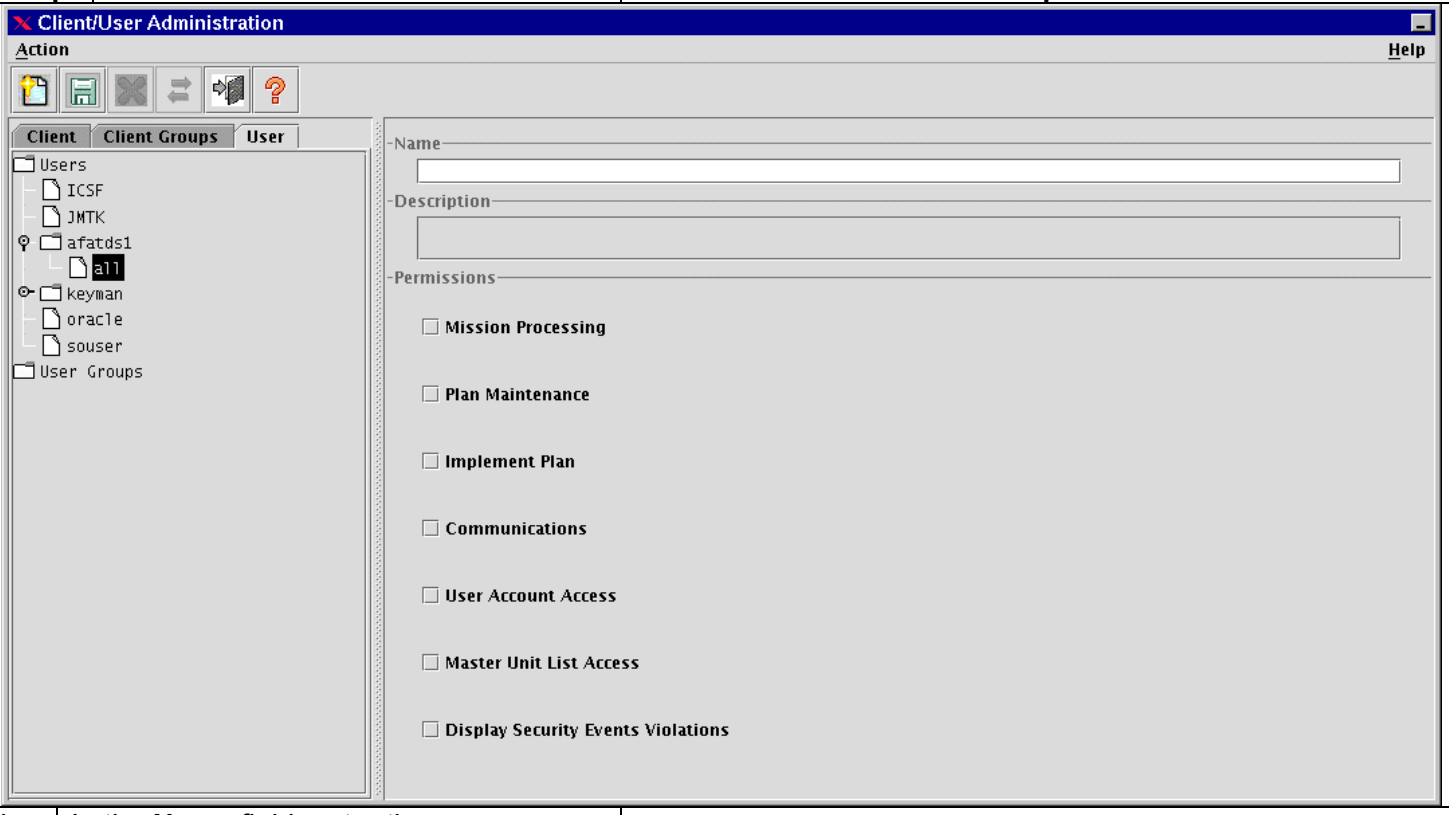


Prepare the AFATDS server for client use		
Step	**Action**	**Result/Explanation**
b.	In the **Name** field, enter the name desired for the new Client Group and select the **Permissions** desired for new Client Group.	

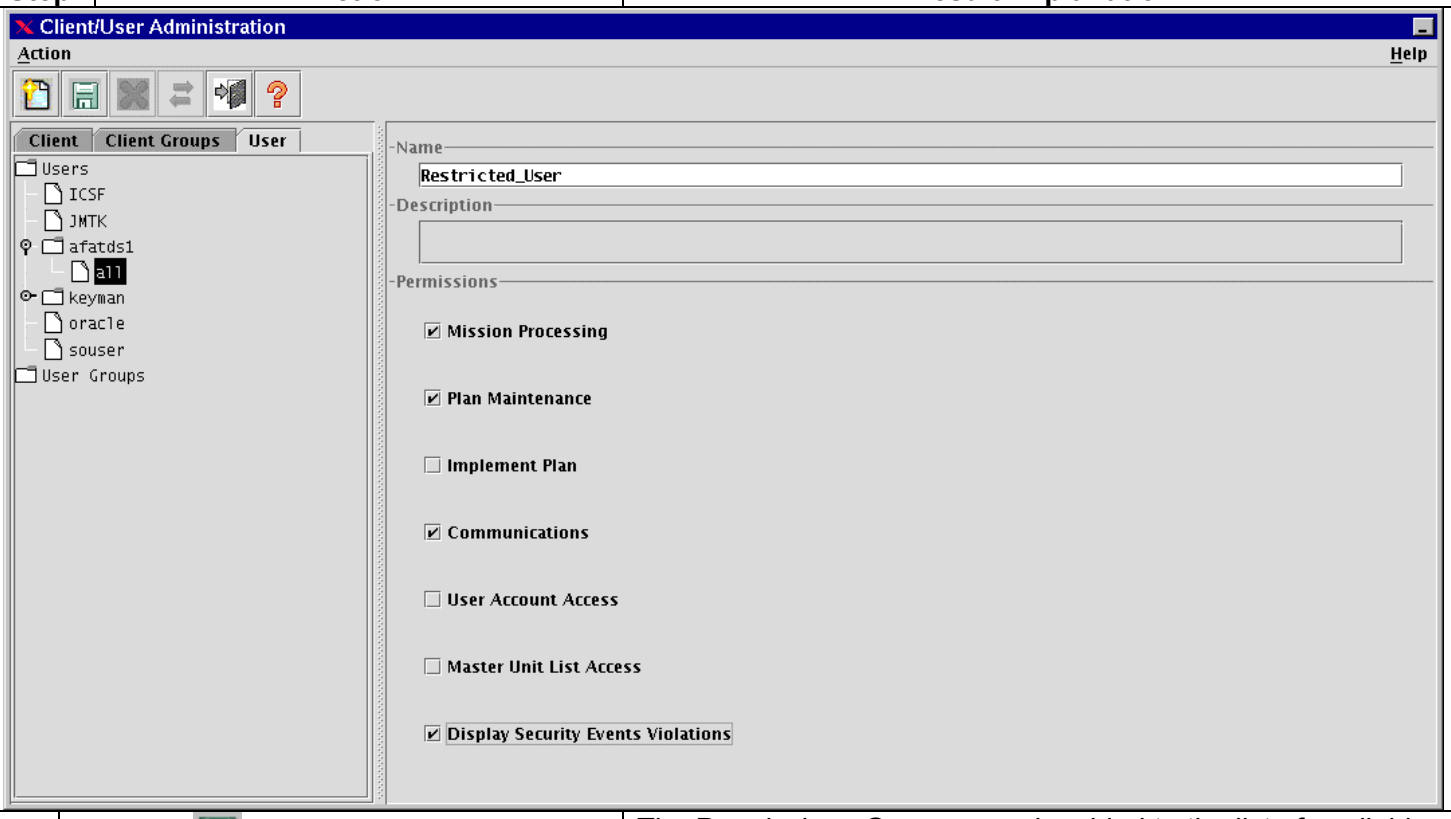


c.	Click the button.	The Client Group name is added to the list on the left side of the window under **Client Groups**.
d.	The operator can now assign or reassign particular users to the new Client Group by using the Associate or Disassociate buttons mentioned in step 7b above.	

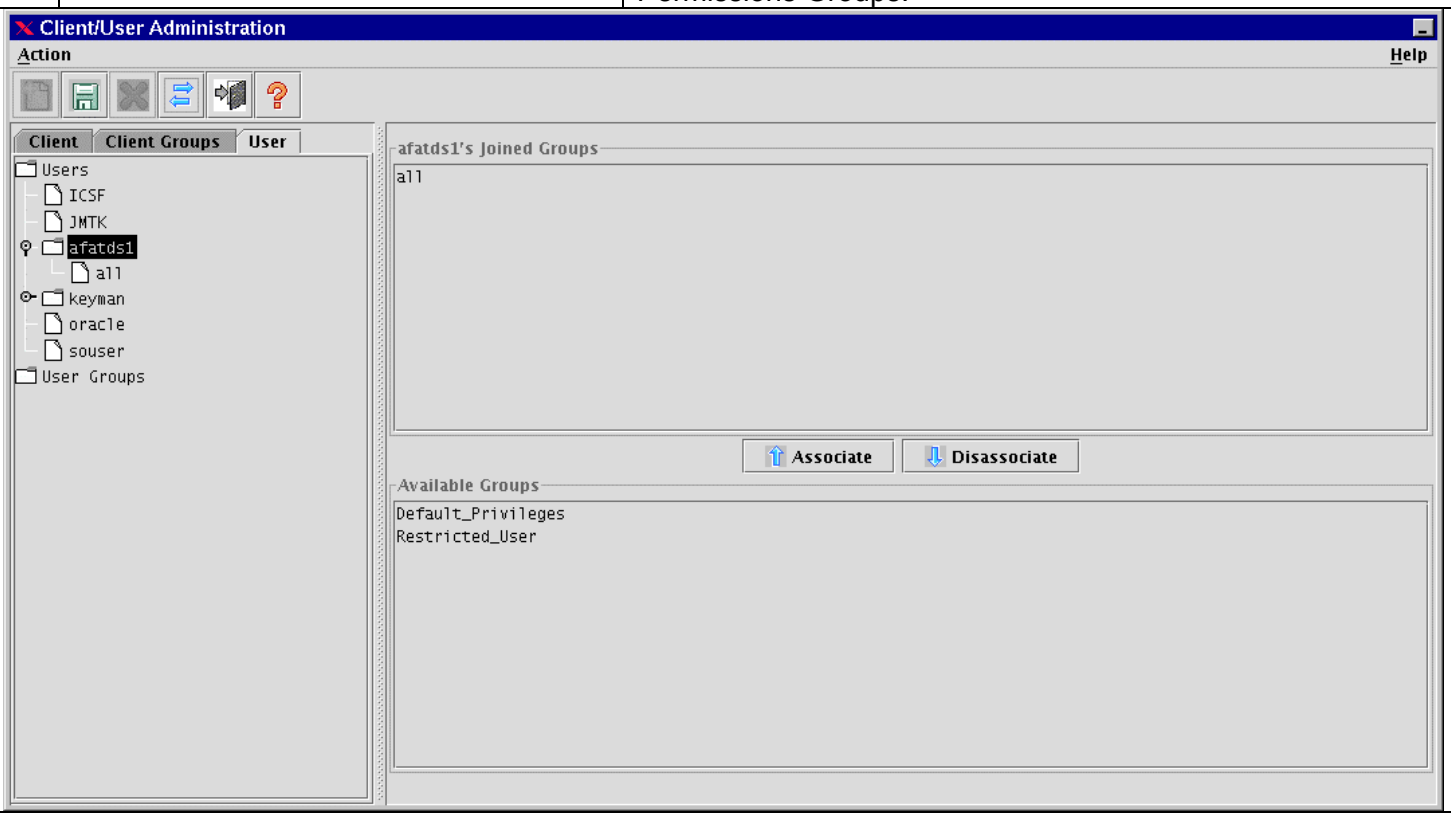
Prepare the AFATDS server for client use		
Step	**Action**	**Result/Explanation**
		
e.	The **Client/User Administration** window may now be closed by clicking **Action | Exit** or by clicking the button.	The **Client/User Administration** window closes.
7.	To create new **User** permissions group, highlight the desired **User** account.	
a.	Click on the button.	The **Client/User Administration** window provides the operator with the fields necessary to create a new permissions group.

Prepare the AFATDS server for client use		
Step	**Action**	**Result/Explanation**
		
b.	In the **Name** field, enter the name desired for the new Permissions Group and select the **Permissions** desired for new Permissions Group.	

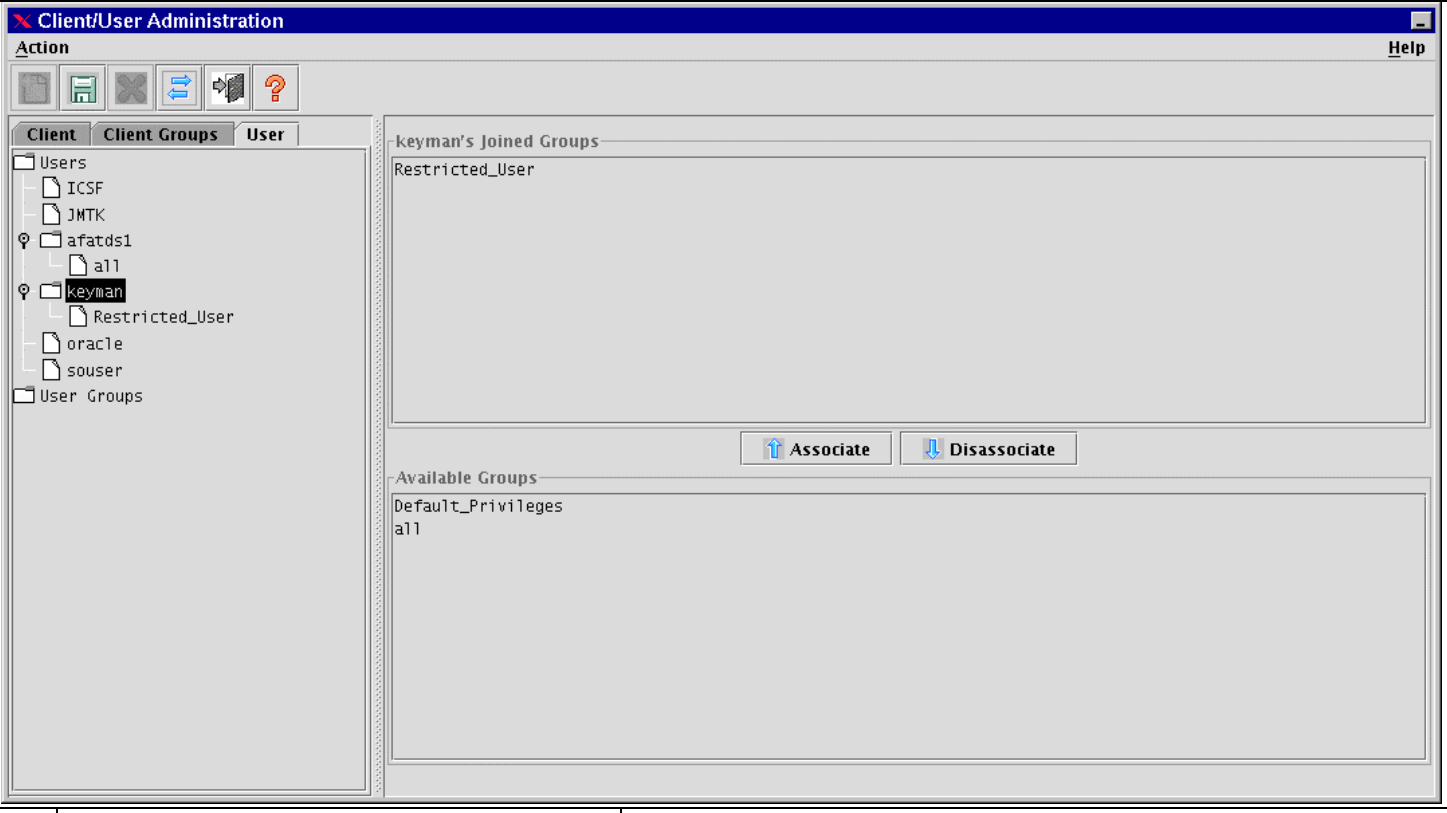
Prepare the AFATDS server for client use		
Step	**Action**	**Result/Explanation**



c.	Click the button.	The Permissions Group name is added to the list of available Permissions Groups.

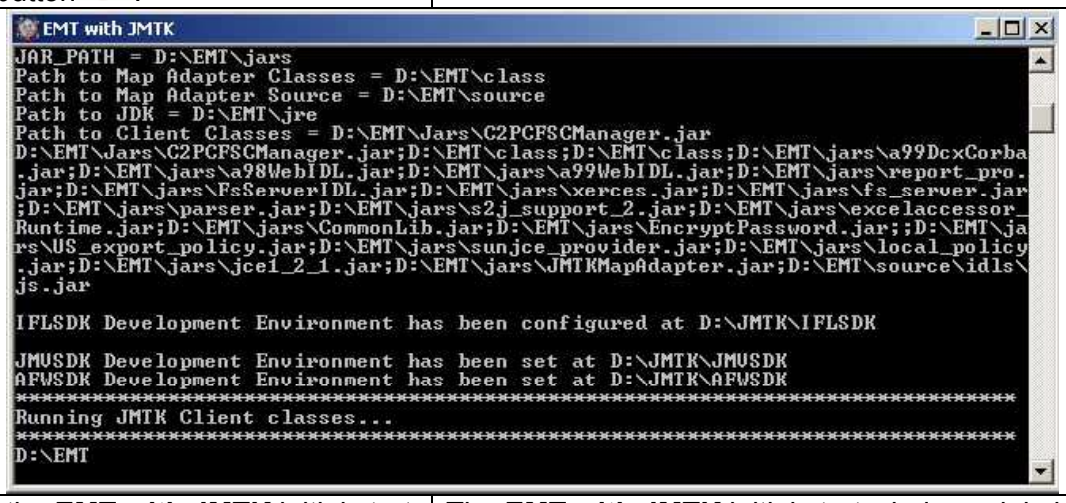


Prepare the AFATDS server for client use		
Step	**Action**	**Result/Explanation**
d.	Highlight the desired **User** account.	The button becomes enabled.
e.	Click the button.	This will allow the operator to associate or disassociate a **User** account with a specific Permissions group.



f.	To change or add a **User** to a specific Permissions group, highlight the **User**.	
g.	Highlight the desired Permissions group.	
h.	Click the Associate or Disassociate button, as applicable.	This will allow the operator to associate or disassociate a client with a group. **NOTE:** The user must be associated with a Client Group.
8.	The **Client/User Administration** window may now be closed by clicking **Action | Exit** or by clicking the button.	The **Client/User Administration** window closes.

3002. Start EMT (Using JMTK)

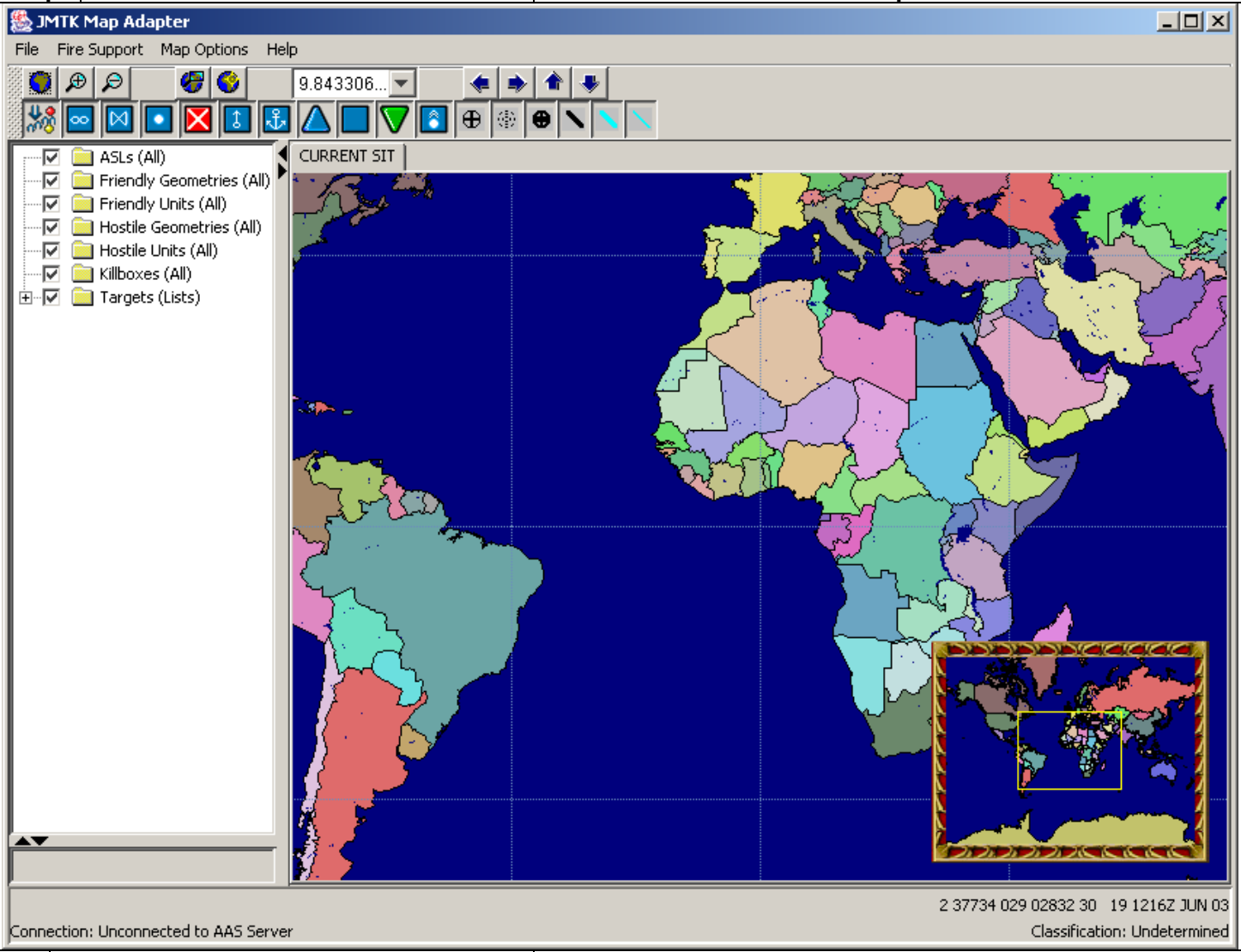
Start EMT (Using JMTK)		
Step	**Action**	**Result/Explanation**
1.	***Start the client.***	
a.	On the JMTK client laptop, to start the **Effects Management Tools (EMT)** software, click **Start | Programs | EMT | EMT with JMTK** or click the **EMT** shortcut button.	The **Effects Management Tools (EMT)** software starts and the **EMT with JMTK** window opens. **NOTE:** Do not close this window. If this window is closed the **EMT Client** will also close.
		
b.	Minimize the **EMT with JMTK** initial start window.	The **EMT with JMTK** initial start window minimizes and after approximately one minute, the **JMTK Map Adapter** window displays.

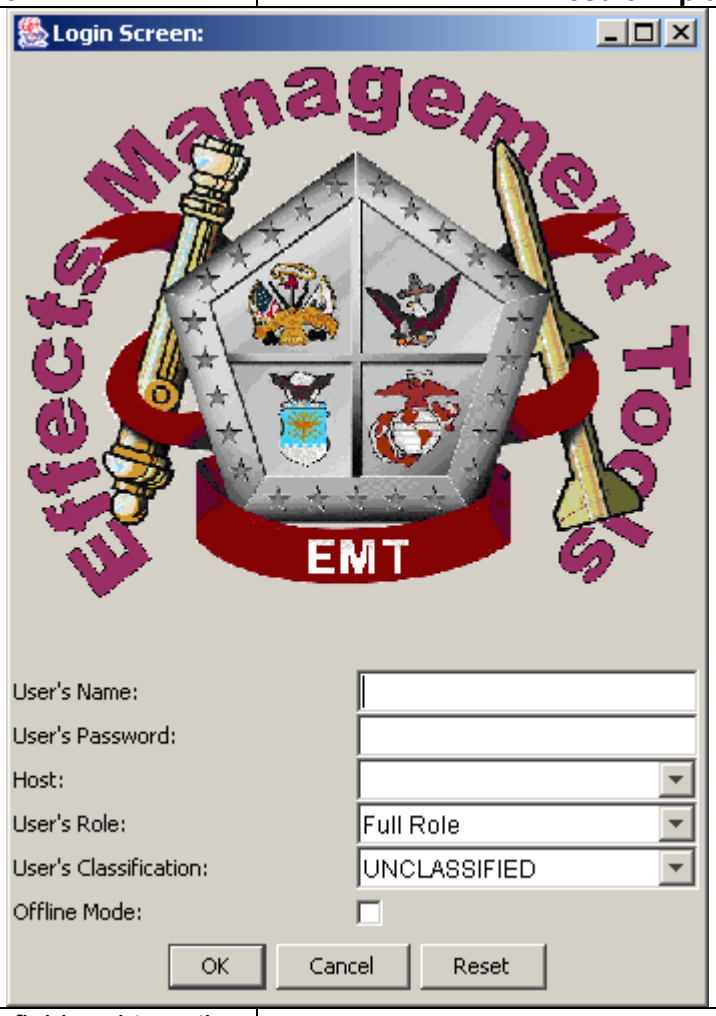
EMT with JMTK

```
JAR_PATH = D:\EMT\jars
Path to Map Adapter Classes = D:\EMT\class
Path to Map Adapter Source = D:\EMT\source
Path to JDK = D:\EMT\jre
Path to Client Classes = D:\EMT\Jars\C2PCFSCManager.jar
D:\EMT\Jars\C2PCFSCManager.jar;D:\EMT\class;D:\EMT\class;D:\EMT\jars\a99DcxCorba
.jar;D:\EMT\jars\a98WebIDL.jar;D:\EMT\jars\a99WebIDL.jar;D:\EMT\jars\report_pro.
jar;D:\EMT\jars\FsServerIDL.jar;D:\EMT\jars\xerces.jar;D:\EMT\jars\fs_server.jar
;D:\EMT\jars\parser.jar;D:\EMT\jars\s2j_support_2.jar;D:\EMT\jars\excelaccessor_
Runtime.jar;D:\EMT\jars\CommonLib.jar;D:\EMT\jars\EncryptPassword.jar;;D:\EMT\ja
rs\US_export_policy.jar;D:\EMT\jars\sunjce_provider.jar;D:\EMT\jars\local_policy
.jar;D:\EMT\jars\jce1_2_1.jar;D:\EMT\jars\JMTKMapAdapter.jar;D:\EMT\source\idls\
js.jar

IFLSDK Development Environment has been configured at D:\JMTK\IFLSDK

JMVSDK Development Environment has been set at D:\JMTK\JMVSDK
AFWSDK Development Environment has been set at D:\JMTK\AFWSDK
*****************************************************************************
Running JMTK Client classes...
*****************************************************************************
D:\EMT
```

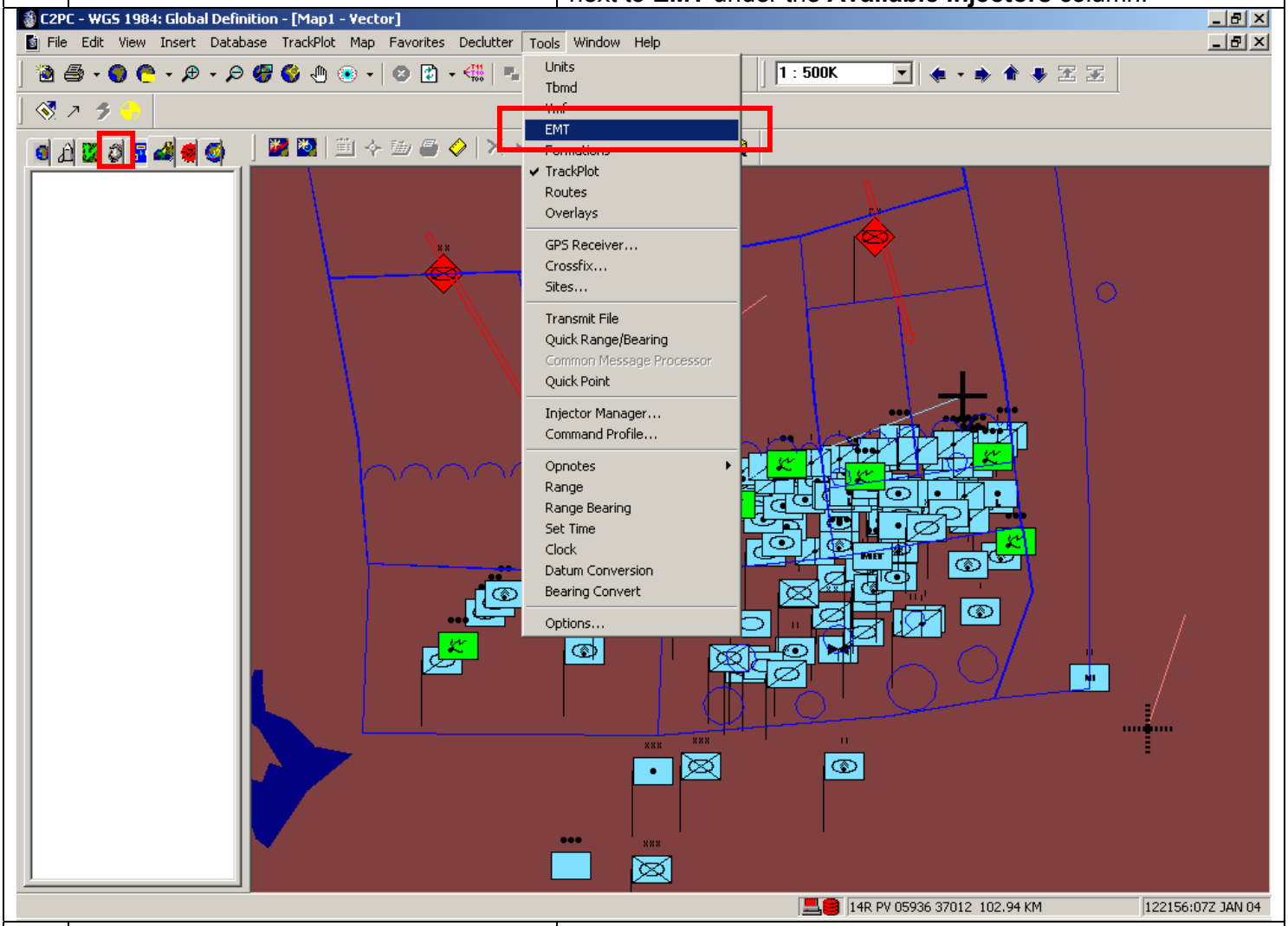
Start EMT (Using JMTK)		
Step	**Action**	**Result/Explanation**
		
2.	The **Login Screen** window will also appear but may be covered by the **JMTK Map Adapter** map window.	

Start EMT (Using JMTK)		
Step	**Action**	**Result/Explanation**
		
3.	Click the **User's Name** field and type the username.	
4.	Click the **User's Password** field and type the password.	
5.	In the **Host** field, type the hostname of the AFATDS server. The IP address can be used in place of the hostname.	**NOTE:** The hostname is the name associated with the AFATDS IP address that the EMT will connect to. To verify correct entries, ping the AFATDS Server by IP and hostname after changing host file.
6.	As applicable, select the **User's Role**.	Settings for the **User's Role** can be set in the **Preference** table [**Fire Support | Utilities | Preferences**] to enable or disable specific features/functionality's for each designated user's role. **NOTE:** These roles are only specific to the client and have no direct correlation with the AFATDS user roles.
7.	Set the appropriate **User's Classification** of the AFATDS workstation.	

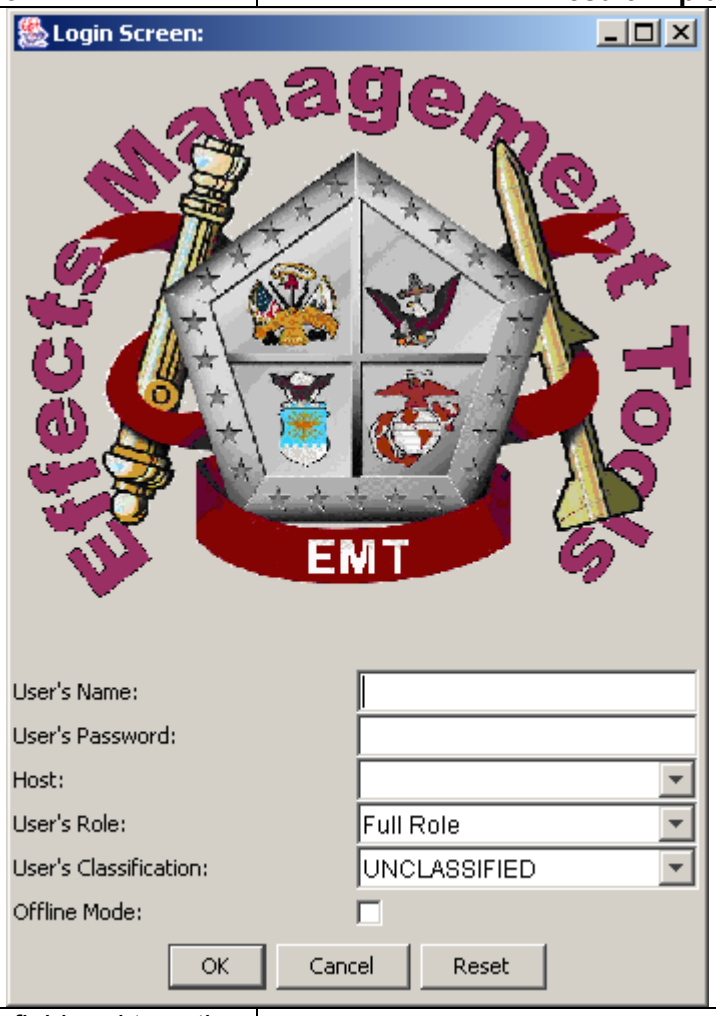
Start EMT (Using JMTK)		
Step	**Action**	**Result/Explanation**
8.	**NOTE:** If there has been a previous login and the user preferences were set for using the **Offline** mode, the **Offline Mode** checkbox may be selected to enter the **Offline Mode**.	If the **Offline** checkbox was checked, when the **OK** button is clicked the user will be logged in **Offline Mode** otherwise, the user will be logged into the AFATDS server.
9.	Click the **OK** button.	A screen of changing pictures displays as data loads from the server to the client. A message is displayed at the bottom left hand corner of the window stating, "**Login in Progress, Please Wait!** This message should change to **Login Successful!** after approximately one minute, and the screen will disappear.

3003. Start EMT (Using C2PC)

Start EMT (Using C2PC)		
Step	**Action**	**Result/Explanation**
1.	***Start the client.***	
a.	On the C2PC client laptop, to start the **Effects Management Tools (EMT)** software, click **Tools | EMT** or click the **EMT** shortcut tab .	The **Effects Management Tools (EMT)** software starts and the **Login Screen** window opens. **NOTE:** If EMT is not available under the **Tools** menu option or tab, click on **Tools | Injector Manager** and ensure that the Checkbox is checked next to **EMT** under the **Available Injectors** column.



2.	Shortly, the **Login Screen** window will open and allow the operator to login to the AFATDS server.	

Start EMT (Using C2PC)		
Step	**Action**	**Result/Explanation**
		
3.	Click the **User's Name** field and type the username.	
4.	Click the **User's Password** field and type the password.	
5.	In the **Host** field, type the hostname of the AFATDS server. The IP address can be used in place of the hostname.	**NOTE:** The hostname is the name associated with the AFATDS IP address that the EMT will connect to. To verify correct entries, ping the AFATDS Server by IP and hostname after changing host file.
6.	As applicable, select the **User's Role**.	Settings for the **User's Role** can be set in the **Preference** table [**Fire Support | Utilities | Preferences**] to enable or disable specific features/functionality's for each designated user's role. **NOTE:** These roles are only specific to the client and have no direct correlation with the AFATDS user roles.
7.	Set the appropriate **User's Classification** of the AFATDS workstation.	

Start EMT (Using C2PC)		
Step	**Action**	**Result/Explanation**
8.	**NOTE:** If there has been a previous login and the user preferences were set for using the **Offline** mode, the **Offline Mode** checkbox may be selected to enter the **Offline Mode**.	If the **Offline** checkbox was checked, when the **OK** button is clicked the user will be logged in **Offline Mode** otherwise, the user will be logged into the AFATDS server.
9.	Click the **OK** button.	A screen of changing pictures displays as data loads from the server to the client. A message is displayed at the bottom left hand corner of the window stating, "**Login in Progress, Please Wait!** This message should change to **Login Successful!** after approximately one minute, and the screen will disappear.

3004. Load and Display NIMA maps (Using JMTK)

Load and Display NIMA maps (Using JMTK)		
WARNING!! **Do not use NIMA map background features for coordinate locations or situational awareness associated with AFATDS map overlays. Map construction methods can result in discrepancies in coordinate registration.**		
Step	**Action**	**Result**
1.	***Copy the CADRG map from CD to the laptop:***	**NOTE:** To load **CIB** maps use the same steps as the **CADRG** maps.
a.	Click **Map Options | Load CD**	The **RPF Loader** window opens.
b.	Double-click the **Enter a name for the new CARDG map** field and type a unique name.	This name becomes the directory name for the map files copied from the CD. The directory is created at path that JMTK was installed in for example, D:\JMTK\JMVSDK\data\MapData\RPF\CADRG
c.	Click the **OK** button.	The window prompts **Copy RPF Database *directory name* to disk?**
d.	Click the **Yes** button.	Wait for the window to display **RPF CD loaded.**
e.	Click the **OK** button.	
2.	***Select the maps files to display:***	
a.	Click **Map Options | Map Features | Map Features**	The **Map Features Application** window displays.
b.	Click the **…** button to the right of **RPF Maps.**	The **RPF Editor** window displays. The map background displays a series of squares for all maps tiles stored. **NOTE:** For improved performance, ensure the **Ignore Scales** checkbox is checked.
c.	Turn on desired map files by:	Map files are located in reference to **Set Names**. The columns of the **RPF Editor** can be ordered alpha-numerically by clicking the column headings. When a map tile is turned on; the map background displays an "X" in that tile's square. **NOTE:** The more maps that are turned on the slower the performance of the client.
1)	Clicking the map file name and clicking the **On** button, or…	
2)	Click a map file name and dragging to select several files. With the files selected, click the **On** button, or...	
3)	Click **Edit | Turn All On** or **Select Maps in View**	
d.	Click the **Apply** button.	
e.	Click the **Exit** button.	The **RPF Editor** window closes.
f.	Click the **OK** button.	The **Map Features Application** window closes.
3.	***Display the map:***	
a.	Click **Map Options | Map Properties**.	The **Map Properties** window displays.
b.	Click the **Base Map Type** field and select **RPF Map Series**.	
c.	Click the **Apply** button.	
Or…		
d.	Click the **Overlay Map 1** field and select **RPF Selected Images**.	
e.	Click the **Ok** button.	The **Map Properties** window closes.

3005. Load and Display NIMA maps (Using C2PC)

NOTE: Do not use NIMA map background features for coordinate locations or situational awareness associated with AFATDS map overlays. Map construction methods can result in discrepancies in coordinate registration.

1. Load C2PC maps in accordance with the Command and Control PC (C2PC) User's Guide for Version 5.9.0.3 (Chapter 4, section 4.2.13 – Map Data).

Warning: C2PC map datum and its effect on EMT and AFATDS.

The C2PC software allows the operator to establish a map datum for the display of data on the C2PC map. Selecting a datum causes the following to occur on the C2PC:

1. The cursor location is displayed in reference to the selected datum.
2. Map products displayed (e.g., CADRG map images) are shifted so that the features of the map are correctly matched to their location respective to the selected map datum.

The EMT software connection to AFATDS transmits all locations to the AFATDS referenced to WGS84. The AFATDS makes any necessary conversions (based on the AFATDS map mod) to ensure all locations received are plotted on a common grid (correct relationship of locations with respect to direction and distance between the plotted items).

The mapping processes on C2PC cause any grid that is “collected from the map” by clicking a location, to post into any EMT window in reference to WGS84. This may result in unexpected changes in the location that appear, at first glance, to be erroneous. For example, if the C2PC map is setup to display MGRS grids and North American Datum (MEAN CONUS), the cursor location might read 14RNK7540124128. If that location was collected and pasted into an EMT window, the location displayed is 14RNV7536924334, the location referenced to WGS84.

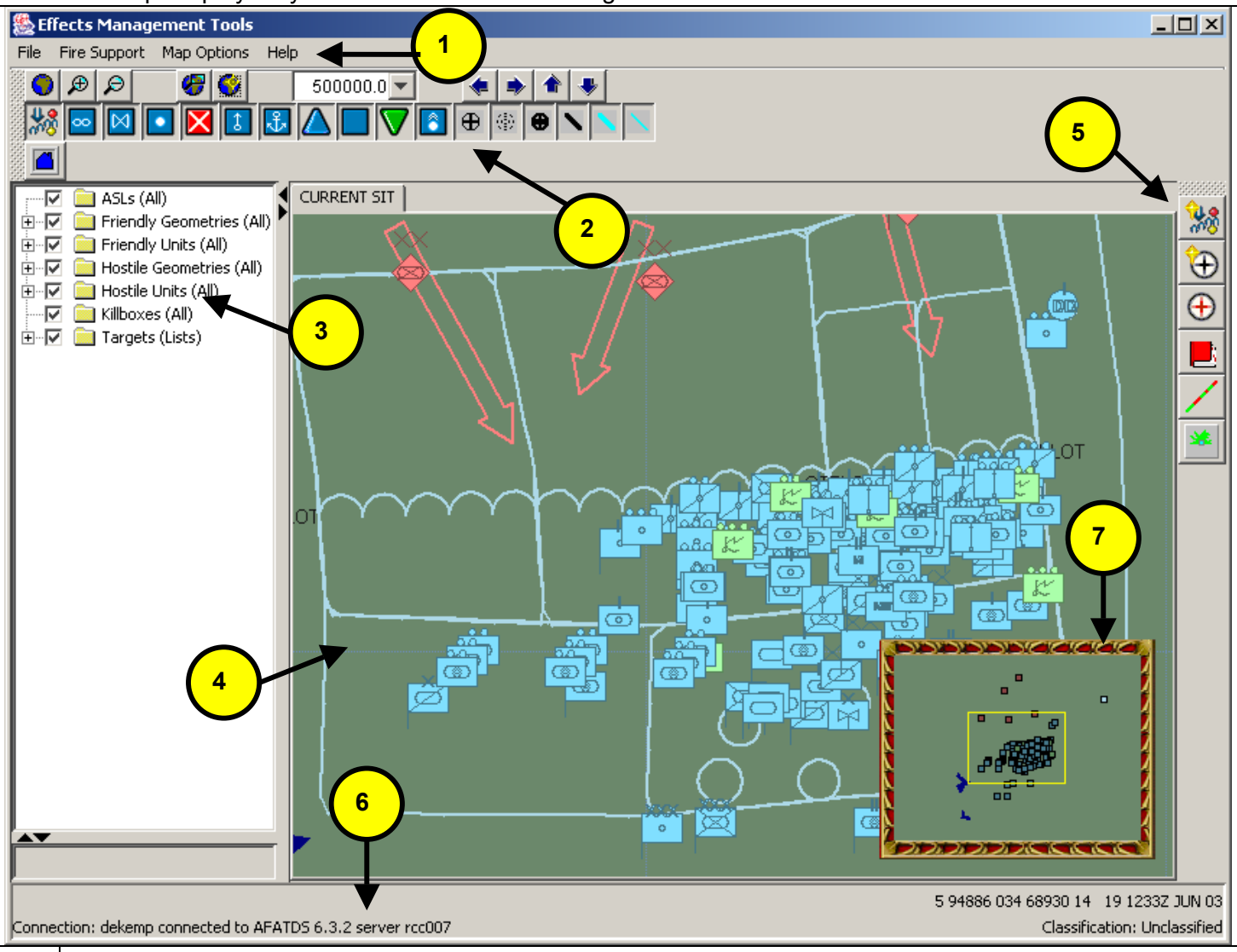
Given the explanation above, the C2PC-EMT operator must understand the following:

1. Importing spreadsheets (i.e., Target Lists, ASL’S, etc.) causes the grid that is imported to be sent directly to AFATDS and not to the C2PC map first. All spreadsheet grids are interpreted to be referenced to WGS84 datum. If the spreadsheet locations are referenced against any other datum, the C2PC-EMT operator must convert the locations to WGS84 datum prior to importing the spreadsheet. C2PC software provides a datum conversion tool found by clicking the **Tools** menu and selecting **Datum Conversion**.
2. Any grid typed into an EMT window must be converted to WGS84 prior to sending to AFATDS. Again, the C2PC software provides a datum conversion tool found by clicking the **Tools** menu and selecting **Datum Conversion**.

Failure to apply the conversions mentioned in the two paragraphs above will cause the grids to be plotted at a location shifted by the difference in datum and possible the difference introduced by the change in hundred thousand meter square designators used the two datum.

3006. The JMTK Map Display (Using JMTK)

The JMTK Map Display may be divided into the following functional areas:

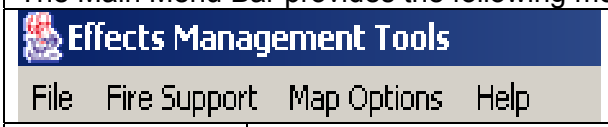


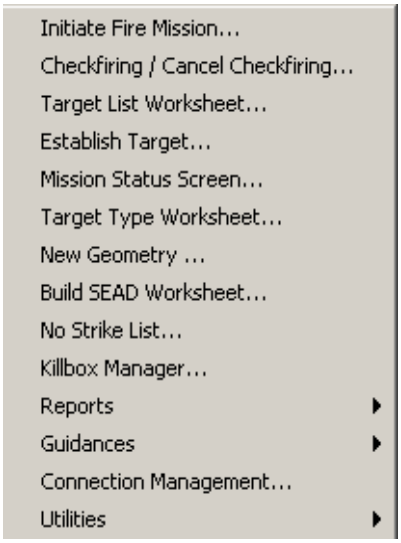
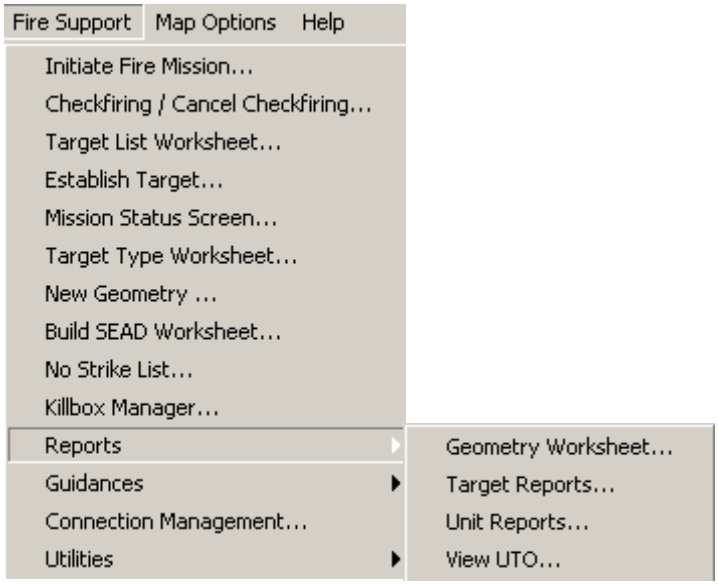
1	The **Main Menu Bar** provides drop-down menus that allow the operator to perform air support, fire support, file management and map functions.
2	The **Tool Bar** displays buttons used to manipulate the map display and scale and to filter the overlaid unit, target and geometry symbology.
3	The **Tree** panel contains a directory tree that can be expanded to display lists of units, geometry, target lists and targets, and air support lists and the status of individual units, geometries, targets, and air support requests.
4	The **JMTK Map** provides visualization of the default vector or loaded NIMA map products as well as unit, geometry and target data provided by the AFATDS server.
5	The **Shortcut Buttons** allow the operator to create a new geometry, new target, initiate a fire mission, analyze terrain, or create observation range fan.

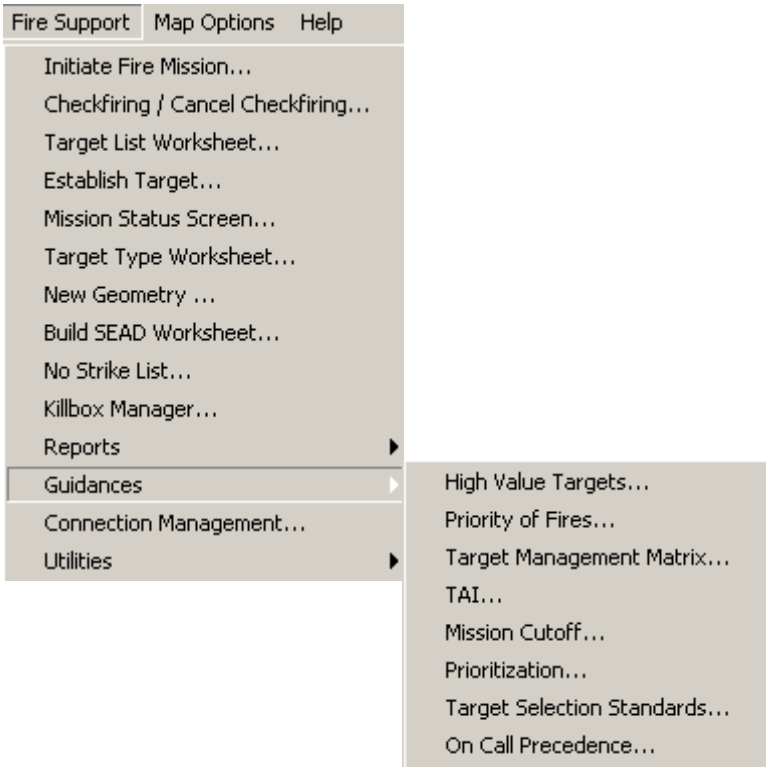
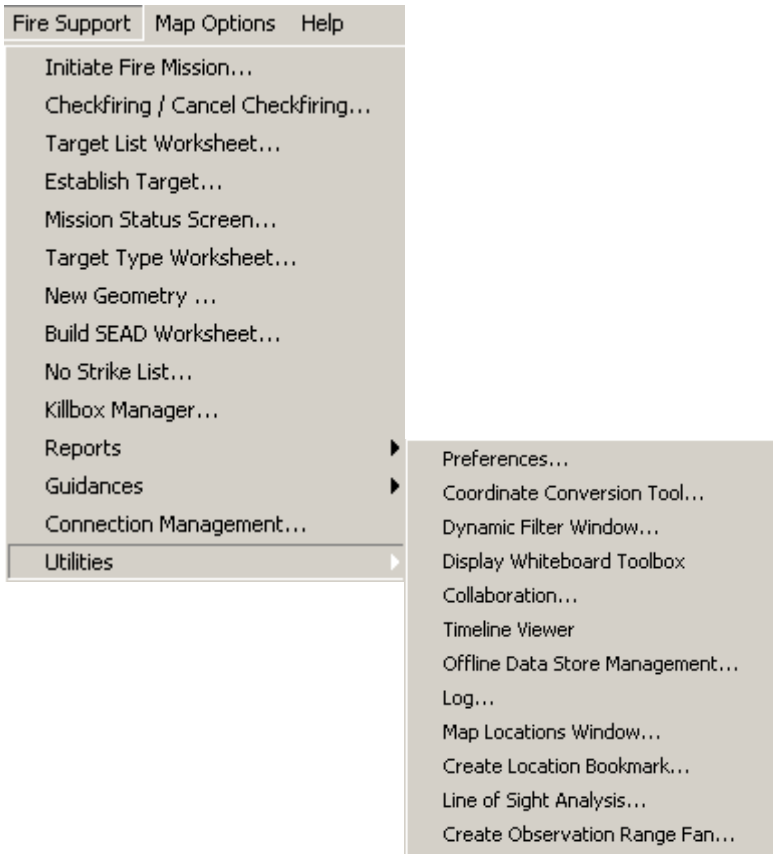
6	The **Status Bar** displays the status of the client (Receiving data from AFATDS, etc), the AFATDS version connected to, the Server hostname, the cursor location, the Security Classification, and the laptop date and time.
7	The **Map Inset** displays the view of the map at the next higher scale. This provides a tool for awareness of the larger area around that currently displayed and allows the operator to manipulate the map. - The JMTK map can be dragged within the limits of the map inset. Click and hold the left mouse key. Drag the yellow box to drag the JMTK map. - The limits of the map inset area are the limits for moving the JMTK map using the buttons. - The outer drag box represents the size of the map inset area when the map is scaled using the button.

3006.1 The Main Menu Bar

The Main Menu Bar provides the following menus:



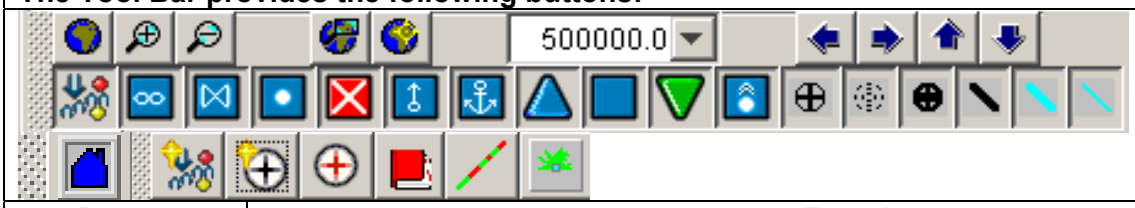
File	The **File** menu, when selected, displays an **Exit** selection. **Exit** exits the client application and indicates to the server that the user name is available for use for another session.
Fire Support	The **Fire Support** menu allows access to the AFATDS database and some fire support functions. These are: **Initiate Fire Mission** **Checkfiring / Cancel Checkfiring** **Target List Worksheet** **Establish Target** **Mission Status Screen** **Target Type Worksheet** **New Geometry** **Build SEAD Worksheet** **No Strike List** **Killbox Manager** **Reports** **Guidances** **Connection Management** **Utilities** 
Reports	The **Reports** menus allows access to the listed reports drawn from selected data within the AFATDS Server: **Geometry Report** **Target Reports** **Unit Reports** **View UTO** 

Guidances	The **Guidances** menus allows access to the listed guidances reports from selected data within the AFATDS server: **High Value Targets** **Priority of Fires** **Target Management Matrix** **TAI** **Mission Cutoff** **Prioritization** **Target Selection Standards** **On Call Precedence** 
Utilities	The **Utilities** menus allows access to the listed utilities to aid the EMT Operator: **Preferences** **Coordinate Conversion Tool** **Dynamic Filter Window** **Display Whiteboard Toolbox** **Collaboration** **Timeline Viewer** **Offline Data Store Management** **Log** **Map Locations Window** **Create Location Bookmark** **Line of Sight Analysis** **Create Observation Range Fan** 

Map Options	**Map Options** provides access to map manipulation, display and scale options. Menus for the loading and display of NIMA products are provided here. These are: **Zoom In** **Zoom Out** **Zoom** **Recenter** **Whole World** **Map Properties** **Bearing/Range** **Circle/Range** **Map Types** **Map Color Control** **Map Intensity** **Map Colors** **Map Palettes** **Map Layers** **Map Grids** **Map Features** **Load Products** **Load CD**

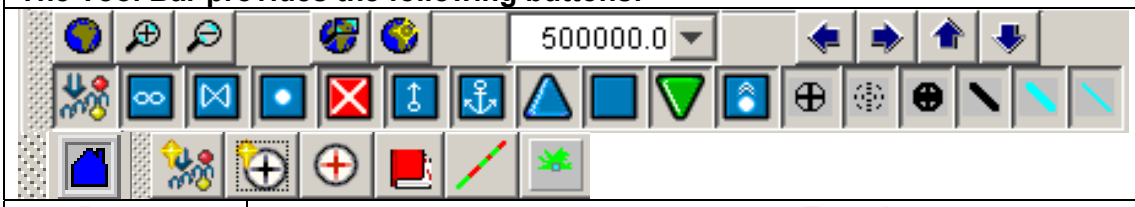
3006.2 The Tool Bar

The Tool Bar provides the following buttons:



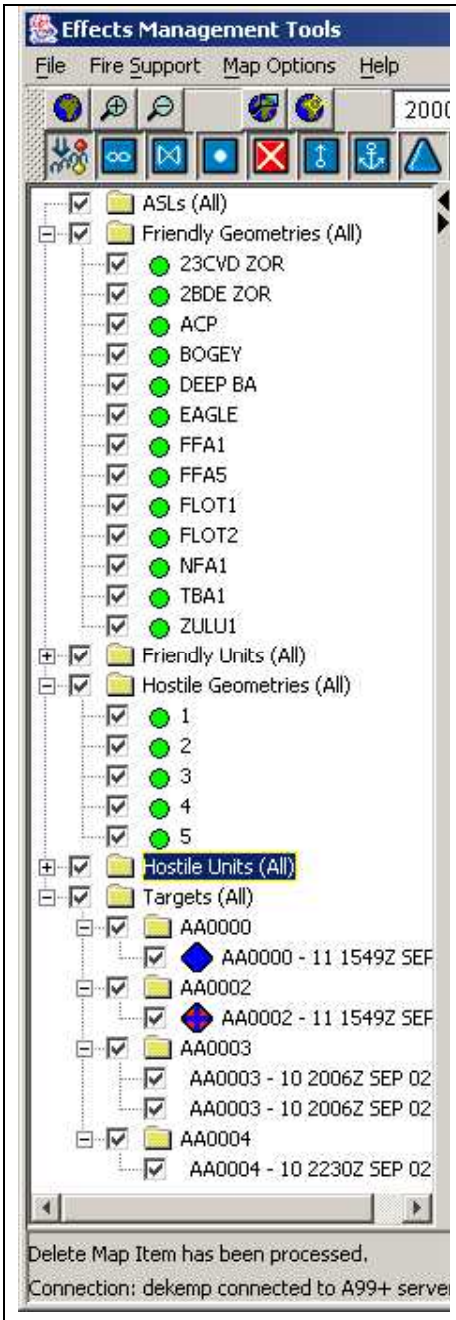
Button	Function
	Zooms map display to view the entire world.
	Zooms map in to next scale.
	Zooms map out to next scale.
	Zooms map to area inside zoom box. When selected, changes map cursor to a 4-pointed arrow. Used to change map scale by zooming in. To use, click button and move cursor to center of desired map area. Click and hold left mouse key and drag. Two boxes area created. The inner box represents the map view after zooming in. The outer box represents the area that will show in the lower right corner inset map. Release the left mouse key when the desired area is within the drag box. The map zooms to scale and the cursor changes back to a pointer
	Centers the map on the selected location. Click the button. The cursor changes to a tick mark. Place the cursor on the desired map location and click. The map re-centers on the new location.
5000.0	Map scale pulldown menu. Click the arrow to display a pulldown of map scales. Select the desired scale by clicking on that selection. The map zooms to that scale.
	Map movement controls. Clicking one of the arrows “drags” the map to display terrain in that direction. In other words, clicking the up-pointing arrow moves the map to display an area to the north.
	Used to display the Geometries filter (On and Off).
	Used to display the Air Units filter (On and Off).
	Used to display the Aviation Units filter (On and Off).
	Used to display the Canon Units filter (On and Off).
	Used to display the Enemy Units filter (On and Off).
	Used to display the Mortar Units filter (On and Off).
	Used to display the Naval Units filter (On and Off).
	Used to display the Observer Units filter (On and Off).
	Used to display the Other Units filter (On and Off).
	Used to display the Radar Units filter (On and Off).
	Used to display the Rocket Units filter (On and Off).
	Other targets filter button. When clicked, causes targets other than active or inactive symbols to be removed from the map. The button then displays a “raised” appearance. Clicking the button again causes the other target symbols to display again and the button to appear “depressed.”

The Tool Bar provides the following buttons:



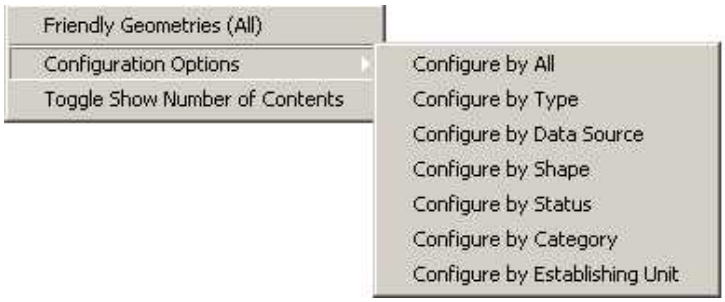
Button	Function
	Inactive targets filter button. When clicked, causes inactive target symbols to be removed from the map. The button then displays a “raised” appearance. Clicking the button again causes the inactive target symbols to display again and the button to appear “depressed.”
	Active targets filter button. When clicked, causes active target symbols to be removed from the map. The button then displays a “raised” appearance. Clicking the button again causes the active target symbols to display again and the button to appear “depressed.”
	Mission Vectors filter button. When clicked, causes mission vectors to be removed from the map. The button then displays a “raised” appearance. Clicking the button again causes the mission vectors to redisplay and the button to appear “depressed.”
	Active Friendly Vectors filter button. When clicked, causes active friendly vectors to be removed from the map. The button then displays a “raised” appearance. Clicking the button again causes the active friendly vectors to redisplay and the button to appear “depressed.”
	Inactive Friendly Vectors filter button. When clicked, causes inactive friendly vectors to be removed from the map. The button then displays a “raised” appearance. Clicking the button again causes the inactive friendly vectors to redisplay and the button to appear “depressed.”
	Home Button for Bookmarks. When clicked, causes the map to center on “This Unit.”
	Shortcut used to open the "Create New Geometry" window.
	Shortcut used to open the "Create New Target" window.
	Shortcut used to open the "Initiate Fire Mission" window.
	Shortcut used to open the “Bookmarks” window.
	Shortcut used to open the “Line of Sight” Terrain Analysis Tool used with DTED data.
	Shortcut used to open the “Create Observation Range Fan” window.

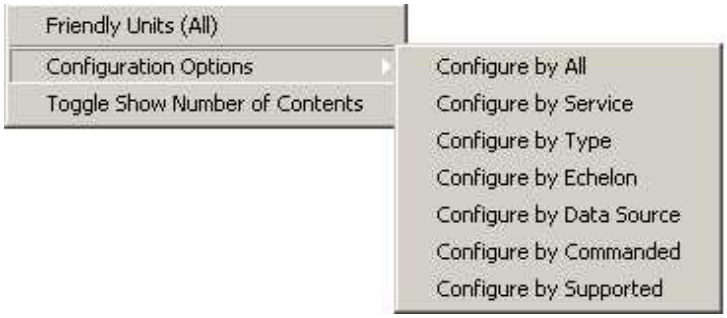
3006.3 The Tree Panel



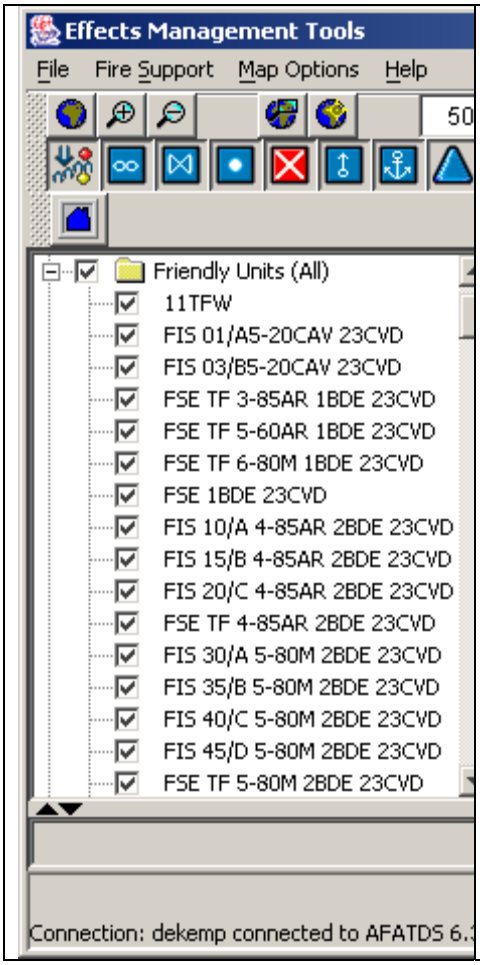
The Tree Panel displays categories of data that are depicted as symbols on the map.

- Check boxes with a **+** sign indicates that the tree is collapsed, when the checkbox is clicked the **+** sign is replaced with a **-** sign. Clicking the checkbox collapses or expands the tree.
- Check boxes to the left of the file folders are checked for categories of data that are displayed. Clicking a checked box removes the checks and causes symbols of that type to be removed from the map display.
- Geometry status gumball colors are as follows:
  - Active -
  - Inactive -
  - On-Call Inactive -
  - H-Hour Inactive -
- Each Tree category can be expanded as well as sorted, as noted below:
- Target status indicator colors follow the Mission Status Screen legend found in **Section 3014**.





	Hostile Geometries (All) Configuration Options ▸ Configure by All / Configure by Type / Configure by Data Source / Configure by Shape / Configure by Status / Configure by Category / Configure by Establishing Unit Toggle Show Number of Contents Hostile Units (All) Configuration Options ▸ Configure by All / Configure by Type / Configure by Echelon / Configure by Data Source Toggle Show Number of Contents Killboxes (All) Configuration Options ▸ Configure by All / Configure by Type / Configure by Status / Configure by CGRS Grid Toggle Show Number of Contents Targets (All) Configuration Options ▸ Configure by All / Configure by Category / Configure by Type / Configure by Category and Type / Configure by Lists Toggle Show Number of Contents



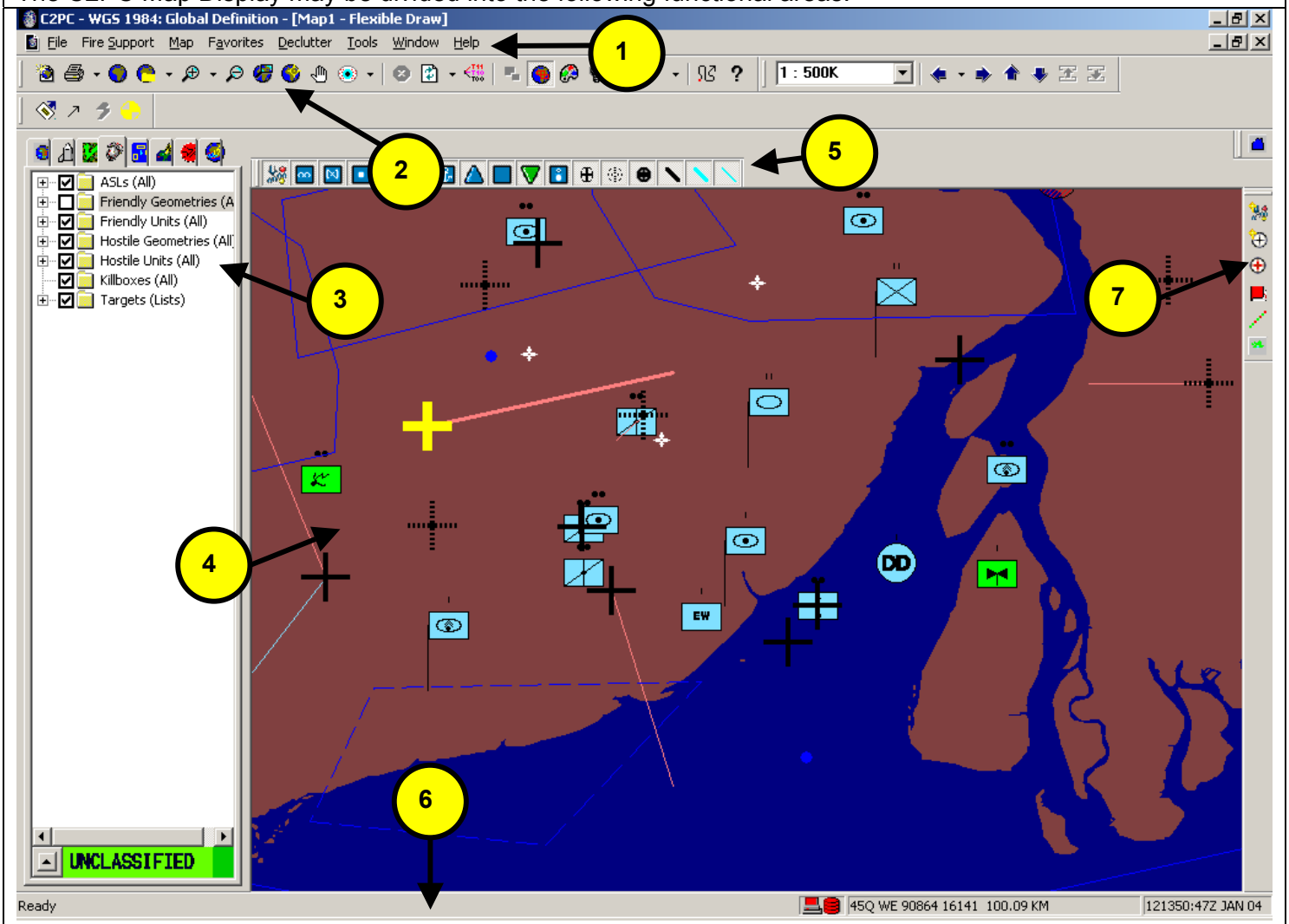
The tree can be expanded for each category of information. At the last level, individual items are listed. To the left, units are expanded to the greatest extent.

Double-clicking the left mouse button on any item causes, based upon the settings in the **Preferences** window under the **Tree View** tab (Default is to **Center on Map**):

1. The map to center on that symbol.
2. The symbol's **View/Edit** window to open.

3007. The C2PC Map Display (Using C2PC)

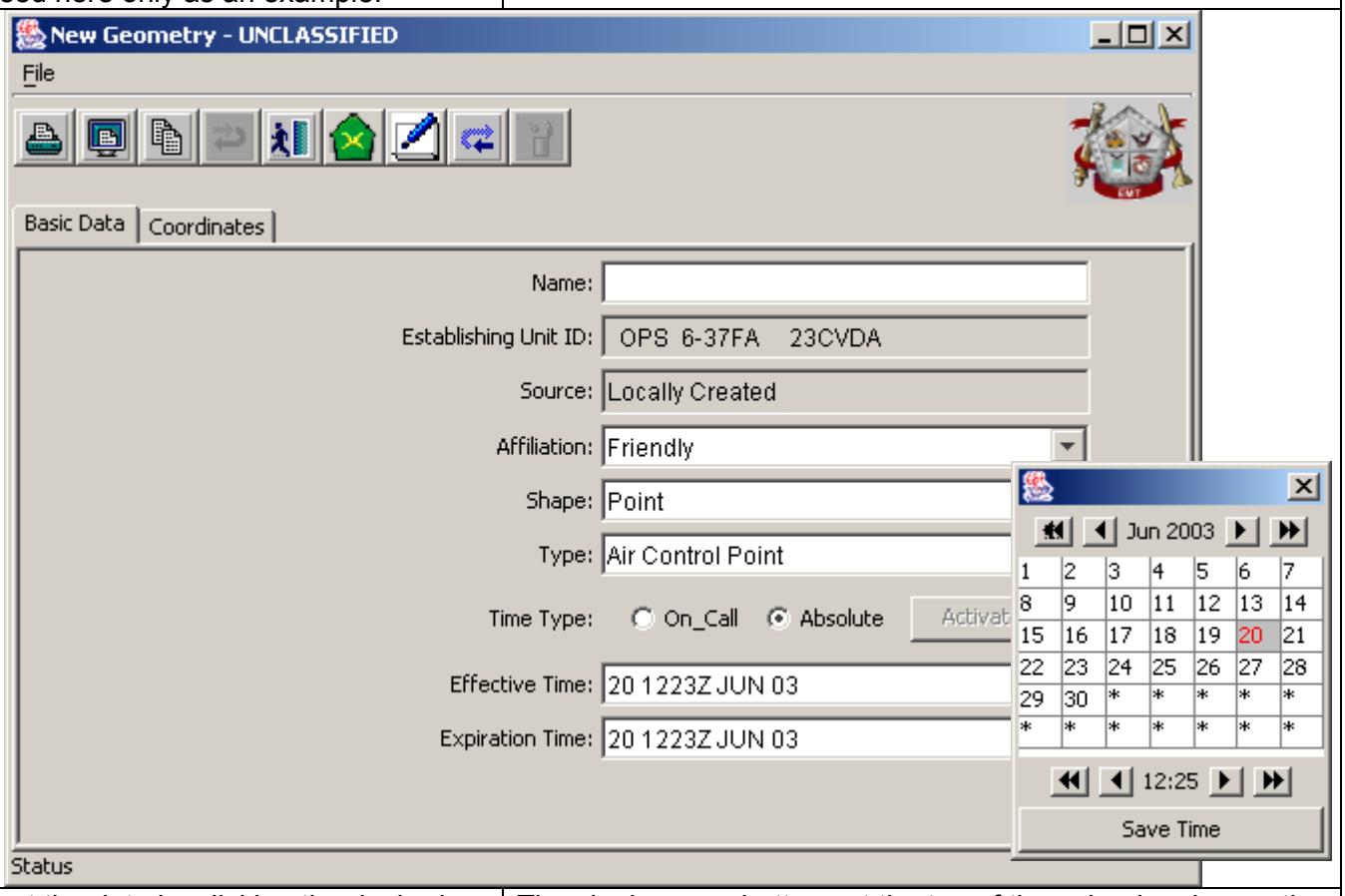
The C2PC Map Display may be divided into the following functional areas:



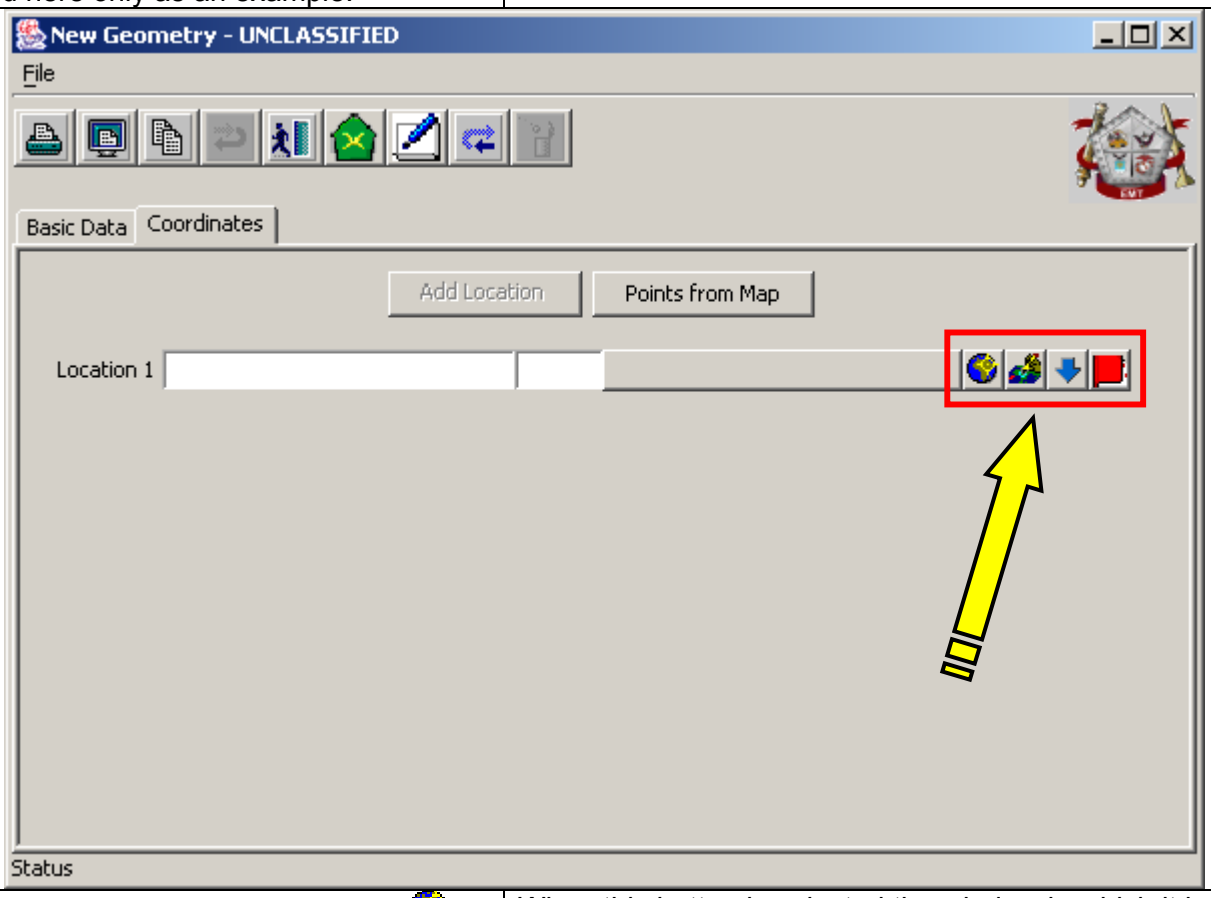
1	The **Main Menu Bar** provides drop-down menus that allow the operator to perform fire support, track management, and map functions.
2	The **Tool Bar** displays icons used to manipulate the map display and scale and to filter the overlaid unit, target and geometry symbology.
3	The **Tree** panel contains a directory tree that can be expanded to display lists of units, geometry, target lists and targets, and air support lists and the status of individual units, geometries, targets, and air support requests.
4	The **C2PC Map** provides visualization of the default vector or loaded NIMA map products as well as unit, geometry and target data provided by the C2PC/AFATDS server.
5	The **EMT Tool Bar** displays the icons used to manipulate the map display to filter the overlaid unit, target and geometry symbology directly related to the AFATDS server.

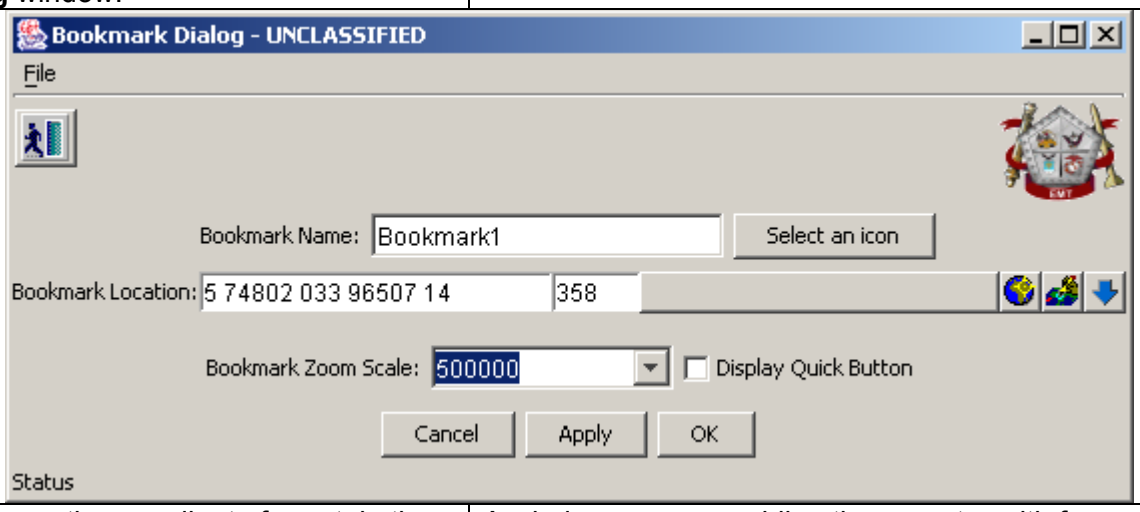
6	The **Status Bar** displays the status of the Gateway (receiving data from C2PC Server), the cursor location and the laptop date and time.
7	The **Shortcut Buttons** allow the operator to create a new geometry, new target, initiate a fire mission, analyze terrain, or create observation range fan.

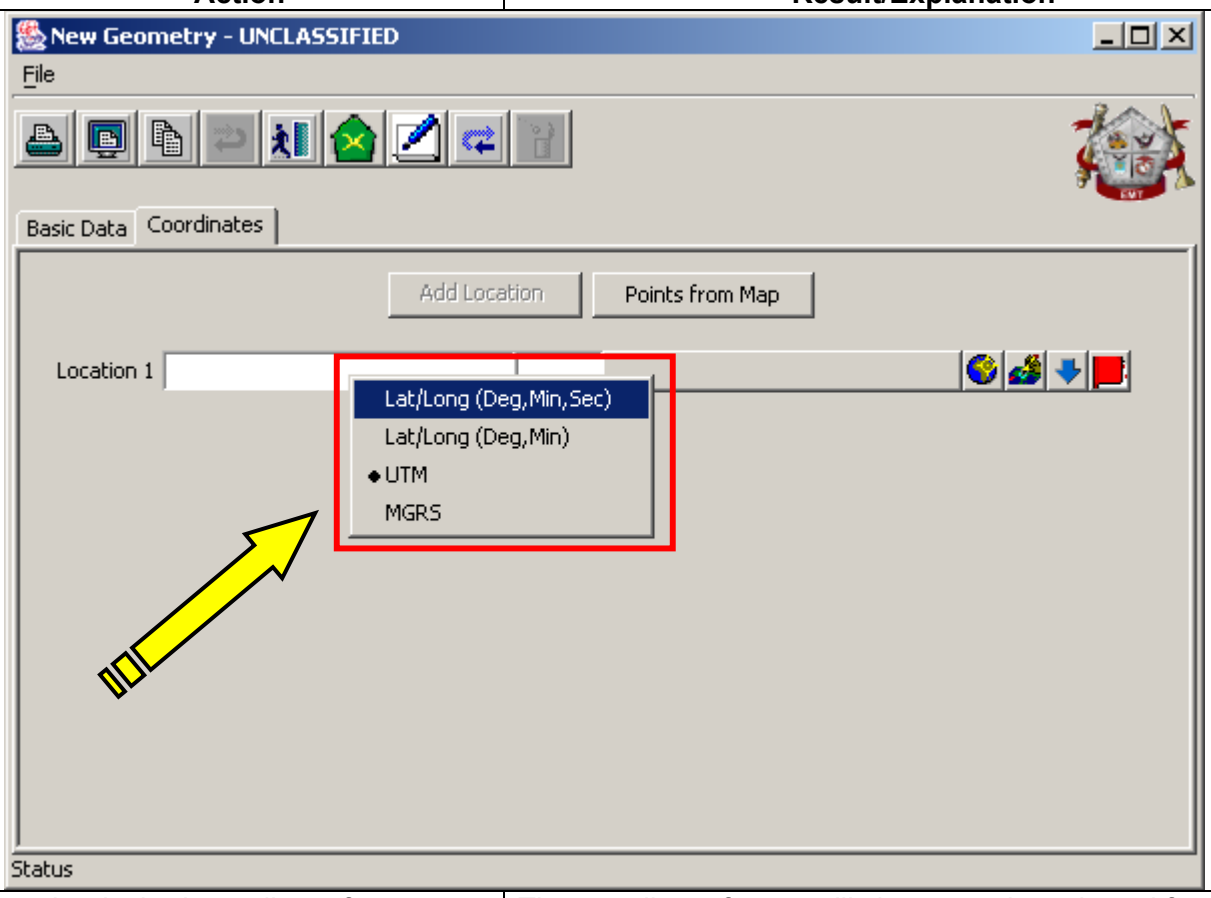
3008. Calendar/Time Tool Feature

Calendar/Time Tool Feature		
Step	**Action**	**Result/Explanation**
Function: This feature allows the operator to establish a Date-Time-Group using a Calendar/Time Tool.		
1.	From any window that contains a **Date-Time-Group** field, the operator can right mouse click in the field and activate a Calendar/Time Tool. **NOTE:** The **New Geometry** window, **Effective Time** field, is used here only as an example.	
		
2.	Select the date by clicking the desired day in the calendar.	The single arrow buttons at the top of the calendar change the calendar one month for each click; the double arrow buttons change the calendar by one year for each click.
3.	Select the time.	The single arrow buttons at the bottom of the calendar change the time one minute for each click; the double arrow buttons change the time by one hour for each click.
4.	When the desired date and time are selected on the calendar, assign the date/time by clicking the **Save Time** button on the calendar window.	The Calendar/Time Tool closes and the selected date/time displays in the field.

3009. Location Field Features

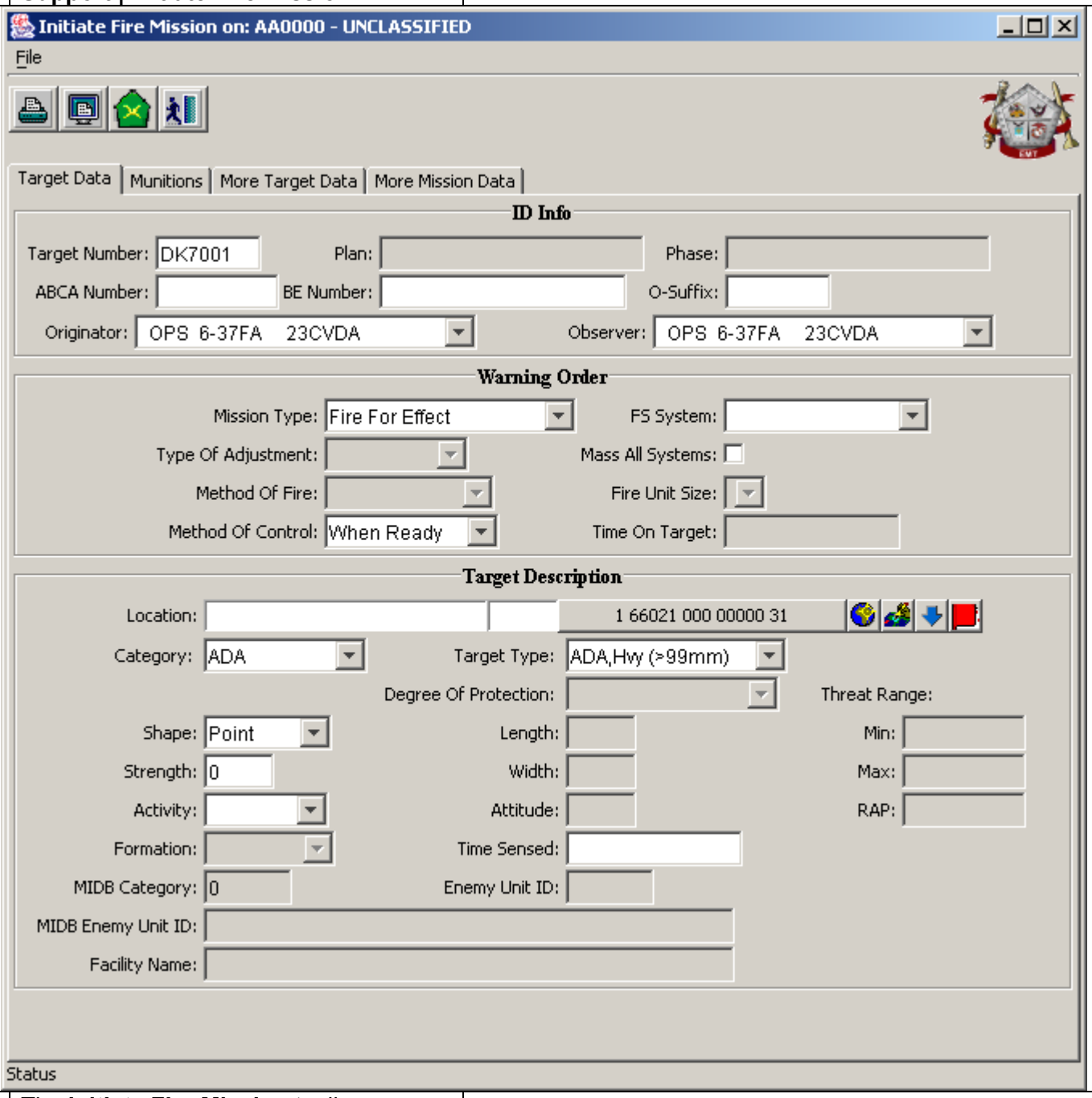
Location Field Features		
Step	**Action**	**Result/Explanation**
Function: This feature allows the operator to use "shortcut" buttons to quickly acquire location points from the map or a previously saved map location.		
1.	From any window that contains a **Location** field, the operator can select from one of four buttons to acquire location points. **NOTE:** The **New Geometry** window, **Location 1** field, is used here only as an example.	**NOTE:** The icon button name can be viewed by placing the cursor over the button and a "**TOOL TIP**" will be displayed.
		
2.	Click the **Collect Point From Map** button to select a point from the map.	When this button is selected the window in which it is located falls behind the Map Adapter window to allow the operator to select a grid location point from the map. Left mouse click on the map location desired and the map grid location is automatically pasted in the location field of the window in which the button was selected and the window returns to the front. **NOTE Concerning C2PC usage:** The pasted location displays referenced to **WGS-84 Datum** despite the datum in use.

Location Field Features		
Step	**Action**	**Result/Explanation**
3.	Click the **Show Location on Map** button to have a pinpoint inserted on the Map Adapter window at the location point listed in the location field.	A button will be placed on the map at the location of the unit, geometry, target, etc, location point associated with the "Show Location on Map" button that was selected. **NOTE:** The map does not fall behind when the "Show Location on Map" button is selected. The operator must go to the map to see the pinpoint. The button is removed when the associated window of the "Show Location on Map" button is closed.
4.	Click the **Show Last 5 Found Locations** button to show the last five locations that have been selected from the map.	The operator can select from a list of five previous location options that have been used.
5.	Click the **Bookmark Location** button to "Bookmark" a location that will allow the operator to return to a previously saved point on the map.	This feature can be used to establish a saved map zoom level and location of a Unit, Target, Geometry, etc, for later recall.
a.	Once a location is entered into a **Location** field, the operator may click the button to open the **Bookmark Dialog** window.	This provides the operator the fields necessary to establish a **Bookmark** on a designated location.
		
6.	To change the coordinate format, in the **Location** field, right mouse click to open the coordinate options. **NOTE:** For **Lat/Long** Coordinate Format Rules see **Appendix A**.	A window opens providing the operator with four options of coordinate formats: **Lat/Long (Deg, Min, Sec)**, **Lat/Long (Deg, Min)**, **UTM**, and **MGRS**.

Location Field Features		
Step	**Action**	**Result/Explanation**
		
7.	Select the desired coordinate format.	The coordinate format will change to the selected format until the window is closed. Then the format will revert back to the coordinate format selected as the preference under **Fire Support | Utilities | Preferences**. Set the desired preference on the **Location** tab.

3010. Initiate Fire Mission

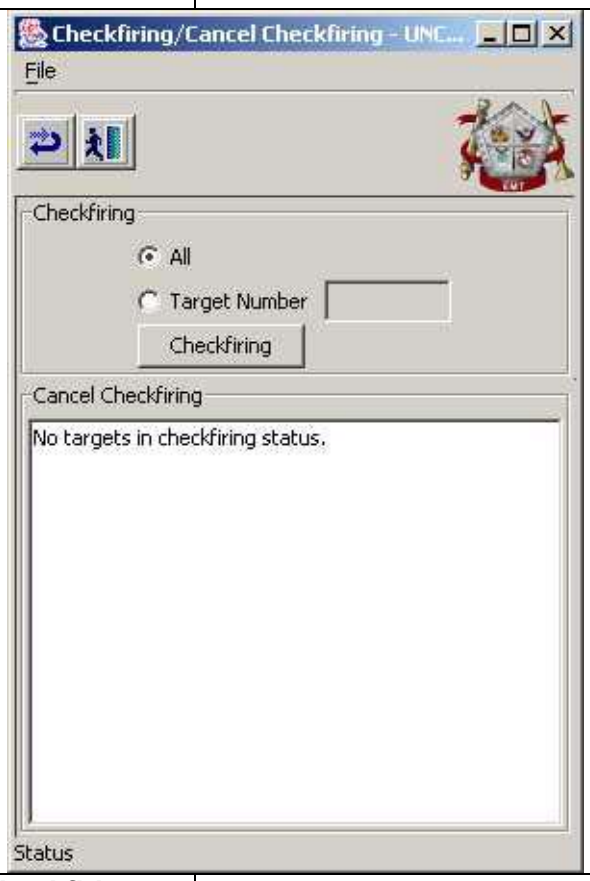
Initiate Fire Mission		
Step	**Action**	**Result/Explanation**
Function: This procedure allows the operator to initiate a fire mission at the AFATDS server. The fire mission is treated as an unobserved mission and no responses are transmitted to the client.		
1.	From the **Main Menu Bar** select **Fire Support | Initiate Fire Mission**	The **Initiate Fire Mission on <TGT #>** window displays.

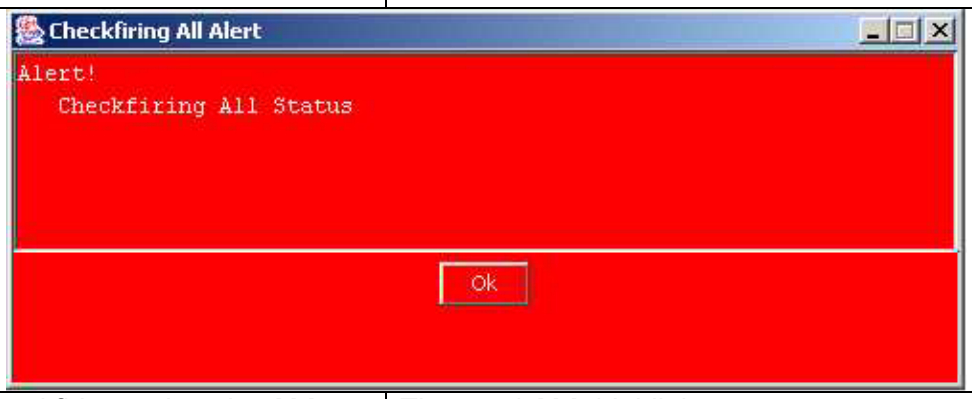


2.	The **Initiate Fire Mission** toolbar contains the following buttons:	

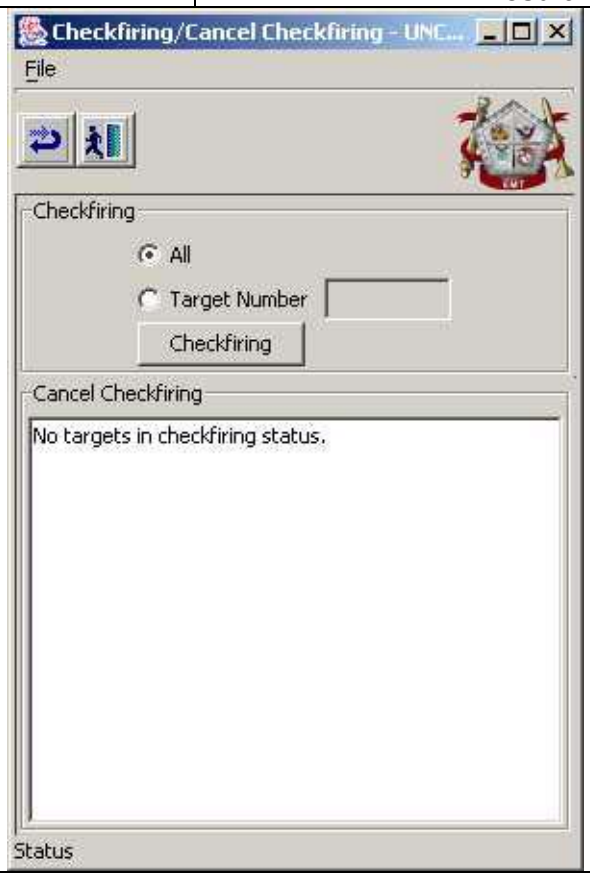
Initiate Fire Mission		
Step	**Action**	**Result/Explanation**
a.	Click on the button to print the **Initiate Fire Mission** window contents.	The **Initiate Fire Mission** contents are printed to designated printer.
b.	Click on the button to print preview the **Initiate Fire Mission** contents.	The **Initiate Fire Mission** contents are presented to the operator in a print preview format.
c.	Click on the button to send the fire mission to AFATDS.	The fire mission is sent to AFATDS to be processed as if the fire mission was initiated on the AFATDS workstation and will be added to the Active Target List.
d.	Click on the button to close the **Initiate Fire Mission** window.	The **Initiate Fire Mission** window closes.
3.	***Enter the minimum data:***	
a.	**Category**	
b.	**Target Type**	If a non-AFATDS target type is selected the corresponding AFATDS type displays at AFATDS and the EMT User-Defined type is placed in the comments field of the **More Target Data** tab at AFATDS.
c.	**Location** **NOTE:** To use one of the four **Location Field Features** (, , ,) refer to **Section 3009**.	**NOTE:** Must also include the altitude of the target as part of the location data.
1)	Under **Target Description** section, click the **Location** field and…	
2)	Type the location of the target.	**NOTE:** Must also include the altitude of the target as part of the location data.
	Or…	
3)	Select a grid from the map by clicking the button.	The map displays. Click a location on the map causes the **Initiate Fire Mission** window to re-display with the selected location. **NOTE:** Must also include the altitude of the target as part of the location data. If DTED® data is loaded for the location selected, the altitude field will automatically fill with the altitude.
4.	Click the button.	The target is added to the AFATDS Active Target List and is processed as a fire mission.
To view the status of the fire request: See Mission Status Screen **Section 3014**.		

3011. Checkfiring/Cancel Checkfiring

Checkfiring/Cancel Checkfiring		
Step	**Action**	**Result/Explanation**
Function: This procedure provides the operator with the steps necessary to initiate Checkfiring or to cancel Checkfiring. At the AFATDS server Checkfiring processes in the same manner as a Checkfiring initiated from the AFATDS keyboard.		
1.	From the **Main Menu Bar** select **Fire Support | Checkfiring/Cancel Checkfiring**	The **Checkfiring/Cancel Checkfiring** window opens.
		
2.	The **Checkfiring/Cancel Checkfiring** toolbar contains the following buttons:	
a.	Click on the button to refresh the **Checkfiring/Cancel Checkfiring** window.	The **Checkfiring/Cancel Checkfiring** window refreshes.
b.	Click on the button to close the **Checkfiring/Cancel Checkfiring** window.	The **Checkfiring/Cancel Checkfiring** window closes.
3.	To Checkfire All, select the **Checkfiring All** radio button and then the **Checkfiring** button.	The **Checkfiring/Cancel Checkfiring** window changes to **RED** and on the status line at the bottom of the window indicates **Checkfiring All Status**.

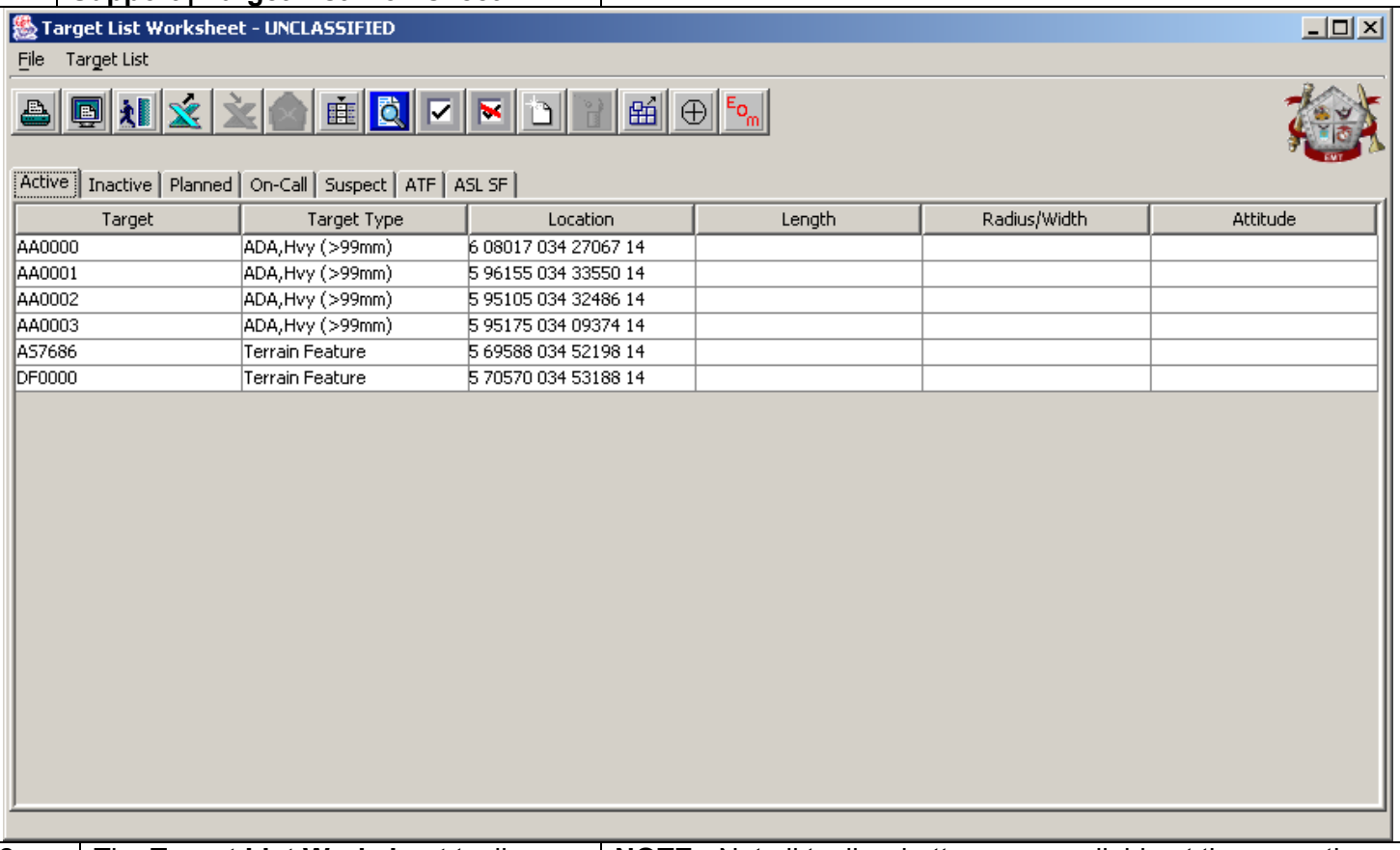
Checkfiring/Cancel Checkfiring		
Step	**Action**	**Result/Explanation**
4.	Also the **Checkfiring All Alert** window opens. To close the window, click the **OK** button.	The **Checkfiring All Alert** window closes.
		
5.	To cancel Checkfiring, select the **ALL** line in the **Cancel Checkfiring** area.	The word **ALL** highlights.

Checkfiring/Cancel Checkfiring		
Step	**Action**	**Result/Explanation**
6.	Right mouse click on the highlighted selection and select **Cancel Checkfiring**.	The **Checkfiring/Cancel Checkfiring** window changes back to the initial state.

Checkfiring/Cancel Checkfiring		
Step	**Action**	**Result/Explanation**
		
Or…		
7.	Click **File | Cancel Checkfiring** from the **Checkfiring/Cancel Checkfiring** window.	The **Checkfiring/Cancel Checkfiring** window changes back to the initial state, as shown above.

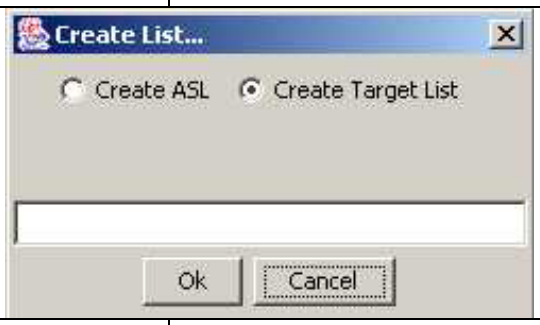
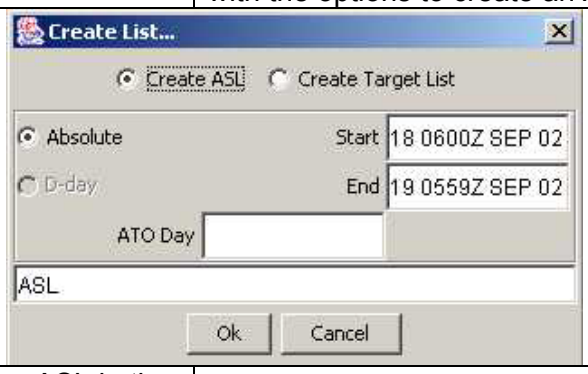
3012. Target List Worksheet

Target List Worksheet		
Step	**Action**	**Result/Explanation**
Function: This window displays target lists and ASLs stored at the AFATDS server. It provides the operator the tools to create target lists and ASLs and create and manage targets and ASRs.		
1.	From the **Main Menu Bar** select **Fire Support | Target List Worksheet**	The **Target List Worksheet** window displays.

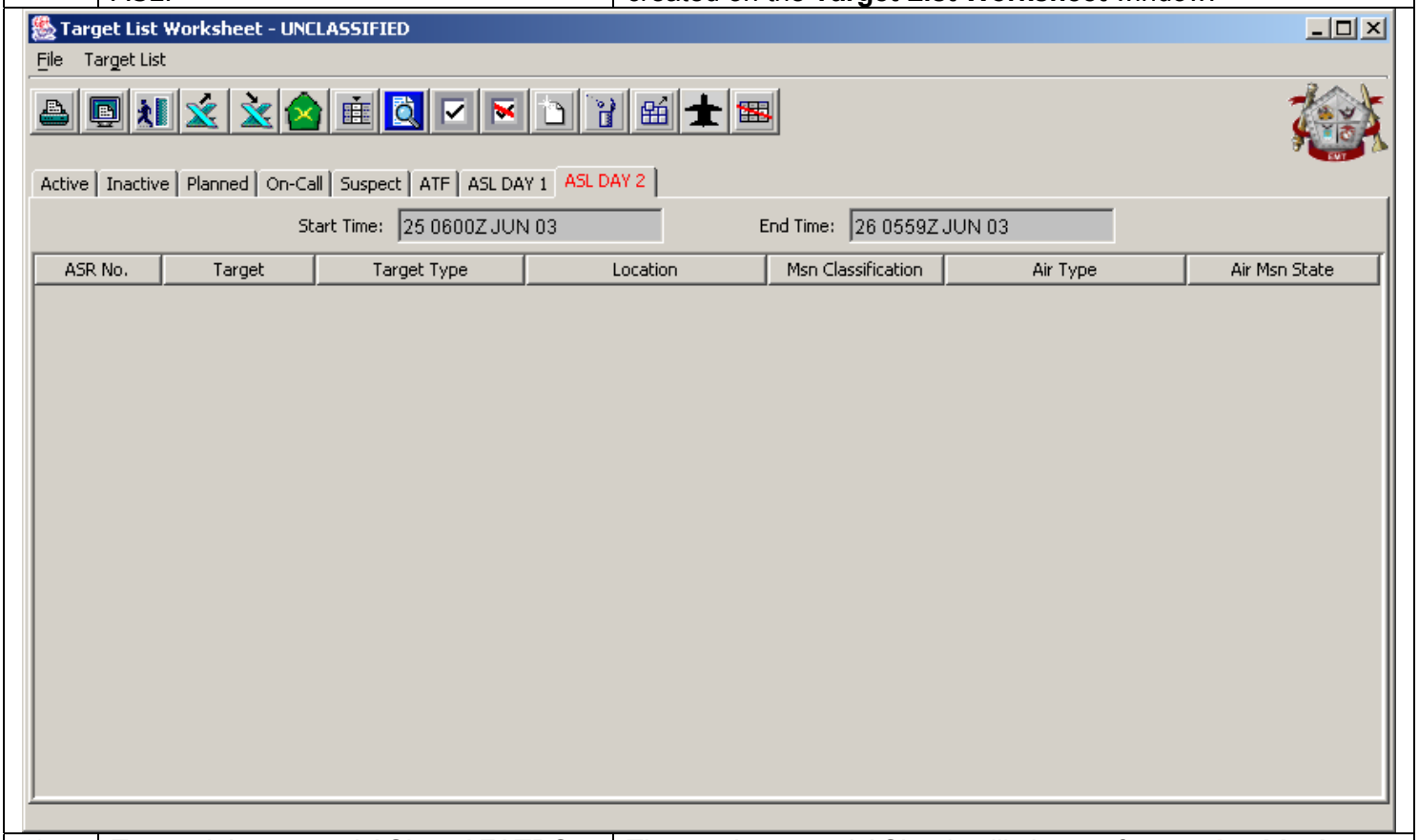


2.	The **Target List Worksheet** toolbar contains the following buttons:	**NOTE:** Not all toolbar buttons are available at the same time. Buttons change depending on what target list is selected or if an ASL is selected.
a.	Click on the button to print the contents of a selected target list or ASL.	The selected target list or ASL is printed to a designated printer.
b.	Click on the button to print preview the contents of a selected target list or ASL.	The target list or ASL selected is presented to the operator in a print preview format.
c.	Click on the button to close the **Target List Worksheet**.	The **Target List Worksheet** closes.
d.	Click on the button to **Import** a target list or ASL from a Microsoft® Excel Spreadsheet.	The Microsoft® Excel Spreadsheet target list or ASL is imported into the **Target List Worksheet**.

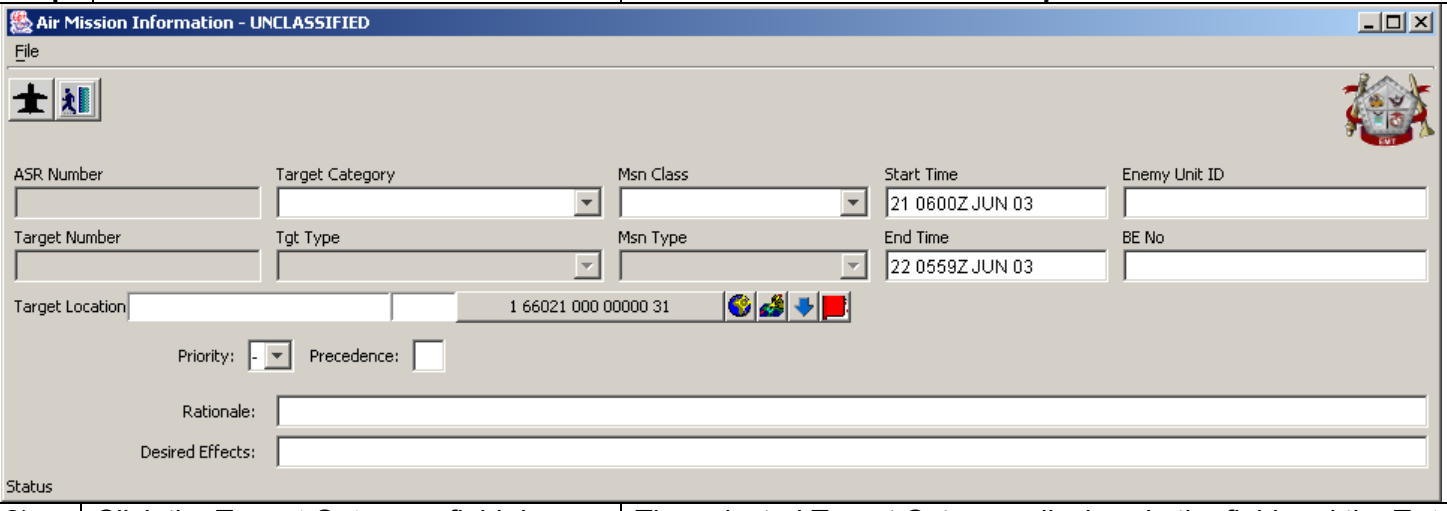
Target List Worksheet		
Step	**Action**	**Result/Explanation**
e.	Click on the button to **Export** the contents of the selected target list or ASL to a Microsoft® Excel Spreadsheet.	The target list or ASL is exported into a Microsoft® Excel Spreadsheet. **NOTE: Export** is **only** available on named target lists and ASLs.
f.	Click on the button to send the selected target list or ASL that has been created or modified to AFATDS.	The selected created/modified target list or ASL is sent to AFATDS.
g.	Click on the button to select which columns to display in the **Target List Worksheet**.	The **Target List Worksheet** columns change to reflect the selected columns.
h.	Click on the button to initiate a search for a desired Enemy Unit, target(s) and/or ASR(s).	The **Search** window opens and provides the operator multiple options to create a search filter for Enemy Units, target(s) and/or ASR(s).
i.	Click on the button to select all of the listed targets/ASRs in a selected target list or ASL.	All targets/ASRs in the selected target list or ASL highlight.
j.	Click on the button to clear selected (highlighted) targets/ASRs in a selected target list or ASL.	The highlighted/selected targets/ASRs become unhighlighted.
k.	Click on the button to create a new target list or ASL.	The **Create List** window opens providing the operator the option to create a new target list or ASL.
l.	Click on the button to delete a created target list or ASL.	The selected target list/ASL is deleted. **NOTE:** The operator will be presented with a window to confirm the delete request.
m.	Click on the button to tear off selected target list or ASL to work on it separately.	The target list/ASL tab that was selected is displayed as a separate window.
n.	Click on the button to establish a target on a target list.	The **Establish Target** window opens and provides the operator with the entry fields necessary to establish a target. The target will be added to the target list that is currently selected. **NOTE:** This button is available for all target list tabs except for **Inactive** and **Suspect**.
o.	Click on the button to delete a selected target/ASR from a target list or ASL, respectively.	Clicking this button provides the operator with the option to delete a selected target/ASR from a target list or ASL, respectively. **NOTE:** This will permanently delete the target/ASR **only** after the button is pressed. If the button is pressed before the button, the operator will be presented with options to **Save to AFATDS**, **Discard Changes**, **Cancel**, or **Export**.
p.	Click on the button to end an Active mission.	This button is **only** available when the Active Target List tab is selected.

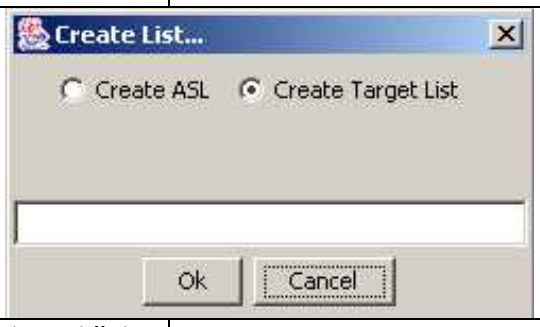
Target List Worksheet		
Step	**Action**	**Result/Explanation**
q.	Click on the button to create an ASR on the selected ASL.	The operator is presented with the **Air Mission Information** window that provides the entry fields necessary to create an ASR. The ASR will be added to the ASL that is currently selected. **NOTE:** This button is **only** available when an ASL tab is selected.
3.	The **Target List Worksheet** window provides the following capabilities:	
a.	**3012.1 Tear-off a list**	
1)	Left mouse click and hold the name tab of the desired target list.	
2)	Drag the cursor and release.	The selected target list displays as a separate window.
	Or…	
3)	With the desired target list tab selected, on the **Target List Worksheet** window, select **Target List | Tear-off Selected** or click the button.	The target list tab that was selected is displayed as a separate window.
4)	To reconnect the separated target list window, simply close the window.	The target list becomes part of the **Target List Worksheet**.
b.	**3012.2 Create an ASL**	
1)	On the menu bar, click **Target List | Create Target List** or click the button.	The **Create List** window opens.
		
2)	Click in the **Create ASL** radio button.	The **Create ASL** window opens and provides the operator with the options to create an ASL.
		
3)	Type a unique name for the ASL in the name field following the ASL entry.	
4)	Assign a start date and time for the ASL.	

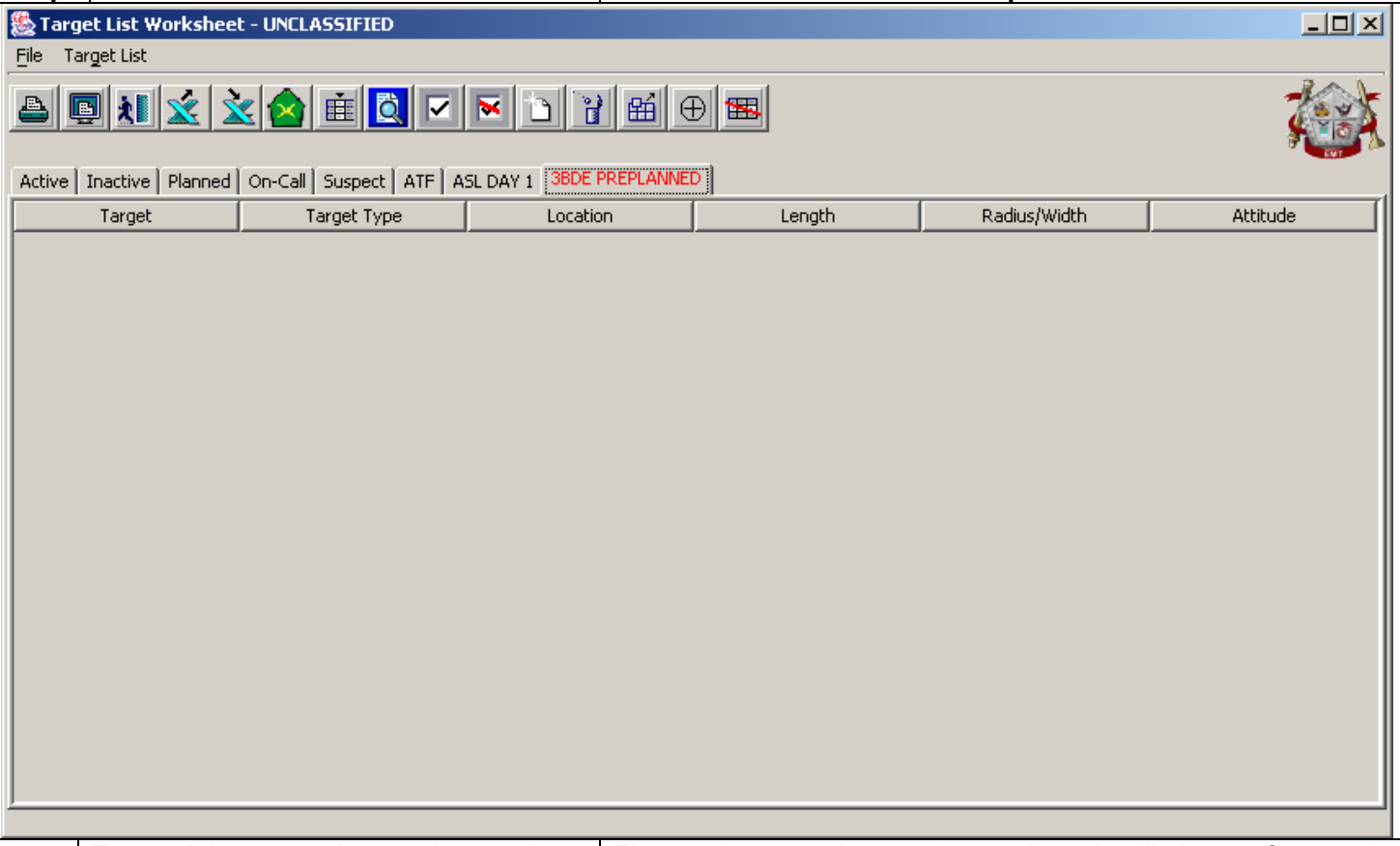
Target List Worksheet		
Step	**Action**	**Result/Explanation**
a)	Enter the **Start Time** by… **NOTE:** Refer to **Section 3008** to use the **Calendar/Time Tool**.	Start time defaults to 0600Z of the current day.
b)	Type the desired date/time in DTG format.	The selected date/time displays in the field.
5)	Enter the **End Time** by… **NOTE:** Refer to **Section 3008** to use the **Calendar/Time Tool**.	End time defaults to 0559Z of the next day based on start time.
a)	Type the desired date/time in DTG format.	The selected date/time displays in the field.
6)	Enter the **ATO Day** in the field provided.	Valid entries are any combination of any two alphanumeric characters (e.g., 11, 1A, A1, AA).
7)	Click the **OK** button to create the new ASL.	The **Create ASL** window closes and a new red ASL tab is created on the **Target List Worksheet** window.

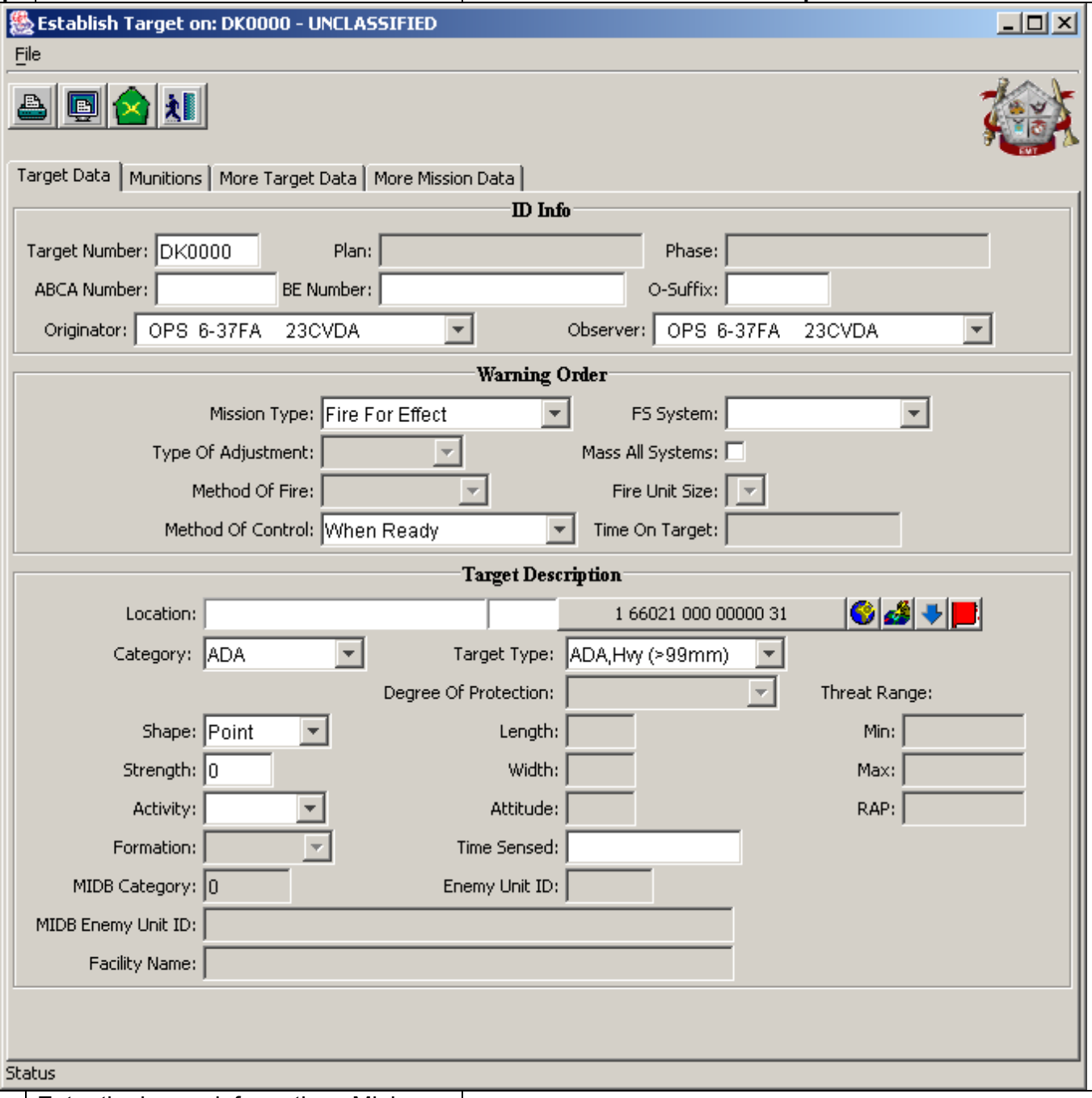


8)	To send the created ASL to AFATDS click the button.	The newly created ASL tab will change from **red** to **black**.
c.	**3012.3 Create an ASR**	**NOTE:** There must be an ASL created and the ASL must be the tab selected in order to have the **Create ASR** option on the menu. The ASR will be created on the currently selected ASL.
1)	On the **Target List Worksheet** menu bar, click **Target List | Create ASR** or click the button.	The **Air Mission Information** window displays.

Target List Worksheet		
Step	**Action**	**Result/Explanation**
		
2)	Click the **Target Category** field down arrow and select the desired target category.	The selected Target Category displays in the field and the **Tgt Type** field becomes active.
3)	Click the **Tgt Type** field down arrow and select the desired target type.	The selected Target Type displays in the field.
4)	Click the **Msn Class** field down arrow and select the desired mission class.	The selected Mission Class displays in the field and the **Msn Type** field becomes active.
5)	Click the **Msn Type** field down arrow and select the desired mission type.	The selected Mission Type displays in the field.
6)	Enter the **Start Time** by… **NOTE:** Refer to **Section 3008** to use the **Calendar/Time Tool**.	The start time defaults to the start time of the ASL.
a)	Type the desired date/time in DTG format.	The selected date/time displays in the field.
7)	Enter the **End Time** by… **NOTE:** Refer to **Section 3008** to use the **Calendar/Time Tool**.	The end time defaults to the ASL End Time.
a)	Type the desired date/time in DTG format.	The selected date/time displays in the field.
8)	Enter target location data by…	
a)	Click in the **Target Location** field and… **NOTE:** To use one of the four **Location** buttons (, , ,) refer to **Section 3009**.	
1)a	Type the location of the target.	**NOTE:** Must also include the altitude of the target as part of the location data.
		Or…
1)b	Select a grid from the map by clicking the button.	The map displays. Click a location on the map causes the **Air Mission Information** window to re-display with the selected location. **NOTE:** Must also include the altitude of the target as part of the location data. If DTED® data is loaded for the location selected, the altitude field will automatically fill with the altitude.

Target List Worksheet		
Step	**Action**	**Result/Explanation**
b)	If known, type the BE Number in the **BE No** field.	
c)	If known, type the **Enemy Unit ID**.	
d)	Click the **Priority** field down arrow and select the desired mission priority.	The selected mission priority displays in the field.
e)	Enter **Precedence** based on mission priority precedence.	Valid entries are the letters A-Z. The Precedence entered is displayed in the field.
f)	For **AI** and **CAS** missions only, type the reason for nominating the target in the **Rationale:** field.	**NOTE:** Maximum of 200 characters can be entered in this field.
g)	For **AI** and **CAS** missions only, type the desired effects in the **Desired Effects:** field.	**NOTE:** Maximum of 200 characters can be entered in this field.
9)	Click the button to create ASR.	The ASR is created on the ASL.
10)	When all desired ASRs are entered on the ASL, to send the created ASL to AFATDS click the button.	The newly created/edited ASL tab will change from **red** to **black**.
d.	**3012.4 Create a Target List**	
1)	On the menu bar, click **Target List | Create Target List** or click the button.	The **Create List** window opens.
		
2)	Type a unique name for the target list in the name field provided.	
3)	Click the **OK** button.	The **Create Target List** window closes and a new red **<Target List Name>** tab is created on the **Target List Worksheet** window.

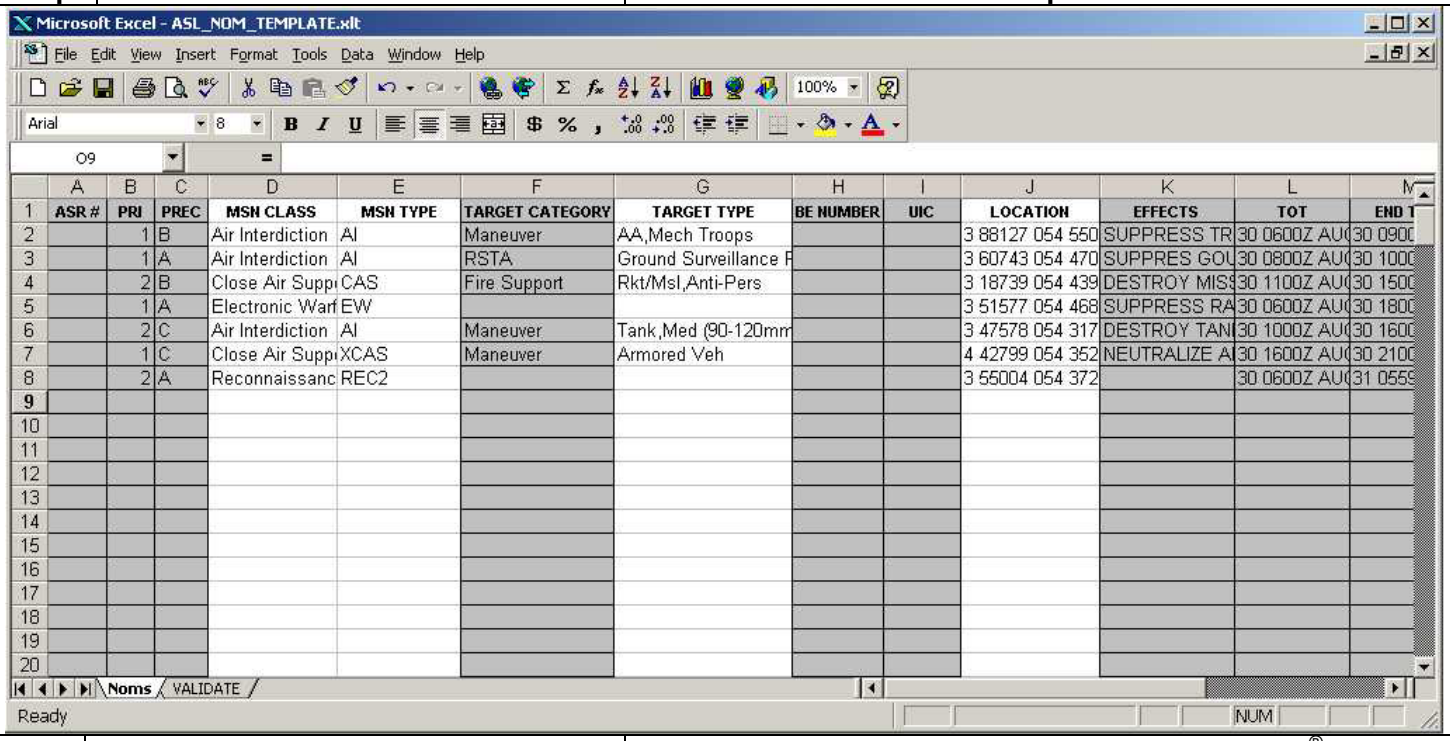
Target List Worksheet		
Step	**Action**	**Result/Explanation**
		
4)	To send the created named target list to AFATDS click the button.	The newly created named target list tab will change from **red** to **black**.
e.	**3012.5 Create a Target on Target List**	
1)	To create a target on the newly created target list.	
2)	Ensure the newly created **<Target List Name>** tab is selected.	
3)	On the menu bar, click **Target List | Create Target** or click the button.	The **Establish Target on: <Tgt #>** window opens and provides the operator with the fields necessary to establish a target.

Target List Worksheet		
Step	**Action**	**Result/Explanation**
		
4)	Enter the known information. Minimum data required is	
a)	**Category**	
b)	**Target Type**	If a non-AFATDS target type is selected the corresponding AFATDS type displays at AFATDS and the EMT User-Defined type is placed in the comments field of the **More Target Data** tab at AFATDS.

Target List Worksheet		
Step	**Action**	**Result/Explanation**
c)	**Location** **NOTE:** To use one of the four **Location Field Features** (, , ,) refer to **Section 3009**.	**NOTE:** Must also include the altitude of the target as part of the location data.
d)	Under the **Target Description** section click the **Location** field and…	
e)	Type the location of the target.	**NOTE:** Must also include the altitude of the target as part of the location data.
	Or…	
f)	Select a grid from the map by clicking the button.	The map displays. Click a location on the map causes the **Establish Target on <TGT #>** window to re-display with the selected location. **NOTE:** Must also include the altitude of the target as part of the location data. If DTED® data is loaded for the location selected, the altitude field will automatically fill with the altitude.
5)	To save, click the button.	The target is added to the newly created named target list.
6)	To send the created named target list to AFATDS click the button.	The newly created/edited named target list tab will change from **red** to **black**.
f.	**3012.6 Import List…**	
1)	To import a Microsoft® Excel Spreadsheet containing targets into a target list or ASRs into an ASL.	**NOTE:** If the tab selected is an ASL, **Import ASR(s)** will be the default. If the tab selected is a target list, **Import Target List(s)** will be the default.
2)	Open the Target List Nominations Template provided (**TARGET_LIST_TEMPLATE.xlt**) or the Air Support Nominations Template provided (**ASL_NOM_TEMPLATE.xlt**), in Microsoft® Excel and enter the desired targets/ASRs into the template, as applicable.	**NOTE:** ASR numbers are assigned based on the AFATDS Server ASR numbering block. ASR number utilized in the Microsoft® Excel spreadsheet is for reference only! **NOTE:** On the Target List Nominations/ASL Templates "white" areas require data, grey areas, if left blank, will auto-fill with default data. **NOTE:** When saving the spreadsheet ensure that it is saved as a .xls file not a .xlt.

Target List Worksheet

Step	Action	Result/Explanation



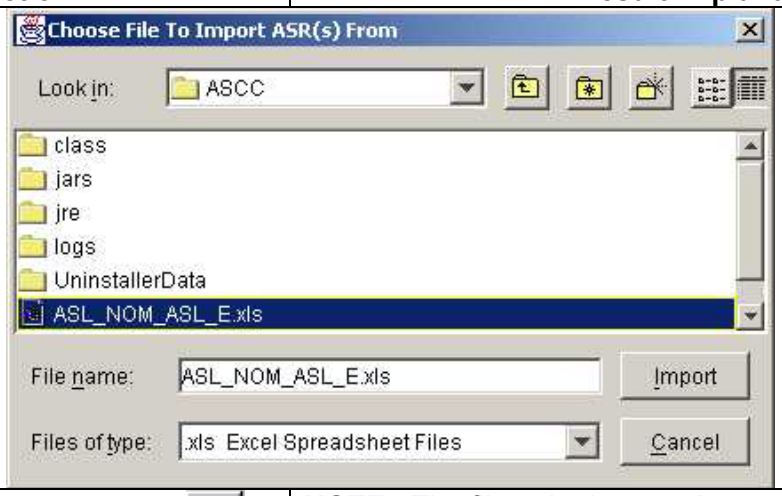
ASR #	PRI	PREC	MSN CLASS	MSN TYPE	TARGET CATEGORY	TARGET TYPE	BE NUMBER	UIC	LOCATION	EFFECTS	TOT	END T
	1	B	Air Interdiction	AI	Maneuver	AA,Mech Troops			3 88127 054 550	SUPPRESS TR	30 0600Z AU	30 0900
	1	A	Air Interdiction	AI	RSTA	Ground Surveillance F			3 60743 054 470	SUPPRES GOU	30 0800Z AU	30 1000
	2	B	Close Air Suppi	CAS	Fire Support	Rkt/Msl,Anti-Pers			3 18739 054 439	DESTROY MISS	30 1100Z AU	30 1500
	1	A	Electronic Warf	EW					3 51577 054 468	SUPPRESS RA	30 0600Z AU	30 1800
	2	C	Air Interdiction	AI	Maneuver	Tank,Med (90-120mm			3 47578 054 317	DESTROY TANI	30 1000Z AU	30 1600
	1	C	Close Air Suppi	XCAS	Maneuver	Armored Veh			4 42799 054 352	NEUTRALIZE AI	30 1600Z AU	30 2100
	2	A	Reconnaissanc	REC2					3 55004 054 372		30 0600Z AU	31 0559

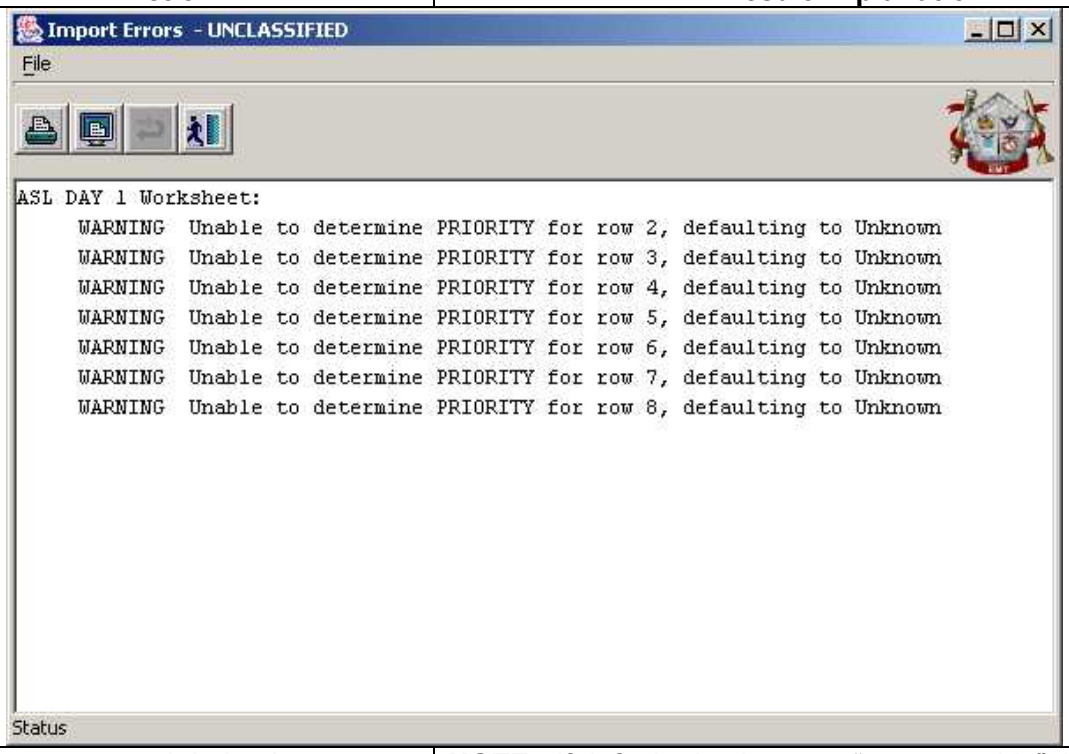
3)	Use "**Save as**" to save the spreadsheet with the desired name and in the desired location with the .xls extension. Minimize Microsoft® Excel.	The target list/ASL spreadsheet is saved. Microsoft® Excel minimizes.

NOTE: There are three required fields for each ASR: **Target Type**, **Mission Type**, and **Location**. All other fields will be defaulted if no valid entry is present. **Target Type** and **Mission Type** are pulldown style entries. **Location** will be validated during the "IMPORT" process, if an invalid location is found, the operator will be prompted to enter a valid location with an **Enter Valid Location** window.

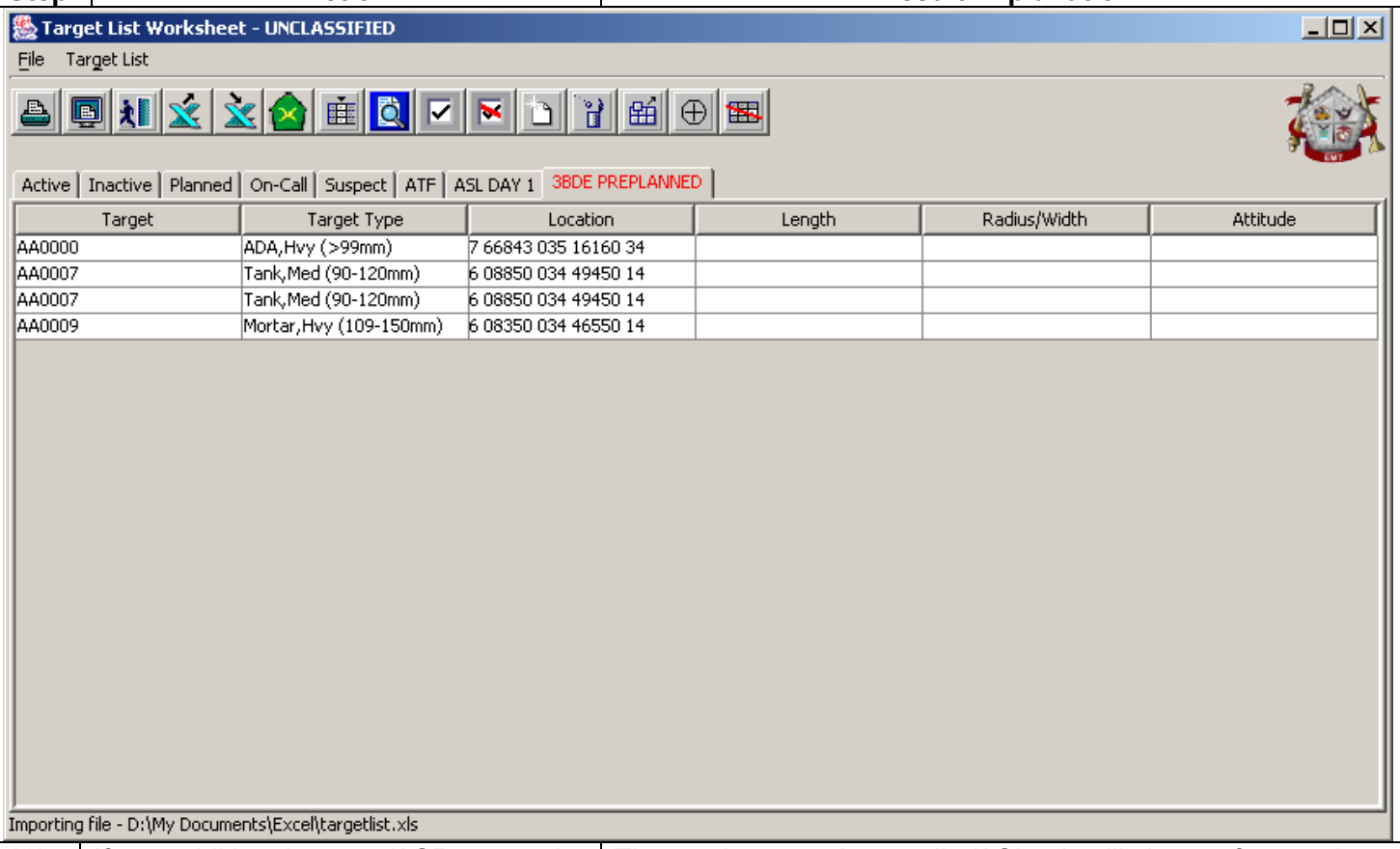
4)	Select **Target List | Import List** or click the button.	The **Information Alert** window opens with **Import Target List(s)** or **Import ASR(s)** depending on the target list tab selected. **NOTE:** If the tab selected is an ASL, **Import ASR(s)** will be the default. If the tab selected is a target list, **Import Target List** will be the default.

5)	Click **OK**.	The **Choose File To Import ASR(s) List From** or the **Choose File to Import Target List(s) From** window opens, as applicable.

Target List Worksheet		
Step	**Action**	**Result/Explanation**
		
6)	Using the **Look in:** field and the button, locate the spreadsheet that contains the targets or ASR(s) to be imported.	**NOTE:** The file to be imported must have a .xls extension not a .xlt extension.
7)	Click the file name of the spreadsheet	The file name highlights and the **File Name:** field displays that name.
8)	Click the **Import** button.	The targets or ASRs are created in the respective list.
NOTE on C2PC usage: All locations in the spreadsheet are assumed to be referenced to **WGS-84 Datum** despite the datum in use on the **C2PC** map.		
NOTE: Upon completion of the import the operator will be notified of any unresolved errors with an **Import Errors** window. If the operator selects **Show Errors**, the **Import Errors** window opens displaying the associated WARNING and *ERROR* for each worksheet. A WARNING means that a value has been defaulted. An *ERROR* means the target/ASR has been ignored. The **Import Errors** window can be printed by selecting the button.		

Target List Worksheet		
Step	**Action**	**Result/Explanation**
		
9)	Any errors corrected during import should also be corrected on the Microsoft® Excel Spreadsheet.	**NOTE:** If defaulted values are “unacceptable” the target list/ASL should be discarded by closing the **Target List Worksheet** window and selecting **Discard Changes**. The target list/ASR list can be imported again after correcting the spreadsheet.

Target List Worksheet		
Step	**Action**	**Result/Explanation**



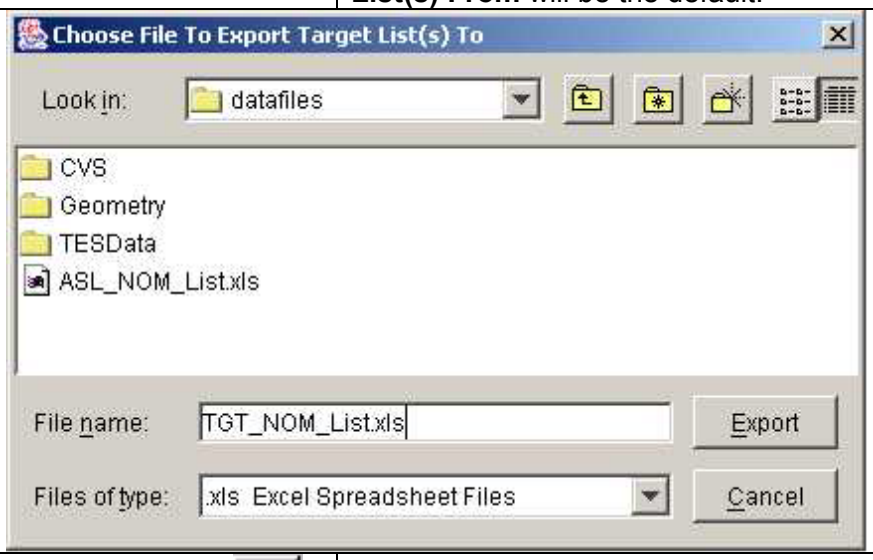
10)	If any additional targets/ASRs are to be added, add them at this time. Use the button for adding ASRs or the button for adding targets, as applicable. When all desired targets/ASRs are entered on the target list/ASL, send the created target list/ASL to AFATDS by clicking the button.	The newly created target list/ASL tab will change from **red** to **black** and the newly created targets/ASRs will be displayed on the respective target list/ASL.

Notes:

1. The spreadsheet format must be that provided with the EMT software.
2. Row 1 of each worksheet is the column definition row, and must contain column headers.
3. Blank lines should not be entered on the spreadsheet between lines of Target/ASR data. The first five blank lines encountered is assumed to be the end of that list when importing.
4. When the import encounters a blank target location or incorrect location format, the operator is prompted to provide a valid location.

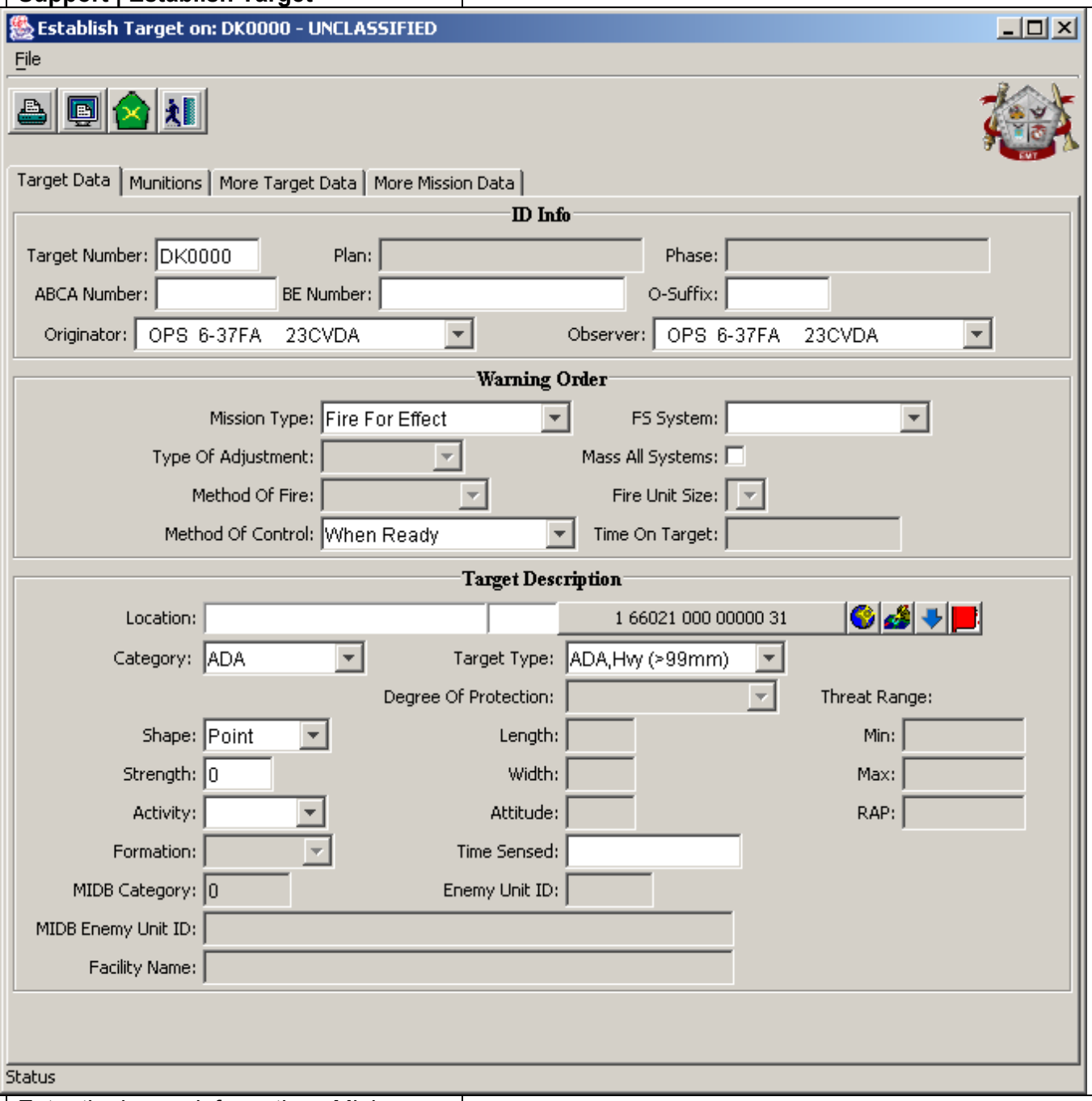
If an error is encountered, discard the Target/ASL changes by closing the **Target List Worksheet** and selecting **Discard Changes**, correct the spreadsheet and import again.

g.	**3012.7 Export List…**	
1)	To export targets from a target list or ASRs from an ASL into a Microsoft® Excel Spreadsheet.	

Target List Worksheet		
Step	**Action**	**Result/Explanation**
2)	Select **Target List | Export Selected List** or click the button.	The **Choose File To Export ASL(s) List From** or the **Choose File to Export Target List(s) From** window opens, as applicable. **NOTE:** If the tab selected is an ASL, **Choose File To Export ASL(s) List From** will be the default. If the tab selected is a target list, **Choose File to Export Target List(s) From** will be the default.
		
3)	Using the **Look in:** field and the button, locate the folder or drive destination for the file to be exported.	
4)	Click in the **File name** field and type a unique name for the export file.	
5)	Click the **Export** button.	The targets/ASRs are exported into a spreadsheet and saved in the destination selected.
NOTE on C2PC usage: All locations exported to the spreadsheet are referenced to **WGS-84 Datum** despite the datum in use on the **C2PC** map.		

3013. Establish Target

Establish Target		
Step	**Action**	**Result/Explanation**
Function: This procedure establishes a target at the AFATDS server. The target is treated as a planned target and is placed on the AFATDS Planned Target List.		
1.	From the **Main Menu Bar** select **Fire Support | Establish Target**	The **Establish Target on <TGT #>** window displays.

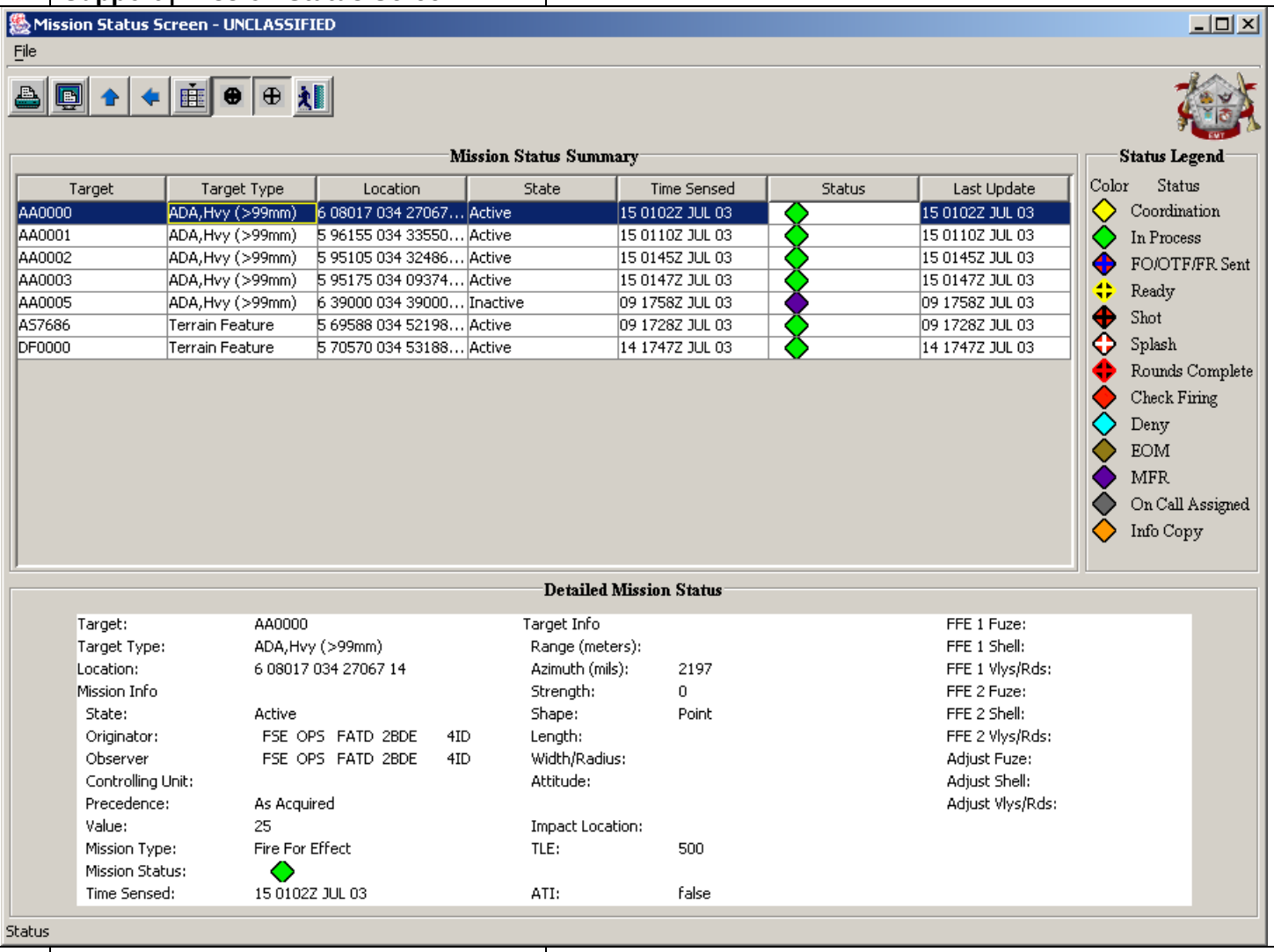


2.	Enter the known information. Minimum data required is	
a.	**Category**	

Establish Target		
Step	**Action**	**Result/Explanation**
b.	**Target Type**	If a non-AFATDS target type is selected the corresponding AFATDS type displays at AFATDS and the EMT User-Defined type is placed in the comments field of the **More Target Data** tab at AFATDS.
c.	**Location** **NOTE:** To use one of the four **Location Field Features** (, , ,) refer to **Section 3009**.	**NOTE:** Must also include the altitude of the target as part of the location data.
1)	Under **Target Description** click the **Location** field and…	
2)	Type the location of the target.	**NOTE:** Must also include the altitude of the target as part of the location data.
	Or…	
3)	Select a grid from the map by clicking the button.	The map displays. Click a location on the map causes the **Establish Target on <TGT #>** window to re-display with the selected location. **NOTE:** Must also include the altitude of the target as part of the location data. If DTED® data is loaded for the location selected, the altitude field will automatically fill with the altitude.
3.	Click the button.	The target is added to the AFATDS Planned Target List.

3014. Mission Status Screen

Mission Status Screen		
Step	**Action**	**Result/Explanation**
Function: This window displays the current status of targets stored in target lists at AFATDS. It is especially useful in monitoring the status of active missions at the AFATDS server.		
1.	From the **Main Menu Bar** select **Fire Support | Mission Status Screen**	The **Mission Status Screen** window displays.



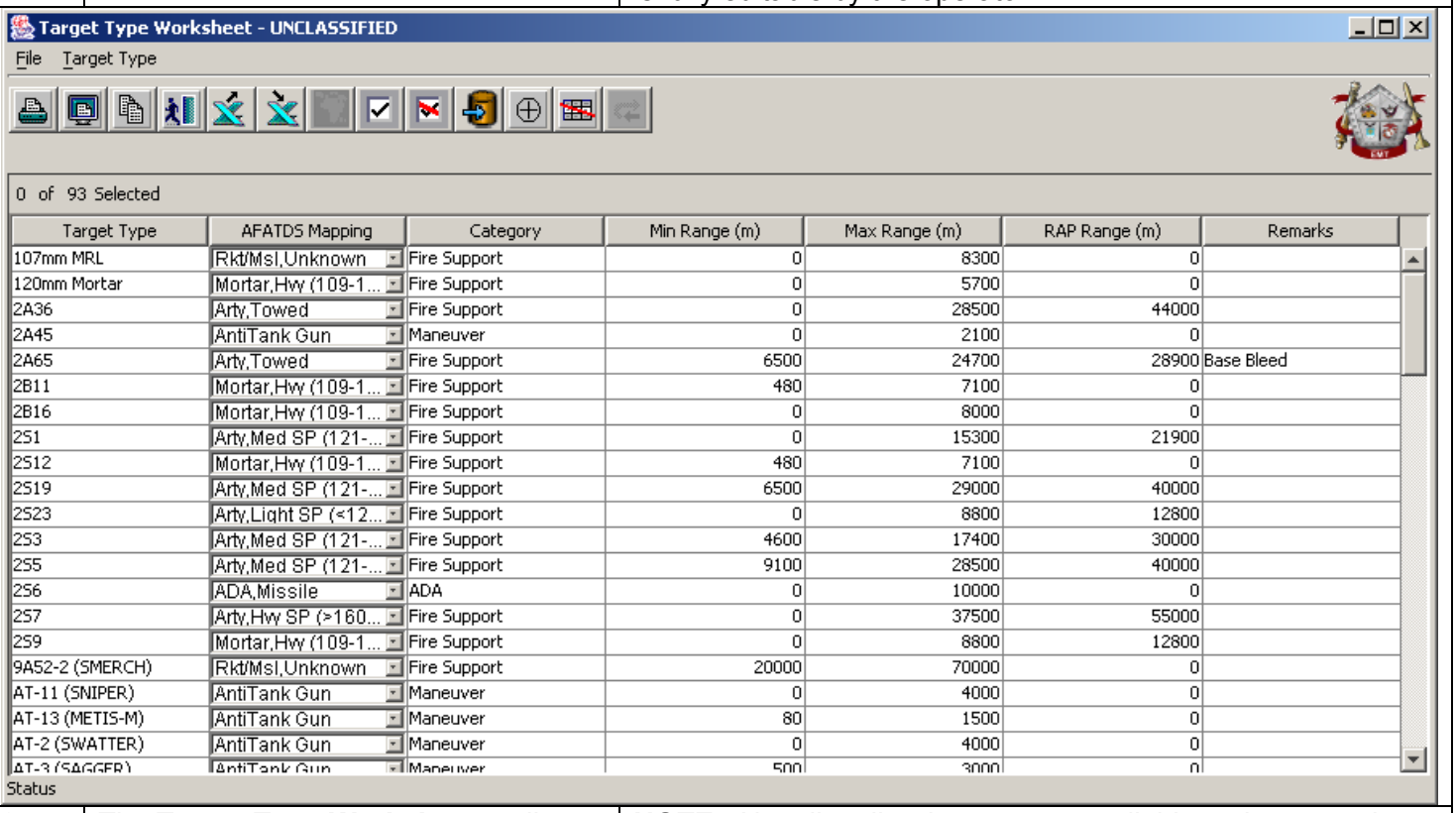
2.	The **Mission Status Screen** toolbar contains the following buttons:	**NOTE:** Not all toolbar buttons are available at the same time. Buttons change depending on what portion(s) of the **Mission Status Screen** window is currently being displayed (i.e., The Up arrow and Right arrow replace the Down arrow or Left arrow respectfully, when one and/or the other are selected.).

a.	Click on the button to print the contents of the **Mission Status Screen**.	PRINT causes the contents of the Mission Status Report window to be printed.

Mission Status Screen		
Step	**Action**	**Result/Explanation**
b.	Click on the button to print preview the contents of the **Mission Status Screen**.	PRINT PREVIEW displays the Mission Status Report, as it would appear when printed.
c.	Click on the button to collapse the **Detailed Mission Status** portion of the **Mission Status Screen**.	Used to close the **Detailed Mission Status** portion of the **Mission Status Screen** window.
d.	Click on the button to expand the **Detailed Mission Status** portion of the **Mission Status Screen**.	Used to expand the **Detailed Mission Status** portion of the **Mission Status Screen** window.
e.	Click on the button to collapse the **Status Legend** portion of the **Mission Status Screen**.	Used to close the **Status Legend** portion of the **Mission Status Screen** window.
f.	Click on the button to expand the **Status Legend** portion of the **Mission Status Screen**.	Used to expand the **Status Legend** portion of the **Mission Status Screen** window.
g.	Click on the button to select which columns to display in the **Mission Status Screen**.	The **Mission Status Screen** columns change to reflect the selected columns.
h.	Click on the button to display the missions associated with the Active target list.	Used to toggle the Active target list display.
i.	Click on the button to display the missions associated with the Inactive target list.	Used to toggle the Inactive target list display.
j.	Click o the button to close the **Mission Status Screen** window.	CLOSE button closes the **Mission Status Screen** window.
3.	***Window sections:***	
a.	**Mission Status Summary**	Displays the missions and statuses for the selected lists.
b.	**Status Legend**	Provides a guide to the color code used to define mission status.
c.	**Detailed Mission Status**	Displays target and mission data in greater details than the **Mission Status Summary**. To display the detailed status for a mission, that mission must be clicked in the **Mission Status Summary.**

3015. Target Type Worksheet

Target Type Worksheet		
Step	**Action**	**Result/Explanation**
Function: This window displays user defined target types. When AFATDS receives a target from EMT defined by the User, AFATDS sets the Target Type to the corresponding **AFATDS Mapping** value and enters the User Defined value in the comments field of the **More Target Data** tab.		
1.	From the **Main Menu Bar** select **Fire Support | Target Type Worksheet**	The **Target Type Worksheet** window displays. **NOTE:** The default **Target Type Worksheet** provided with the EMT Client is fully editable by the operator.



Target Type	AFATDS Mapping	Category	Min Range (m)	Max Range (m)	RAP Range (m)	Remarks
107mm MRL	Rkt/Msl,Unknown	Fire Support	0	8300	0	
120mm Mortar	Mortar,Hwy (109-1...	Fire Support	0	5700	0	
2A36	Arty,Towed	Fire Support	0	28500	44000	
2A45	AntiTank Gun	Maneuver	0	2100	0	
2A65	Arty,Towed	Fire Support	6500	24700	28900	Base Bleed
2B11	Mortar,Hwy (109-1...	Fire Support	480	7100	0	
2B16	Mortar,Hwy (109-1...	Fire Support	0	8000	0	
2S1	Arty,Med SP (121-...	Fire Support	0	15300	21900	
2S12	Mortar,Hwy (109-1...	Fire Support	480	7100	0	
2S19	Arty,Med SP (121-...	Fire Support	6500	29000	40000	
2S23	Arty,Light SP (<12...	Fire Support	0	8800	12800	
2S3	Arty,Med SP (121-...	Fire Support	4600	17400	30000	
2S5	Arty,Med SP (121-...	Fire Support	9100	28500	40000	
2S6	ADA,Missile	ADA	0	10000	0	
2S7	Arty,Hwy SP (>160...	Fire Support	0	37500	55000	
2S9	Mortar,Hwy (109-1...	Fire Support	0	8800	12800	
9A52-2 (SMERCH)	Rkt/Msl,Unknown	Fire Support	20000	70000	0	
AT-11 (SNIPER)	AntiTank Gun	Maneuver	0	4000	0	
AT-13 (METIS-M)	AntiTank Gun	Maneuver	80	1500	0	
AT-2 (SWATTER)	AntiTank Gun	Maneuver	0	4000	0	
AT-3 (SAGGER)	AntiTank Gun	Maneuver	500	3000	0	

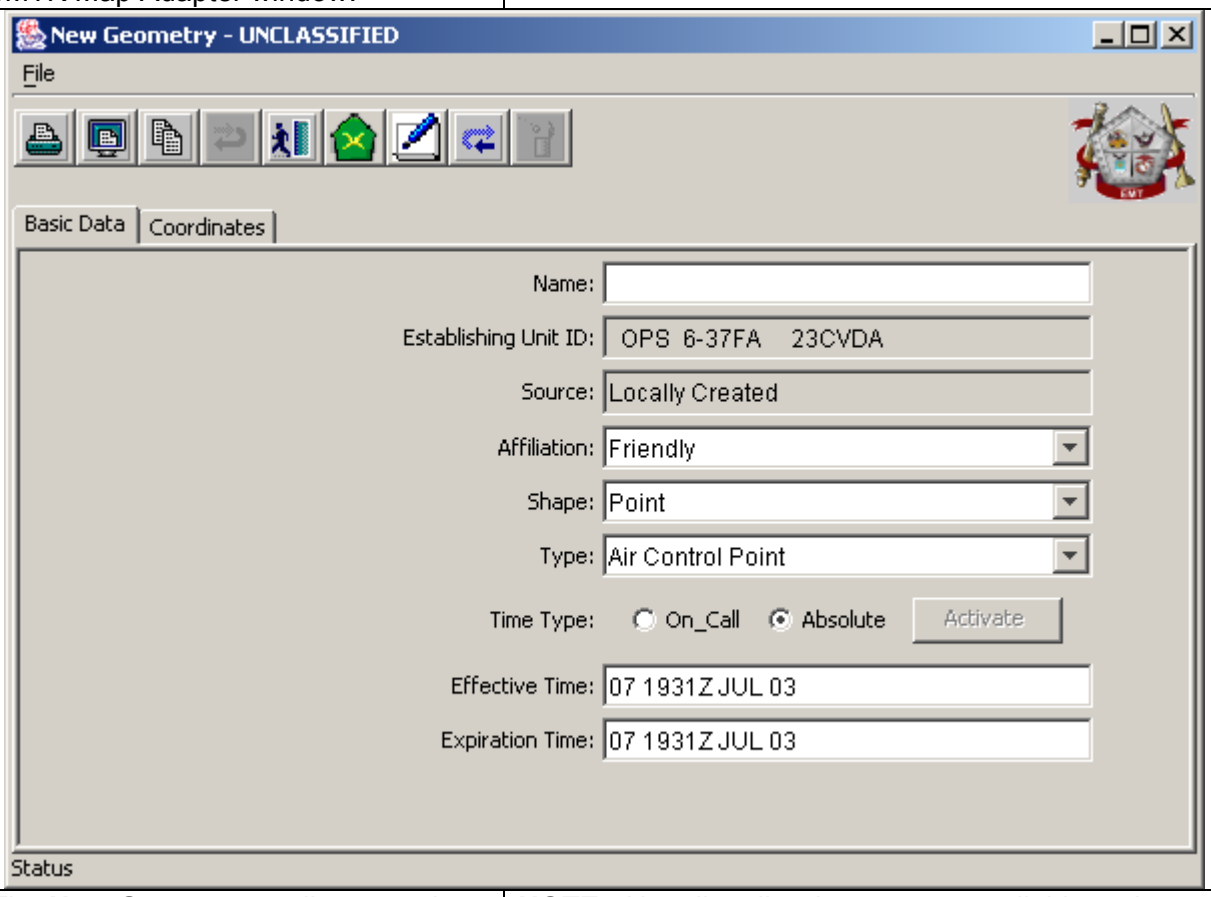
2.	The **Target Type Worksheet** toolbar contains the following buttons:	**NOTE:** Not all toolbar buttons are available at the same time. Buttons change depending on what steps the operator performs.

a.	Click on the button to print the **Target Type Worksheet** contents.	The **Target Type Worksheet** is printed to the designated printer.
b.	Click on the button to print preview the **Target Type Worksheet** contents.	The **Target Type Worksheet** is presented to the operator in a print preview format.
c.	Click on the button to copy the **Target Type Worksheet** contents.	The operator is given an option of copy the contents of the **Target Type Worksheet**: (1) “as Image” (2) “as HTML” or (3) “as Text"
d.	Click on the button to close the **Target Type Worksheet**.	The **Target Type Worksheet** closes.

Target Type Worksheet		
Step	**Action**	**Result/Explanation**
e.	Click on the button to **Import** user defined target types from a Microsoft® Excel Spreadsheet.	The Microsoft® Excel Spreadsheet user defined target types are imported into the **Target Type Worksheet**.
f.	Click on the button to **Export** the contents of the **Target Type Worksheet** to a Microsoft® Excel Spreadsheet.	The **Target Type Worksheet** user defined target types are exported into a Microsoft® Excel Spreadsheet.
g.	Click on the button to update the map with changes made to the **Target Type Worksheet**.	This button is normally grayed out until the **Target Type Worksheet** has been edited. Once a field has been entered to edit the button darkens. When editing is complete, click button to update the map with changes made.
h.	Click on the button to select all of the listed user defined target types in the **Target Type Worksheet**.	All user defined target types in the **Target Type Worksheet** become highlighted.
i.	Click on the button to clear the highlight/selection of the selected (highlighted) user defined target types in the **Target Type Worksheet**.	The highlighted/selected user defined target type(s) becomes unhighlighted/deselected.
j.	Click on the button to save the current session of editing the **Target Type Worksheet** as the default.	The user is given the option to save changes made to the **Target Type Worksheet** to a new file. **NOTE:** When the new file is saved, the EMT Client will remember where the file was saved and use that file until another file is created and saved.
k.	Click on the button to create a new target type on the **Target Type Worksheet**.	An entry will be made on the **Target Type Worksheet** at the top of the list, with the first field under **Target Type** blank, **AFATDS Mapping** defaulted to ADA, Hvy (>99mm), **Category** defaulted to ADA, and all other entries defaulted to 0, with the exception of the **Remarks** column, which will simply be left blank.
l.	Click on the button to delete selected user defined target type(s) from the **Target Type Worksheet**.	Clicking this button provides the operator with the option to delete selected user defined target type(s). **NOTE:** This will permanently delete the user defined target type(s) from the **Target Type Worksheet**.
m.	Click on the button to reset the **Target Type Worksheet** contents to the last saved state.	All entries that have changed but have not been saved are reset to the last saved entry.

3016. New Geometry

Create a New Geometry from the Client		
Step	**Action**	**Result/Explanation**
1.	From the **Main Menu Bar** select **Fire Support | New Geometry** or click the button from the right side of the JMTK Map Adapter window.	The **New Geometry** window displays.



2.	The **New Geometry** toolbar contains the following buttons:	**NOTE:** Not all toolbar buttons are available at the same time.

a.	Click on the button to print the **New Geometry** window contents.	The **New Geometry** contents are printed to designated printer.
b.	Click on the button to print preview the **New Geometry** contents.	The **New Geometry** contents are presented to the operator in a print preview format.
c.	Click on the button to copy the contents of the geometry to as an Image, HTML, or Text format.	A **Copy data as** window opens and provides the operator the choice to save the contents of the window as an Image, HTML, or Text formats.
d.	Click on the button to refresh the **New Geometry** contents.	The **New Geometry** window refreshes.

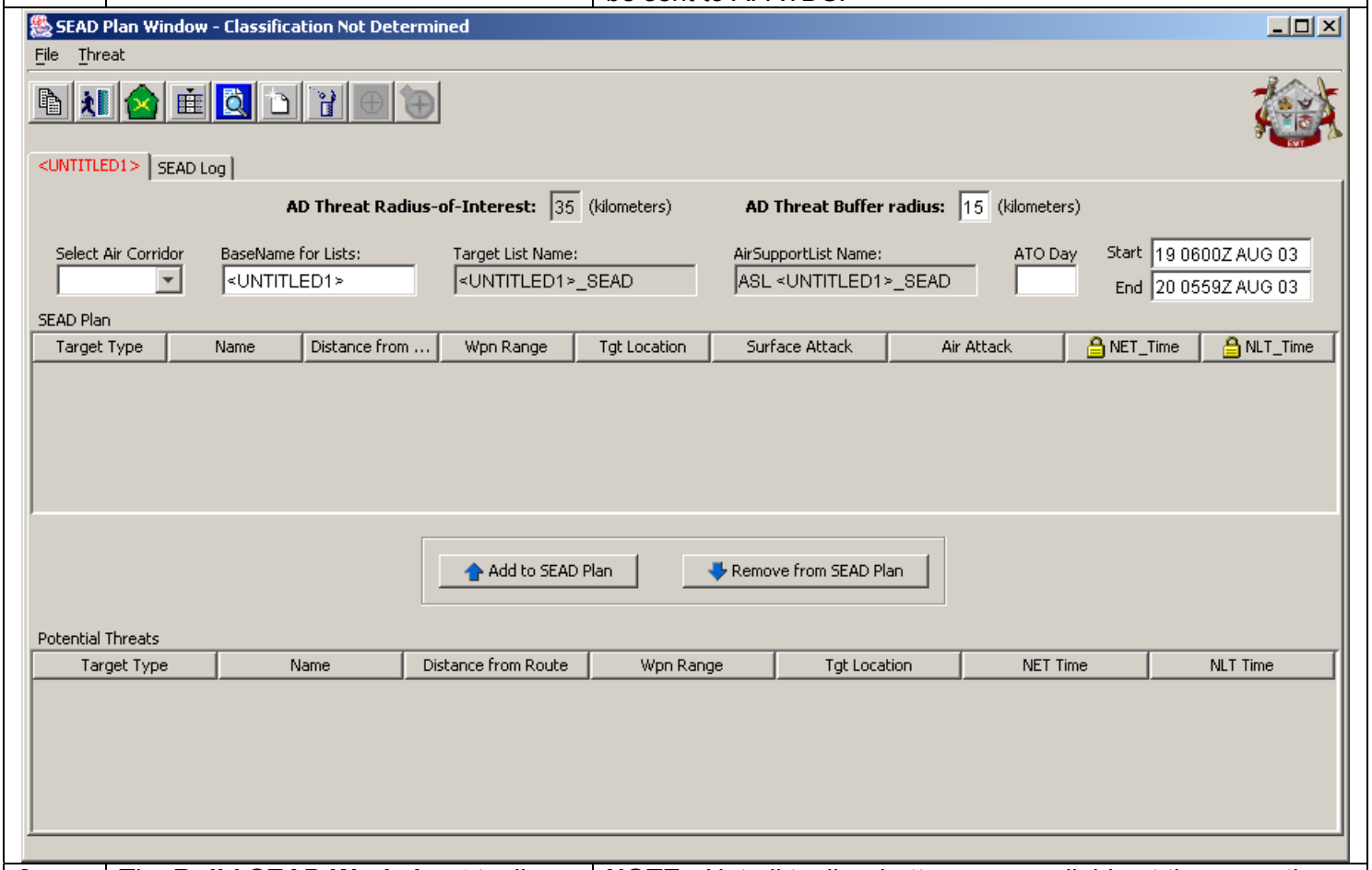
Create a New Geometry from the Client		
Step	**Action**	**Result/Explanation**
e.	Click on the button to close the **New Geometry** window.	The **New Geometry** window closes.
f.	Click on the button to send the newly created geometry to AFATDS.	The newly created geometry is sent to AFATDS.
g.	Click on the button to locally save the newly created geometry.	The newly created geometry is save locally only.
h.	Click on the button to reset the contents of the **New Geometry** window.	The contents of the **New Geometry** window are reset to the default settings.
i.	Click on the button to delete the newly created geometry from the AFATDS server.	The operator will be presented with a **Delete Geometry** window allowing the operator to choose to delete or not delete the geometry.
j.	Click on the button to generate a SEAD Plan for the new geometry. **NOTE:** This icon button is only available when geometry shape **Line**, and type **Air Corridor** are chosen.	The **SEAD Plan Window** opens to provide the operator with the fields necessary to create a SEAD Plan for the created Air Corridor.
3.	***Enter the following on the New Geometry window:***	
a.	Enter the following on the **Basic Data** tab.	
1)	Enter a unique name in the **Name** field.	**NOTE:** AFATDS will not allow duplicate names for geometries of the same type. For example, two RFAs or two NFAs may not have the same name.
2)	Click the **Affiliation** field down arrow and select the desired Affiliation of the Geometry.	Default is **Friendly**. Options are Friendly or Enemy
3)	Click the **Shape** field down arrow and select the desired shape. **Shape** options are: 1) **Point**, 2) **Line**, 3) **Rectangle**, 4) **Circle**, and **Irregular**.	The list found in the **Type** field changes based on the **Shape**.
4)	Select the desired geometry **Type**	The list found in the **Type** field changes based on the shape. **NOTE:** An additional tab is displayed for RFA restrictions, ACA altitudes and Target Build-Up Area target types when these type measures are selected.
5)	Select the desired **Time Type**. Options are: 1) **On_Call**, or 2) **Absolute**.	
6)	Edit the **Effective Time** and **Expiration Time**. **NOTE:** Refer to **Section 3008** to use the **Calendar/Time Tool**.	These default to the time the window opens.
b.	Enter the following on the **Coordinates** tab.	
1)	Click the **Coordinates** tab.	

Create a New Geometry from the Client		
Step	**Action**	**Result/Explanation**
2)	Click the **Location1** field and… **NOTE:** To use one of the four **Location Field Features** (, , ,) refer to **Section 3009**.	
a)	Type the location.	**NOTE:** Must also include the altitude of the geometry as part of the location data. If DTED® data is loaded for the location selected, the altitude field will automatically fill with the altitude.
		Or…
b)	Select a grid from the map by clicking the button.	The map displays. Click a location on the map causes the **New Geometry** window to re-display with the selected location. **NOTE:** Must also include the altitude of the geometry as part of the location data. If DTED® data is loaded for the location selected, the altitude field will automatically fill with the altitude.
c)	For each additional grid, click the **Add** Location button, as applicable.	
		Or…
d)	Click on the **Points from Map** button.	The **New Geometry** window falls behind the map and provides the operator the capability to click multiple points on the map for the location of the desired geometry.
3)	For shapes Circle and Rectangle, enter the **Width** or **Radius** in meters.	A valid range is between 1-9999 meters. **NOTE:** Anything outside this range will cause the invalid field affected to turn red showing the operator an invalid indication has occurred.
c.	As applicable, enter the data desired on additional tabs, based on **Type** of geometry being created.	
4.	***EXAMPLE 1: To create an ACA***	**NOTE:** On the **New Geometry** window **Shape** must be **Rectangular**, **Circular**, or **Irregular**.
a.	***For ACA,*** *click* the **Airspace Info** and type the minimum and maximum altitudes.	
5.	***EXAMPLE 2: To create a Target Build-up Area***	**NOTE:** On the **New Geometry** window **Shape** must be **Rectangular**, **Circular**, or **Irregular**.
a.	***For a Target Build-up Area,*** click the **Target Build-up** tab.	
b.	Click the checkboxes for the desired targets.	Threshold and reported fields appear for each target.
c.	Type the threshold values for each target displayed.	AFATDS requires that the number of targets acquired in the TBA geometry equal the threshold before it will produce an option to fire a fire mission.
6.	***EXAMPLE 3: To create a Restricted Fire Area***	**NOTE:** On the **New Geometry** window **Shape** must be **Rectangular**, **Circular**, or **Irregular**.
a.	***For RFA,*** click the **Restrictions Info** tabs and select the restricted fire support.	

Create a New Geometry from the Client		
Step	**Action**	**Result/Explanation**
7.	When editing is complete, click the button to save the created geometry to the AFATDS Server or click the button to save the created geometry as a “local” geometry..	If the button was selected the geometry is sent to the AFATDS server for creation. If the button was selected the geometry is created only locally on the EMT workstation.

3017. Build SEAD Worksheet

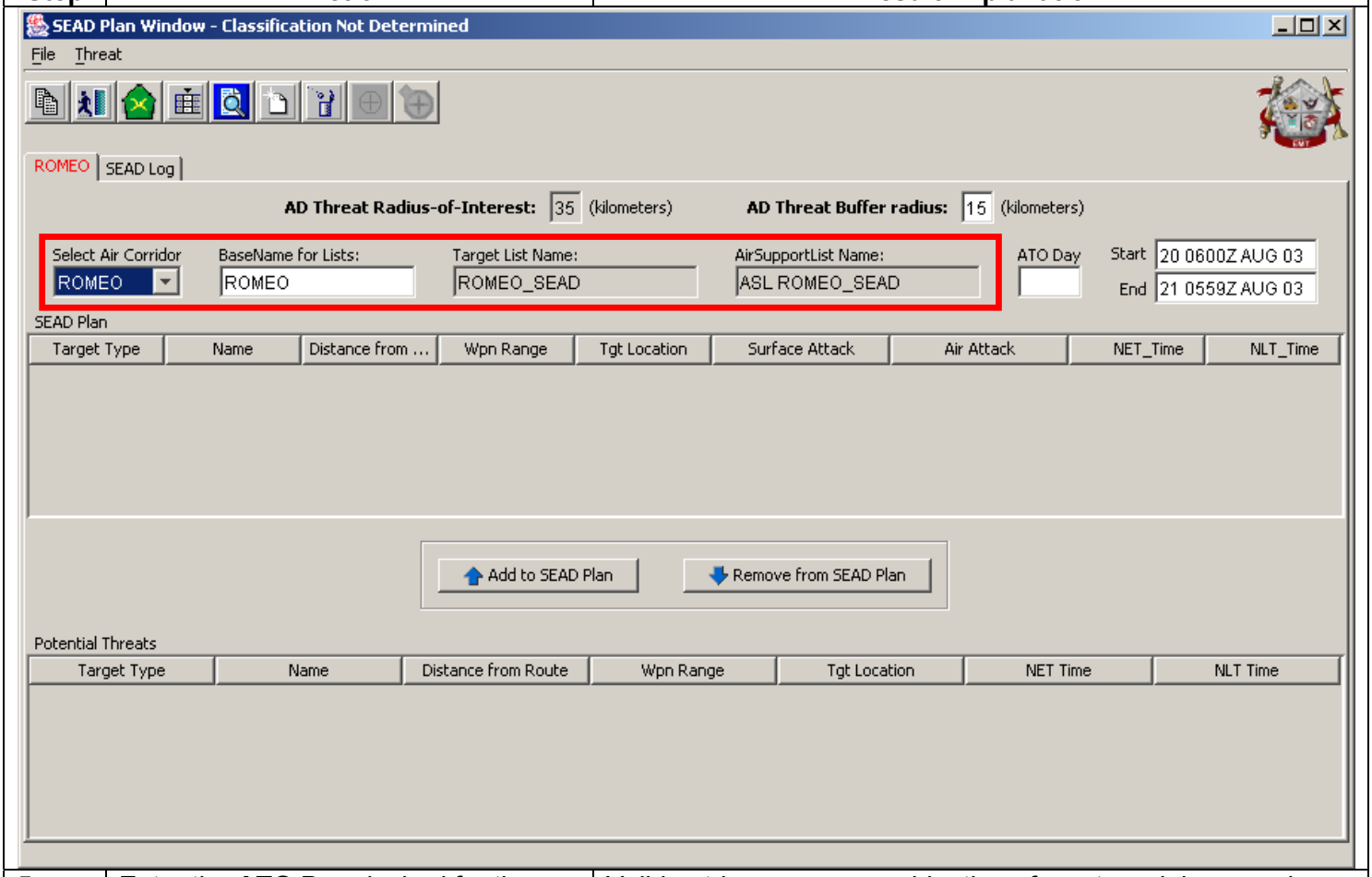
Build SEAD Worksheet		
Step	**Action**	**Result/Explanation**
Function: This procedure provides the operator with the ability to define Air Corridors and locate ADA threats to those corridors. The identified threats can be added to AFATDS as a Target List and/or ASL.		
1.	From the **Main Menu Bar** select **Fire Support | Build SEAD Worksheet**	The **SEAD Plan Window** window opens and provides the operator with the fields necessary to establish a SEAD Plan to be sent to AFATDS.



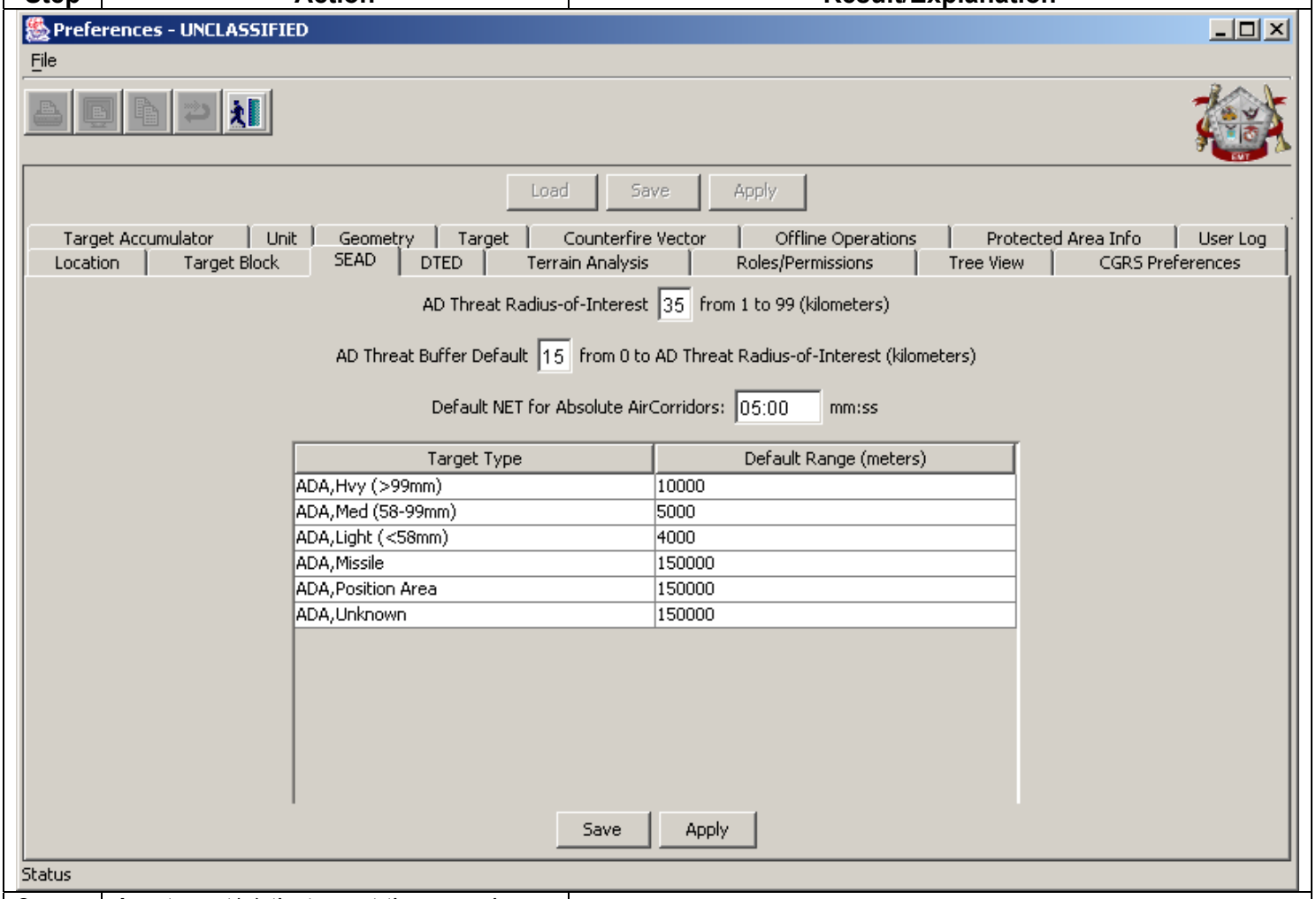
2.	The **Build SEAD Worksheet** toolbar contains the following buttons:	**NOTE:** Not all toolbar buttons are available at the same time.
a.	Click on the button to copy the contents of the **SEAD Plan Window** as an Image, HTML, or Text format.	A **Copy data as** window opens and provides the operator the choice to save the contents of the window as an Image, HTML, or Text formats.
b.	Click on the button to close the **SEAD Plan Window** window.	The **SEAD Plan Window** window closes.
c.	Click on the button to send the **SEAD Plan** to AFATDS.	The **SEAD Plan** is sent to AFATDS in the form of a target list and/or ASL, as applicable.

Build SEAD Worksheet		
Step	**Action**	**Result/Explanation**
d.	Click on the button to select which columns to display and in which order in the **SEAD Plan Window** window.	The **SEAD Plan Window** window columns change to reflect the selected columns.
e.	Click on the button to initiate a search for targets that fit the preferences established under the **Preference** window **SEAD** tab for a selected Air Corridor.	A search is made of targets in the area of the selected Air Corridor that meet the criteria established under the **Preference** window **SEAD** tab.
f.	Click on the button to create a new SEAD Plan tab.	A new SEAD Plan tab **<Untitled#>** is created.
g.	Click on the button to delete a created SEAD Plan tab.	The selected SEAD Plan is deleted.
h.	Click on the button to create a new target on the SEAD Plan.	The **Establish Target** window opens and provides the operator with the necessary fields to create a target. The created target entry will be made on the **SEAD Plan Window** in the SEAD Plan section.
i.	Click on the button to add a target to the SEAD Plan from an existing target.	The **Add Existing Target … to <SEAD Plan Name>** window opens and provides the operator with the fields necessary to search for and add an existing target to the SEAD Plan. The added target entry will be made on the **SEAD Plan Window** in the SEAD Plan section.
3.	From the **Select Air Corridor** pulldown window select the desired Air Corridor for the SEAD Plan to be established against.	The pulldown window shows the Air Corridors that are currently created.

Build SEAD Worksheet		
Step	**Action**	**Result/Explanation**
4.	The name of the SEAD Plan auto-fills with the name of the Air Corridor selected or can be changed by entering a name in the **Base Name for Lists:** field.	The **Base Name** entered will auto fill the tab, **Target List Name:** field with **<Base Name_ SEAD>** and the **Air Support List Name:** field with **<ASL Base Name_SEAD>**.

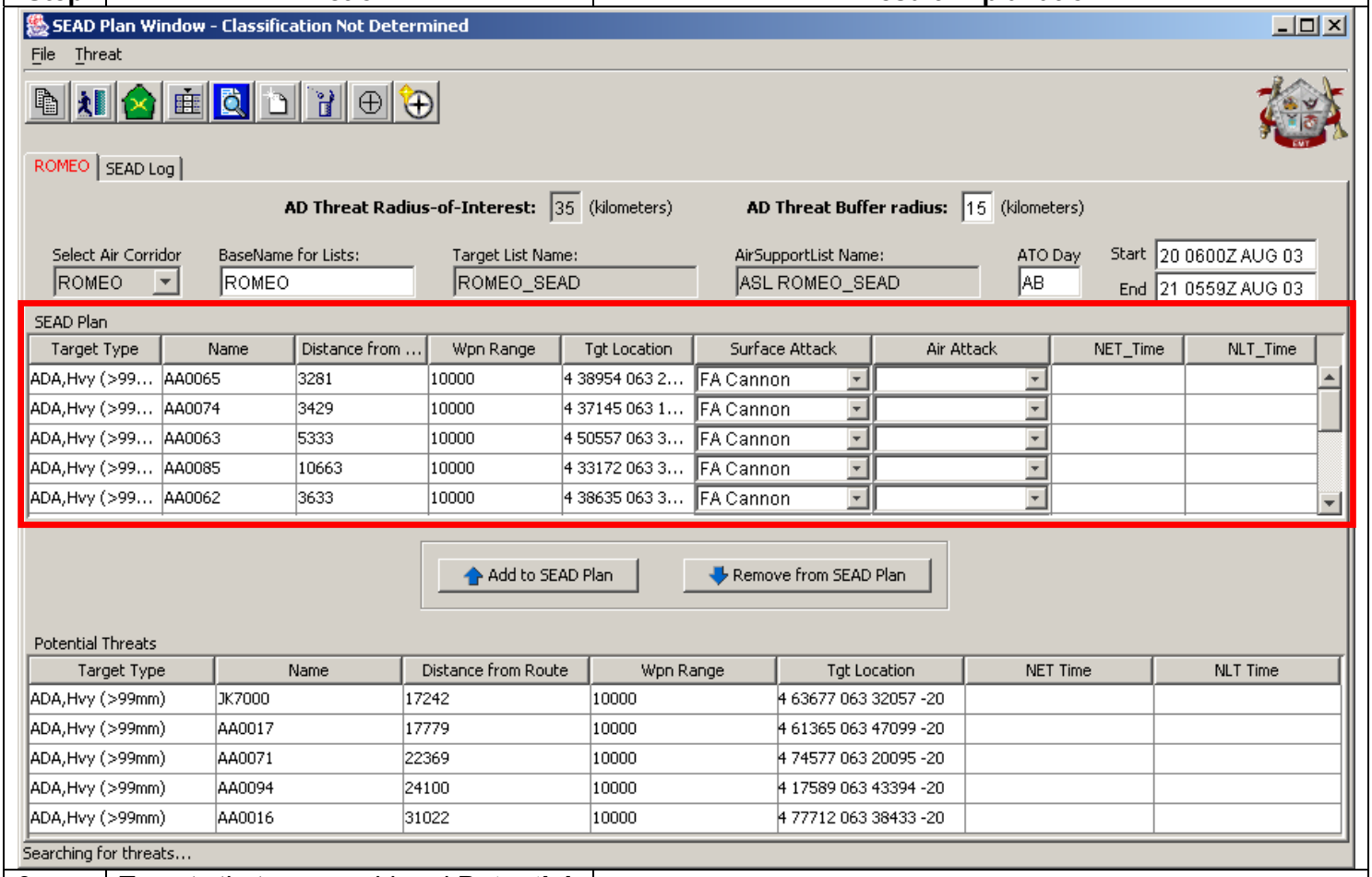
Build SEAD Worksheet		
Step	**Action**	**Result/Explanation**
		
5.	Enter the **ATO Day** desired for the ASL cycle in which the SEAD Plan is to be executed. **NOTE:** This field is only required if an ASL is going to be created by the **SEAD Plan Window**.	Valid entries are any combination of any two alphanumeric characters (e.g., 11, 1A, A1, AA).
6.	Enter the **Start** and **End** times for the ASL. **NOTE:** Refer to **Section 3008** to use the **Calendar/Time Tool**. **NOTE:** This field is only required if an ASL is going to be created by the **SEAD Plan Window**.	**NOTE:** Default **Start** and **End** times are current day **0600Z** and following day **0559Z**.
7.	Click on the button to initiate a search for targets that fit the preferences established under the **Preference** window **SEAD** tab for a selected Air Corridor.	A search is made of targets in the area of the selected Air Corridor that meet the criteria established under the **Preference** window **SEAD** tab.

Build SEAD Worksheet		
Step	**Action**	**Result/Explanation**



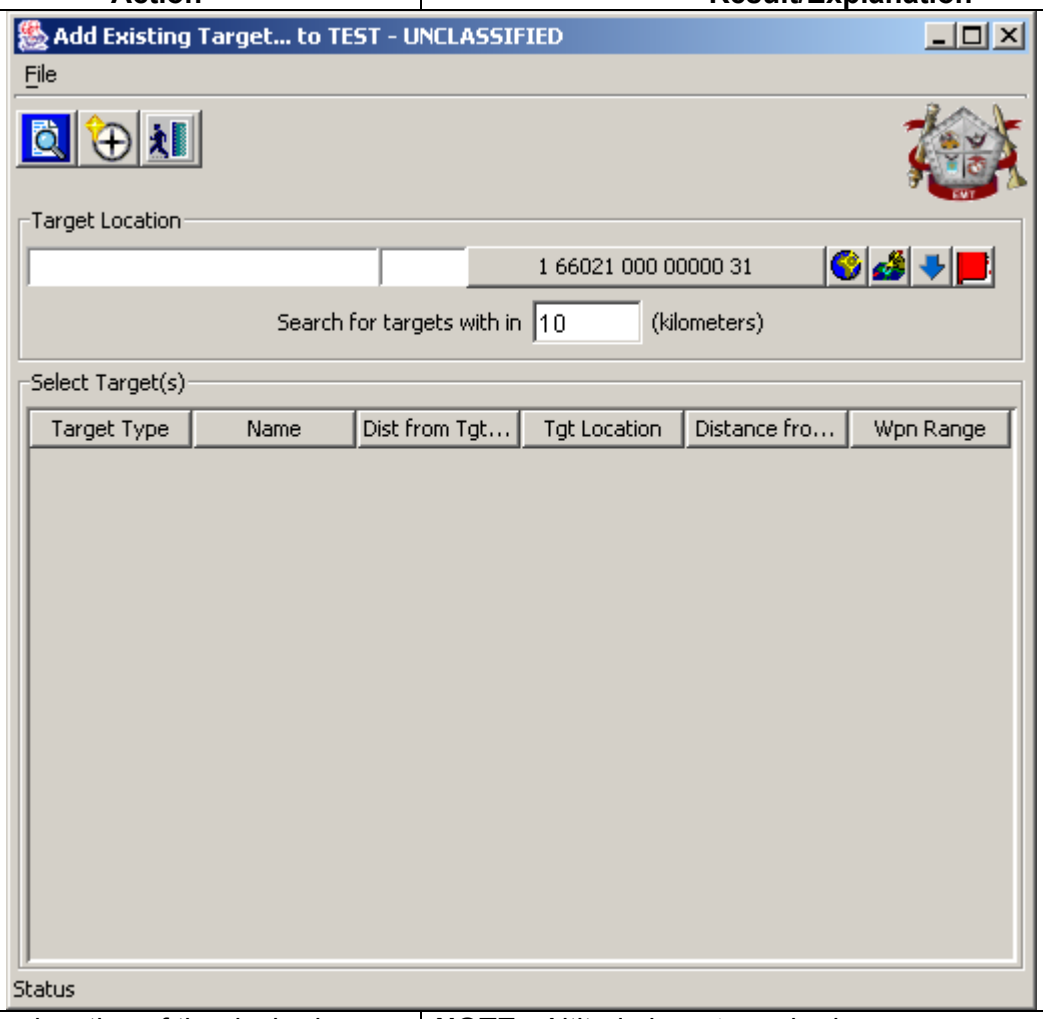
8.	Any target(s) that meet the search criteria are entered in the SEAD Plan section. Search criteria is as follows: 1) Any ADA Target(s) or ADA Enemy Unit(s) that lie within the **AD Threat Buffer Default** range, 2) Any ADA Target(s) or ADA Enemy Unit(s) that lie within the **AD Threat Radius of Interest** that are known to be able to range the Air Corridor, or 3) Any ADA Target(s) or ADA Enemy Unit(s) that lie outside the **AD Threat Radius of Interest** that are known to be able to range the Air Corridor.	

Build SEAD Worksheet		
Step	**Action**	**Result/Explanation**



9.	Targets that are considered **Potential Threats** are entered in the **Potential Threats** section. The criteria used to determine a "Potential Threat" is as follows: 1) Any ADA Target(s) or ADA Enemy Unit(s) that lie within the **AD Threat Radius of Interest** and their range is unknown or unable to range the Air Corridor, 2) Any non-ADA Enemy Unit(s) that lie within either of the designated buffer areas.	
10.	To Add a target(s) from the list of **Potential Threats**, select the desired target(s) and then click the **Add to SEAD Plan** button. **NOTE:** To multi-select targets hold the **Ctrl** key down while selecting the next target.	The selected target(s) are added to the SEAD Plan.

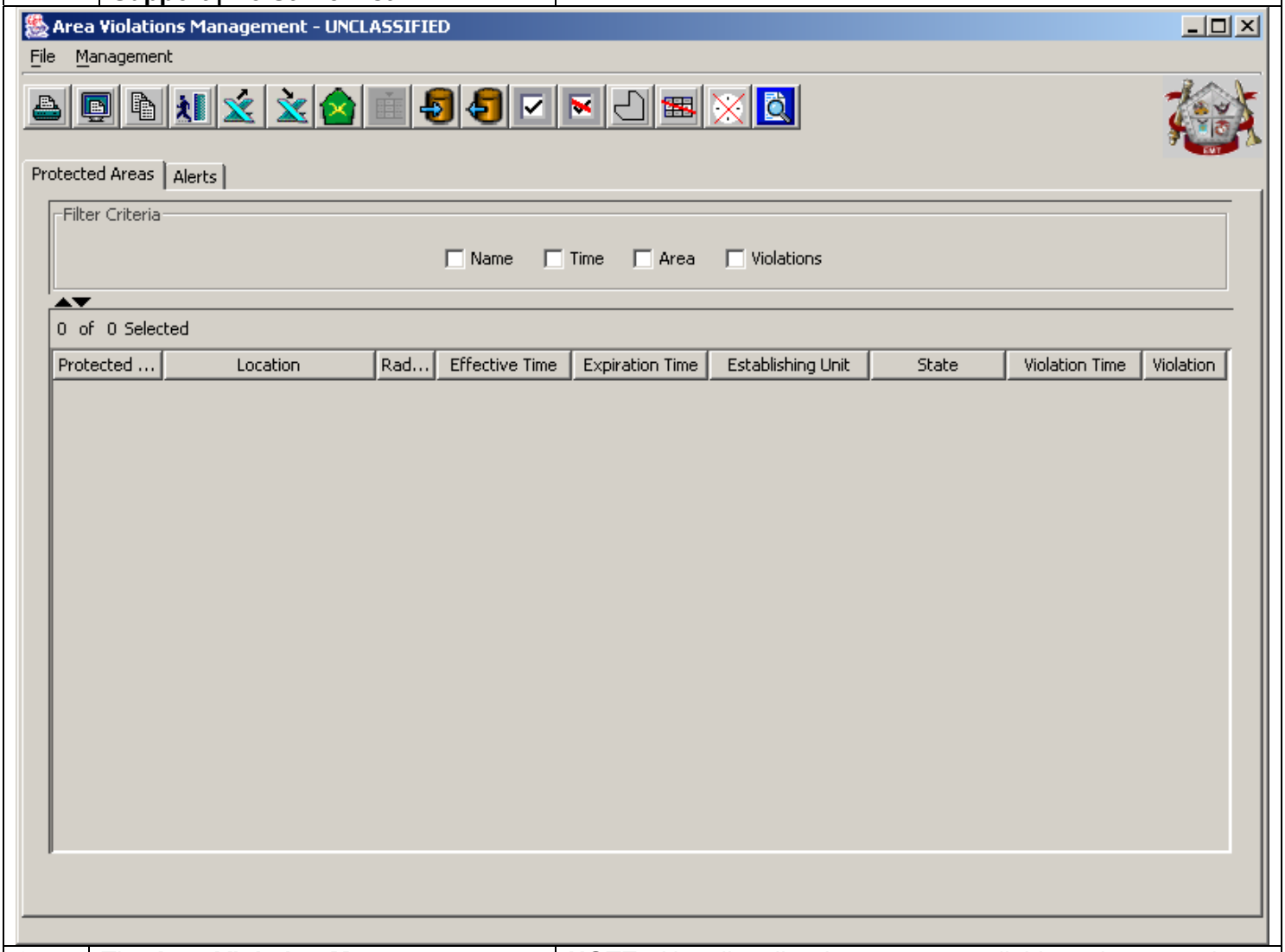
Build SEAD Worksheet		
Step	**Action**	**Result/Explanation**
11.	To remove a target(s) from the SEAD Plan list, select the desired target(s) to be removed and then click the **Remove from SEAD Plan** button. **NOTE:** To multi-select targets hold the **Ctrl** key down while selecting the next target.	The selected target(s) are removed from the SEAD Plan.
12.	To have a specific target engaged by an Air asset, select the desired mission type from the **Air Attack** pulldown menu.	The target that is associated with an Air Mission Type will be placed on the **ASL <Base Name>_SEAD** when the SEAD Plan is sent to AFATDS.
a.	When the Air Mission Type is selected the **NET** and **NLT** fields are auto-populated with the **Start** and **End** times, respectively, entered on the **SEAD Plan Window**. The operator can edit these fields manually or by using the **Calendar/Time Tool**. **NOTE:** If an Air Corridor is on-call the NET and NLT fields are not available for editing.	**NOTE:** Refer to **Section 3008** to use the **Calendar/Time Tool**.
13.	To create a new target on the SEAD Plan click on the button.	The **Establish Target** window opens and provides the operator with the necessary fields to create a target. The created target entry will be made on the **SEAD Plan Window** in the SEAD Plan section.
14.	To add an existing target(s) or enemy unit(s), which is not listed in the **Potential Threats** or **SEAD Plan** sections of the SEAD Plan window, click the button.	The **Add Existing Target… to <SEAD Plan Name>** window opens and provides the operator with the necessary fields to search for a specific target(s) or enemy unit(s) not found in either section of the SEAD Plan window.

Build SEAD Worksheet		
Step	**Action**	**Result/Explanation**
		
15.	Enter the location of the desired search area. **NOTE:** To use one of the four **Location Field Features** (, , ,) refer to **Section 3009**.	**NOTE:** Altitude is **not** required.
16.	Set the desired search range (in Kilometers).	
17.	Click on the button on the **Add Existing Target… to <SEAD Plan Name>** window.	A search is initiated and returns any target(s) or enemy unit(s) that are within the search range established.
18.	Select the desired target(s) or enemy unit(s) to be added to the SEAD Plan and then click the button to add the selected target(s) or enemy unit(s) to the SEAD Plan.	The selected desired target(s) or enemy unit(s) is added to the SEAD Plan.

Build SEAD Worksheet		
Step	**Action**	**Result/Explanation**
19.	Once all targets and/or enemy units are entered on the SEAD Plan click on the button to send the **SEAD Plan** to AFATDS.	The **SEAD Plan** is sent to AFATDS in the form of a target list and/or ASL, as applicable.

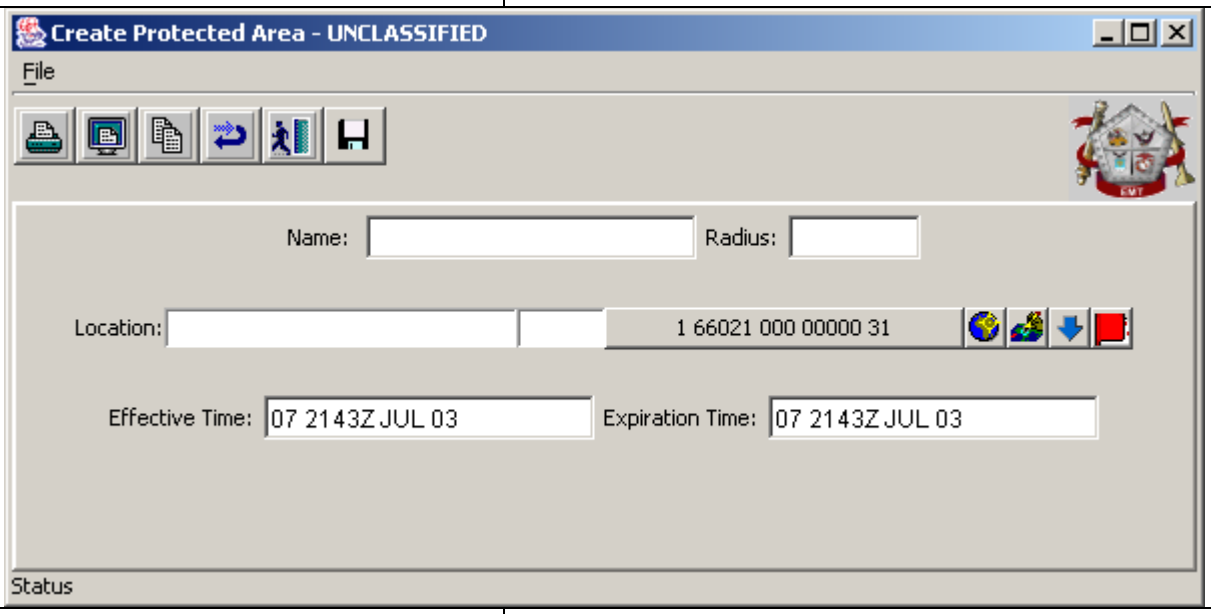
3018. No Strike List

No Strike List		
Step	**Action**	**Result/Explanation**
Function: This allows the operator to establish local "Protected Areas" used for planning purposes available to the client only. **NOTE:** The operator is given the option to send the Protected Area(s) to AFATDS as NFA(s).		
1.	From the **Main Menu Bar** select **Fire Support | No Strike List**	The **Area Violations Management** window displays.

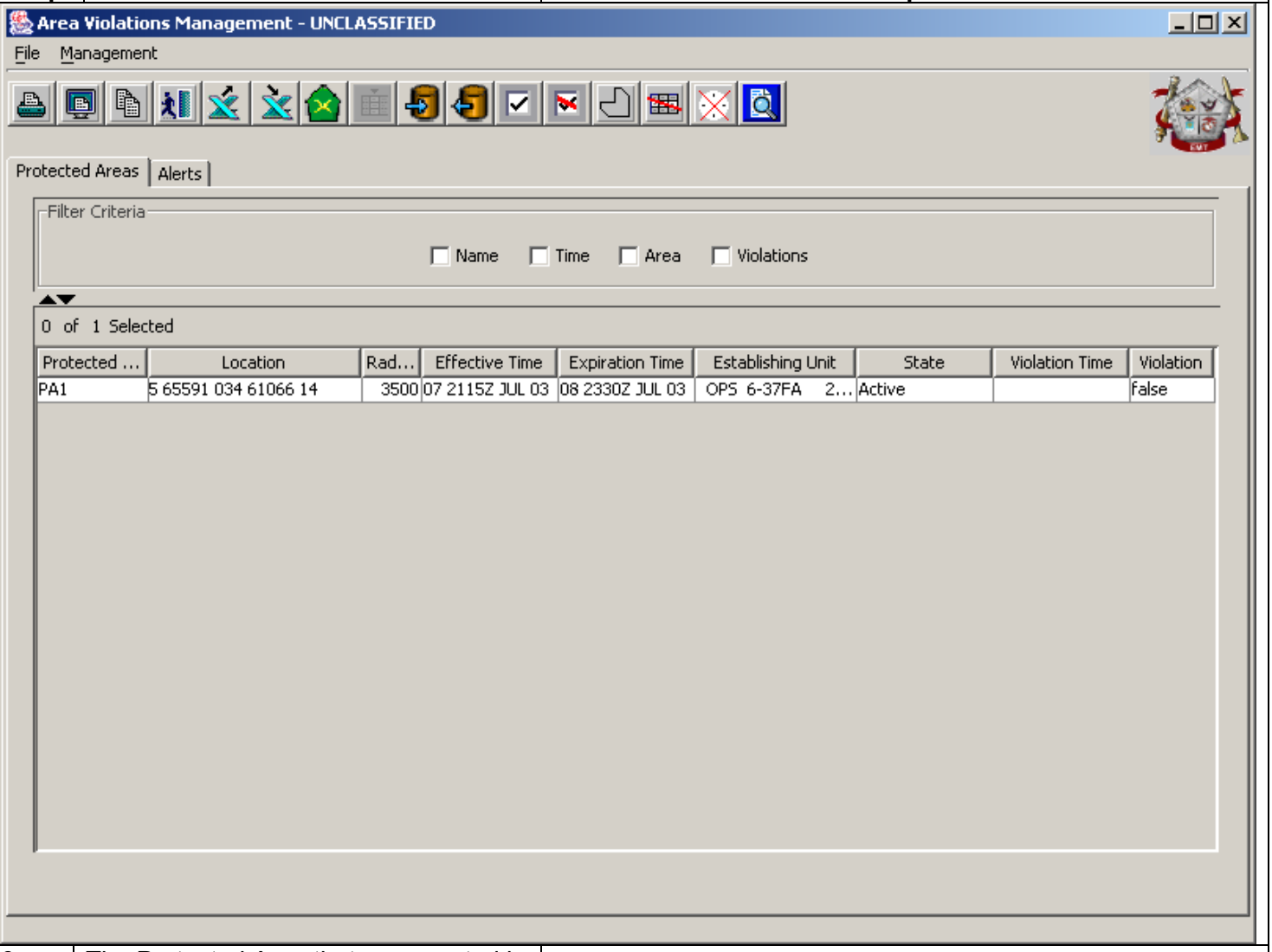


2.	The **Area Violation Management** toolbar contains the following buttons:	**NOTE:** Not all toolbar buttons are available at the same time. Buttons change depending on what steps are performed by the operator.
a.	Click on the button to print the **Area Violation Management** contents.	The **Area Violation Management** contents are printed to designated printer. Prints the contents of the active tab (i.e., **Protected Areas** or **Alerts**).
b.	Click on the button to print preview the **Area Violation Management** contents.	The **Area Violation Management** contents are presented to the operator in a print preview format. Print Previews the contents of the active tab (i.e., **Protected Areas** or **Alerts**).

No Strike List		
Step	**Action**	**Result/Explanation**
c.	Click on the button to copy the contents of the **Area Violation Management** window to one of three data types: 1) **as Image**, 2) **as HTML**, or 3) **as Text**.	The operator is presented with a **Copy data as** window that allows the operator to choose which data type to copy the contents of the **Area Violation Management** window. Copies the contents of the active tab (i.e., **Protected Areas** or **Alerts**).
d.	Click on the button to close the **Area Violation Management** window.	The **Area Violation Management** window closes.
e.	Click on the button to **Import** Protected Area(s) from a Microsoft® Excel Spreadsheet.	The Microsoft® Excel Spreadsheet Protected Area(s) are imported into the **Area Violation Management** window.
f.	Click on the button to **Export** the contents of the **Area Violation Management** to a Microsoft® Excel Spreadsheet.	The **Area Violation Management** Protected Area(s) are exported into a Microsoft® Excel Spreadsheet.
g.	Click on the button to send selected "Local" created Protected Area(s) to AFATDS as NFA(s).	The selected locally generated Protected Area(s) is sent to AFATDS as NFA(s) from the **Area Violation Management** window.
h.	Click on the button to select which columns to display in the **Area Violation Management** window.	The **Area Violation Management** window columns change to reflect the selected columns.
i.	Click the button to save filter criteria.	The filter criterion that was set is saved to an operator-selected location. **NOTE:** The operator will also have the option to have a "Quick Filter" button added to the tool bar. See step r below.
j.	Click the button to retrieve previously saved filter criteria.	Previously saved filter criteria are retrieved from the operator selected location. **NOTE:** The operator will also have the option to have a "Quick Filter" button added to the tool bar.
k.	Click on the button to select all of the listed Protected Area(s) in the **Area Violation Management** window.	All geometries in the **Area Violation Management** highlight.
l.	Click on the button to clear selected (highlighted) Protected Area(s) in the **Area Violation Management** window.	The highlighted/selected Protected Area(s) become unhighlighted.
m.	Click on the button to create a new Protected Area.	The **Create Protected Area** window opens and provides the operator with options to create a new Protected Area.
n.	Click the button to delete a selected Protected Area(s) in the **Area Violation Management** window.	Clicking this button provides the operator with the option to delete a selected Protected Area(s).
o.	Click on the button to purge any expired Protected Areas from the **Area Violation Management** window.	Protected Areas will be purged from the **Area Violation Management** window.

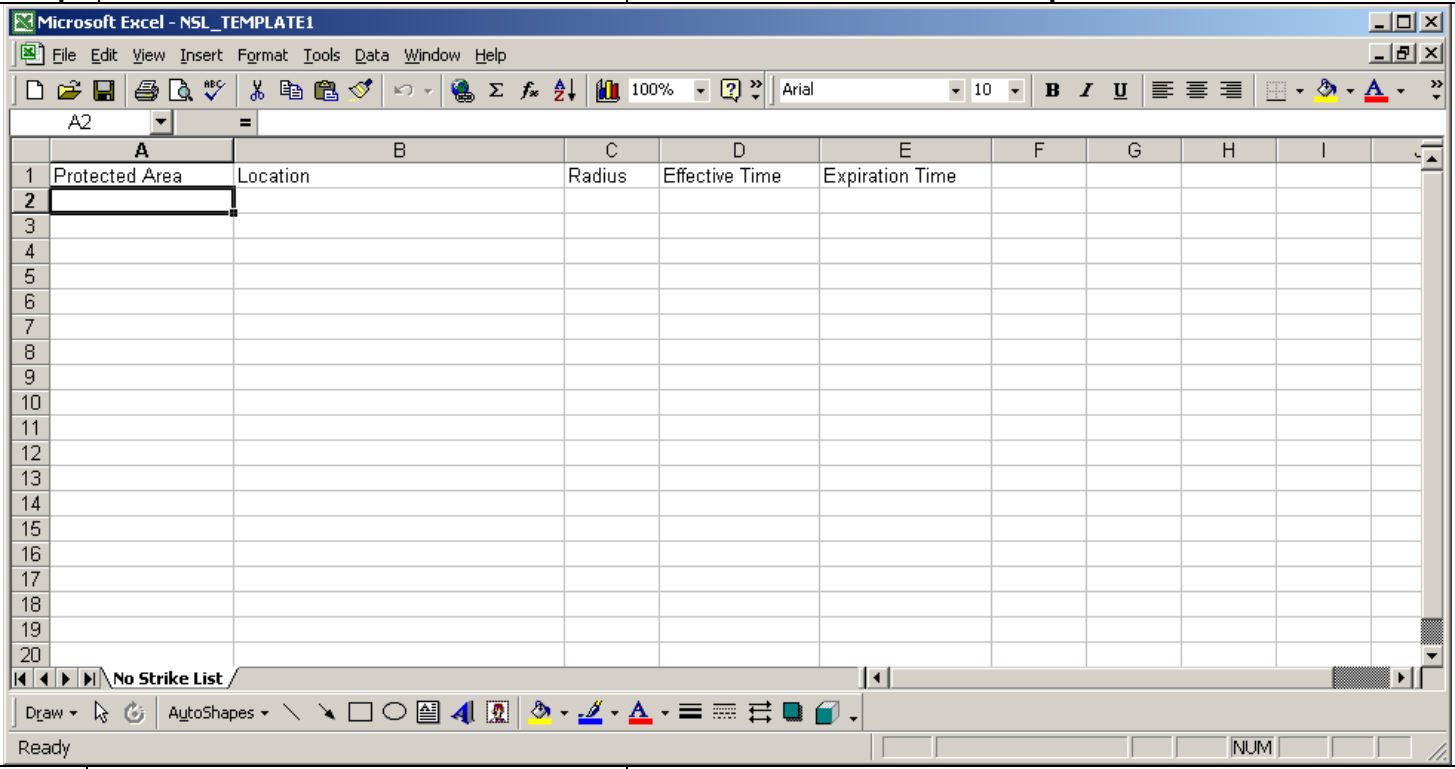
No Strike List		
Step	**Action**	**Result/Explanation**
p.	Click on the button to "show all" Protected Areas.	All Protected Areas, regardless of selected filter criteria, will be displayed in the **Area Violation Management** window.
q.	Click on the button to initiate a search for desired Protected Area(s) or Alerts.	A search is initiated on the filter criteria of the active tab (i.e., **Protected Areas** or **Alerts**). If no filtering criteria is selected all Protected Areas will be displayed.
r.	If a previous filtering criterion has been saved and the operator chose to add the **Quick Filter** button, click on the **(#)** button of the desired filter criteria to retrieve.	The filtering criterion that was saved is retrieved in the **Filter Criteria** area of the window.
3.	From the **Management** menu option, select **Create New** or click the button.	The **Create Protected Area** window opens and provides the operator with the options to create a Protected Area.
		
4.	Enter the name of the desired Protected Area (1-10 alphanumeric characters), the radius, the location and altitude, and the effective time and expiration time.	**NOTE:** To use one of the four **Location Field Features** (, , ,) refer to **Section 3009**.The **Calendar/Time Tool**, mentioned in **Section 3008**, can also be used for selecting the **Effective Time** and the **Expiration Time**.
5.	To save the Protected Area, select **File | Save Protected Area** or click the button.	

No Strike List		
Step	**Action**	**Result/Explanation**

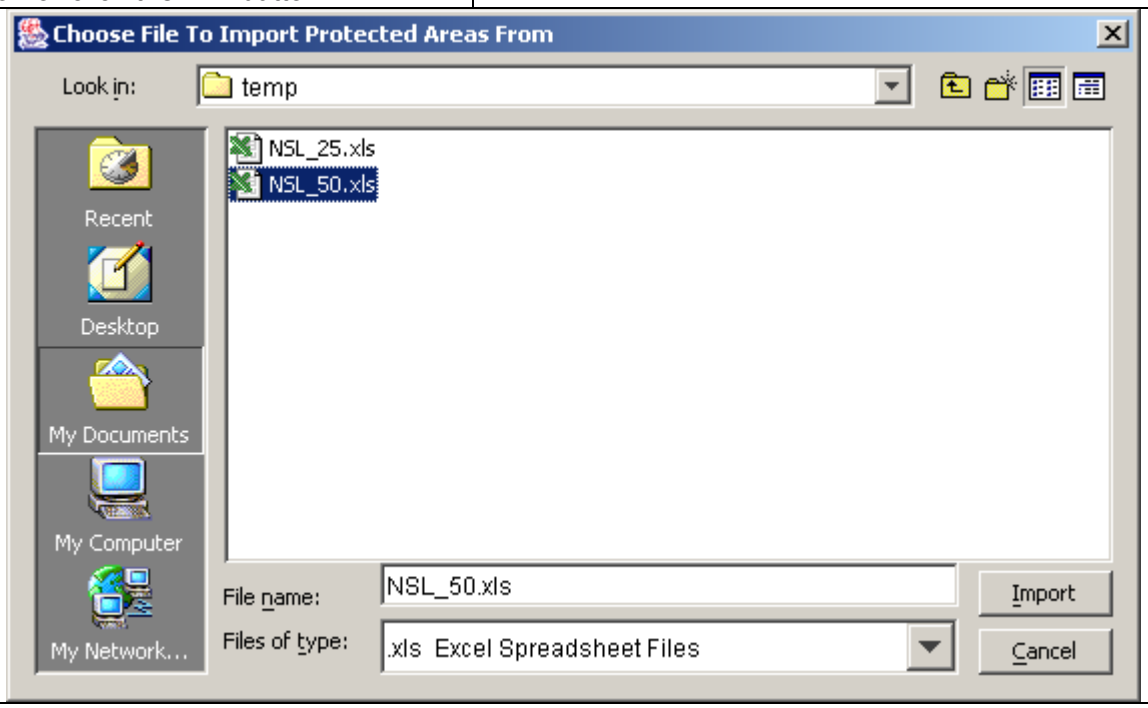


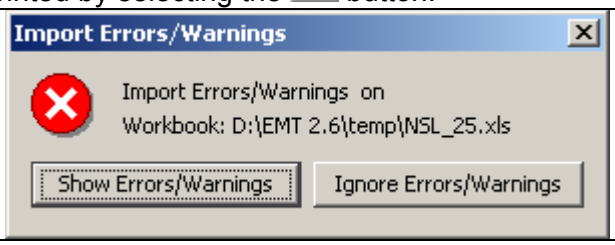
6.	The Protected Area that was created is displayed in the window.	
a.	**3018.1 Import No Strike List**	
1)	Open, in Microsoft® Excel, the No Strike List Template (**NSL_TEMPLATE.xlt**) provided and enter the desired Protected Area(s), as applicable.	

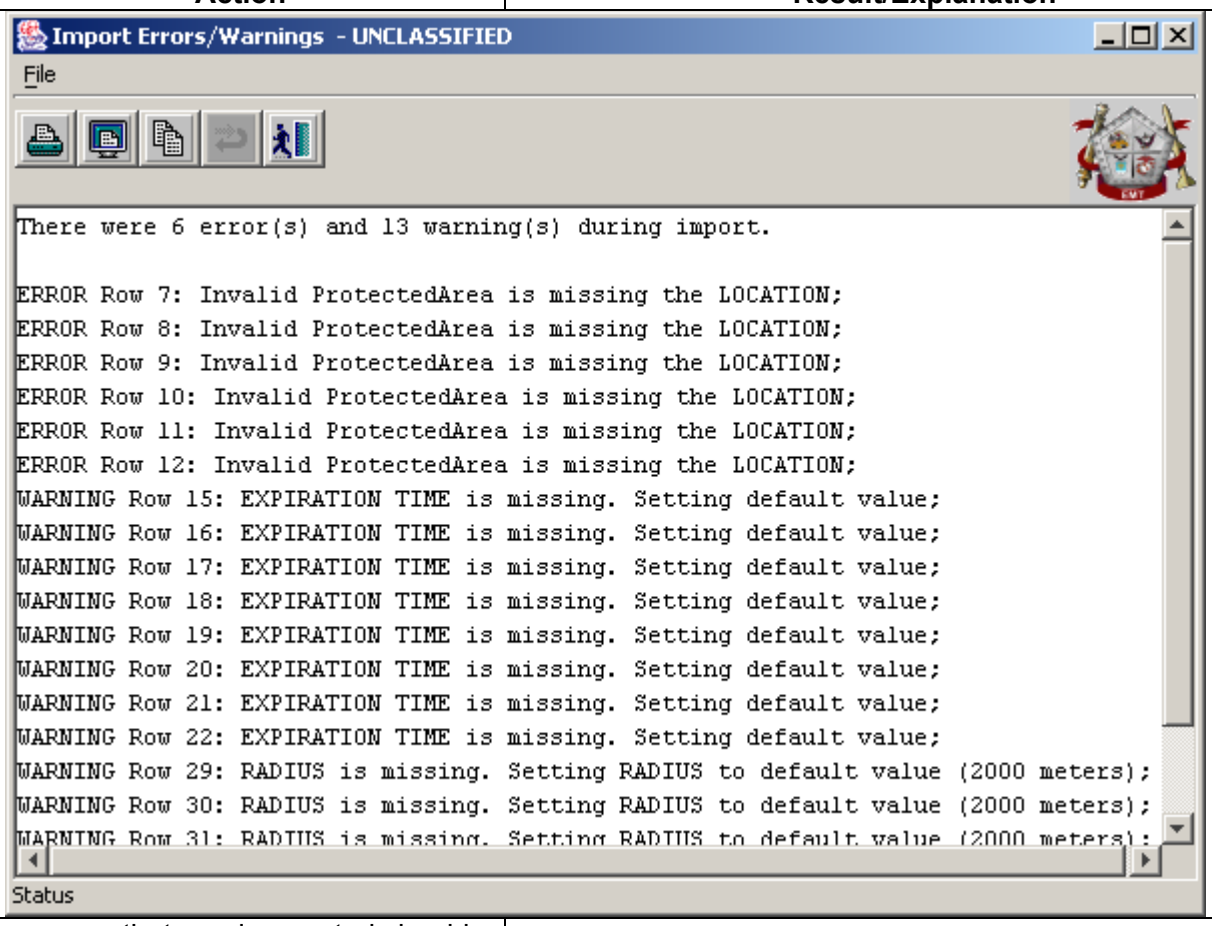
No Strike List		
Step	**Action**	**Result/Explanation**



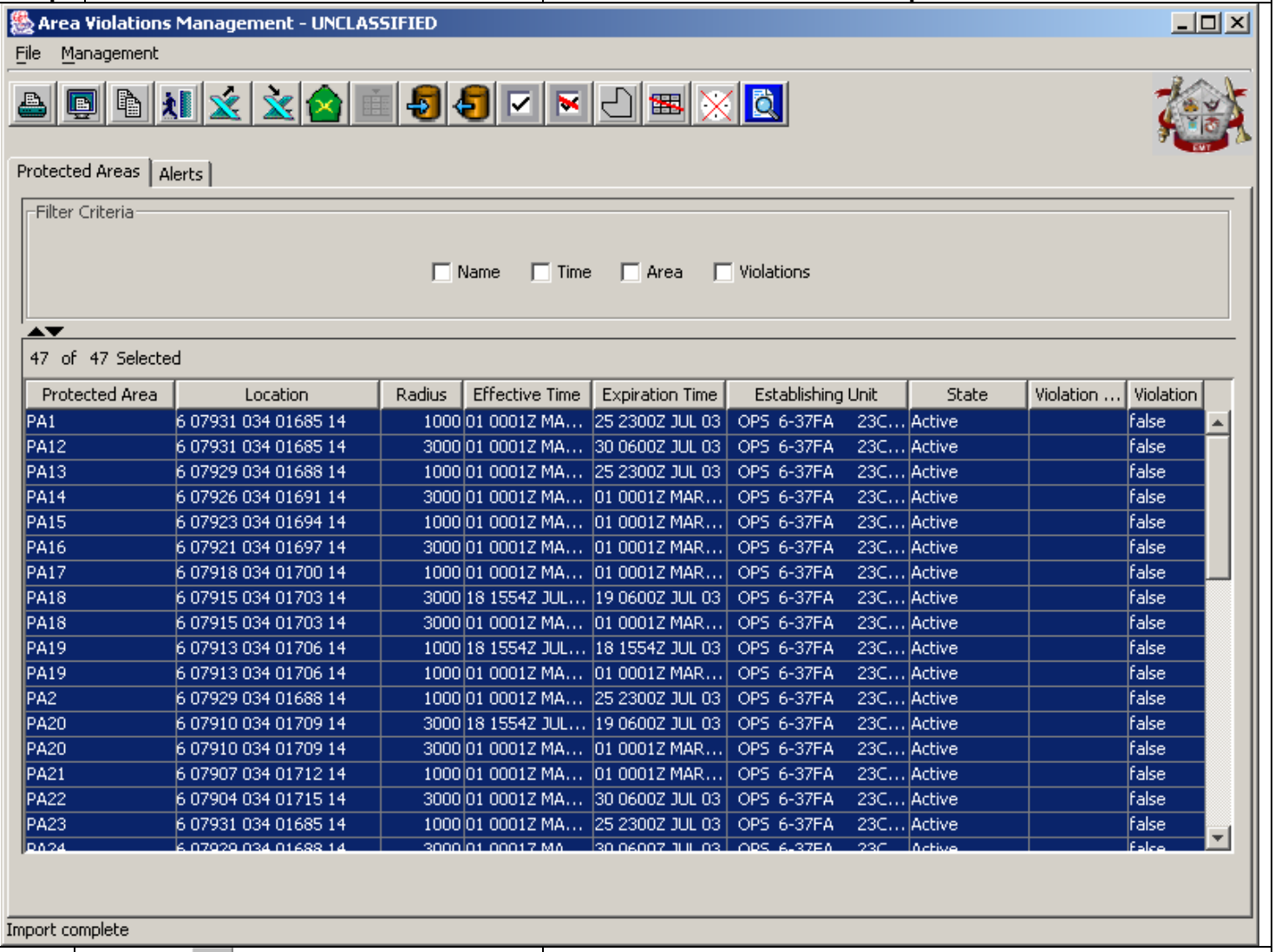
2)	Save the spreadsheet with the desired name and in the desired location. Minimize Microsoft® Excel.	
3)	From the **Management** menu option select the **Import Protected Areas** option or click the button.	The **Choose File To Import Protected Areas From** window opens and provides the operator the ability to select a file to import.



No Strike List		
Step	**Action**	**Result/Explanation**
4)	Using the **Look in:** field and the button, locate the spreadsheet that contains the Protected Areas to be imported.	
5)	Click the file name of the spreadsheet.	The file name highlights and the **File Name:** field displays that file name.
6)	Click the **Import** button.	Upon completion of the import the **Area Violations Management** window opens and displays the created Protected Area(s).
NOTE on C2PC usage: All locations in the spreadsheet are assumed to be referenced to **WGS-84 Datum** despite the datum in use on the **C2PC** map.		
NOTE: Upon completion of the import the operator will be notified of any unresolved errors with an **Import Errors/Warnings** window. If the operator selects **Show Errors/Warnings**, the **Import Errors/Warnings** window opens displaying the associated WARNING and ERROR for the imported Protected Area(s). A WARNING means that a value has been defaulted. An ERROR means the target/ASR has been ignored. The **Import Errors** window can be printed by selecting the button.		
		

No Strike List		
Step	**Action**	**Result/Explanation**
		
7)	Any errors that need corrected should be corrected on the spreadsheet, the Protected Area(s) deleted from the **Area Violation Management** window and then re-imported.	
a)	To select all of the Protected Areas on the **Area Violation Management** window, the operator can click in the window and use the Ctrl + a keys, or highlight the first entry and left mouse button hold and drag the mouse, or click the button.	All entries in the **Area Violation Management** window highlights.

No Strike List		
Step	**Action**	**Result/Explanation**

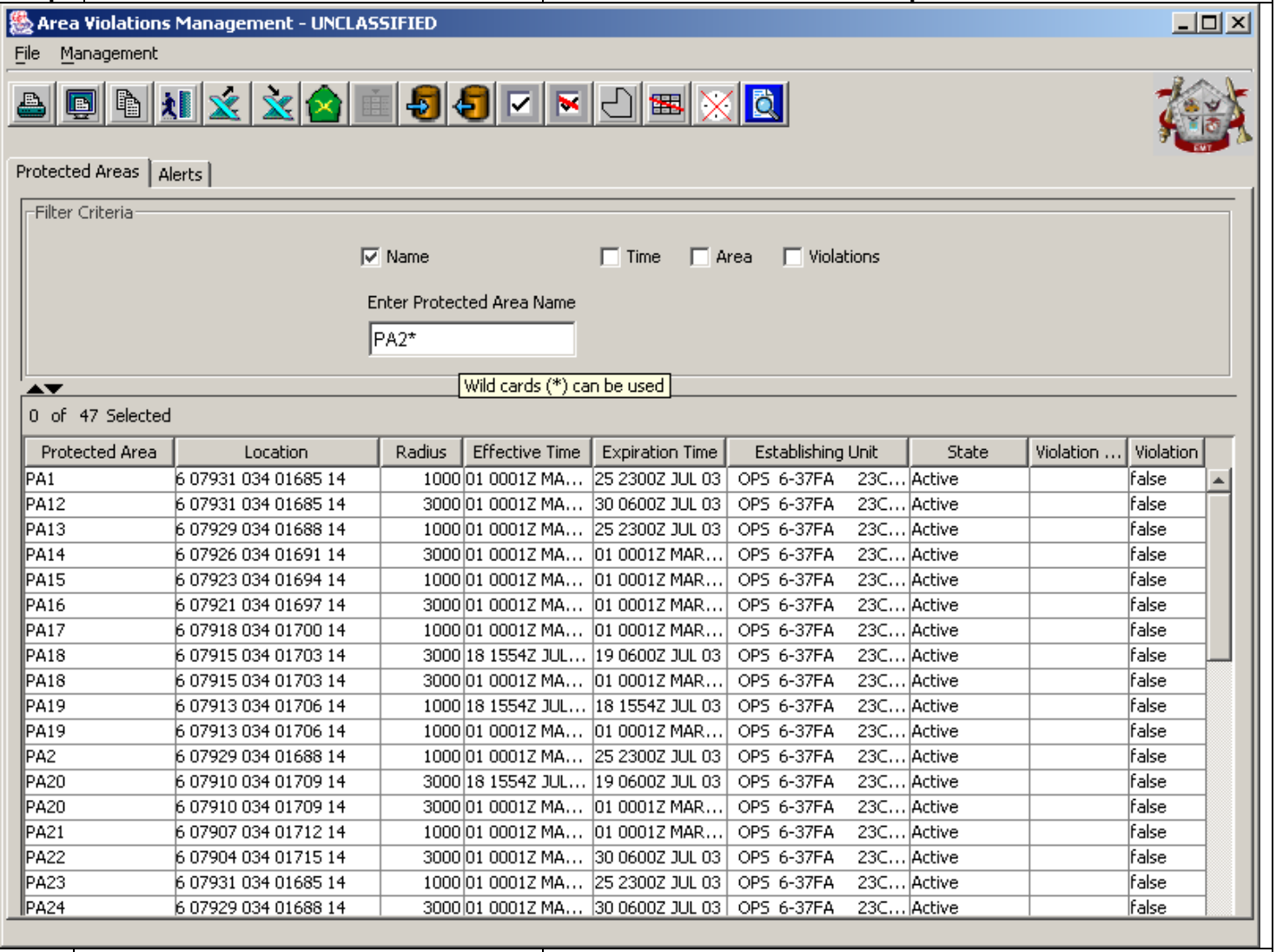


8)	Click the button to delete all highlighted Protected Areas.	**NOTE:** Protected Areas that have a violation cannot be deleted.
9)	To re-import the corrected Protected Areas, follow steps 2) – 6) above.	Protected Areas are imported without errors.
b.	**3018.2 Export No Strike List**	
1)	To export Protected Areas from the **Area Violations Management** window to a Microsoft® Excel Spreadsheet.	
2)	From the **Management** menu option, select the **Export Selected List** option or click the button.	The **Choose File To Export Selected List To** window opens and provides the operator the capability to export a file to a selected destination. **Note:** If no Protected Areas are selected, all Protected Areas will be exported, otherwise, only those Protected Areas that are highlighted will be exported.

No Strike List		
Step	**Action**	**Result/Explanation**
3)	Using the **Look in:** field and the button, locate the drive and folder destination for the file to be exported.	
4)	Click in the **File name:** field and type a unique name for the exported file to be called.	
5)	Click the **Export** button.	The Protected Area(s) are exported into a spreadsheet.
NOTE on C2PC usage: All locations exported to the spreadsheet are referenced to **WGS-84 Datum** despite the datum in use on the **C2PC** map.		
c.	**3018.3 Protected Area Tab**	
1)	Filter Criteria – To filter the Protected Area(s) for specific areas, follow as detailed below:	**NOTE:** Protected Areas that have a violation cannot be filtered.
a)	**Name** – Click the checkbox next to **Name**.	An **Enter Protected Area Name** field is presented to the operator.

No Strike List

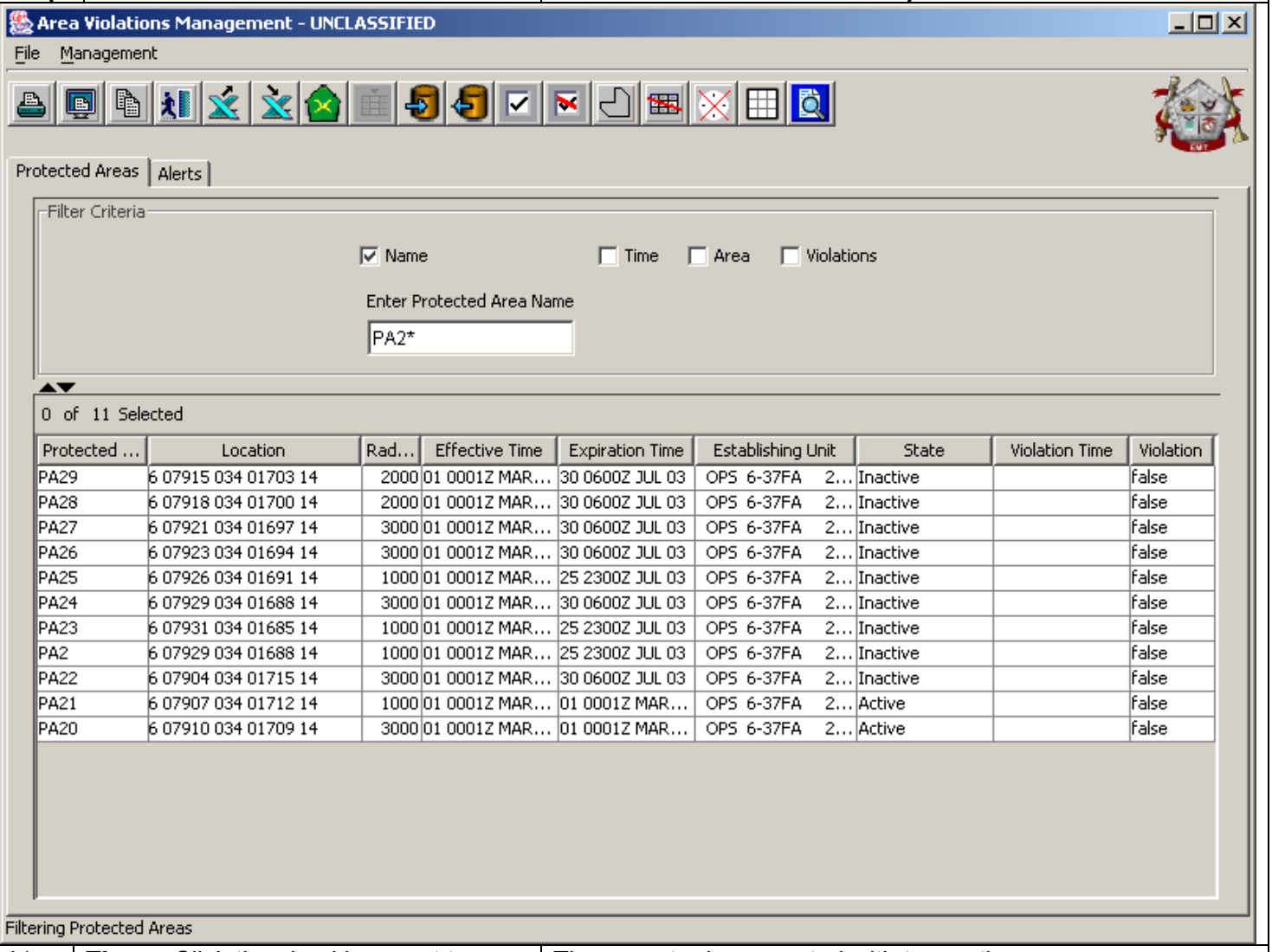
Step	Action	Result/Explanation



Protected Area	Location	Radius	Effective Time	Expiration Time	Establishing Unit	State	Violation ...	Violation
PA1	6 07931 034 01685 14	1000	01 0001Z MA...	25 2300Z JUL 03	OPS 6-37FA 23C...	Active		false
PA12	6 07931 034 01685 14	3000	01 0001Z MA...	30 0600Z JUL 03	OPS 6-37FA 23C...	Active		false
PA13	6 07929 034 01688 14	1000	01 0001Z MA...	25 2300Z JUL 03	OPS 6-37FA 23C...	Active		false
PA14	6 07926 034 01691 14	3000	01 0001Z MA...	01 0001Z MAR...	OPS 6-37FA 23C...	Active		false
PA15	6 07923 034 01694 14	1000	01 0001Z MA...	01 0001Z MAR...	OPS 6-37FA 23C...	Active		false
PA16	6 07921 034 01697 14	3000	01 0001Z MA...	01 0001Z MAR...	OPS 6-37FA 23C...	Active		false
PA17	6 07918 034 01700 14	1000	01 0001Z MA...	01 0001Z MAR...	OPS 6-37FA 23C...	Active		false
PA18	6 07915 034 01703 14	3000	18 1554Z JUL...	19 0600Z JUL 03	OPS 6-37FA 23C...	Active		false
PA18	6 07915 034 01703 14	3000	01 0001Z MA...	01 0001Z MAR...	OPS 6-37FA 23C...	Active		false
PA19	6 07913 034 01706 14	1000	18 1554Z JUL...	18 1554Z JUL 03	OPS 6-37FA 23C...	Active		false
PA19	6 07913 034 01706 14	1000	01 0001Z MA...	01 0001Z MAR...	OPS 6-37FA 23C...	Active		false
PA2	6 07929 034 01688 14	1000	01 0001Z MA...	25 2300Z JUL 03	OPS 6-37FA 23C...	Active		false
PA20	6 07910 034 01709 14	3000	18 1554Z JUL...	19 0600Z JUL 03	OPS 6-37FA 23C...	Active		false
PA20	6 07910 034 01709 14	3000	01 0001Z MA...	01 0001Z MAR...	OPS 6-37FA 23C...	Active		false
PA21	6 07907 034 01712 14	1000	01 0001Z MA...	01 0001Z MAR...	OPS 6-37FA 23C...	Active		false
PA22	6 07904 034 01715 14	3000	01 0001Z MA...	30 0600Z JUL 03	OPS 6-37FA 23C...	Active		false
PA23	6 07931 034 01685 14	1000	01 0001Z MA...	25 2300Z JUL 03	OPS 6-37FA 23C...	Active		false
PA24	6 07929 034 01688 14	3000	01 0001Z MA...	30 0600Z JUL 03	OPS 6-37FA 23C...	Active		false

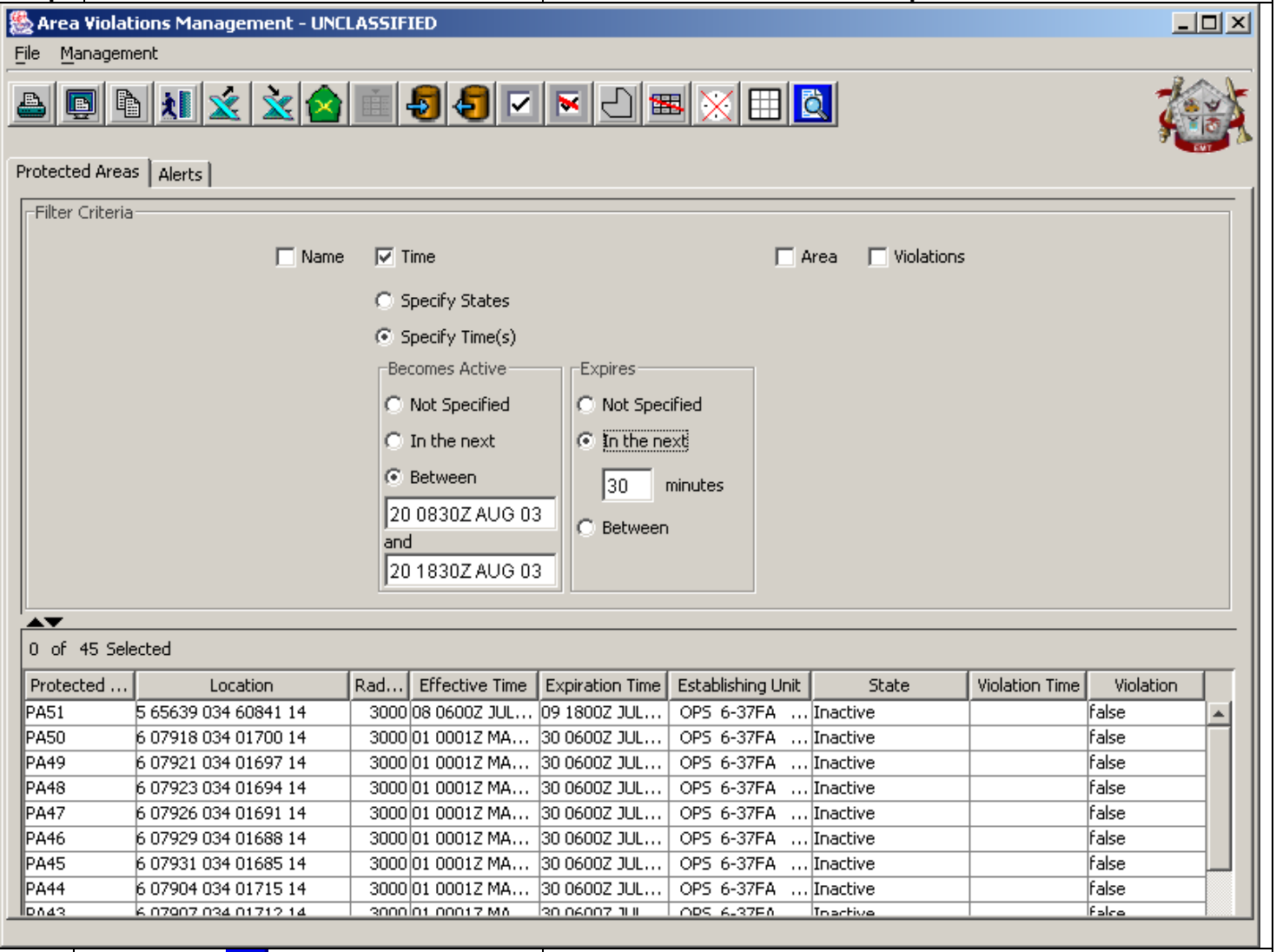
1)a	Enter the desired name for filter search criteria.	
1)b	Click on the button to initiate the search.	The results of the search for Protected Areas that meet the filter criteria are displayed in the below area provided.

No Strike List		
Step	**Action**	**Result/Explanation**

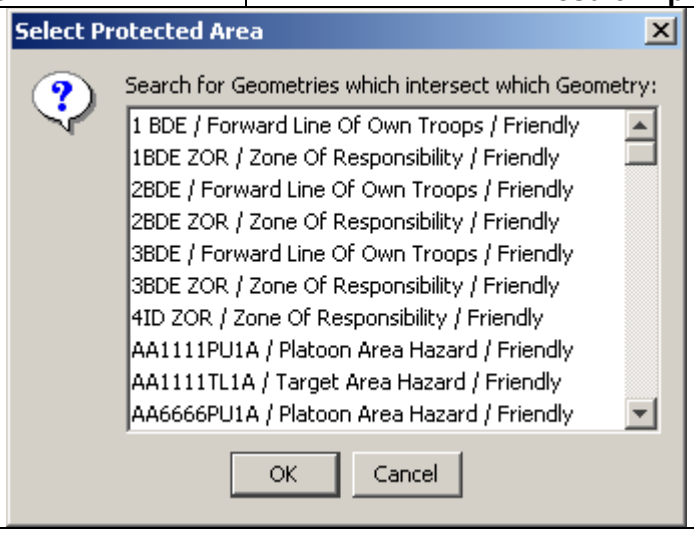
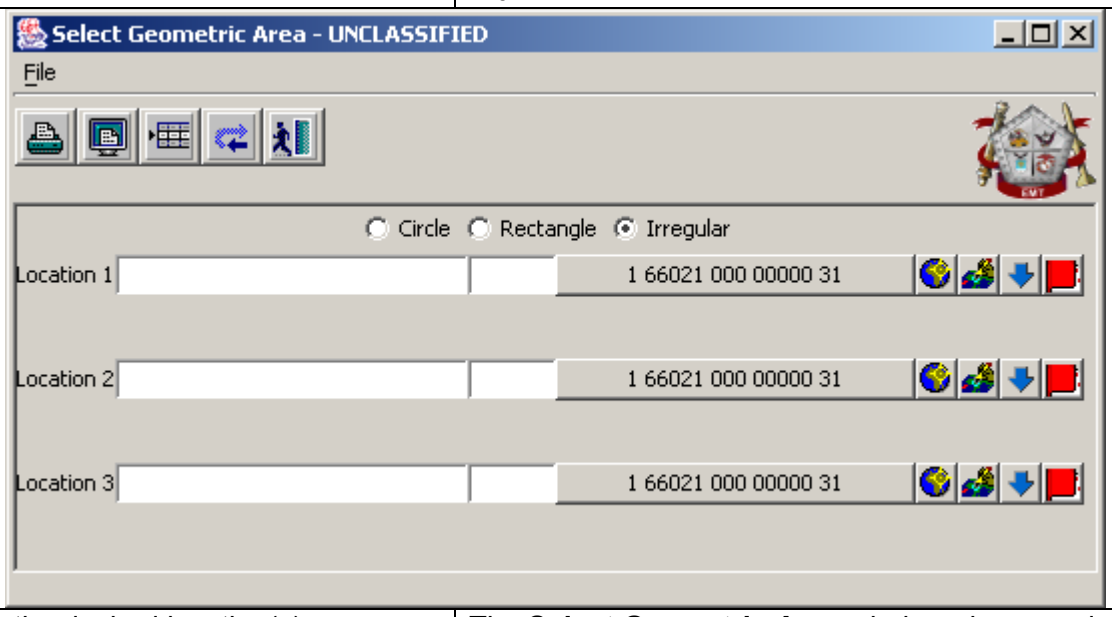


b)	**Time** – Click the checkbox next to **Time**.	The operator is presented with two options.
1)a	**Specify States** – This allows the operator to choose whether to filter the search for **Active**, and/or **Inactive** Protected Areas. Click the radio button next to **Specify States**.	
	Or	
1)b	**Specify Times** – This allows the operator to choose whether to filter Protected Area search on when it becomes active between specified times or "in the next" number of minutes or whether the Protected Area expires "in the next" number of minutes or between specified times. Click the radio button next to **Specify Times**.	The operator is presented with options to choose from to narrow the search parameters to specified or non-specified times whether the Protected Areas are going to become active or expire. **NOTE:** Refer to **Section 3008** to use the **Calendar/Time Tool**.

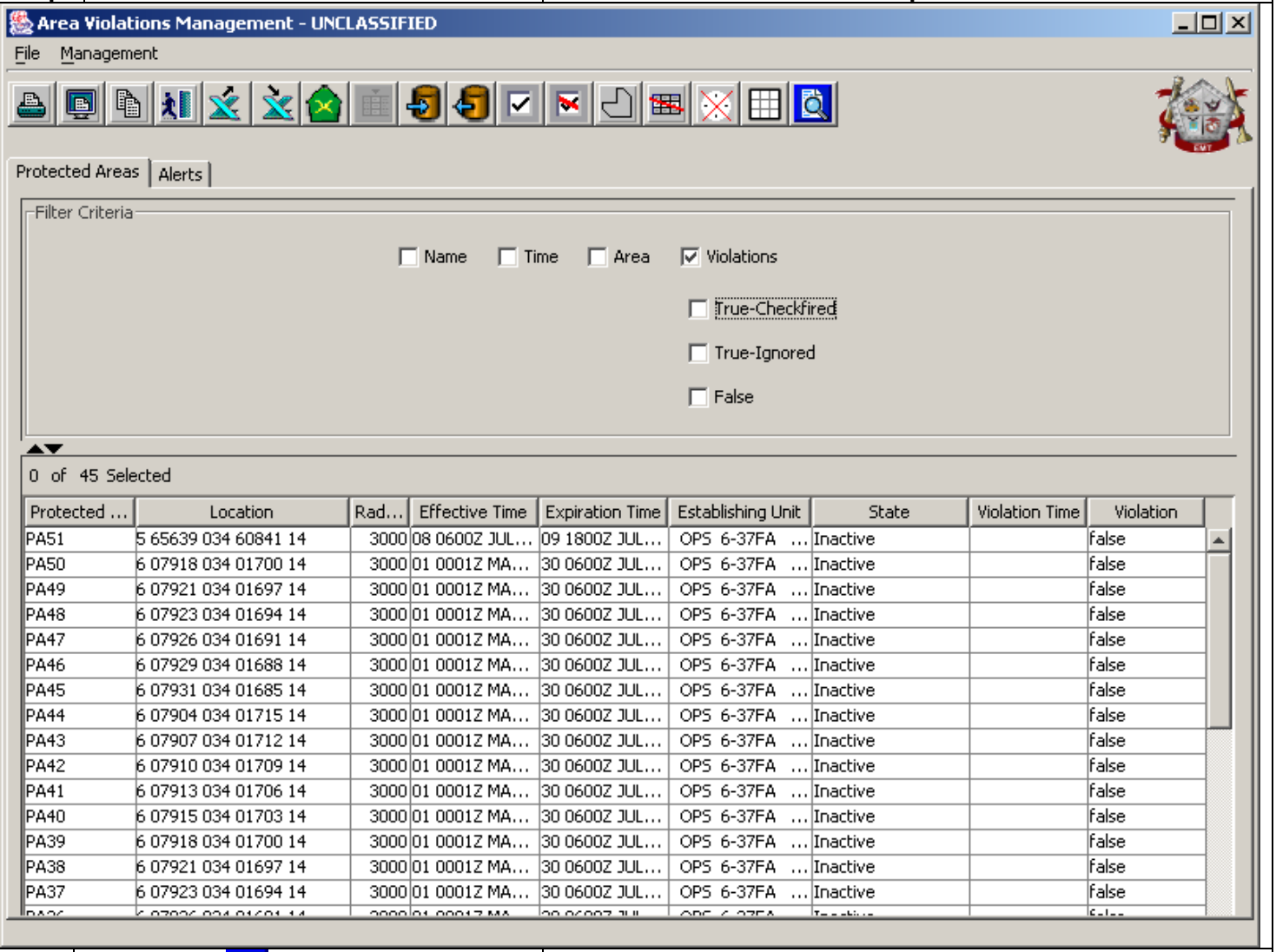
No Strike List		
Step	**Action**	**Result/Explanation**



1)c	Click on the button to initiate the search.	The results of the search for Protected Areas that meet the filter criteria are displayed in the below area provided.
c)	**Area** - Click the checkbox next to **Area**. **NOTE:** This is only a two-dimensional check (i.e. If an ACA has a low altitude range of 1000 ft and there is a Protected Area under it, the search will show an intersection).	The operator is presented with two options.
1)a	**Within Geometry** – This allows the operator to search for a Protected Area that is located within another geometry. Click the radio button next to **Within Geometry**.	A **Select Protected Area** window appears containing a list of geometries in which the operator can choose to search within.

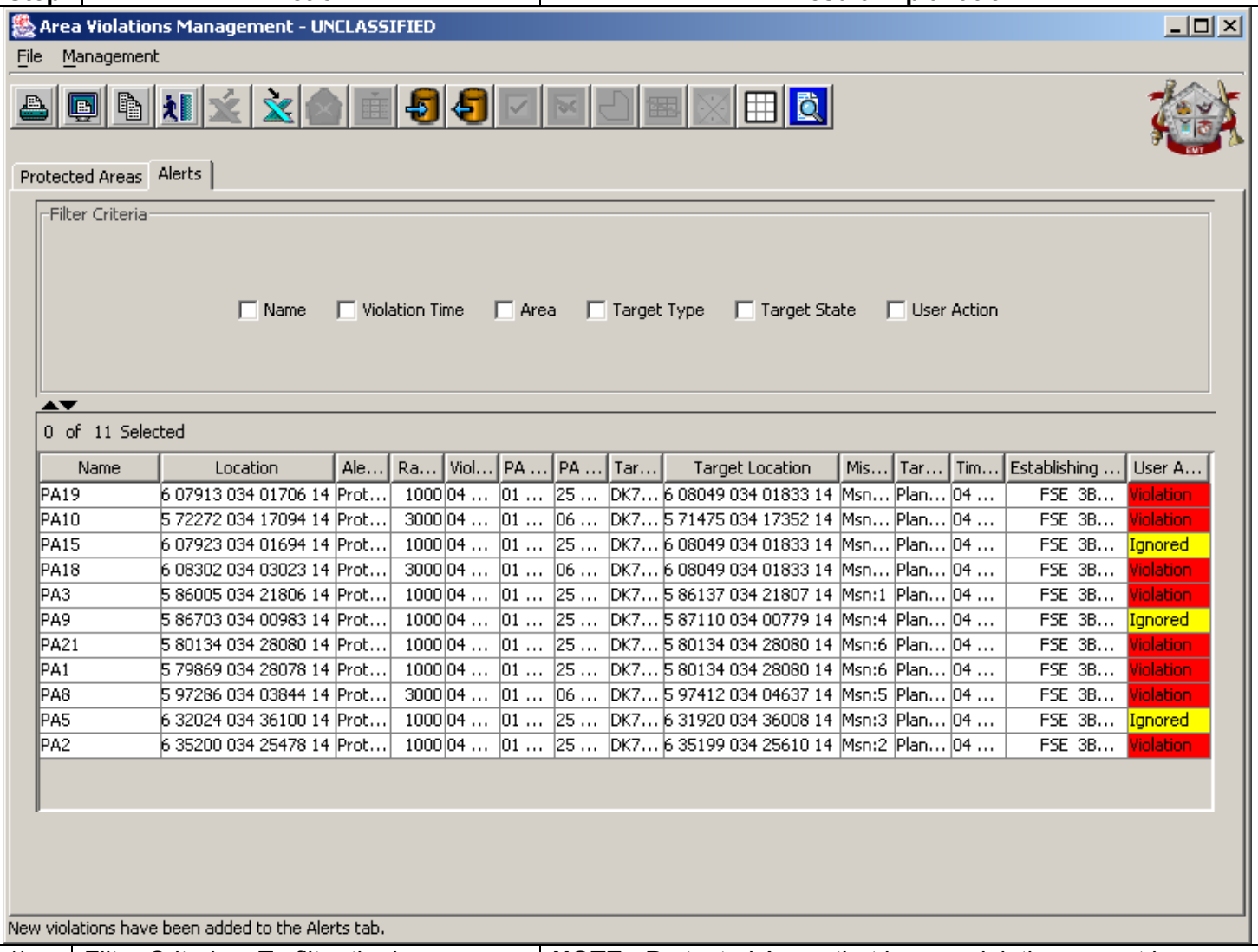
No Strike List		
Step	**Action**	**Result/Explanation**
		
	Or…	
1)b	**Within Area** – This allows the operator to search for a Protected Area in a given area. Click the radio button next to **Within Area**.	The **Select Geometric Area** window opens and provides the operator with the option to create an area from the map in which to search for Protected Areas. **NOTE:** The operator can select **Circle**, **Rectangle**, or **Irregular** shape to search within.
		
1)c	When the desired location(s) are entered, click the button.	The **Select Geometric Area** window closes and returns the operator to the **Area Violations Management** window.
1)d	Click the button to search for the Protected Area within the geometric area entered.	If a Protected Area(s) exists within the geometric area the Protected Area(s) will display in the below area provided.
d)	**Violations** - Click the checkbox next to **Violations**.	The operator is presented with three options: **True – Checkfired** **True – Ignored** **False**

No Strike List		
Step	**Action**	**Result/Explanation**



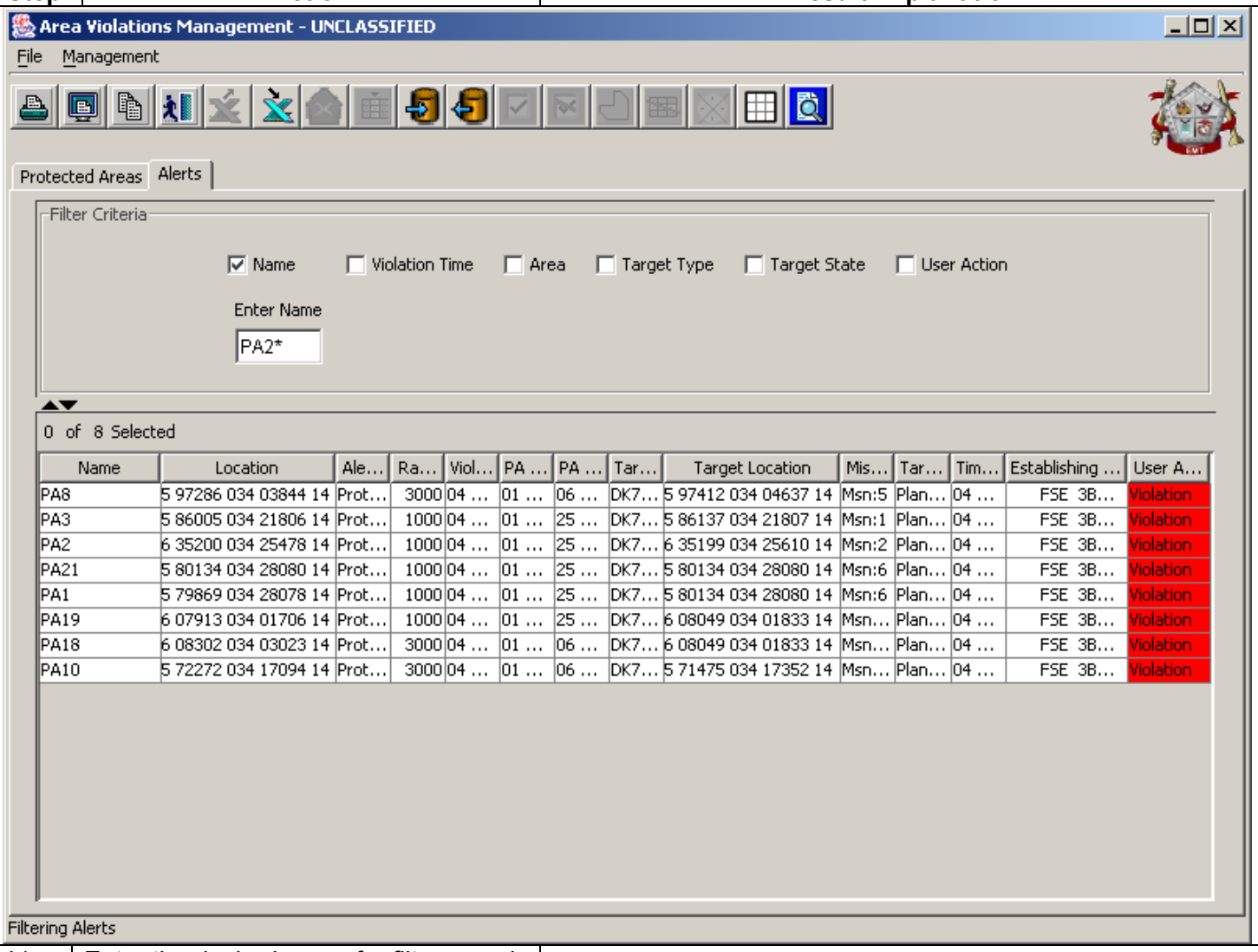
1)a	Click on the button to initiate the search.	The results of the search for Protected Areas that meet the filter criteria are displayed in the below area provided.
d.	**3018.4 Alerts Tab**	**NOTE:** The **Alerts Tab** shows all violations and cannot be filtered out.

No Strike List		
Step	**Action**	**Result/Explanation**



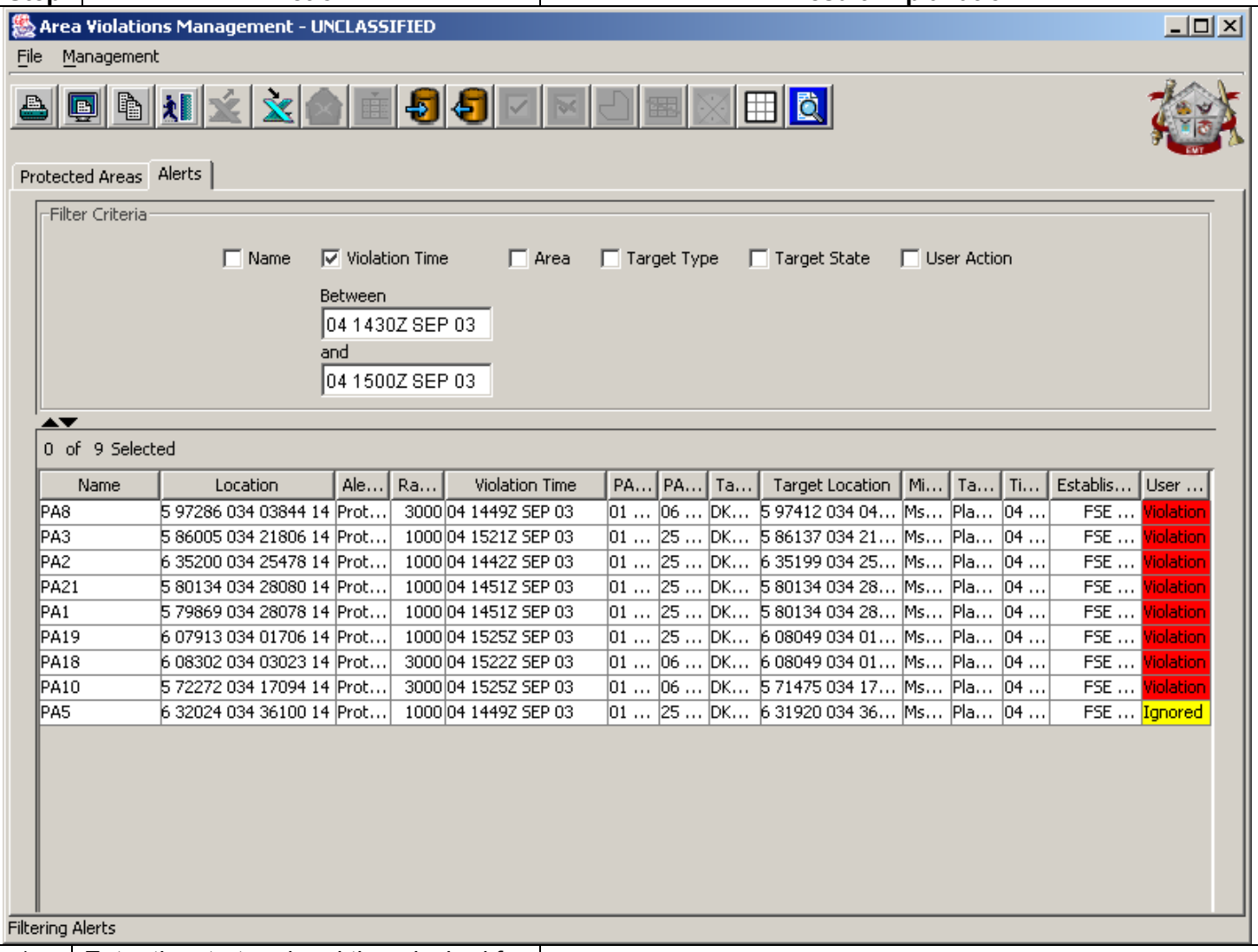
1)	Filter Criteria – To filter the known violations for specific areas, follow as detailed below:	**NOTE:** Protected Areas that have a violation cannot be filtered.
a)	**Name** – Click the checkbox next to **Name**.	An **Enter Name** field is presented to the operator.

No Strike List		
Step	**Action**	**Result/Explanation**

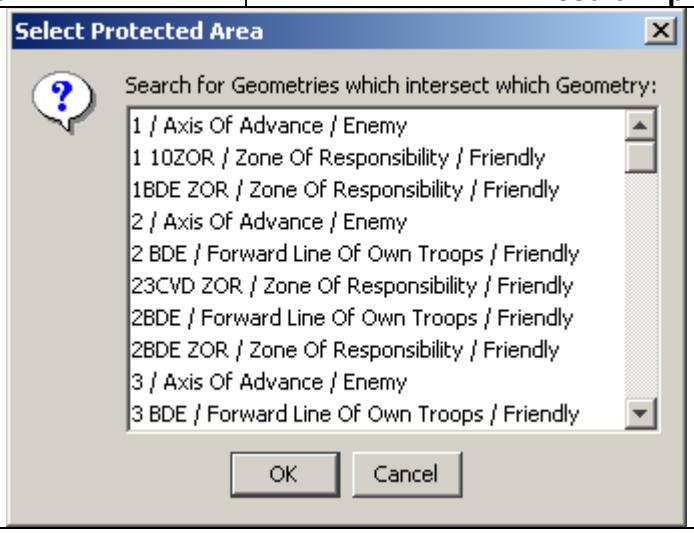
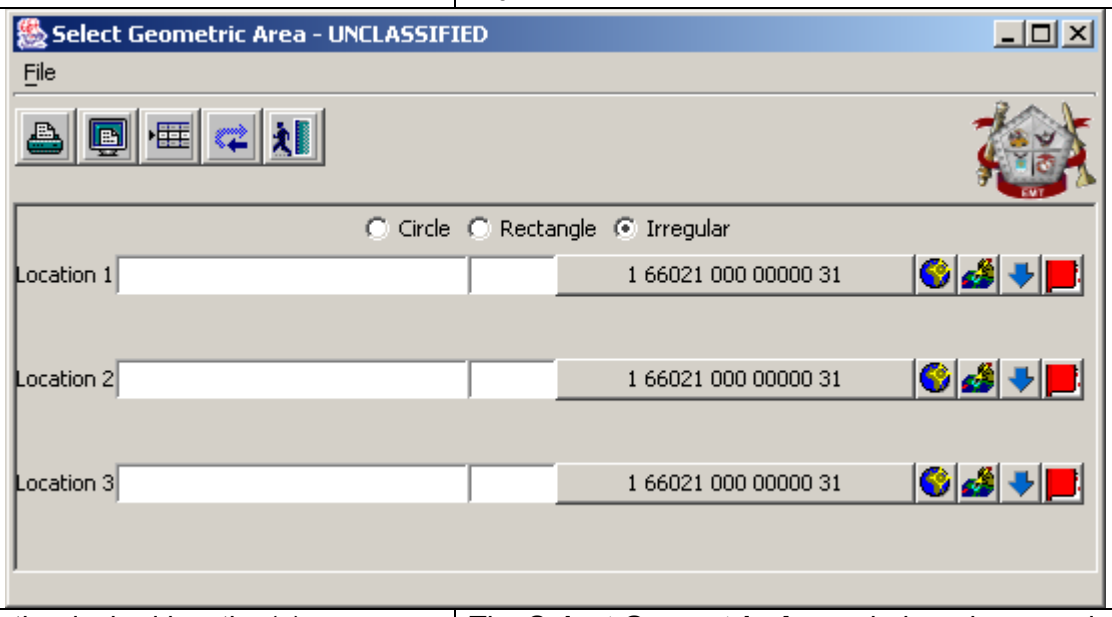


b)	Enter the desired name for filter search criteria.	
c)	Click on the button to initiate the search.	The results of the search for violations that meet the filter criteria are displayed in the area provided below.
2)	**Violation Time** – Click the checkbox next to **Violation Time**.	The operator is presented with the fields necessary to create a search time window.

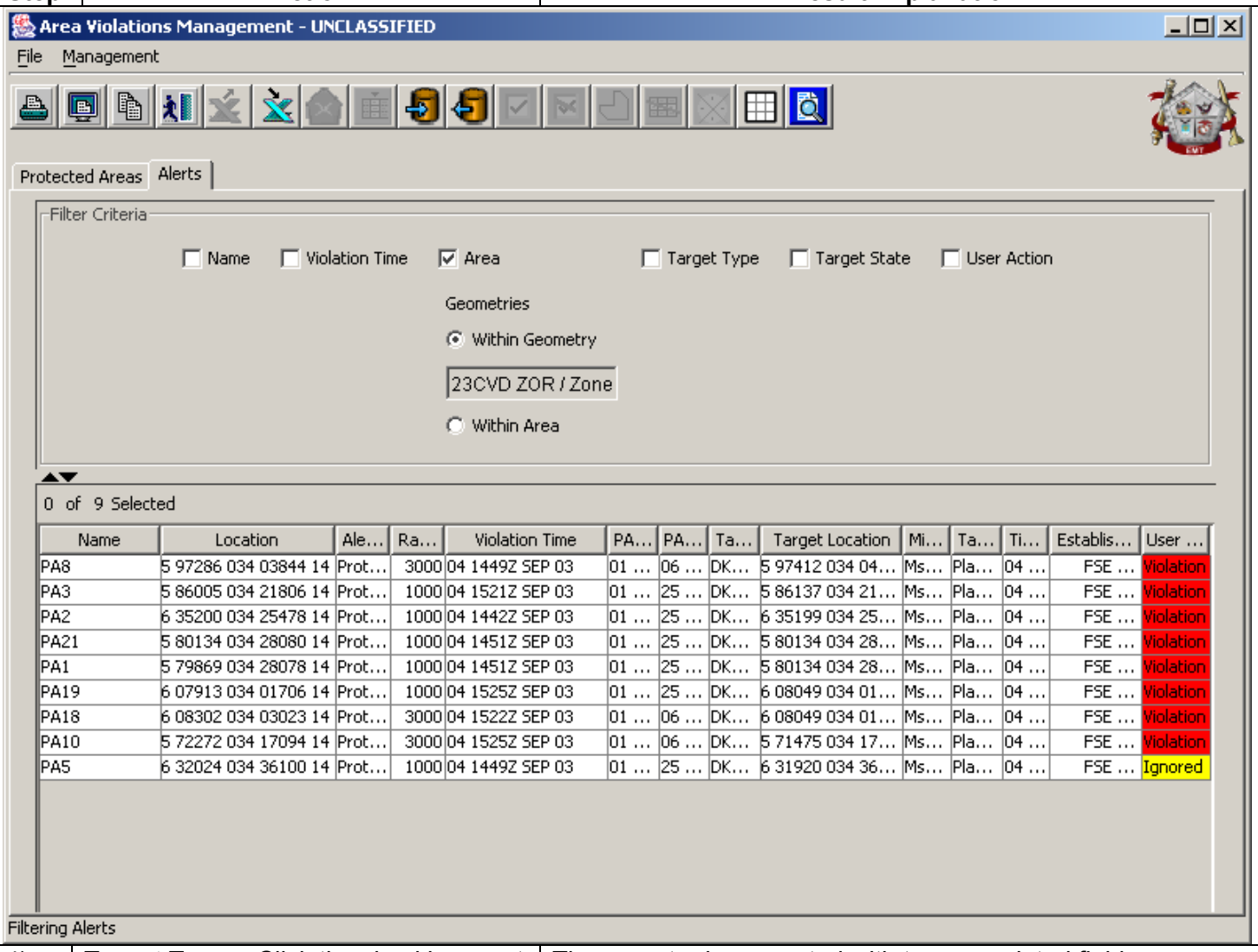
No Strike List		
Step	**Action**	**Result/Explanation**



a)	Enter the start and end time desired for the search.	
b)	Click on the button to initiate the search.	The results of the search for violations that meet the filter criteria are displayed in the area provided below.
3)	**Area** - Click the checkbox next to **Area**. **NOTE:** This is only a two-dimensional check (i.e. If an ACA has a low altitude range of 1000 ft and there is a violation under it, the search will show an intersection).	The operator is presented with two options.
a)	**Within Geometry** – This allows the operator to search for a violation that is located within another geometry. Click the radio button next to **Within Geometry**.	A **Select Protected Area** window appears containing a list of geometries in which the operator can choose to search within.

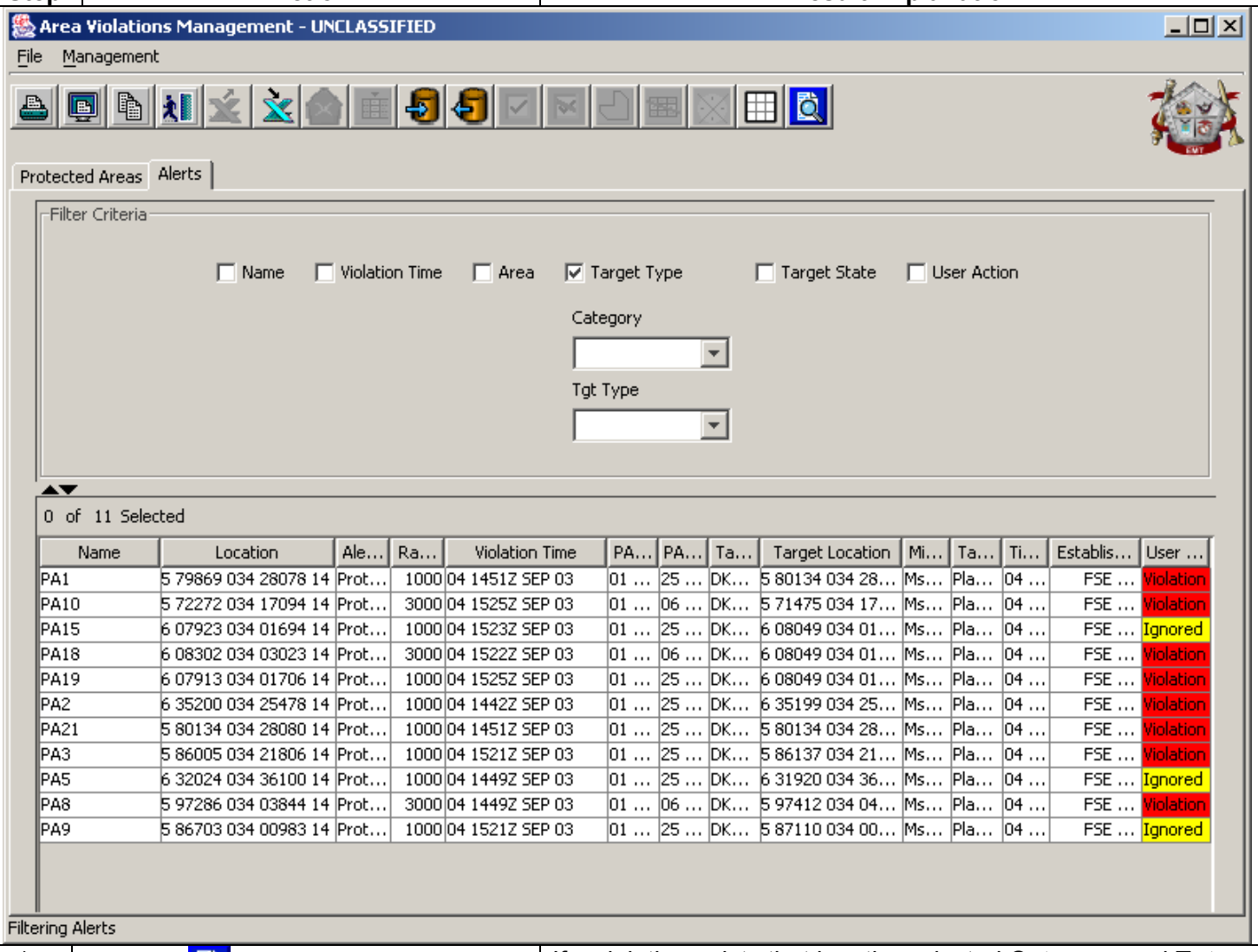
No Strike List		
Step	**Action**	**Result/Explanation**
		
	Or…	
b)	**Within Area** – This allows the operator to search for a Protected Area in a given area. Click the radio button next to **Within Area**.	The **Select Geometric Area** window opens and provides the operator with the option to create an area from the map in which to search for Protected Areas. **NOTE:** The operator can select **Circle**, **Rectangle**, or **Irregular** shape to search within.
		
c)	When the desired location(s) are entered, click the button.	The **Select Geometric Area** window closes and returns the operator to the **Area Violations Management** window.
d)	Click the button to search for the known violations within the geometric area entered.	If a violation exists within the geometric area the violation(s) will display in the below area provided.

No Strike List		
Step	**Action**	**Result/Explanation**



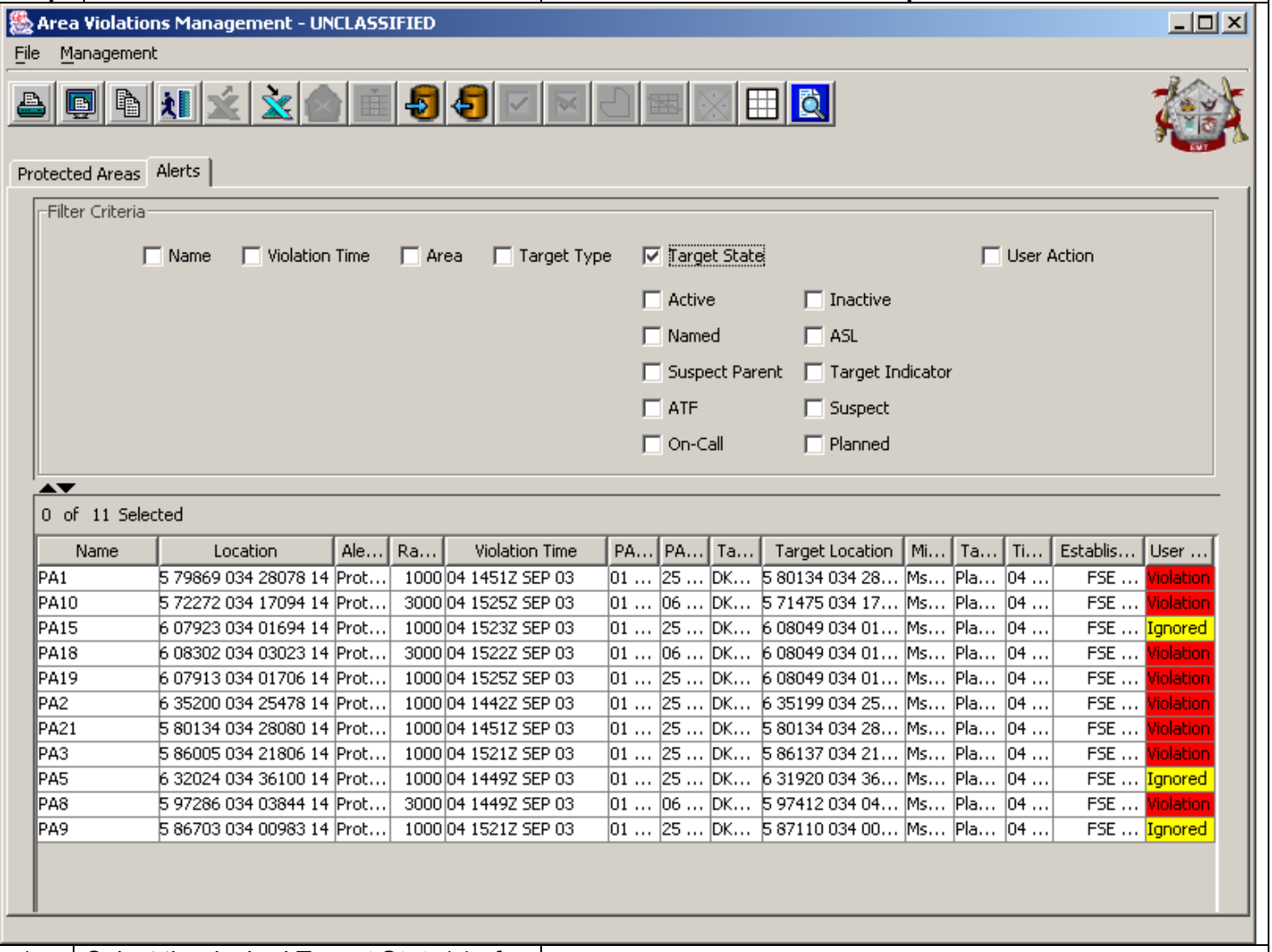
4)	**Target Type** – Click the checkbox next to **Target Type**.	The operator is presented with two associated fields.
a)	**Category** – This allows the operator to choose from a pulldown menu the **Category** of the **Target Type** of the violation.	The selection of the **Category** provides the applicable options from the pulldown menu of the **Tgt Type** field.
b)	**Tgt Type** – Select from the pulldown menu the desired **Tgt Type** of the selected **Category** for the violation search.	

No Strike List		
Step	**Action**	**Result/Explanation**



c)	Click the button to search for the known violations that are the selected **Category** and **Tgt Type**.	If a violation exists that has the selected **Category** and **Tgt Type** the violation(s) will display in the below area provided.
5)	**Target State** – Click the checkbox next to **Target State**.	The operator is presented with ten **Target States:** **Active** **Inactive** **Named** **ASL** **Suspect Parent** **Target Indicator** **ATF** **Suspect** **On-Call** **Planned**

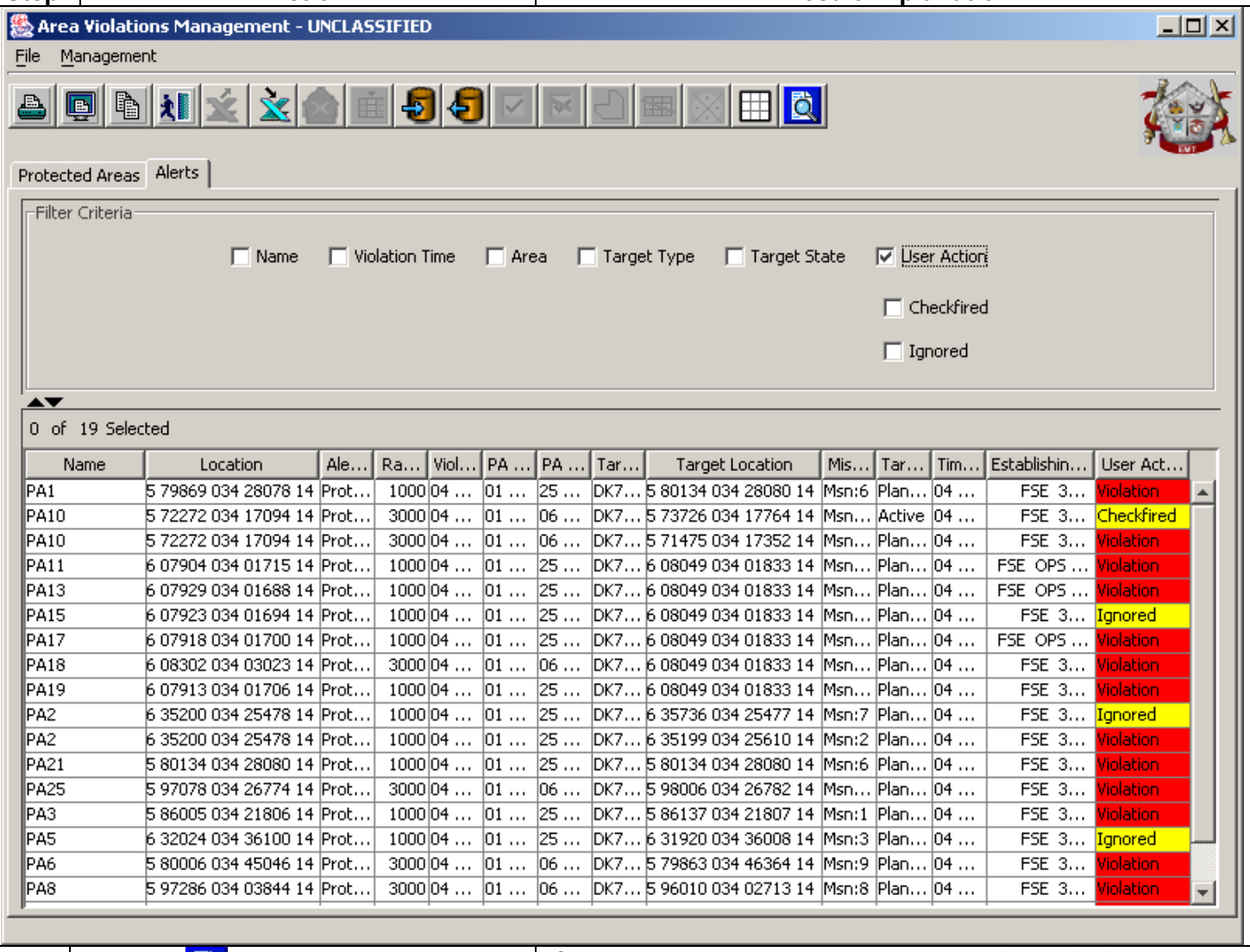
No Strike List		
Step	**Action**	**Result/Explanation**



Name	Location	Ale...	Ra...	Violation Time	PA...	PA...	Ta...	Target Location	Mi...	Ta...	Ti...	Establis...	User ...
PA1	5 79869 034 28078 14	Prot...	1000	04 1451Z SEP 03	01 ...	25 ...	DK...	5 80134 034 28...	Ms...	Pla...	04 ...	FSE ...	Violation
PA10	5 72272 034 17094 14	Prot...	3000	04 1525Z SEP 03	01 ...	06 ...	DK...	5 71475 034 17...	Ms...	Pla...	04 ...	FSE ...	Violation
PA15	6 07923 034 01694 14	Prot...	1000	04 1523Z SEP 03	01 ...	25 ...	DK...	6 08049 034 01...	Ms...	Pla...	04 ...	FSE ...	Ignored
PA18	6 08302 034 03023 14	Prot...	3000	04 1522Z SEP 03	01 ...	06 ...	DK...	6 08049 034 01...	Ms...	Pla...	04 ...	FSE ...	Violation
PA19	6 07913 034 01706 14	Prot...	1000	04 1525Z SEP 03	01 ...	25 ...	DK...	6 08049 034 01...	Ms...	Pla...	04 ...	FSE ...	Violation
PA2	6 35200 034 25478 14	Prot...	1000	04 1442Z SEP 03	01 ...	25 ...	DK...	6 35199 034 25...	Ms...	Pla...	04 ...	FSE ...	Violation
PA21	5 80134 034 28080 14	Prot...	1000	04 1451Z SEP 03	01 ...	25 ...	DK...	5 80134 034 28...	Ms...	Pla...	04 ...	FSE ...	Violation
PA3	5 86005 034 21806 14	Prot...	1000	04 1521Z SEP 03	01 ...	25 ...	DK...	5 86137 034 21...	Ms...	Pla...	04 ...	FSE ...	Violation
PA5	6 32024 034 36100 14	Prot...	1000	04 1449Z SEP 03	01 ...	25 ...	DK...	6 31920 034 36...	Ms...	Pla...	04 ...	FSE ...	Ignored
PA8	5 97286 034 03844 14	Prot...	3000	04 1449Z SEP 03	01 ...	06 ...	DK...	5 97412 034 04...	Ms...	Pla...	04 ...	FSE ...	Violation
PA9	5 86703 034 00983 14	Prot...	1000	04 1521Z SEP 03	01 ...	25 ...	DK...	5 87110 034 00...	Ms...	Pla...	04 ...	FSE ...	Ignored

a)	Select the desired **Target State**(s) of a violation(s) to search for.	
b)	Click the button to search for the known violation(s) that fall within the selected **Target State**(s).	If a violation exists that has the selected **Target State**(s) the violation(s) will display in the below area provided.
6)	**User Action** – Click the checkbox next to **User Action**.	The operator is presented with two options: **Checkfired** **Ignored**
a)	Select the desired option(s) to search for violation(s).	

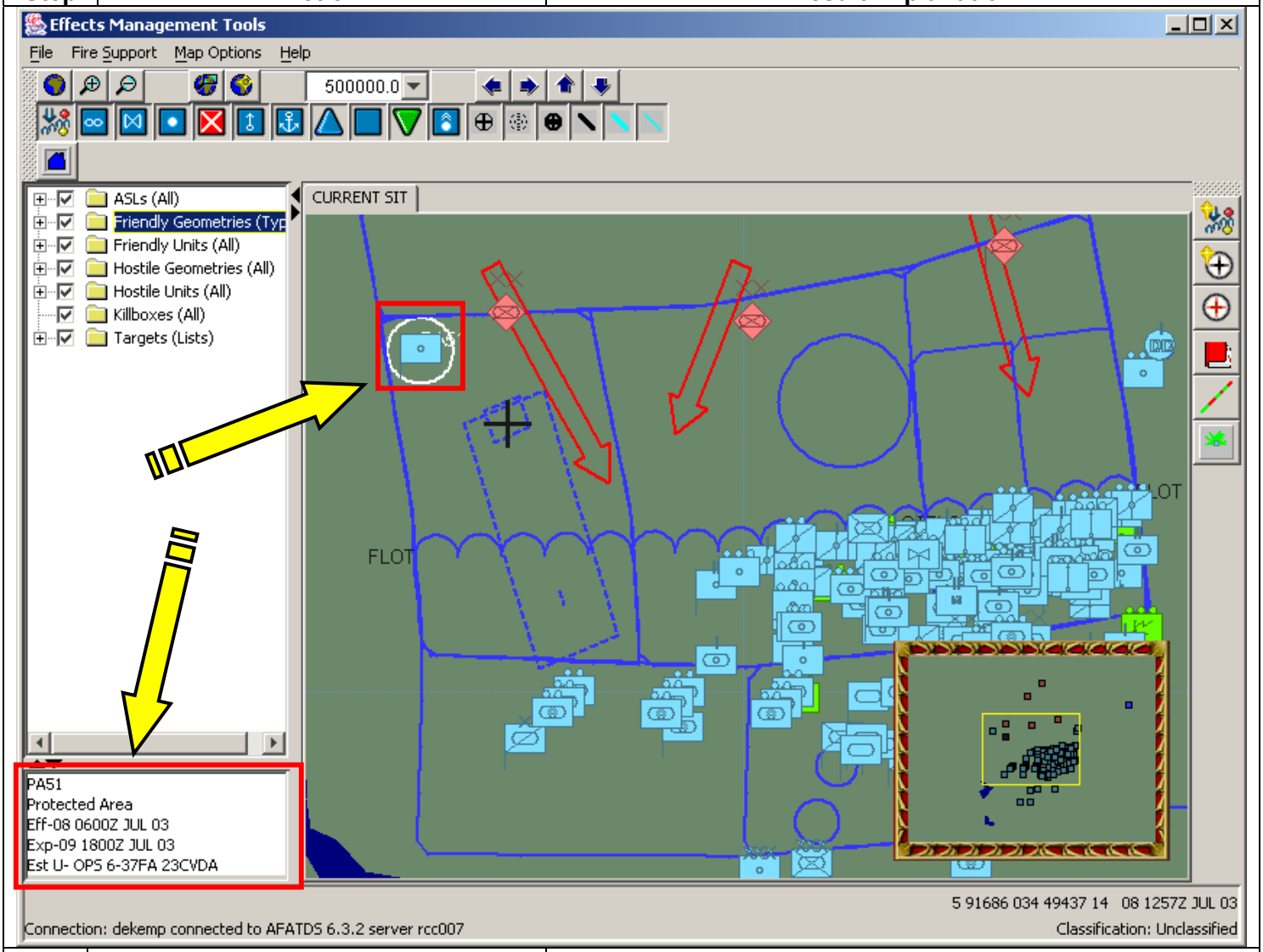
No Strike List		
Step	**Action**	**Result/Explanation**



Name	Location	Ale...	Ra...	Viol...	PA ...	PA ...	Tar...	Target Location	Mis...	Tar...	Tim...	Establishin...	User Act...
PA1	5 79869 034 28078 14	Prot...	1000	04 ...	01 ...	25 ...	DK7...	5 80134 034 28080 14	Msn:6	Plan...	04 ...	FSE 3...	Violation
PA10	5 72272 034 17094 14	Prot...	3000	04 ...	01 ...	06 ...	DK7...	5 73726 034 17764 14	Msn...	Active	04 ...	FSE 3...	Checkfired
PA10	5 72272 034 17094 14	Prot...	3000	04 ...	01 ...	06 ...	DK7...	5 71475 034 17352 14	Msn...	Plan...	04 ...	FSE 3...	Violation
PA11	6 07904 034 01715 14	Prot...	1000	04 ...	01 ...	25 ...	DK7...	6 08049 034 01833 14	Msn...	Plan...	04 ...	FSE OPS ...	Violation
PA13	6 07929 034 01688 14	Prot...	1000	04 ...	01 ...	25 ...	DK7...	6 08049 034 01833 14	Msn...	Plan...	04 ...	FSE OPS ...	Violation
PA15	6 07923 034 01694 14	Prot...	1000	04 ...	01 ...	25 ...	DK7...	6 08049 034 01833 14	Msn...	Plan...	04 ...	FSE 3...	Ignored
PA17	6 07918 034 01700 14	Prot...	1000	04 ...	01 ...	25 ...	DK7...	6 08049 034 01833 14	Msn...	Plan...	04 ...	FSE OPS ...	Violation
PA18	6 08302 034 03023 14	Prot...	3000	04 ...	01 ...	06 ...	DK7...	6 08049 034 01833 14	Msn...	Plan...	04 ...	FSE 3...	Violation
PA19	6 07913 034 01706 14	Prot...	1000	04 ...	01 ...	25 ...	DK7...	6 08049 034 01833 14	Msn...	Plan...	04 ...	FSE 3...	Violation
PA2	6 35200 034 25478 14	Prot...	1000	04 ...	01 ...	25 ...	DK7...	6 35736 034 25477 14	Msn:7	Plan...	04 ...	FSE 3...	Ignored
PA2	6 35200 034 25478 14	Prot...	1000	04 ...	01 ...	25 ...	DK7...	6 35199 034 25610 14	Msn:2	Plan...	04 ...	FSE 3...	Violation
PA21	5 80134 034 28080 14	Prot...	1000	04 ...	01 ...	25 ...	DK7...	5 80134 034 28080 14	Msn:6	Plan...	04 ...	FSE 3...	Violation
PA25	5 97078 034 26774 14	Prot...	3000	04 ...	01 ...	06 ...	DK7...	5 98006 034 26782 14	Msn...	Plan...	04 ...	FSE 3...	Violation
PA3	5 86005 034 21806 14	Prot...	1000	04 ...	01 ...	25 ...	DK7...	5 86137 034 21807 14	Msn:1	Plan...	04 ...	FSE 3...	Violation
PA5	6 32024 034 36100 14	Prot...	1000	04 ...	01 ...	25 ...	DK7...	6 31920 034 36008 14	Msn:3	Plan...	04 ...	FSE 3...	Ignored
PA6	5 80006 034 45046 14	Prot...	3000	04 ...	01 ...	06 ...	DK7...	5 79863 034 46364 14	Msn:9	Plan...	04 ...	FSE 3...	Violation
PA8	5 97286 034 03844 14	Prot...	3000	04 ...	01 ...	06 ...	DK7...	5 96010 034 02713 14	Msn:8	Plan...	04 ...	FSE 3...	Violation

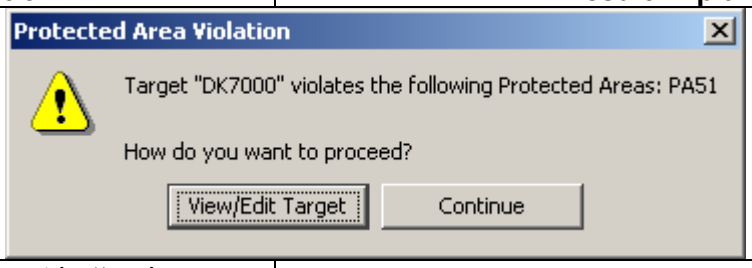
b)	Click the button to search for the known violation(s) that fall within the selected **User Action**(s).	If a violation exists that has the selected **User Action**(s) the violation(s) will display in the below area provided.
7.	The Protected Area(s) created on the **No Strike List** is by default **<u>not</u>** displayed on the map.	**NOTE:** To display the created Protected Area(s) on the map, either from the Tree or from the **Area Violations Management** window, select the desired Protected Area to be viewed, and right mouse click, select **Preferences | Show/Hide PA**.

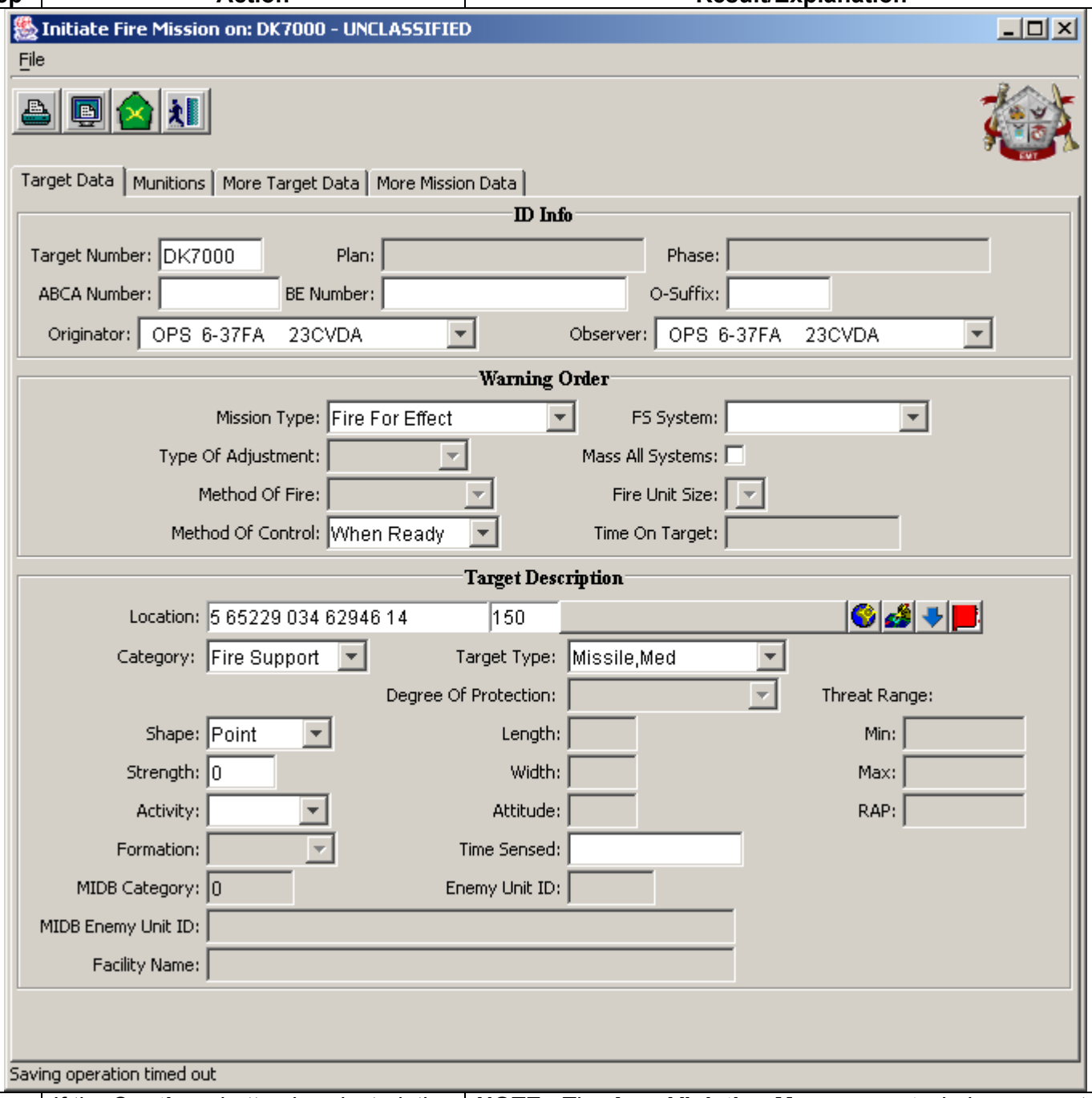
No Strike List		
Step	**Action**	**Result/Explanation**



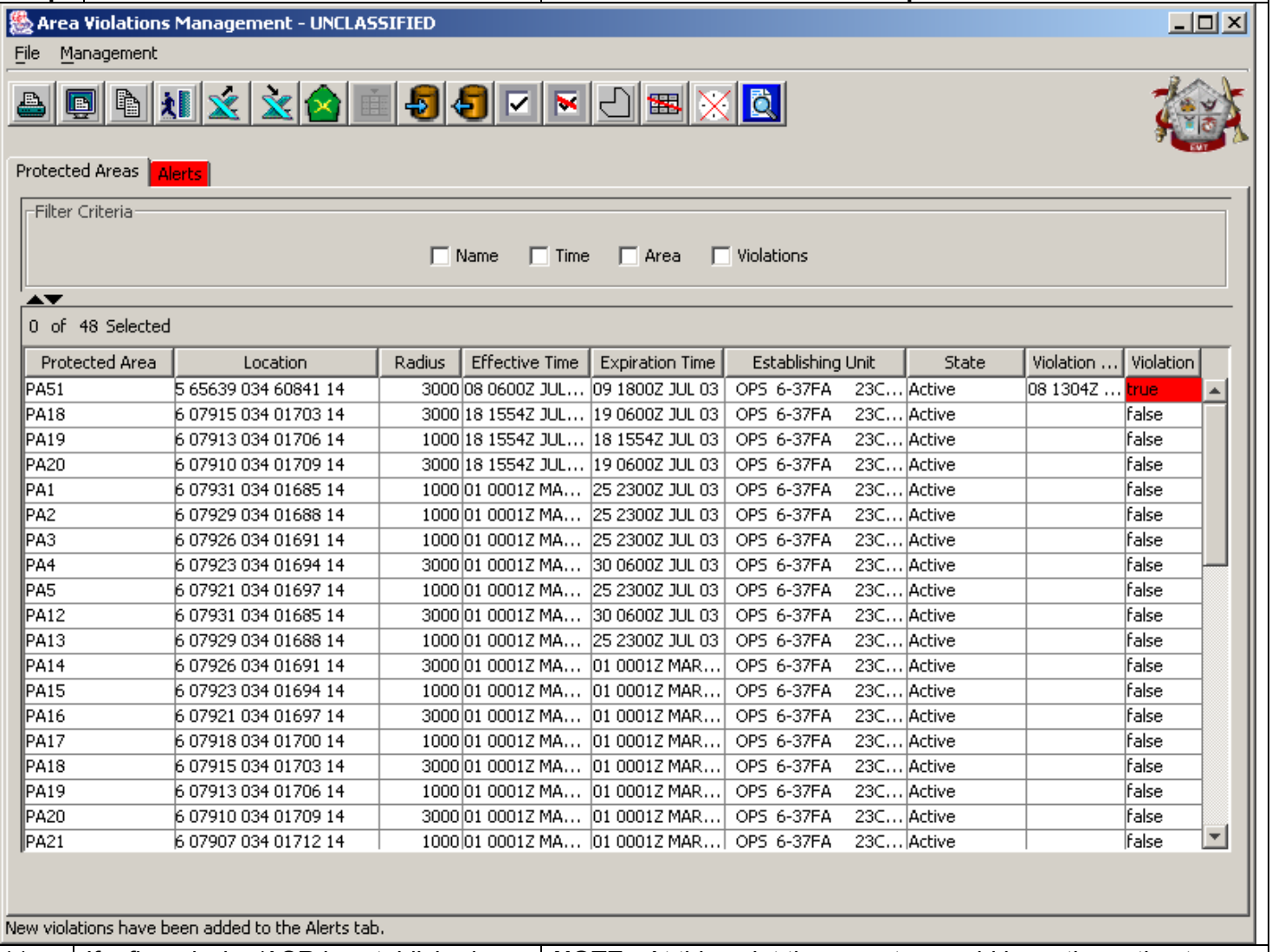
8.	If a fire mission/ASR is established on the EMT Client, within the No Strike List – Protected Area, the operator will be presented with a warning that states a violation has occurred, and on which Protected Area the violation occurred.	The **Protected Area Violation** window opens.

NOTE: If the fire mission/ASR is created on the client – the conflict is checked before the fire mission/ASR is sent to AFATDS. However, if the fire mission/ASR is initiated at AFATDS, and there is a conflict, the client operator will still be presented with the **Protected Area Violation** window. The operator recommended courses of actions are to select 1) **Checkfiring** and checkfire the Tgt, 2) **Ignore** and then end the mission (EOM), or 3) **Ignore** and allow the fire mission/ASR processing to continue.

No Strike List		
Step	**Action**	**Result/Explanation**
		
9.	If the **View/Edit Target** button is selected the operator will be presented with the **Initiate Fire Mission on: <Tgt #>** window in which the target location can be edited.	

No Strike List		
Step	**Action**	**Result/Explanation**
		
10.	If the **Continue** button is selected, the **Protected Area Violation** window closes and the **Initiate Fire Mission** window closes and the target is sent to AFATDS.	**NOTE:** The **Area Violation Management** window opens to display the violation.

No Strike List		
Step	**Action**	**Result/Explanation**

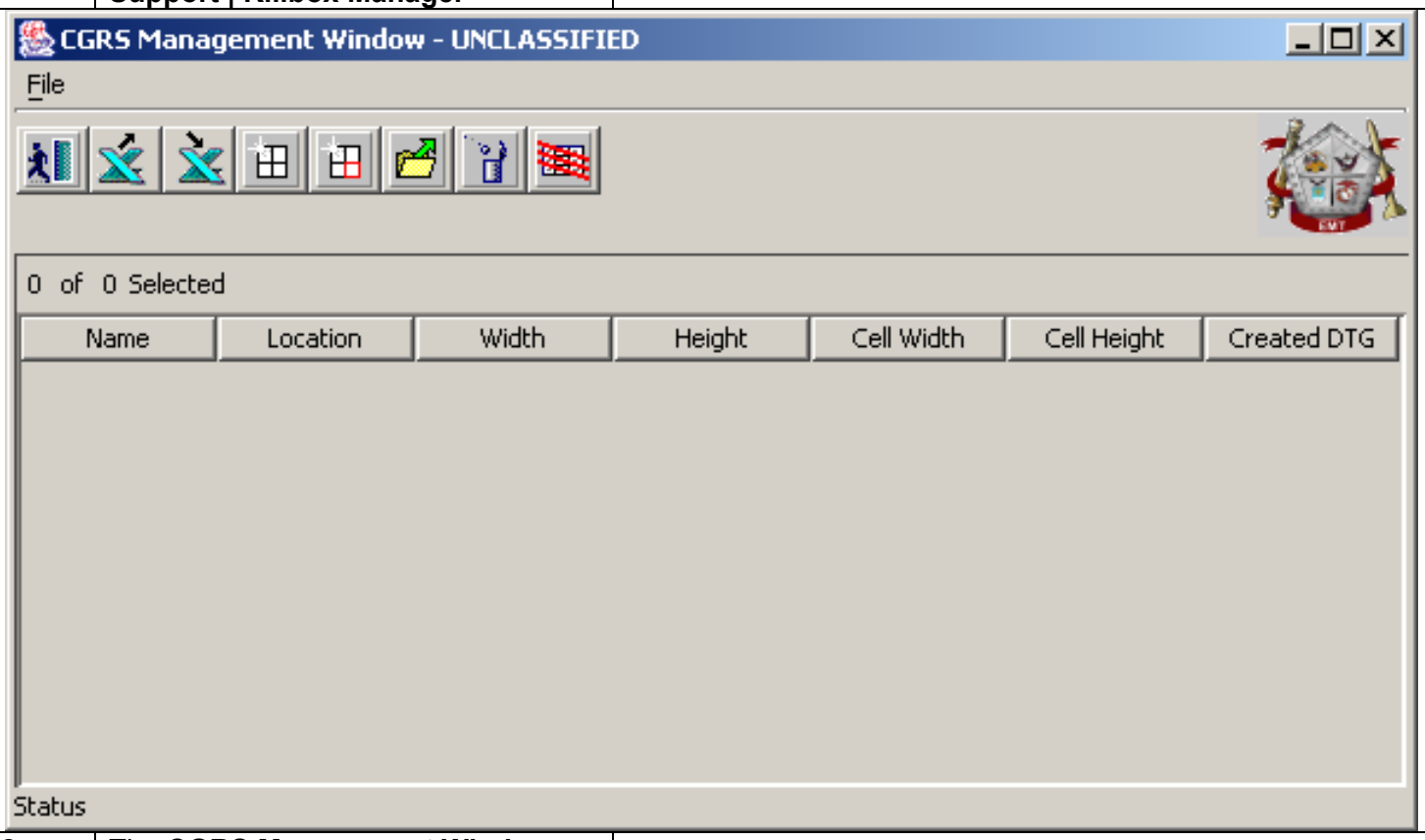


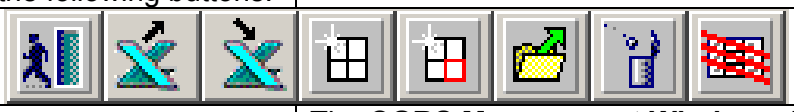
Protected Area	Location	Radius	Effective Time	Expiration Time	Establishing Unit	State	Violation ...	Violation
PA51	5 65639 034 60841 14	3000	08 0600Z JUL...	09 1800Z JUL 03	OPS 6-37FA 23C...	Active	08 1304Z ...	true
PA18	6 07915 034 01703 14	3000	18 1554Z JUL...	19 0600Z JUL 03	OPS 6-37FA 23C...	Active		false
PA19	6 07913 034 01706 14	1000	18 1554Z JUL...	18 1554Z JUL 03	OPS 6-37FA 23C...	Active		false
PA20	6 07910 034 01709 14	3000	18 1554Z JUL...	19 0600Z JUL 03	OPS 6-37FA 23C...	Active		false
PA1	6 07931 034 01685 14	1000	01 0001Z MA...	25 2300Z JUL 03	OPS 6-37FA 23C...	Active		false
PA2	6 07929 034 01688 14	1000	01 0001Z MA...	25 2300Z JUL 03	OPS 6-37FA 23C...	Active		false
PA3	6 07926 034 01691 14	1000	01 0001Z MA...	25 2300Z JUL 03	OPS 6-37FA 23C...	Active		false
PA4	6 07923 034 01694 14	3000	01 0001Z MA...	30 0600Z JUL 03	OPS 6-37FA 23C...	Active		false
PA5	6 07921 034 01697 14	1000	01 0001Z MA...	25 2300Z JUL 03	OPS 6-37FA 23C...	Active		false
PA12	6 07931 034 01685 14	3000	01 0001Z MA...	30 0600Z JUL 03	OPS 6-37FA 23C...	Active		false
PA13	6 07929 034 01688 14	1000	01 0001Z MA...	25 2300Z JUL 03	OPS 6-37FA 23C...	Active		false
PA14	6 07926 034 01691 14	3000	01 0001Z MA...	01 0001Z MAR...	OPS 6-37FA 23C...	Active		false
PA15	6 07923 034 01694 14	1000	01 0001Z MA...	01 0001Z MAR...	OPS 6-37FA 23C...	Active		false
PA16	6 07921 034 01697 14	3000	01 0001Z MA...	01 0001Z MAR...	OPS 6-37FA 23C...	Active		false
PA17	6 07918 034 01700 14	1000	01 0001Z MA...	01 0001Z MAR...	OPS 6-37FA 23C...	Active		false
PA18	6 07915 034 01703 14	3000	01 0001Z MA...	01 0001Z MAR...	OPS 6-37FA 23C...	Active		false
PA19	6 07913 034 01706 14	1000	01 0001Z MA...	01 0001Z MAR...	OPS 6-37FA 23C...	Active		false
PA20	6 07910 034 01709 14	3000	01 0001Z MA...	01 0001Z MAR...	OPS 6-37FA 23C...	Active		false
PA21	6 07907 034 01712 14	1000	01 0001Z MA...	01 0001Z MAR...	OPS 6-37FA 23C...	Active		false

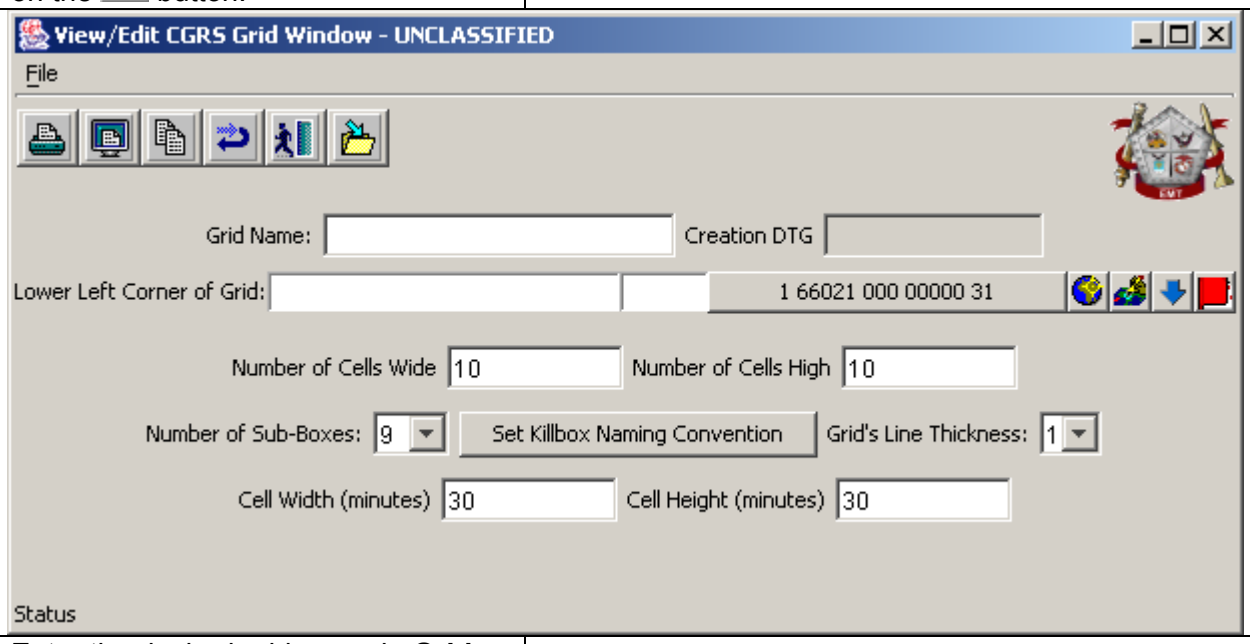
11.	If a fire mission/ASR is established on AFATDS, within the No Strike List – Protected Area, the **Protected Area Violation** window opens.	**NOTE:** At this point the operator would have the option to Checkfire the target or change the Protected Area.
12.	To close the **Area Violation Management** window select **File | Close** or click on the button.	The **Area Violation Management** window closes.

3019. Killbox Manager

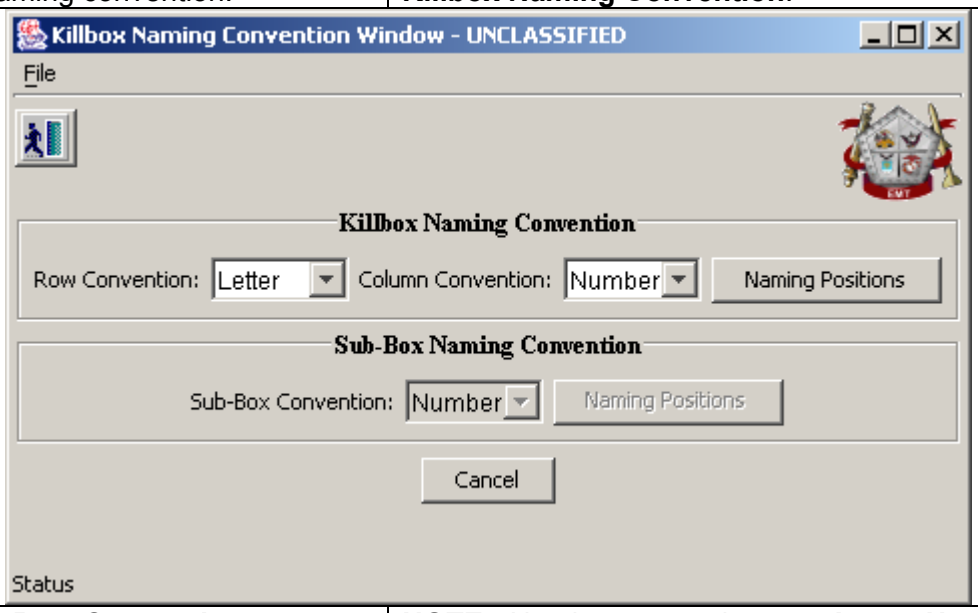
Killbox Manager		
Function: This allows the operator to establish a local Coordinate Grid Reference System "CGRS" and associated Killboxes used for planning purposes available to the client only.		
Step	**Action**	**Result/Explanation**
1.	From the **Main Menu Bar** select **Fire Support | Killbox Manager**	The **CGRS Management Window** window displays.



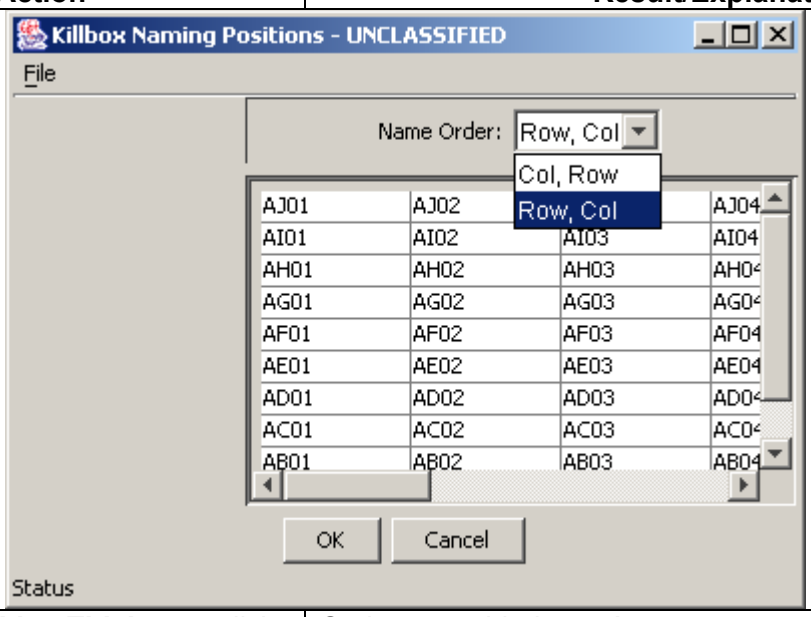
2.	The **CGRS Management Window** toolbar contains the following buttons:	
		
a.	Click on the button to close the **CGRS Management Window** window.	The **CGRS Management Window** window closes.
b.	Click on the button to **Import** a CGRS and any associated Killboxes from a Microsoft® Excel Spreadsheet.	The Microsoft® Excel Spreadsheet of the CGRS are imported into the **CGRS Management Window** window. Any associated Killboxes are imported into the **CGRS Killbox Request Window** window. **NOTE:** After import click on the **Submit Request** button to actually create the Killboxes.
c.	Click on the button to **Export** a CGRS and any associated Killboxes to a Microsoft® Excel Spreadsheet.	The **CGRS Management Window** CGRS and any associated Killboxes are exported into a Microsoft® Excel Spreadsheet.

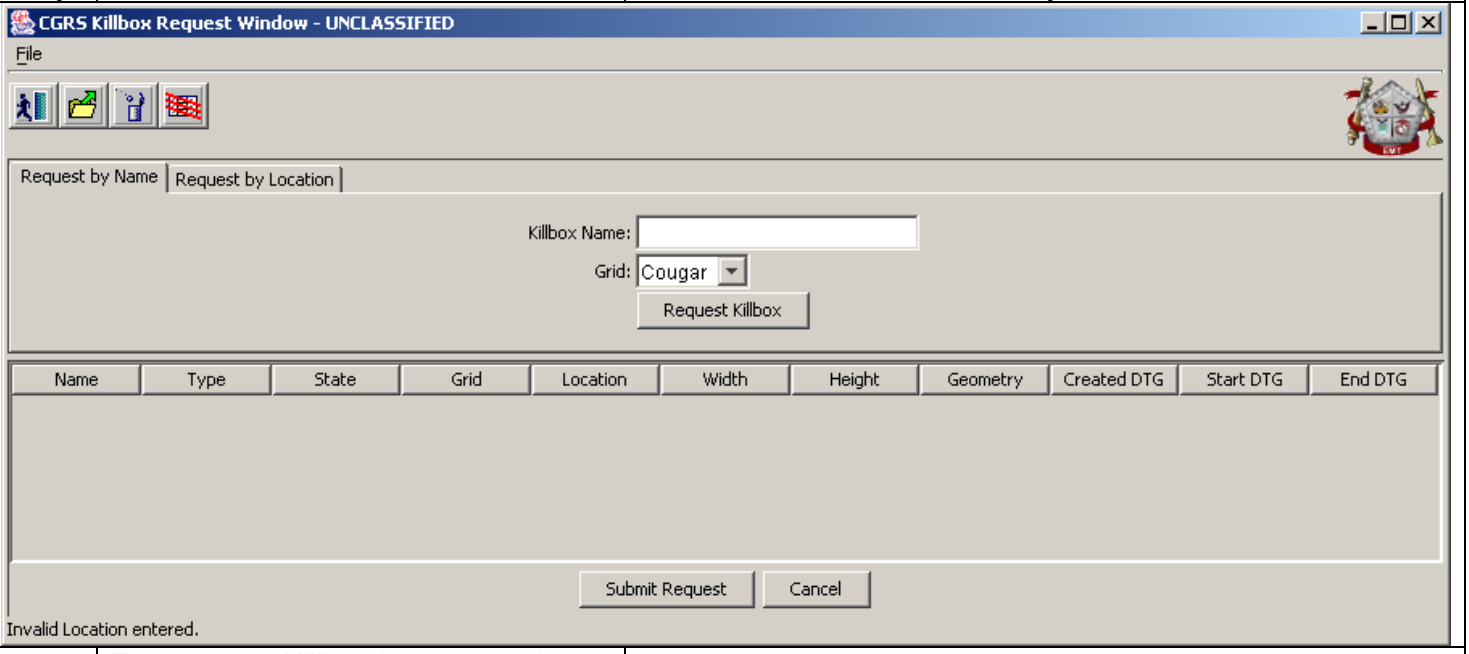
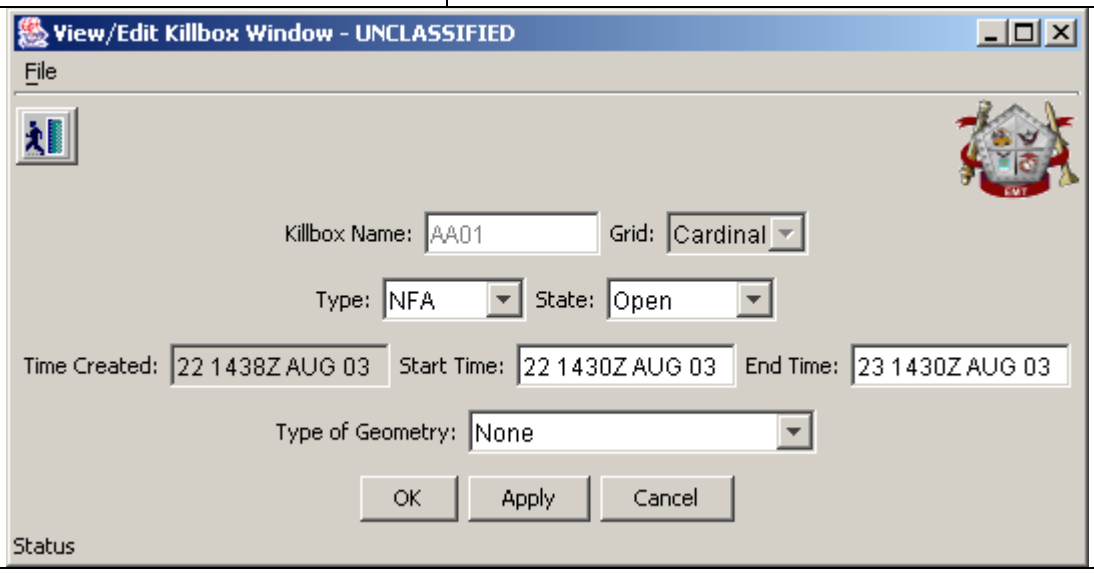
Killbox Manager		
Function: This allows the operator to establish a local Coordinate Grid Reference System "CGRS" and associated Killboxes used for planning purposes available to the client only.		
Step	**Action**	**Result/Explanation**
d.	Click on the button to create the grid that will be used for the Common Grid Reference System (CGRS).	The **View/Edit CGRS Grid Window** opens and provides the operator with the fields necessary to create a CGRS grid.
e.	Click on the button to create Killboxes within the CGRS grid.	The **CGRS Killbox Request Window** window opens and provides the operator with the fields necessary to create a Killbox.
f.	Click on the button to **View/Edit** a selected CGRS grid from the list of created CGRS grids.	The **View/Edit CGRS Grid Window** opens and provides the operator with the option to view or edit a CGRS grid.
g.	Click on the button to delete the newly created CGRS.	The newly created CGRS is deleted as well as any associated Killboxes.
h.	Click on the button to delete all the CGRS grids that are in the **CGRS Management Window** window.	All CGRS grids and any associated Killboxes will be deleted and cannot be retrieved.
3.	To create a Common Grid Reference System (CGRS) grid from the **CGRS Management Window** window, click on the button.	The **View/Edit CGRS Grid Window** window opens.
		
a.	Enter the desired grid name in **Grid Name** field.	
b.	Enter the desired **Lower Left Corner of Grid** coordinate in the field provided. **NOTE:** To use one of the four **Location Field Features** (, , ,) refer to **Section 3009**.	

Killbox Manager		
Function: This allows the operator to establish a local Coordinate Grid Reference System "CGRS" and associated Killboxes used for planning purposes available to the client only.		
Step	**Action**	**Result/Explanation**
c.	Enter the desired number of cells **Wide** and **High**.	Valid entries for **Number of Cells Wide** and **Number of Cells High** are from 1 – 10,000.
d.	Enter the number of Sub-Boxes	Entry options are: **1**, **4**, **9**, **16**, and **25**.
e.	Click on the **Set Killbox Naming Convention** button to establish the desired naming convention.	The **Killbox Naming Convention** window opens and provides the operator with the fields necessary to set the **Killbox Naming Convention**.

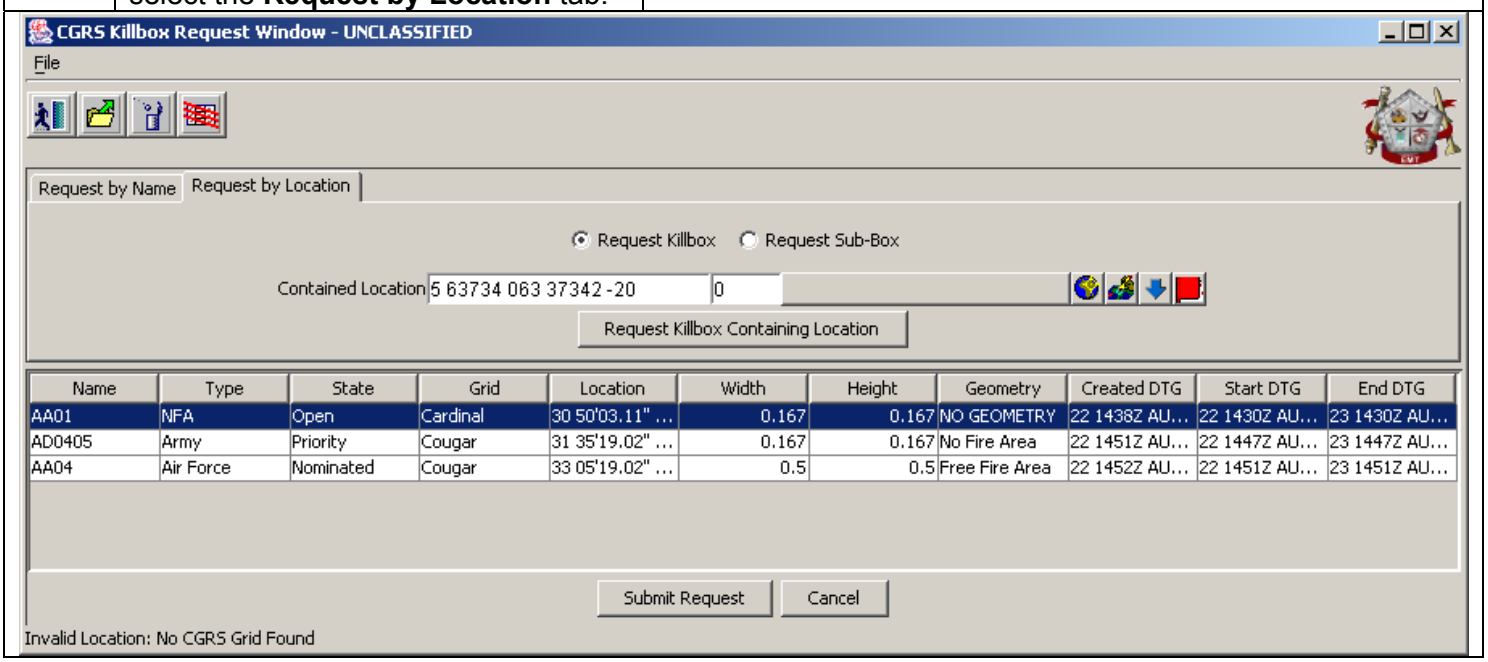


1)	To set the **Row Convention** or **Column Convention** click on the associated down arrow.	**NOTE:** Naming conventions are **Letter:Number**, or **Number:Letter**. To make change effective, select the **Naming Positions** button.
2)	To set the **Naming Positions** click on the **Naming Positions** button.	The **Killbox Naming Positions** window opens and provides either **Row,Col** or **Col,Row** as position options. The default is AA01 for the lower left corner. **NOTE:** To change the names for the boxes double-click on any one of the four corners displayed in the window and change the name. This changes the entire table. For example, assuming the name order is currently set for **Row,Col**, if the lower left corner is changed to DA25, then the table will change such that the row directly above DA25 will be DB25 and the column directly next to DA25 will be DA26. If the upper right corner is changed for example, to QQ10, the table will change such that the row directly below will be QR10 and the column directly to the left of QQ10 will be QQ09.

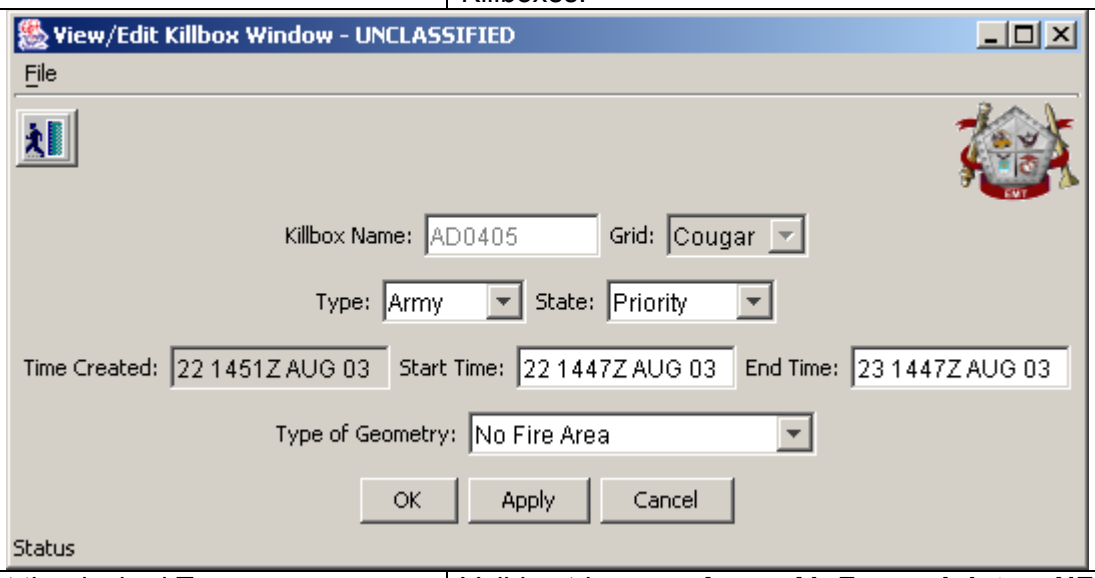
Killbox Manager		
Function: This allows the operator to establish a local Coordinate Grid Reference System "CGRS" and associated Killboxes used for planning purposes available to the client only.		
Step	**Action**	**Result/Explanation**
		
f.	To set the **Grid Line Thickness** click on the associated down arrow.	Options provided are: **1-5**.
g.	To set the **Cell Width (minutes)** or the **Cell Height (minutes)**, enter the desired time.	Valid entries for **Cell Width** or **Cell Height** are 1-10,000.
h.	When all desired entries have been made click on the button to save the CGRS grid.	The created CGRS grid is entered in the **CGRS Management Window** window.
4.	To create a Killbox within a CGRS grid click on the button.	The **CGRS Killbox Request Window** window opens and provides the operator with the fields necessary to create a Killbox.

Killbox Manager		
Function: This allows the operator to establish a local Coordinate Grid Reference System "CGRS" and associated Killboxes used for planning purposes available to the client only.		
Step	**Action**	**Result/Explanation**
		
a.	To request a Killbox by name, select the **Request by Name** tab and enter a valid CGRS grid box name (i.e., AA01, 01QQ or for a sub-box of AA01 use AA0103 or AA0109 etc.).	
1)	Select the corresponding CGRS grid from the **Grid** pulldown window.	
2)	Click the **Request Killbox** button.	The **View/Edit Killbox Window** window opens and provides the operator the fields necessary to create associated Killboxes.
		

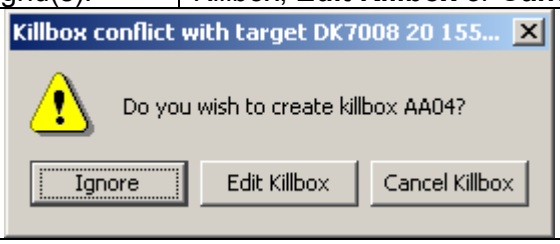
Killbox Manager		
Function: This allows the operator to establish a local Coordinate Grid Reference System "CGRS" and associated Killboxes used for planning purposes available to the client only.		
Step	**Action**	**Result/Explanation**
3)	Select the desired **Type**.	Valid entries are: **Army**, **Air Force**, **Joint**, or **NFA**. **NOTE:** Based upon the **Type** selected when a fire mission/ASR is initiated the mission type will be check for violation based upon the following criteria: Army – FFA for Surface to Surface, NFA for Air [ASR]; Air Force – FFA for Air [ASR], NFA for Surface to Surface; Joint – FFA for both Air [ASR] and Surface to Surface.
4)	Select the desired **State**.	Valid entries are: **Open**, **Priority**, **Nominated**, **Closed**, or **Expired**.
5)	Enter the desired **Start Time** and **End Time**.	**NOTE:** Default is current time, valid for 24 hours.
6)	If desired, select a **Type of Geometry** that would be sent to AFATDS to represent the CGRS grid box. The representative geometry does not appear on the EMT.	**NOTE:** Valid entries are: **None**, **Free Fire Area**, **Restricted Fire Area**, **No Fire Area**, or **Airspace Coordination Area**. If **Restricted Fire Area** is selected everything is restricted and is not editable by the operator. The applicable fire mission checks will be performed at the AFATDS based upon the **Type of Geometry** that is created on the AFATDS. For example, if a **No Fire Area** geometry is sent to AFATDS and a fire mission/ASR is initiated in the **NFA**, it will generate a conflict on the AFATDS.
7)	After all information is entered and verified, click the **OK** button to create the Killbox(es) within the CGRS.	**NOTE:** Selecting **OK** closes the **View/Edit Killbox Window** window, selecting **Apply** saves the information but leaves the window open.
b.	To request a Killbox by location, select the **Request by Location** tab.	



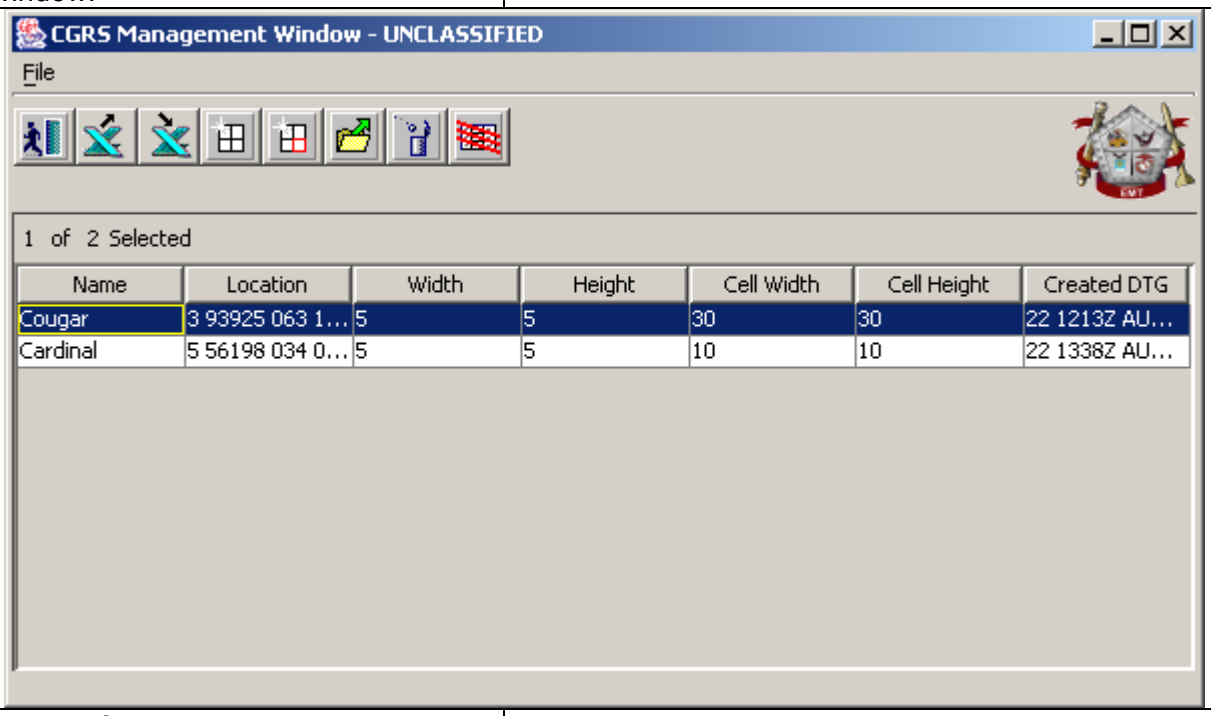
Killbox Manager		
Function: This allows the operator to establish a local Coordinate Grid Reference System "CGRS" and associated Killboxes used for planning purposes available to the client only.		
Step	**Action**	**Result/Explanation**
1)	Enter a valid location within a CGRS grid box. **NOTE:** To use one of the four **Location Field Features** (, , ,) refer to **Section 3009**.	**NOTE:** The **Request Killbox** radio button creates a Killbox from an entire CGRS grid box while the **Request Sub-Box** radio button creates multiple Killboxes within the CGRS grid box.
2)	Click the **Request Killbox Containing Location** button.	The **View/Edit Killbox Window** window opens and provides the operator with the fields necessary to create associated Killboxes.



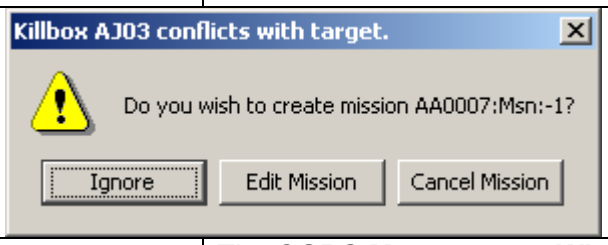
3)	Select the desired **Type**.	Valid entries are: **Army**, **Air Force**, **Joint**, or **NFA**.
4)	Select the desired **State**.	Valid entries are: **Open**, **Priority**, **Nominated**, **Closed**, or **Expired**.
5)	Enter the desired **Start Time** and **End Time**. **NOTE:** Refer to **Section 3008** to use the **Calendar/Time Tool**.	**NOTE:** Default is current time, valid for 24 hours.
6)	If desired, select a **Type of Geometry** that would be sent to AFATDS to represent the CGRS grid box.	**NOTE:** Valid entries are: **None**, **Free Fire Area**, **Restricted Fire Area**, **No Fire Area**, or **Airspace Coordination Area**. If **Restricted Fire Area** is selected everything is set to restricted and is not editable by the operator.
7)	After all information is entered and verified, click the **OK** button to create the Killbox(es) within the CGRS.	**NOTE:** Selecting **OK** closes the **View/Edit Killbox Window** window, selecting **Apply** saves the information but leaves the window open.
8)	When all desired Killboxes are entered in the table, click the **Submit Request** button to create Killboxes in the corresponding CGRS grid(s).	**NOTE:** If there is an existing target within the Killbox area to be created the operator is presented with an alert to notify of an existing conflict with the option to **Ignore** and create the Killbox, **Edit Killbox** or **Cancel Killbox** creation.



Killbox Manager		
Function: This allows the operator to establish a local Coordinate Grid Reference System "CGRS" and associated Killboxes used for planning purposes available to the client only.		
Step	**Action**	**Result/Explanation**
5.	If no conflicts are found or the **Ignore** button is selected the Killboxes are created and are view/editable from the **CGRS Management Window** window.	



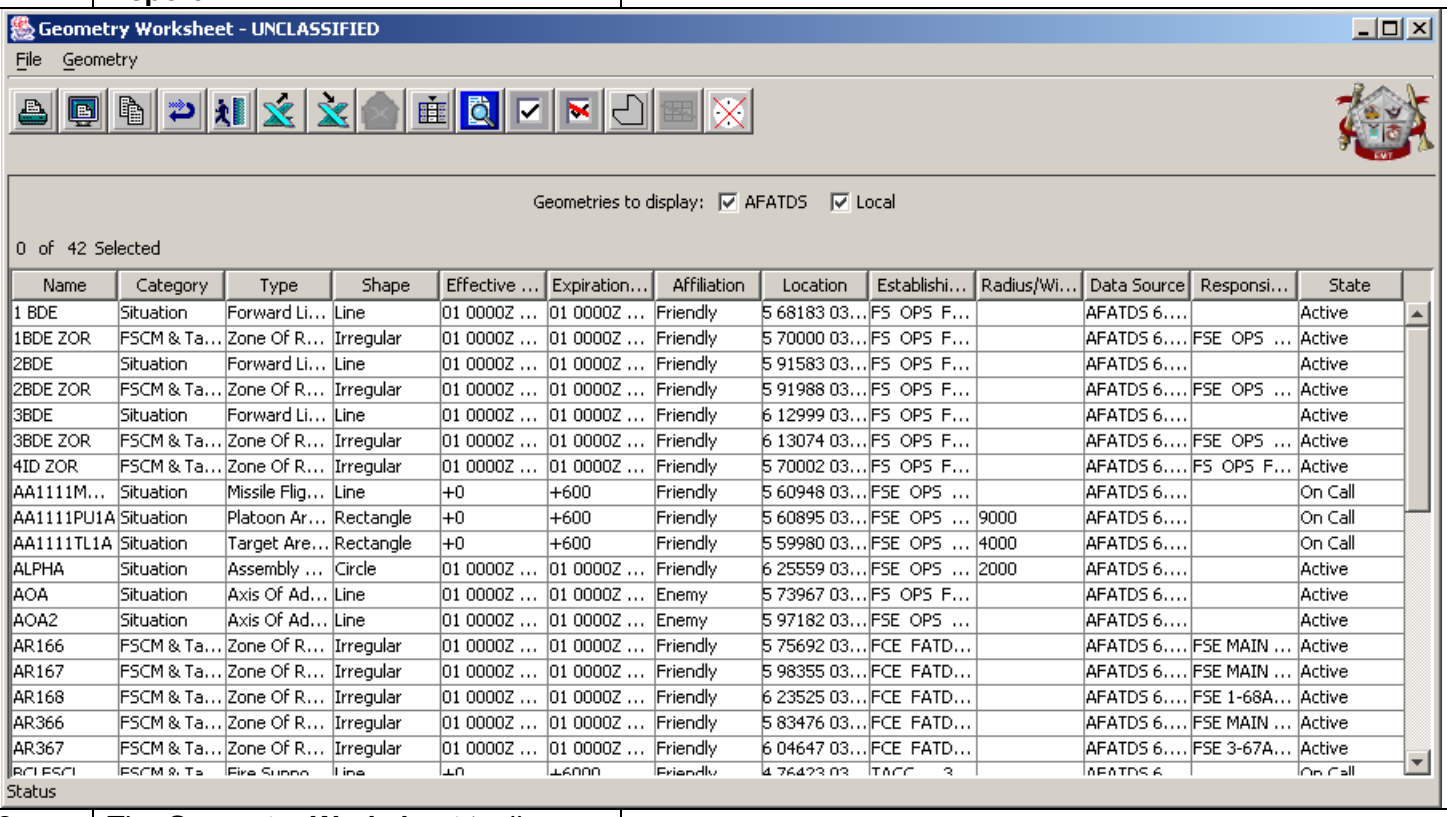
6.	When a fire mission is initiated or a target is established and falls within a Killbox an alert is created to notify the operator that there is a conflict within the Killbox with the option to **Ignore** and create the fire mission, **Edit Mission** or **Cancel Mission** creation.	



7.	To close the **CGRS Management Window** window, click on the button.	The **CGRS Management Window** window closes.

3020. Geometry Report

Geometry Worksheet		
Step	**Action**	**Result/Explanation**
1.	From the **Main Menu Bar** select **Fire Support | Reports | Geometry Report**	The **Geometry Worksheet** window displays.

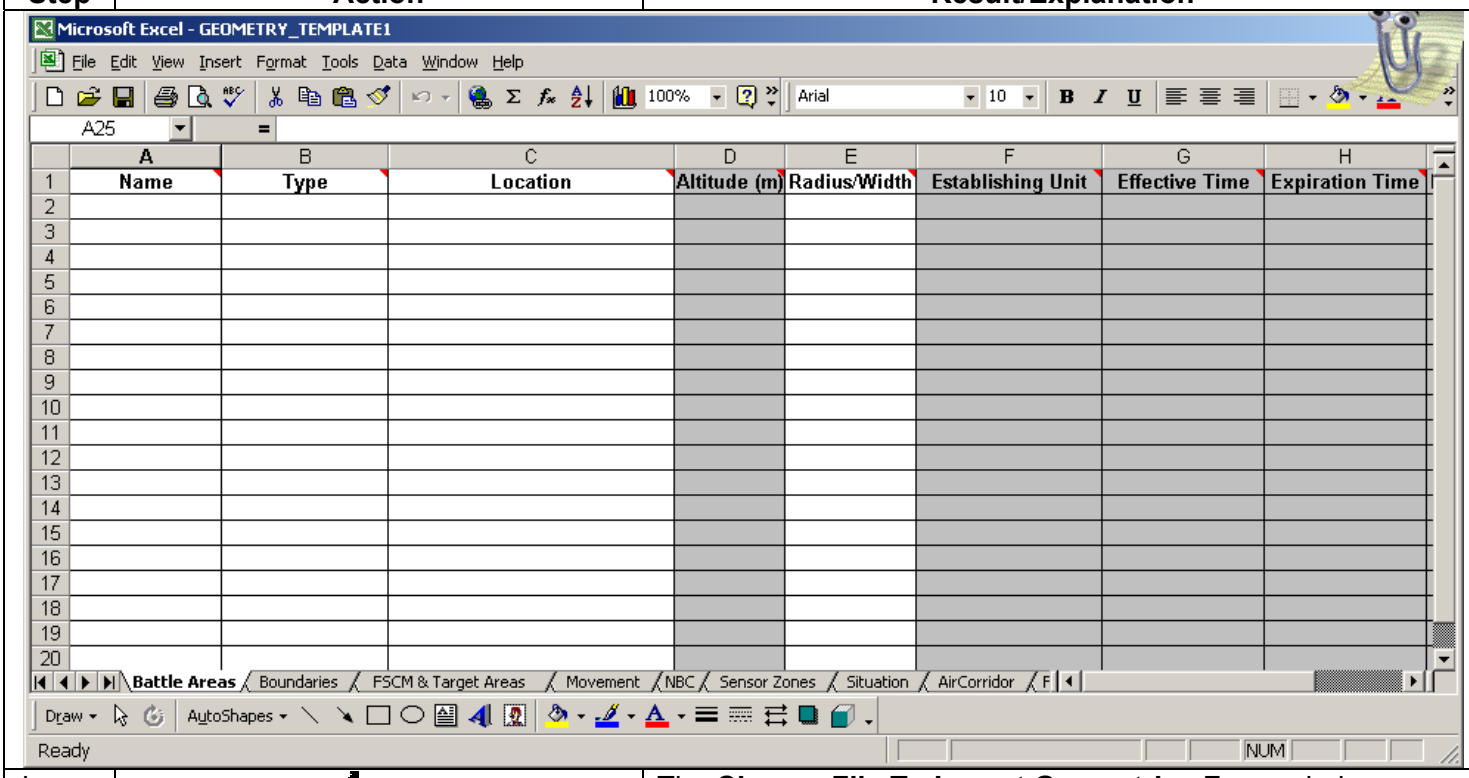


Name	Category	Type	Shape	Effective ...	Expiration...	Affiliation	Location	Establishi...	Radius/Wi...	Data Source	Responsi...	State
1 BDE	Situation	Forward Li...	Line	01 0000Z ...	01 0000Z ...	Friendly	5 68183 03...	FS OPS F...		AFATDS 6....		Active
1BDE ZOR	FSCM & Ta...	Zone Of R...	Irregular	01 0000Z ...	01 0000Z ...	Friendly	5 70000 03...	FS OPS F...		AFATDS 6....	FSE OPS ...	Active
2BDE	Situation	Forward Li...	Line	01 0000Z ...	01 0000Z ...	Friendly	5 91583 03...	FS OPS F...		AFATDS 6....		Active
2BDE ZOR	FSCM & Ta...	Zone Of R...	Irregular	01 0000Z ...	01 0000Z ...	Friendly	5 91988 03...	FS OPS F...		AFATDS 6....	FSE OPS ...	Active
3BDE	Situation	Forward Li...	Line	01 0000Z ...	01 0000Z ...	Friendly	6 12999 03...	FS OPS F...		AFATDS 6....		Active
3BDE ZOR	FSCM & Ta...	Zone Of R...	Irregular	01 0000Z ...	01 0000Z ...	Friendly	6 13074 03...	FS OPS F...		AFATDS 6....	FSE OPS ...	Active
4ID ZOR	FSCM & Ta...	Zone Of R...	Irregular	01 0000Z ...	01 0000Z ...	Friendly	5 70002 03...	FS OPS F...		AFATDS 6....	FS OPS F...	Active
AA1111M...	Situation	Missile Flig...	Line	+0	+600	Friendly	5 60948 03...	FSE OPS ...		AFATDS 6....		On Call
AA1111PU1A	Situation	Platoon Ar...	Rectangle	+0	+600	Friendly	5 60895 03...	FSE OPS ...	9000	AFATDS 6....		On Call
AA1111TL1A	Situation	Target Are...	Rectangle	+0	+600	Friendly	5 59980 03...	FSE OPS ...	4000	AFATDS 6....		On Call
ALPHA	Situation	Assembly ...	Circle	01 0000Z ...	01 0000Z ...	Friendly	6 25559 03...	FSE OPS ...	2000	AFATDS 6....		Active
AOA	Situation	Axis Of Ad...	Line	01 0000Z ...	01 0000Z ...	Enemy	5 73967 03...	FS OPS F...		AFATDS 6....		Active
AOA2	Situation	Axis Of Ad...	Line	01 0000Z ...	01 0000Z ...	Enemy	5 97182 03...	FSE OPS ...		AFATDS 6....		Active
AR166	FSCM & Ta...	Zone Of R...	Irregular	01 0000Z ...	01 0000Z ...	Friendly	5 75692 03...	FCE FATD...		AFATDS 6....	FSE MAIN ...	Active
AR167	FSCM & Ta...	Zone Of R...	Irregular	01 0000Z ...	01 0000Z ...	Friendly	5 98355 03...	FCE FATD...		AFATDS 6....	FSE MAIN ...	Active
AR168	FSCM & Ta...	Zone Of R...	Irregular	01 0000Z ...	01 0000Z ...	Friendly	6 23525 03...	FCE FATD...		AFATDS 6....	FSE 1-68A...	Active
AR366	FSCM & Ta...	Zone Of R...	Irregular	01 0000Z ...	01 0000Z ...	Friendly	5 83476 03...	FCE FATD...		AFATDS 6....	FSE MAIN ...	Active
AR367	FSCM & Ta...	Zone Of R...	Irregular	01 0000Z ...	01 0000Z ...	Friendly	6 04647 03...	FCE FATD...		AFATDS 6....	FSE 3-67A...	Active
BCLESCL	FSCM & Ta...	Fire Suppo...	Line	+0	+6000	Friendly	4 76423 03...	TACC 3		AFATDS 6....		On Call

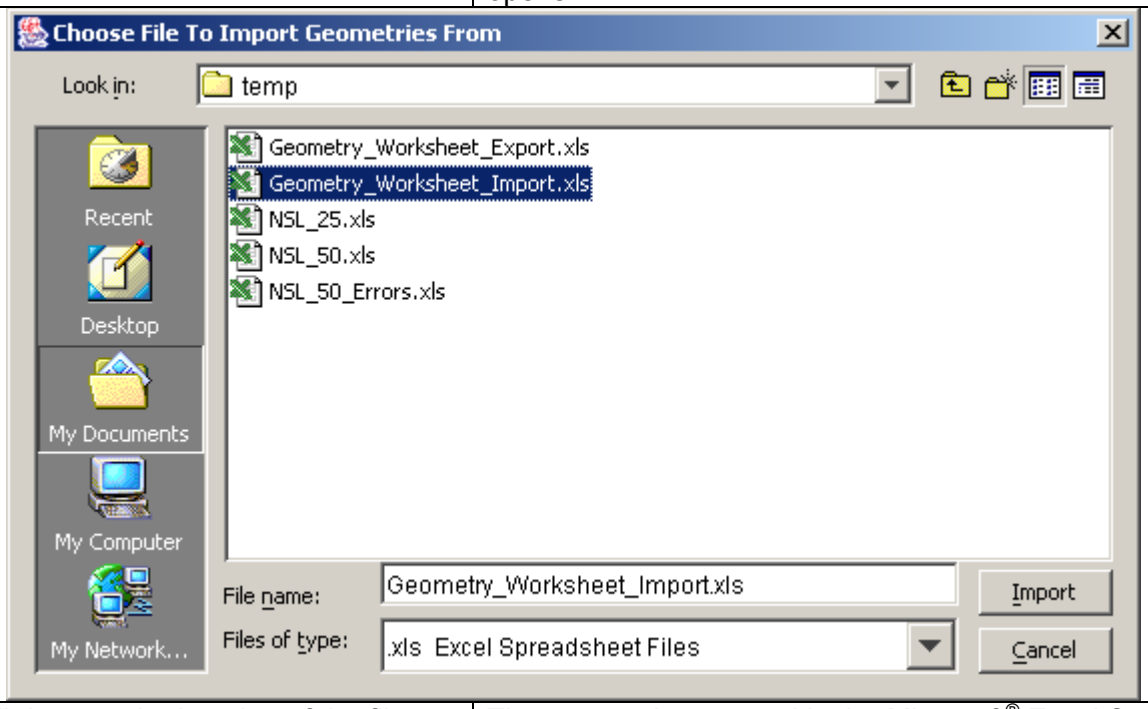
2.	The **Geometry Worksheet** toolbar contains the following buttons:	
a.	Click on the button to print the **Geometry Worksheet** contents.	The **Geometry Worksheet** is printed to designated printer.
b.	Click on the button to print preview the **Geometry Worksheet** contents.	The **Geometry Worksheet** is presented to the operator in a print preview format.
c.	Click on the button to copy the contents of the **Geometry Worksheet** to one of three data types: 1) **as Image**, 2) **as HTML**, or 3) **as Text**.	The operator is presented with a **Copy data as** window that allows the operator to choose which data type to copy the contents of the **Geometry Worksheet**.
d.	Click on the button to refresh the **Geometry Worksheet** contents.	The **Geometry Worksheet** refreshes.
e.	Click on the button to close the **Geometry Worksheet**.	The **Geometry Worksheet** closes.

Geometry Worksheet		
Step	**Action**	**Result/Explanation**
f.	Click on the button to **Import** geometries from a Microsoft® Excel Spreadsheet.	The Microsoft® Excel Spreadsheet geometries are imported into the **Geometry Worksheet**.
g.	Click on the button to **Export** the contents of the **Geometry Worksheet** to a Microsoft® Excel Spreadsheet.	The **Geometry Worksheet** geometries are exported into a Microsoft® Excel Spreadsheet.
h.	Click on the button to send selected "Local" created geometry/geometries to AFATDS.	The selected locally generated geometry/geometries is sent to AFATDS from the **Geometry Worksheet**.
i.	Click on the button to select which columns to display in the **Geometry Worksheet**.	The **Geometry Worksheet** columns change to reflect the selected columns.
j.	Click on the button to initiate a search window for desired geometries created both in AFATDS and locally.	The **Geometry Search** window opens and provides the operator multiple options to create a search filter for created geometries.
k.	Click on the button to select all of the listed geometries in the **Geometry Worksheet**.	All geometries in the **Geometry Worksheet** highlight.
l.	Click on the button to clear selected (highlighted) geometries in the **Geometry Worksheet**.	The highlighted/selected geometries become unhighlighted.
m.	Click on the button to create a new geometry.	The **New Geometry** window opens and provides the operator with options to create a new geometry (**See Section 3016**).
n.	Click on the button to delete a selected geometry/geometries from the **Geometry Worksheet** and AFATDS.	Clicking this button provides the operator with the option to delete a selected geometry/geometries. **NOTE:** This will delete the geometry from AFATDS as well.
o.	Click on the button to purge any expired "LOCAL" geometries from the **Geometry Worksheet**.	"LOCAL" geometries will be purged from the **Geometry Worksheet**.
3.	**3020.1 Import Geometries from a Microsoft® Excel Spreadsheet**	
a.	Begin by creating the geometries using the **GEOMETRY_TEMPLATE.xlt** provided.	**NOTE:** Fields that require valid entries are provided with pulldown menu to select desired option. Also during import the operator will be notified of any geometry that was not imported and the reason import failed to allow the operator to correct the geometry for legal entries in AFATDS.

Geometry Worksheet		
Step	**Action**	**Result/Explanation**



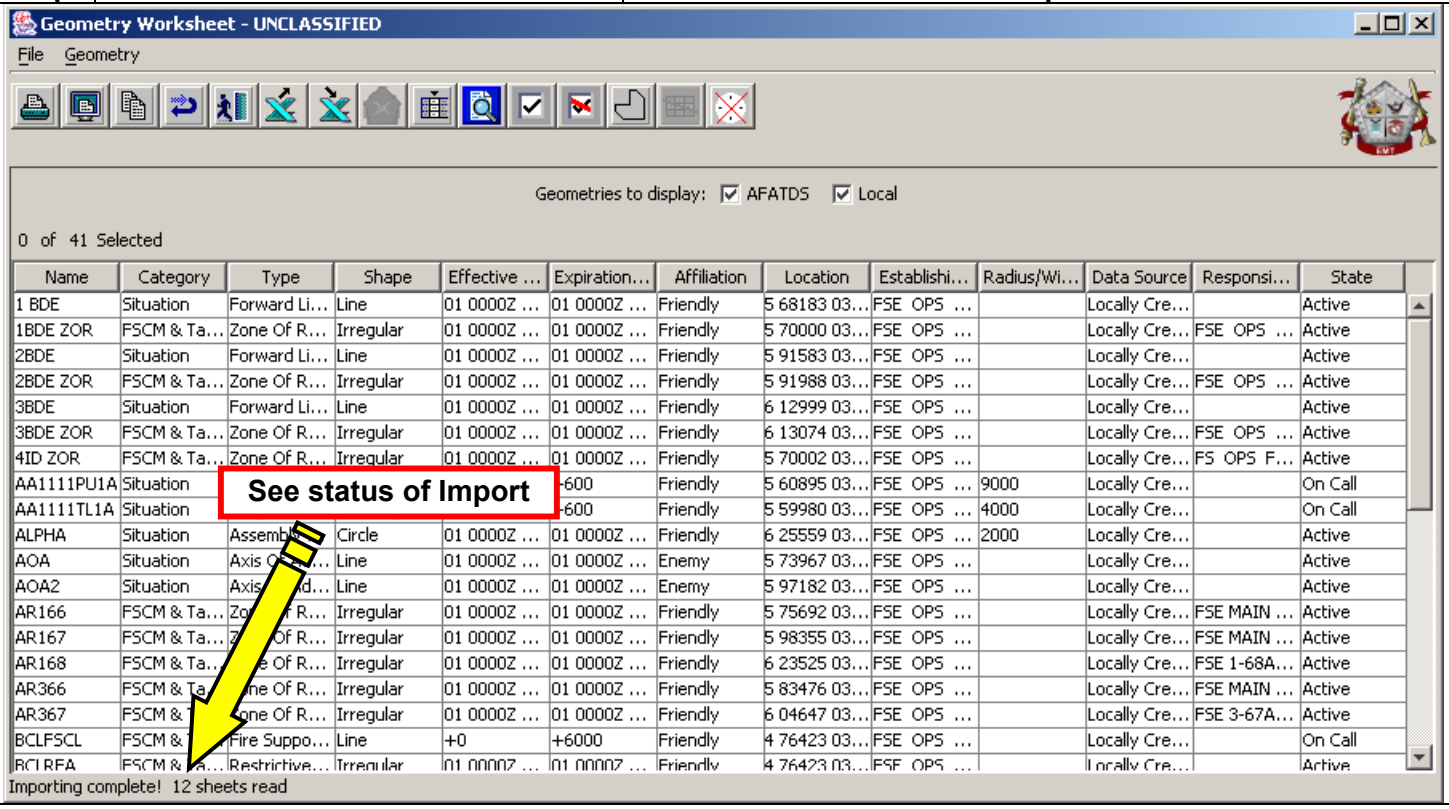
b.	Next, Click the button.	The **Choose File To Import Geometries From** window opens.



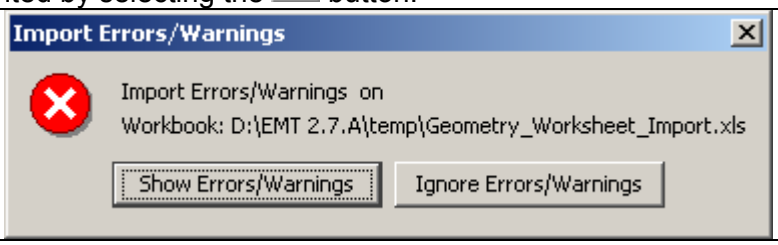
c.	Drill down to the location of the file to import and select the desired file. Click the **Import** button.	The geometries entered in the Microsoft® Excel Spreadsheet template will be imported into the **Geometry Worksheet**.

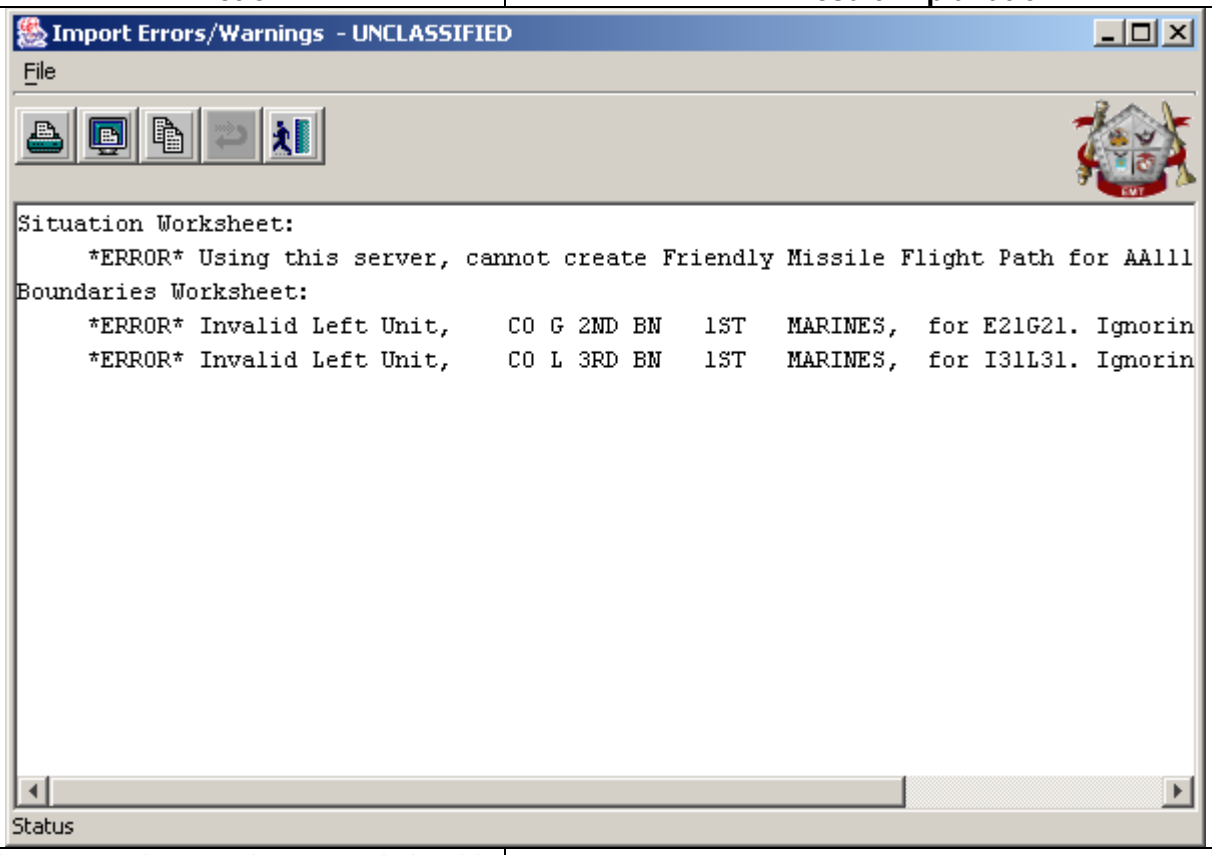
NOTE on C2PC usage: All locations in the spreadsheet are assumed to be referenced to **WGS-84 Datum** despite the datum in use on the **C2PC** map.

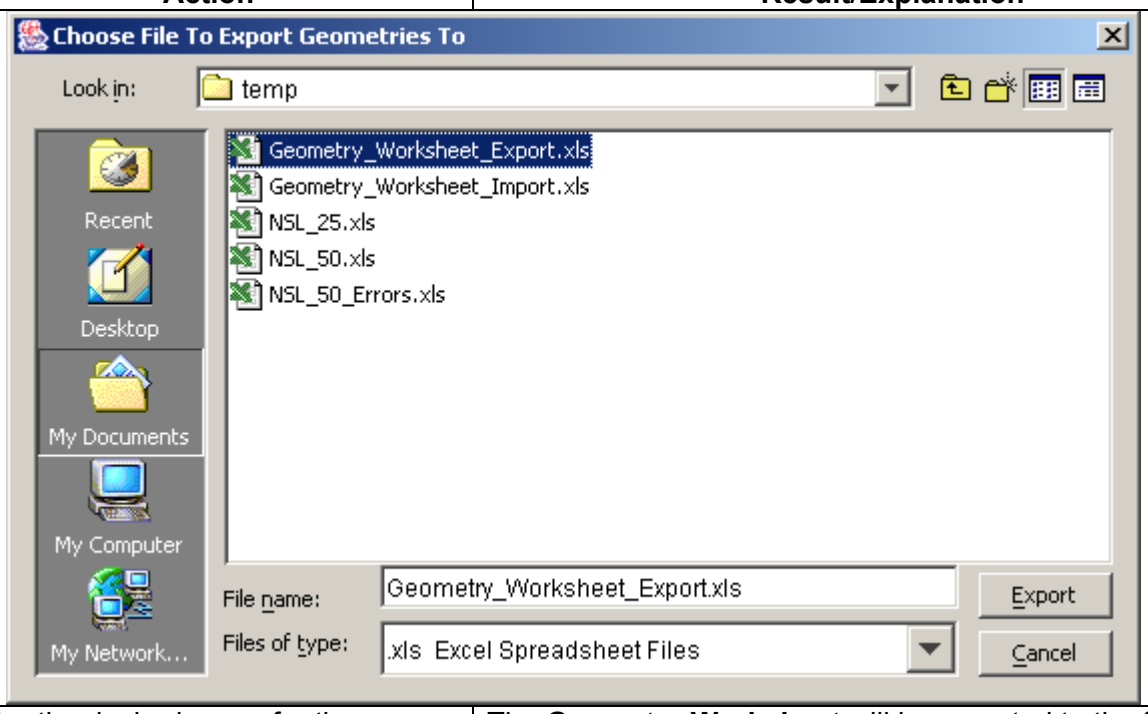
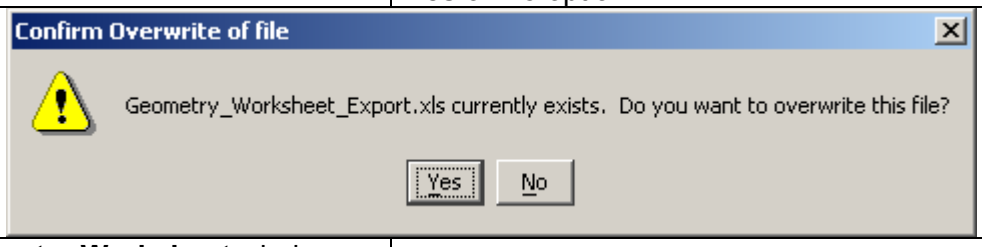
Geometry Worksheet		
Step	**Action**	**Result/Explanation**



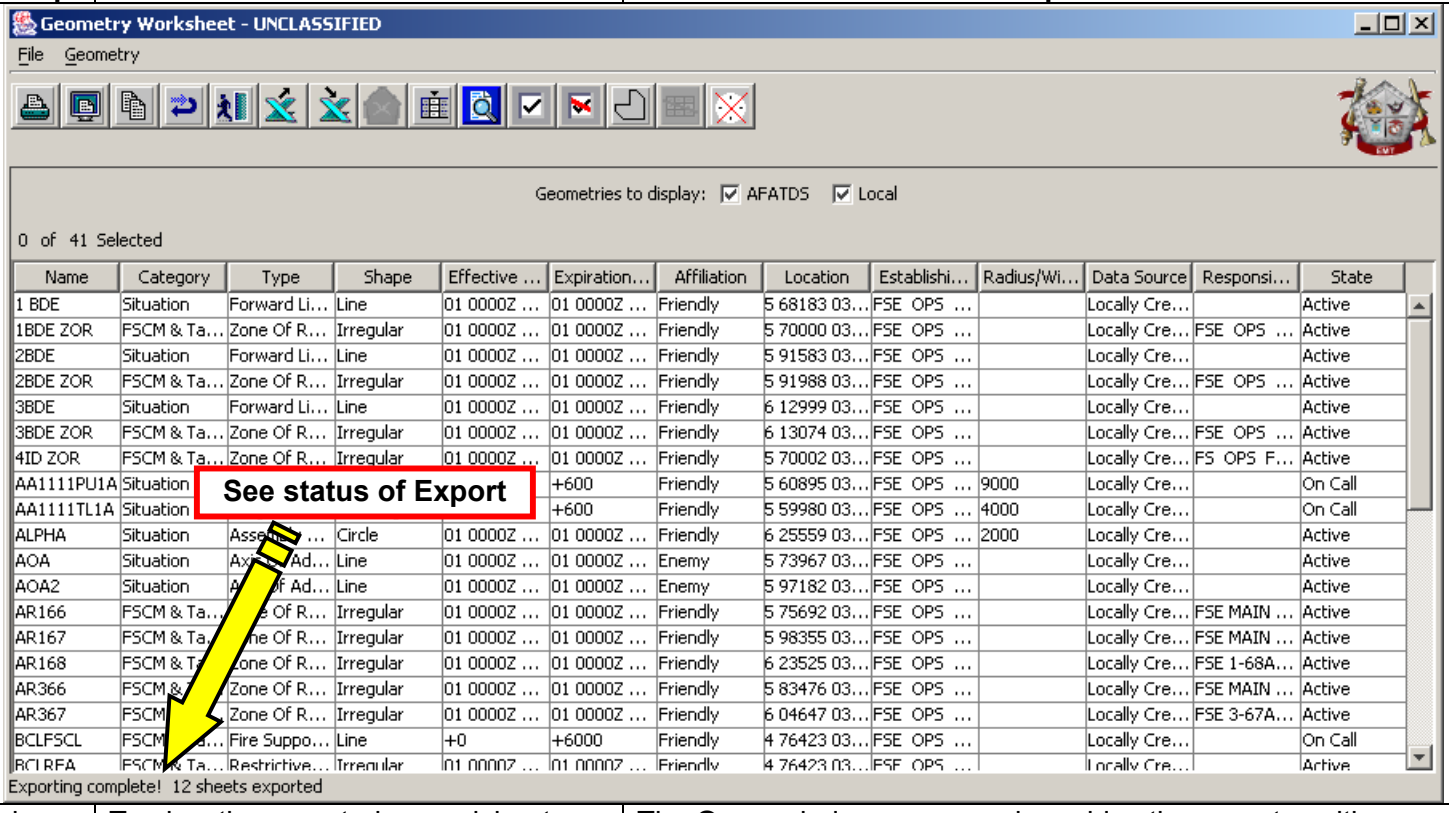
NOTE: Upon completion of the import the operator will be notified of any unresolved errors with an **Import Errors/Warnings** window. If the operator selects **Show Errors/Warnings**, the **Import Errors/Warnings** window opens displaying the associated WARNING and ERROR for the imported geometries. A WARNING means that a value has been defaulted. An ERROR means the geometry has been ignored. The **Import Errors** window can be printed by selecting the button.



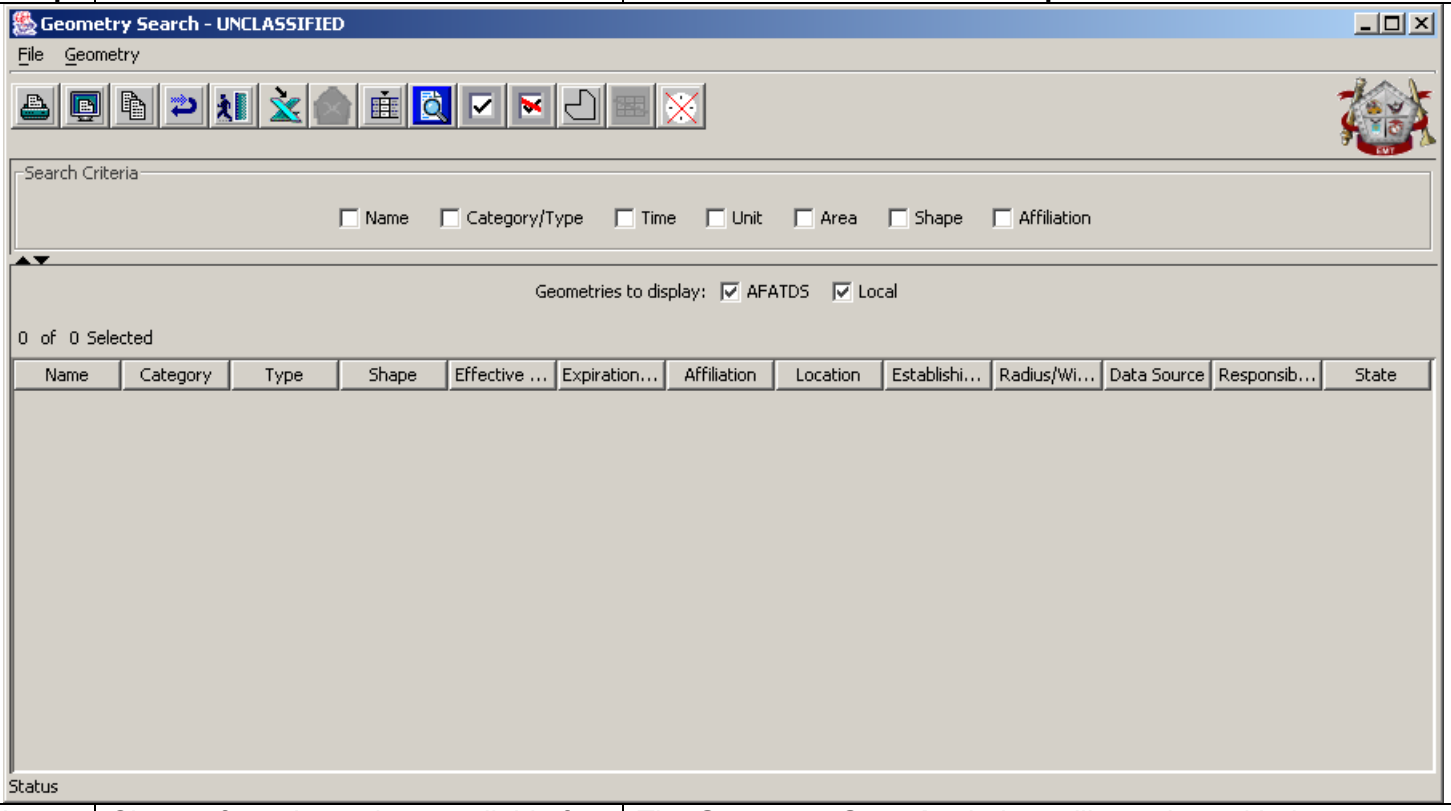
Geometry Worksheet		
Step	**Action**	**Result/Explanation**
		
d.	Any errors that need corrected should be corrected on the spreadsheet, the geometry(ies) deleted from the **Geometry Worksheet** window and then re-imported.	
e.	The geometries imported from the spreadsheet are created locally only. To send the imported geometries to AFATDS click the button.	All geometries in the **Geometry Worksheet** highlight. The button becomes active.
f.	Click the button.	All geometries are sent to AFATDS and are implemented in the Current Situation. Responsible/Establishing agency for each geometry is set to the Unit ID of the AFATDS server.
4.	**3020.2 Export Geometries to a Microsoft® Excel Spreadsheet**	**NOTE:** The export will be all geometries on the worksheet, if none selected, otherwise; only the geometries selected will be exported.
a.	Click the button.	The **Choose File To Export Geometries To** window opens.

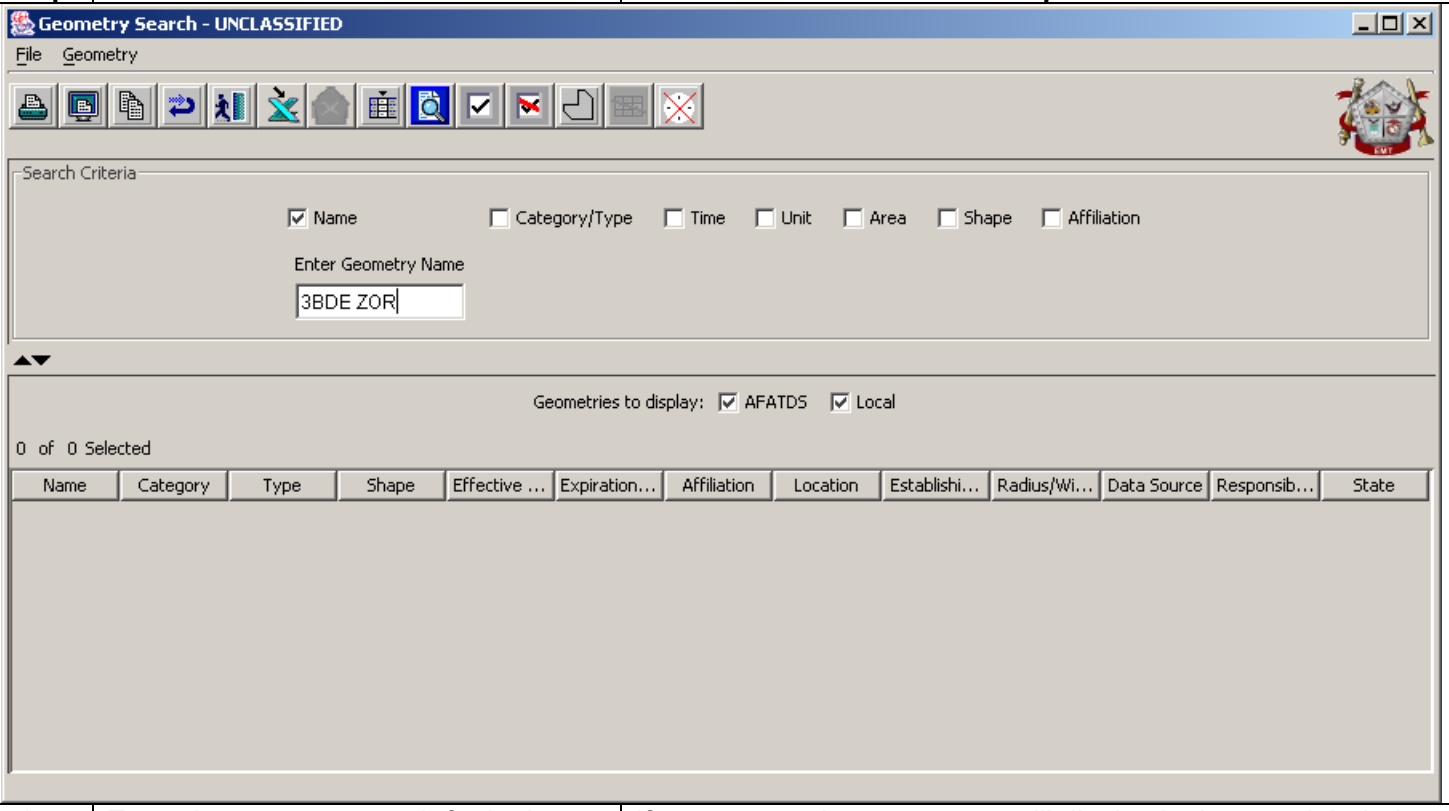
Geometry Worksheet		
Step	**Action**	**Result/Explanation**
		
b.	Enter the desired name for the exported file in the **File name** field then click the **Export** button.	The **Geometry Worksheet** will be exported to the filename and directory entered. If the filename exists the operator will be presented with a **Confirm Overwrite of File** window with a **Yes** or **No** option.
		
c.	The **Geometry Worksheet** window displays the status of the export.	

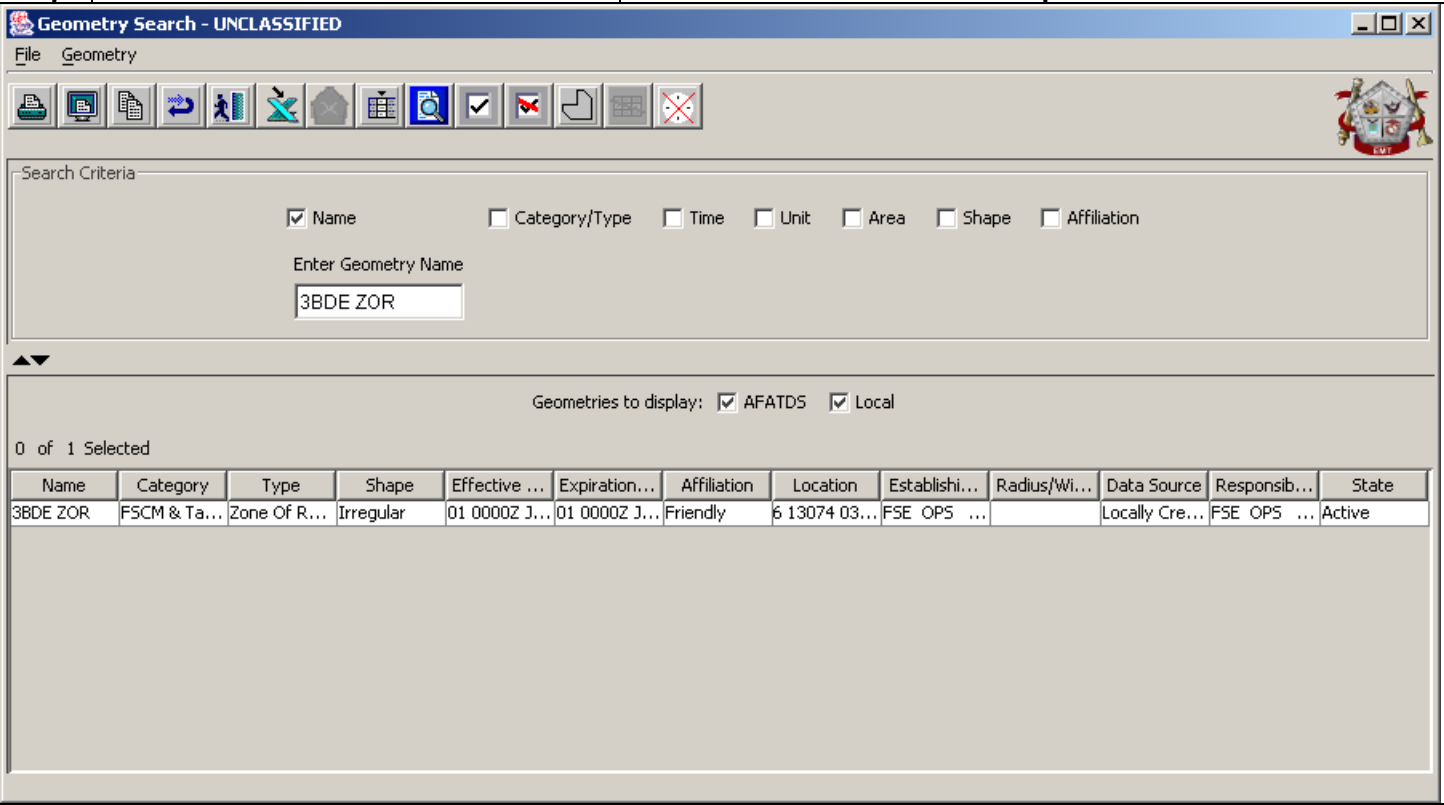
Geometry Worksheet		
Step	**Action**	**Result/Explanation**

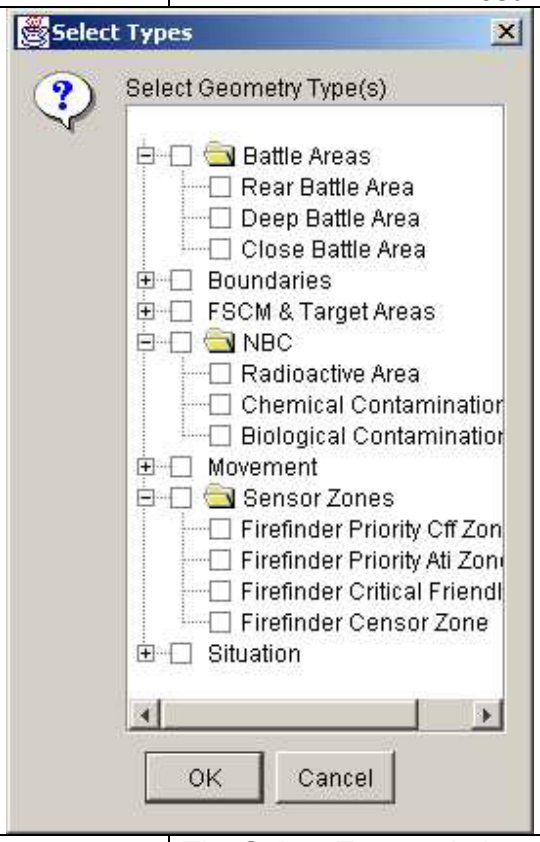


d.	To view the exported spreadsheet, open Microsoft® Excel. Click **File | Open**.	The **Open** window opens and provides the operator with options to drill down to the desired folder location of the exported **Geometry Worksheet** file.
e.	Select the file to open, click on the **Open** button.	The desired exported **Geometry Worksheet** file opens. The operator may now modify the file and reuse it as an import file.
NOTE on C2PC usage: All locations exported to the spreadsheet are referenced to **WGS-84 Datum** despite the datum in use on the **C2PC** map.		
5.	**3020.3 To Search For Particular Geometries**	
a.	Click on the button.	The **Geometry Search** window opens.

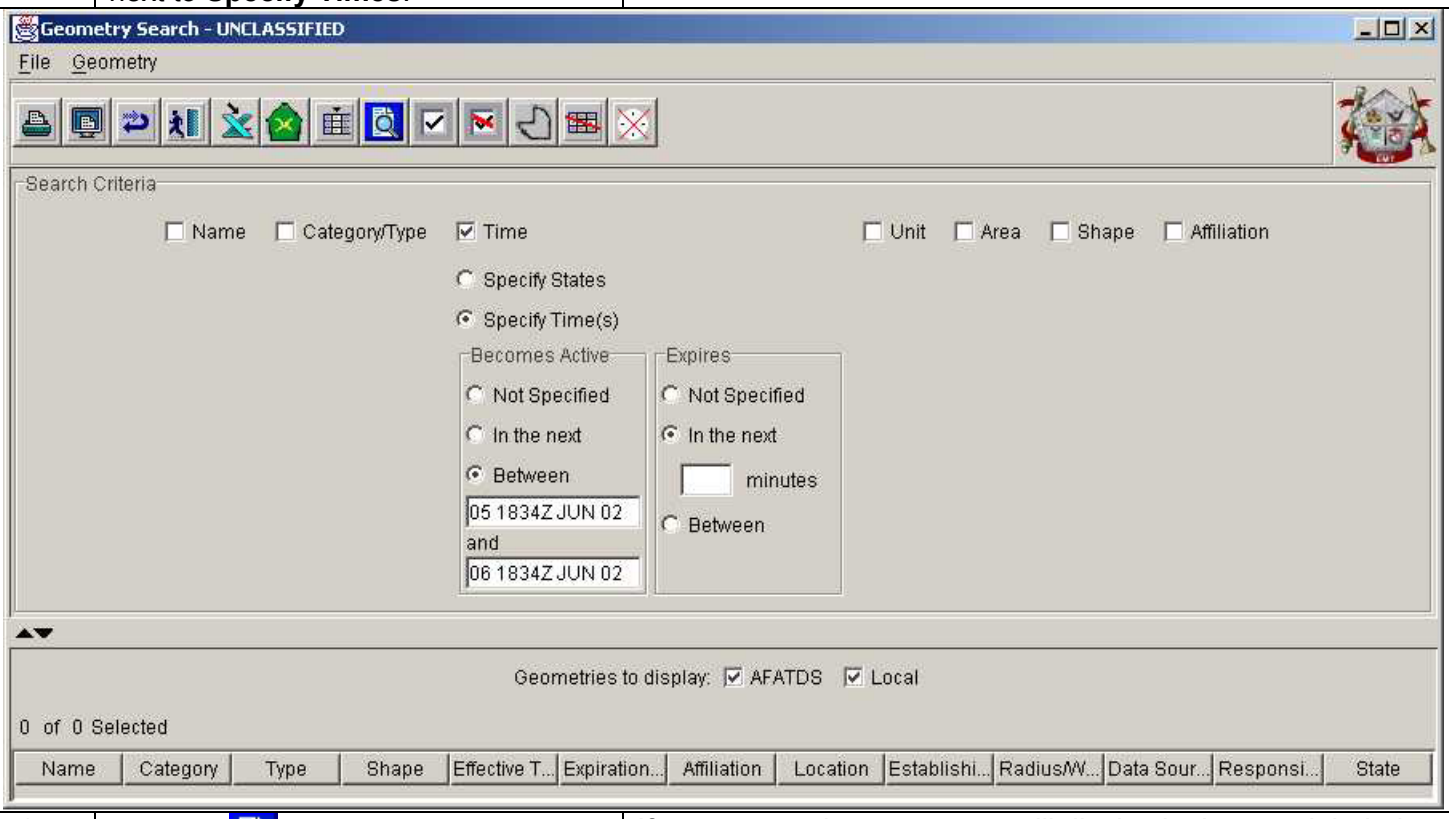
Geometry Worksheet		
Step	**Action**	**Result/Explanation**
		
b.	Choose from the options available for "search criteria" desired.	The **Geometry Search** window will populate with the geometries that match the search criteria.
c.	The search criterion is detailed as shown below.	**NOTE:** These search criterions can be used in any variation desired by the operator. **Remember:** The more criterions used the more specific the search becomes.
1)	**Name** – Click the checkbox next to **Name**.	An **Enter Geometry Name** field is presented to the operator.

Geometry Worksheet		
Step	**Action**	**Result/Explanation**
		
a)	Enter the name to search for in the area labeled **Enter Geometry Name**. Click the button to search for the geometry name entered. **NOTE:** Operator may use the * as a wildcard for searches.	If geometry exists, geometry will display in the area labeled **Geometries To Display**, as indicated in the below picture.

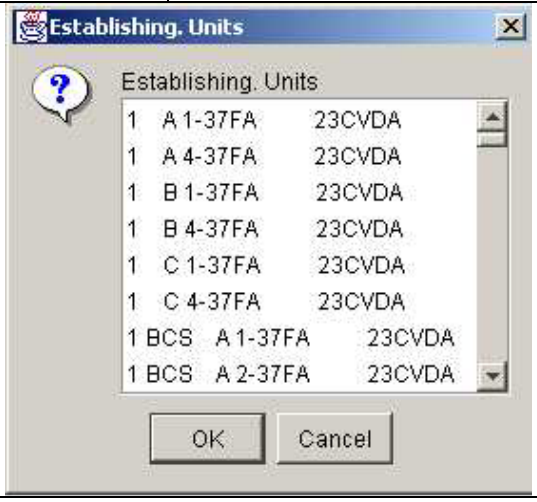
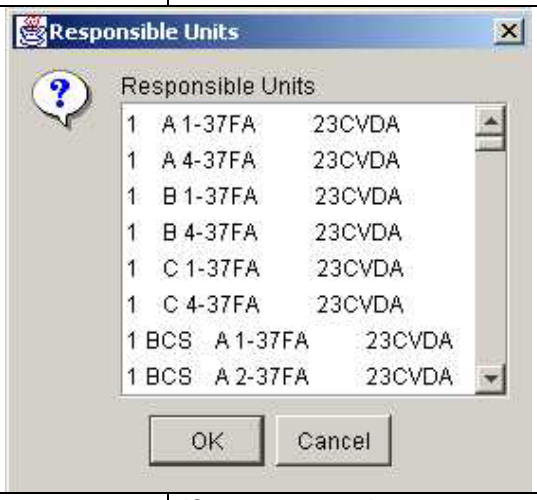
Geometry Worksheet		
Step	**Action**	**Result/Explanation**
		
2)	**Category/Type** – Click the checkbox next to **Category/Type**.	An option button entitled **Select Types** appears under the **Category/Type** label.
a)	Click the **Select Types** button.	The **Select Types** window opens.

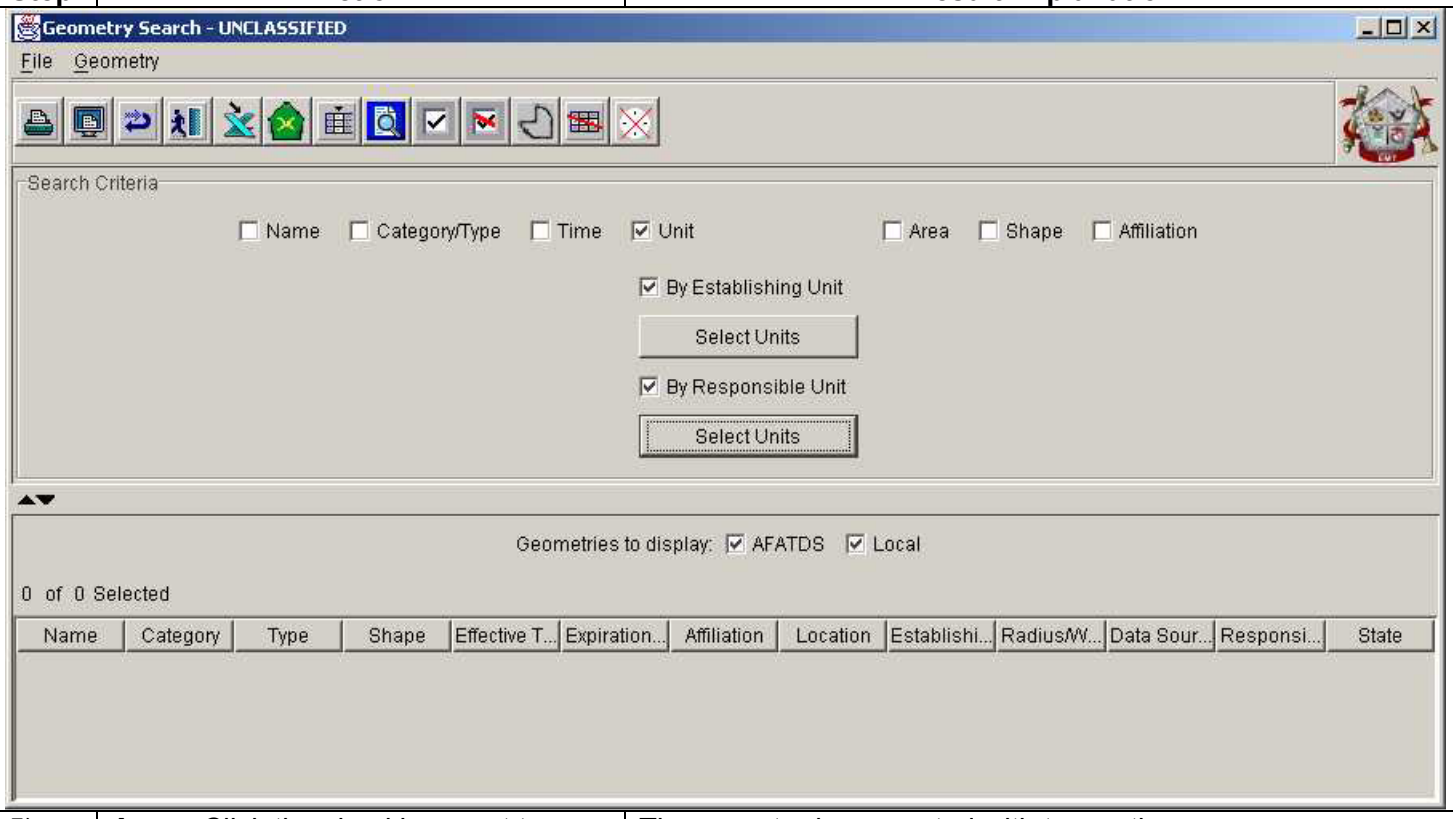
Geometry Worksheet		
Step	**Action**	**Result/Explanation**
		
b)	Click on the desired geometry category and/or type desired for the search. **NOTE:** Each of the Geometry categories can be expanded and a specific search for a specific geometry type can be used. Click the **OK** button.	The **Select Types** window closes and a search can now be started using the geometry categories/types selected.
c)	Click the button to search for the geometry type entered.	If geometry exists, geometry will display in the area labeled **Geometries To Display**.
3)	**Time** – Click the checkbox next to **Time**.	The operator is presented with two options.
a)	**Specify States** – This allows the operator to choose whether to search **Active**, **On-Call**, and/or **Inactive** geometries. Click the radio button next to **Specify States**.	
	Or…	

Geometry Worksheet		
Step	**Action**	**Result/Explanation**
b)	**Specify Times** – This allows the operator to choose between whether the geometry becomes active between specified times or "in the next" number of minutes or whether the geometry expires "in the next" number of minutes or between specified times. Click the radio button next to **Specify Times**.	The operator is presented with options to choose from to narrow the search parameters to specified or non-specified times whether the geometry is going to become active or expire. **NOTE:** Refer to **Section 3008** to use the **Calendar/Time Tool**.

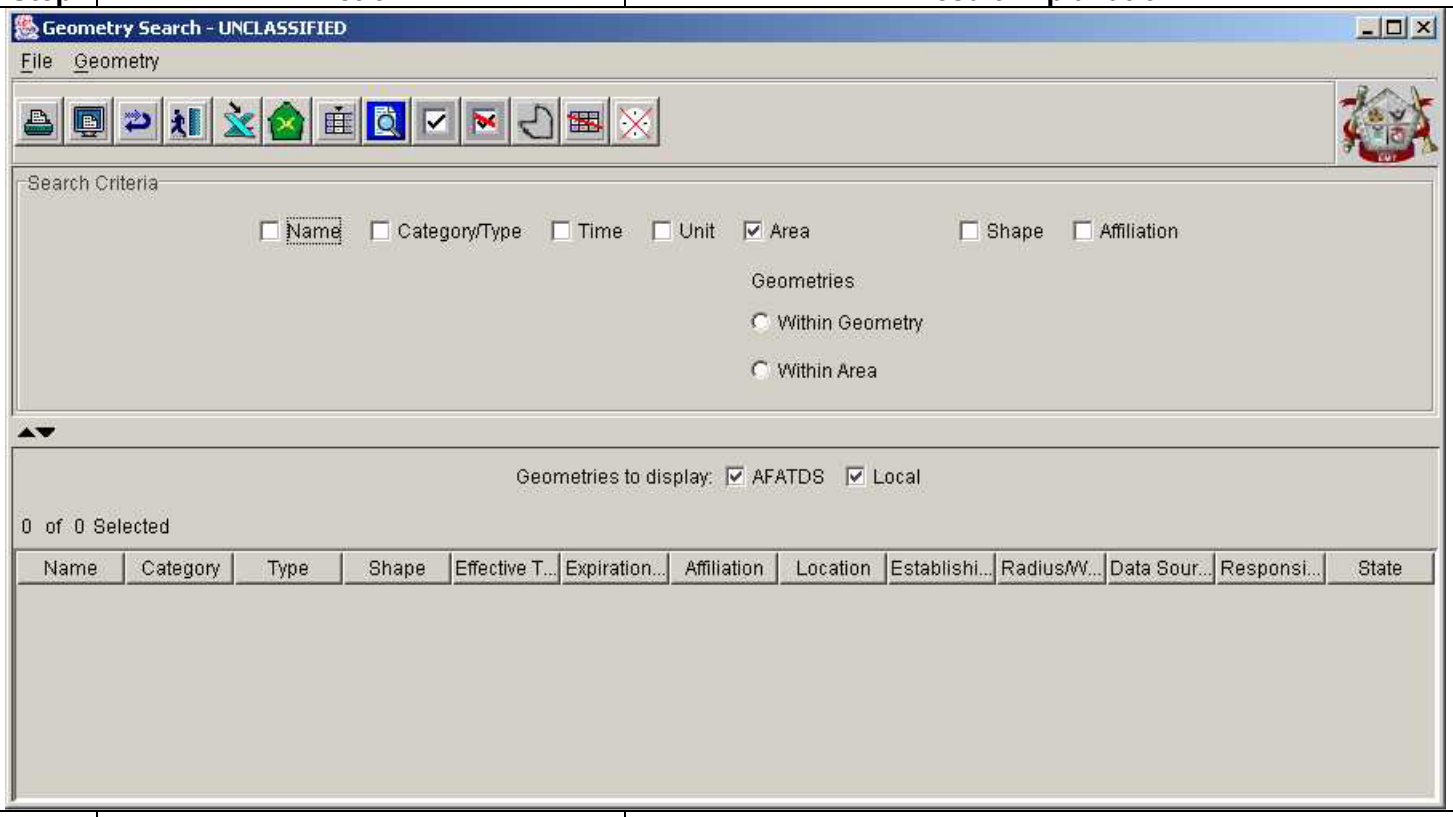


c)	Click the button to search for the geometry type entered.	If geometry exists, geometry will display in the area labeled **Geometries To Display**.
4)	**Unit** - Click the checkbox next to **Unit**.	The operator is presented with two options.
a)	**By Establishing Unit** – This allows the operator to search for a geometry that was established by a specific unit. Click the checkbox next to **By Establishing Unit**.	An option button entitled **Select Units** appears under the **By Establishing Unit** label. **NOTE:** Only units that are in the Current Situation are listed in the **Establishing Units** window.

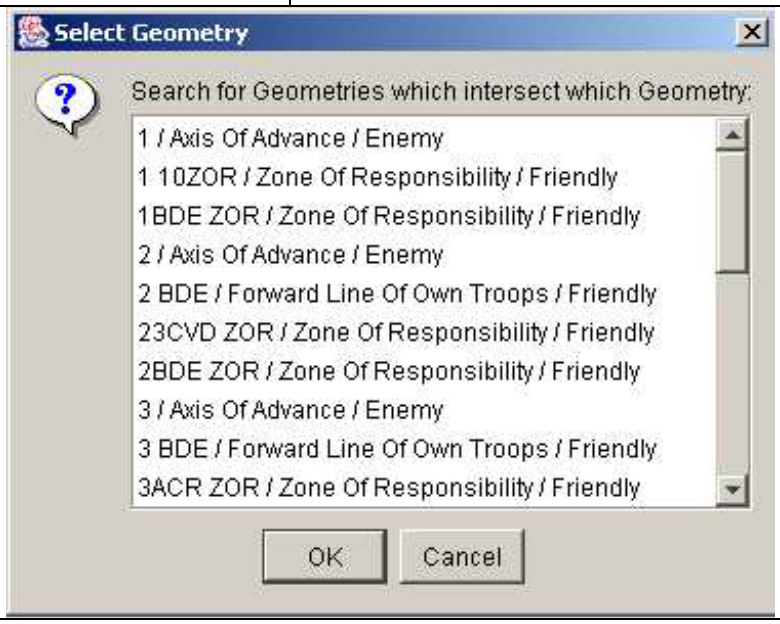
Geometry Worksheet		
Step	**Action**	**Result/Explanation**
		
	Or…	
b)	**By Responsible Unit** – This allows the operator to search for a geometry that a specific unit is responsible for. Click the checkbox next to **By Responsible Unit**.	An option button entitled **Select Units** appears under the **By Responsible Unit** label. **NOTE:** Only units that are in the Current Situation are listed in the **Responsible Units** window. **NOTE:** This only applies to ZORs.
		
c)	Click the button to search for the geometry type entered.	If geometry exists, geometry will display in the area labeled **Geometries To Display**.

Geometry Worksheet		
Step	**Action**	**Result/Explanation**
		
5)	**Area** - Click the checkbox next to **Area**. **NOTE:** This is only a two-dimensional check (i.e. If an ACA has a low altitude range of 1000 ft and there is a NFA under it, the search will show an intersection).	The operator is presented with two options.

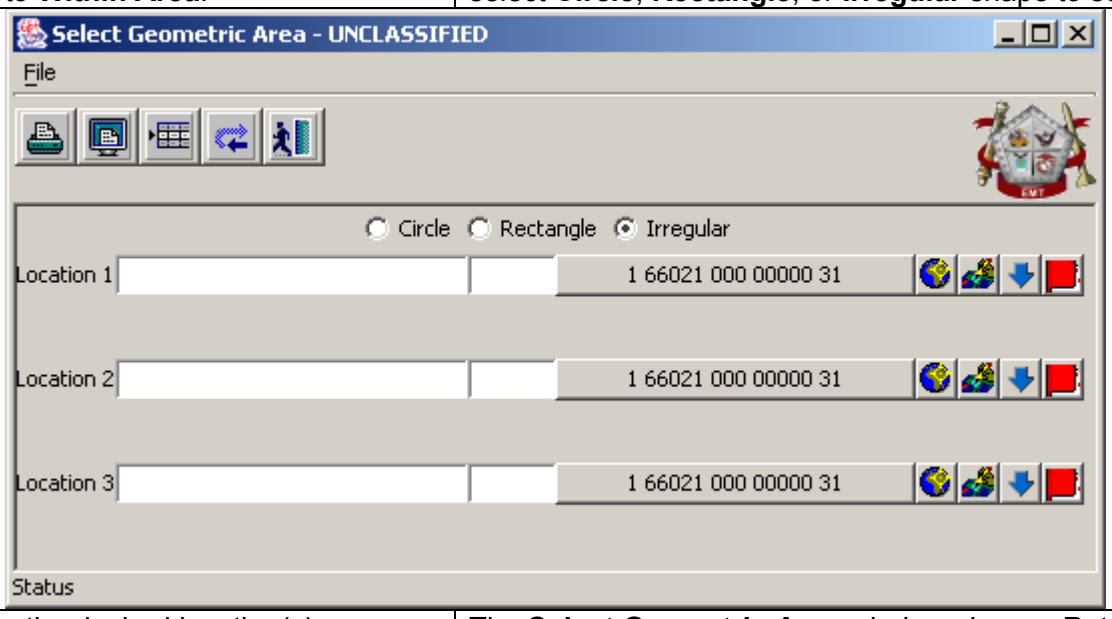
Geometry Worksheet		
Step	**Action**	**Result/Explanation**

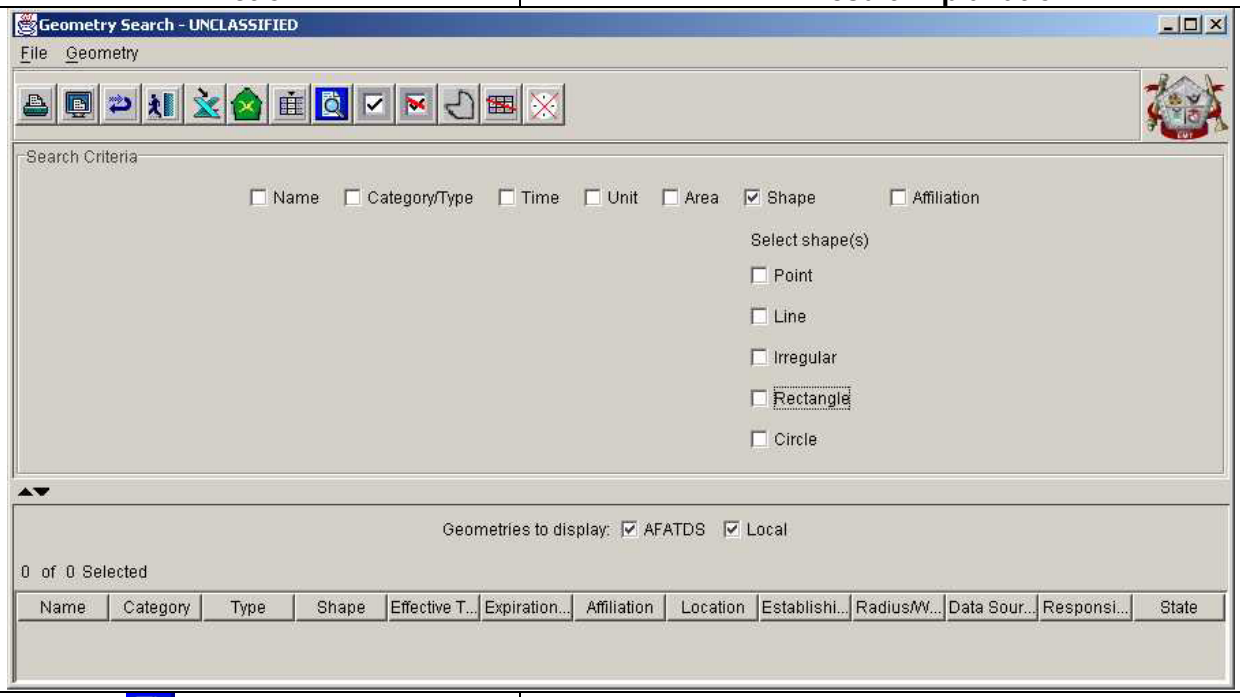
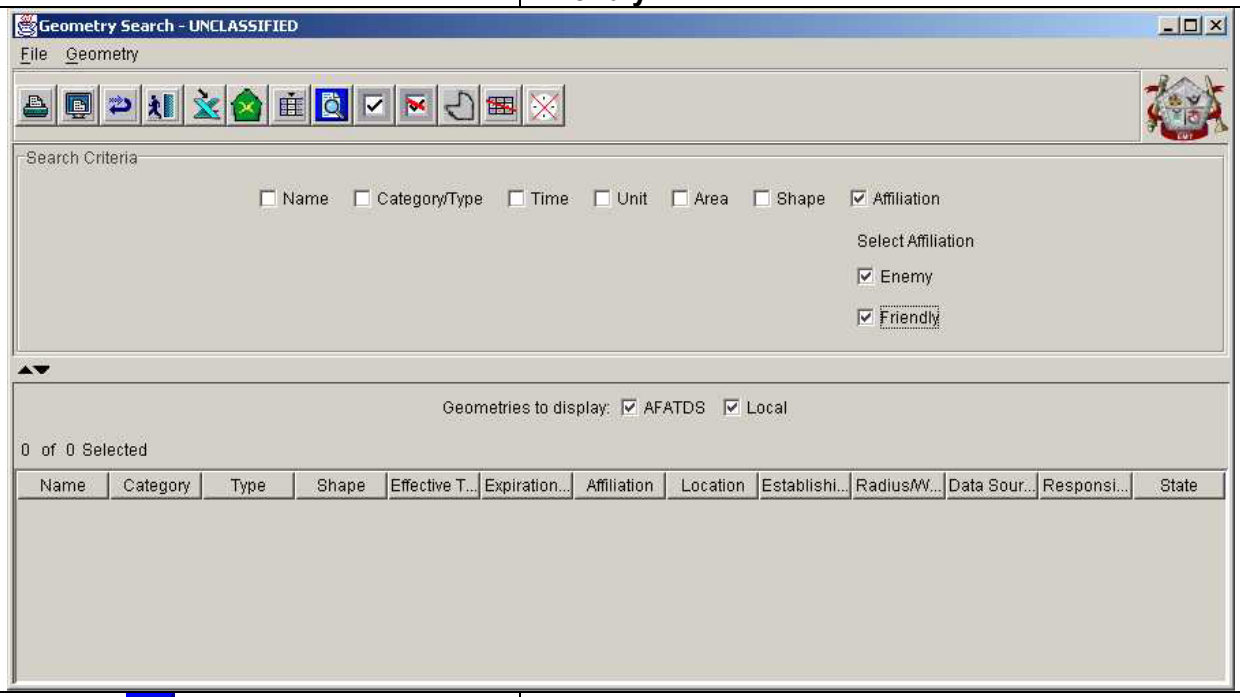


a)	**Within Geometry** – This allows the operator to search for a geometry that is located within another geometry. Click the radio button next to **Within Geometry**.	A **Select Geometry** window appears containing a list of geometries in which the operator can choose to search within.

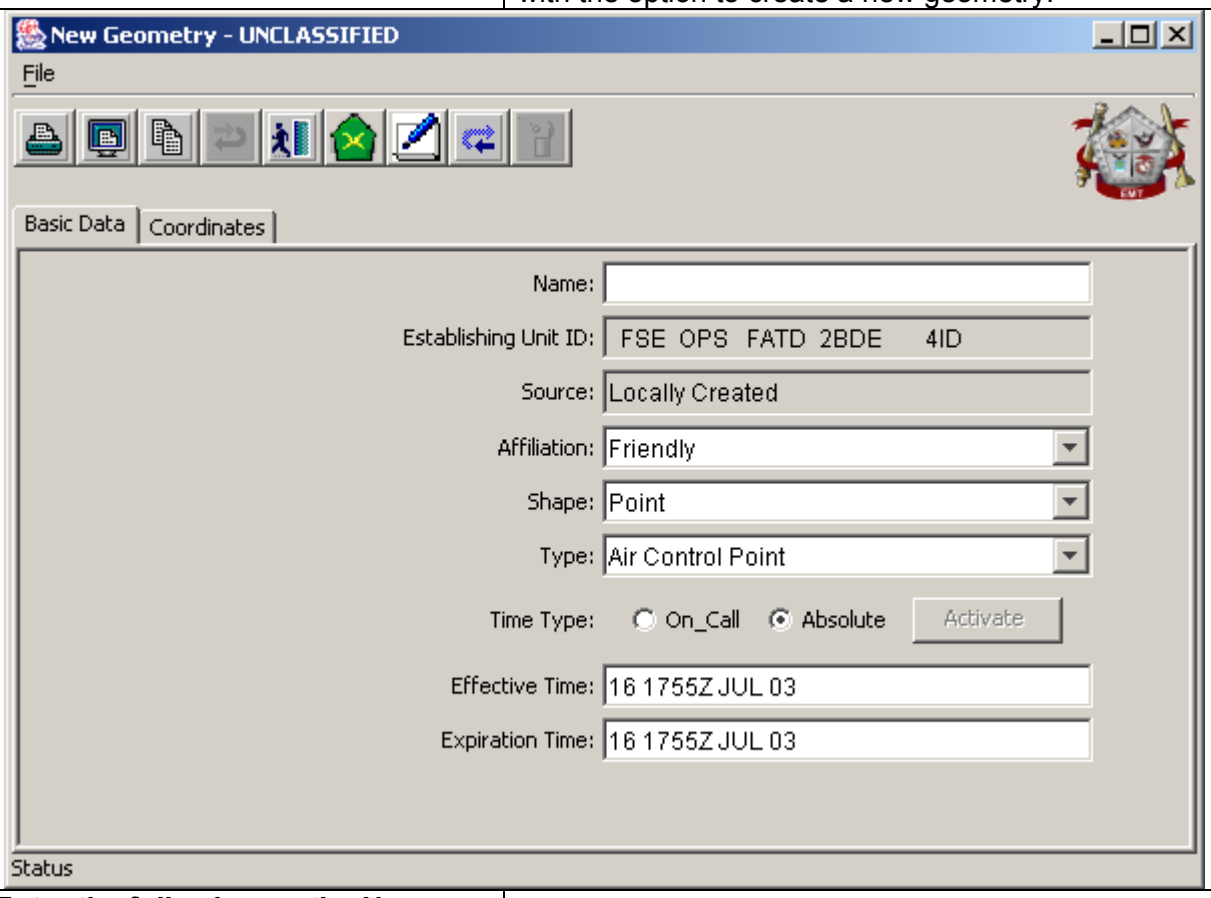


Or…

Geometry Worksheet		
Step	**Action**	**Result/Explanation**
b)	**Within Area** – This allows the operator to search for a geometry in a given area. Click the radio button next to **Within Area**.	The **Select Geometric Area** window opens and provides the operator with the option to create an area from the map in which to search for geometries. **NOTE:** The operator can select **Circle**, **Rectangle**, or **Irregular** shape to search within.
		
c)	When the desired location(s) are entered, click the button.	The **Select Geometric Area** window closes. Return to the **Geometry Search** window.
d)	Click the button to search for the geometry within the geometric area entered.	If geometry exists within the geometric area the geometry will display in the area labeled **Geometries To Display**.
6)	**Shape** – Click the checkbox next to **Shape**.	The operator is presented with five options: **Point** **Line** **Irregular** **Rectangle** **Circle**

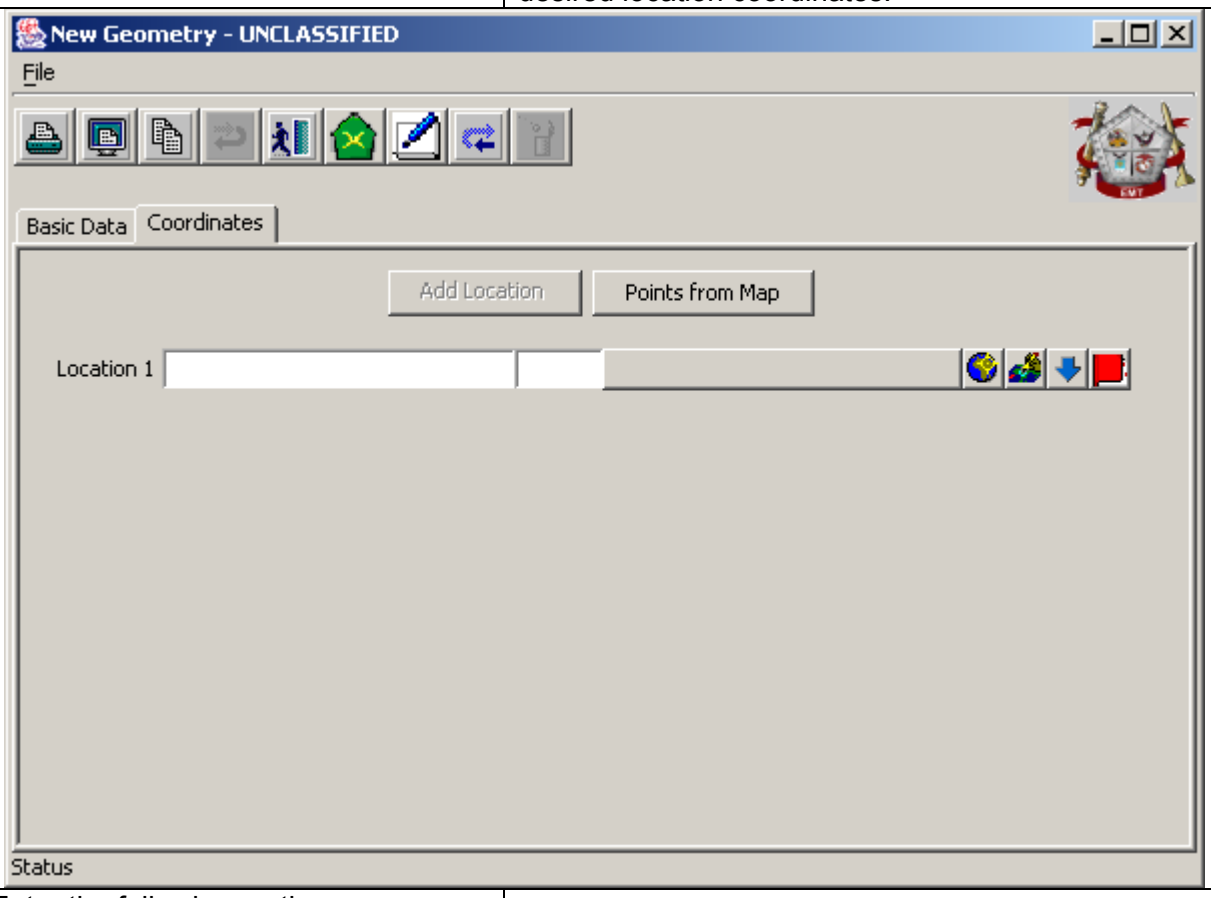
Geometry Worksheet		
Step	**Action**	**Result/Explanation**
		
a)	Click the button to search for the geometry type entered.	If geometry exists, geometry will display in the area labeled **Geometries To Display**.
7)	**Affiliation** – Click the checkbox next to **Affiliation**.	The operator is presented with two options. **Enemy** **Friendly**
		
a)	Click the button to search for the geometry type entered.	If geometry exists, geometry will display in the area labeled **Geometries To Display**.
6.	**3020.4 Create New Geometry**	

Geometry Worksheet		
Step	**Action**	**Result/Explanation**
a.	Click on the button.	The **New Geometry** window opens and provides the operator with the option to create a new geometry.



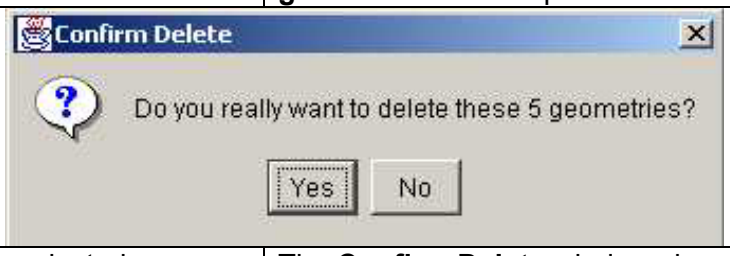
b.	***Enter the following on the New Geometry window:***	
1)	On the **Basic Data** tab	**NOTE:** AFATDS will not allow duplicate names for geometries of the same shape. For example, two areas or two points may not have the same name.
a)	Enter a unique name in the **Name** field.	
b)	Select the **Affiliation**	Default is **Friendly**
c)	Click the **Shape** field and select the desired shape. **Shape** options are: 1) **Point**, 2) **Line**, 3) **Rectangle**, 4) **Circle**, and **Irregular**.	The list found in the **Type** field changes based on the **Shape**.
d)	Select the desired geometry **Type**	**NOTE:** An additional tab is displayed for RFA restrictions, ACA altitudes and Target Build-Up Area target types when these type measures are selected.
e)	Select the desired **Time Type**. Options are: 1) **On_Call**, or 2) **Absolute**.	

Geometry Worksheet		
Step	**Action**	**Result/Explanation**
f)	Edit the **Effective Time** and **Expiration Time**. **NOTE:** Refer to **Section** Error! Reference source not found. to use the **Calendar/Time Tool**.	These default to the time the window opens.
2)	Click on the **Coordinates** tab.	The operator is provided the options necessary to enter the desired location coordinates.



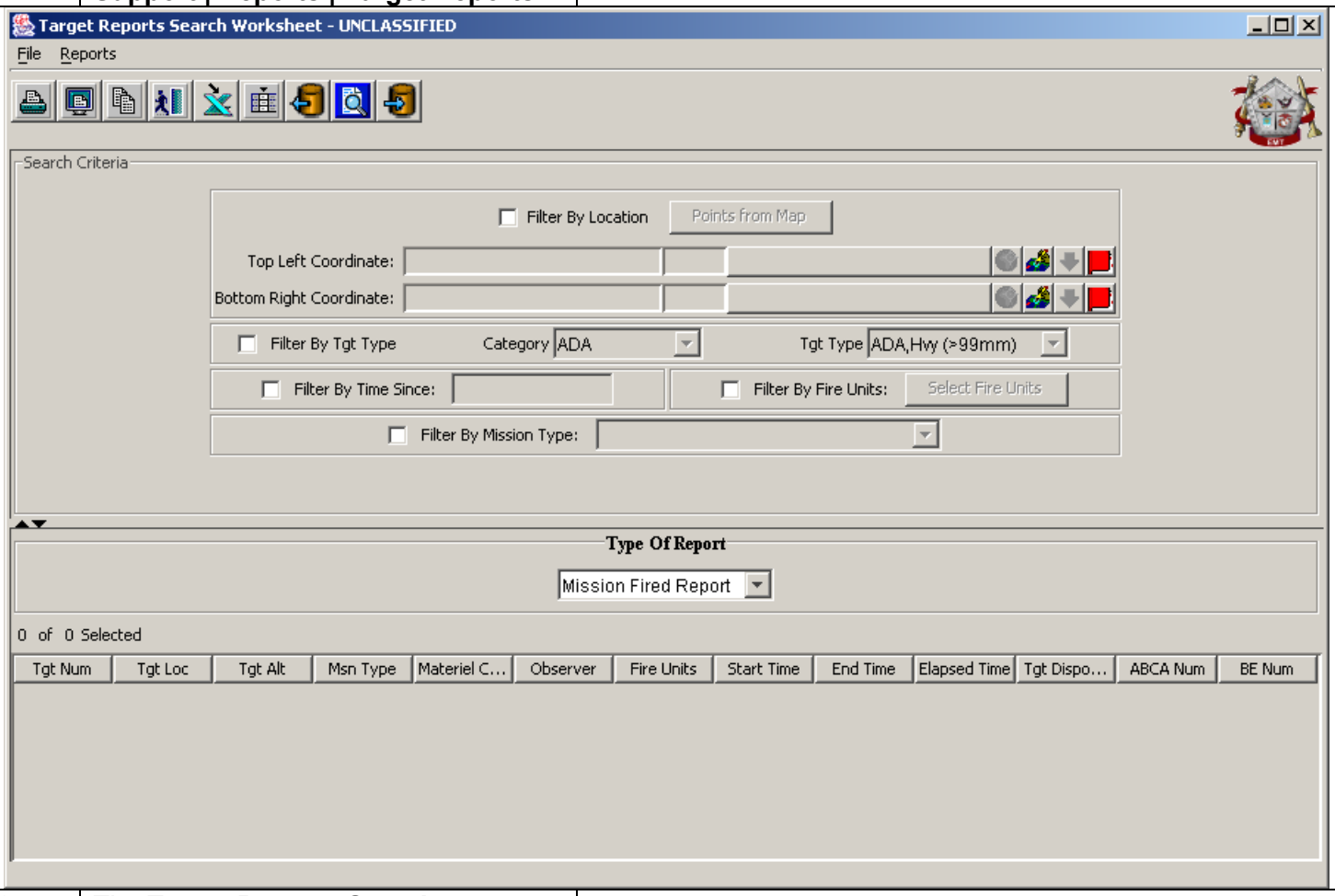
3)	Enter the following on the **Coordinates** tab.	
a)	Click the **Coordinates** tab.	
b)	Click the **Location1** field and… **NOTE:** To use one of the four **Location Field Features** (, , ,) refer to **Section 3009**.	
c)	Type the location.	
	Or…	
d)	Select a grid from the map by clicking the button.	The map displays. Click a location on the map causes the **New Geometry** window to re-display with the selected location.
e)	For each additional grid, click the **Add Location** button, as applicable.	

Geometry Worksheet		
Step	**Action**	**Result/Explanation**
f)	For shapes Circle and Rectangle, enter the **Width** or **Radius** in meters.	A valid range is between 1-9999 meters. **NOTE:** Anything outside this range will cause the invalid field affected to turn red showing the operator an invalid indication has occurred.
4)	As applicable, enter the data desired on additional tabs, based on **Type** of geometry being created.	
7.	**3020.5 Copy Geometry From Worksheet**	
a.	On the **Geometry Worksheet** choose the desired geometry or geometries to be copied.	The geometry or geometries become highlighted.
b.	Right mouse click in the highlighted area and choose **Copy**. **NOTE:** A geometry window opens for each geometry to be copied, therefore; if six geometries were selected to be copied, six geometry windows will be opened for the operator to establish.	A geometry window opens containing all the information for the geometry or geometries selected. The **Name** field is blank. All fields can be edited with the exception of **Establishing Unit ID** and **Source**.
8.	**3020.6 Center Map on Geometry From Worksheet**	
a.	On the **Geometry Worksheet** choose the desired geometry to center map on.	The geometry becomes highlighted.
b.	Right mouse click in the highlighted area and choose **Center Map**.	The **JMTK Map Display** centers on the selected geometry.
9.	**3020.7 View/Edit Geometry From Worksheet**	
a.	On the **Geometry Worksheet** choose the desired geometry or geometries to be copied.	The geometry or geometries become highlighted.
b.	Right mouse click in the highlighted area and choose **View/Edit**. **NOTE:** A geometry window opens for each geometry to be viewed/edited, therefore; if six geometries were selected to be viewed/edited, six geometry windows will be opened for the operator to view/edit.	A geometry window opens containing all the information for the geometry or geometries selected.
Or…		
c.	For a single geometry to **View/Edit** the operator can simply double left mouse click on the geometry desired.	A geometry window opens containing all the information for the geometry selected.
10.	**3020.8 Delete Geometry/Geometries From Worksheet**	
a.	On the **Geometry Worksheet** choose the desired geometry or geometries to be copied.	The geometry or geometries become highlighted.

Geometry Worksheet		
Step	**Action**	**Result/Explanation**
b.	Right mouse click in the highlighted area and choose **Delete**.	A **Confirm Delete** window opens and presents the operator with the question, "**Do you really want to delete these <#> geometries?** The operator can choose **Yes** or **No**.
		
c.	If yes is chosen, the selected geometries will be deleted from the client only if they are "Locally" created or from both the client and AFATDS if they are an AFATDS geometry.	The **Confirm Delete** window closes and the selected geometries are deleted from their respective source.
d.	If no is chosen, no geometries are deleted.	The **Confirm Delete** window closes.
11.	To close the **Geometry Worksheet** window, click the button.	The **Geometry Worksheet** window closes.

3021. Target Reports

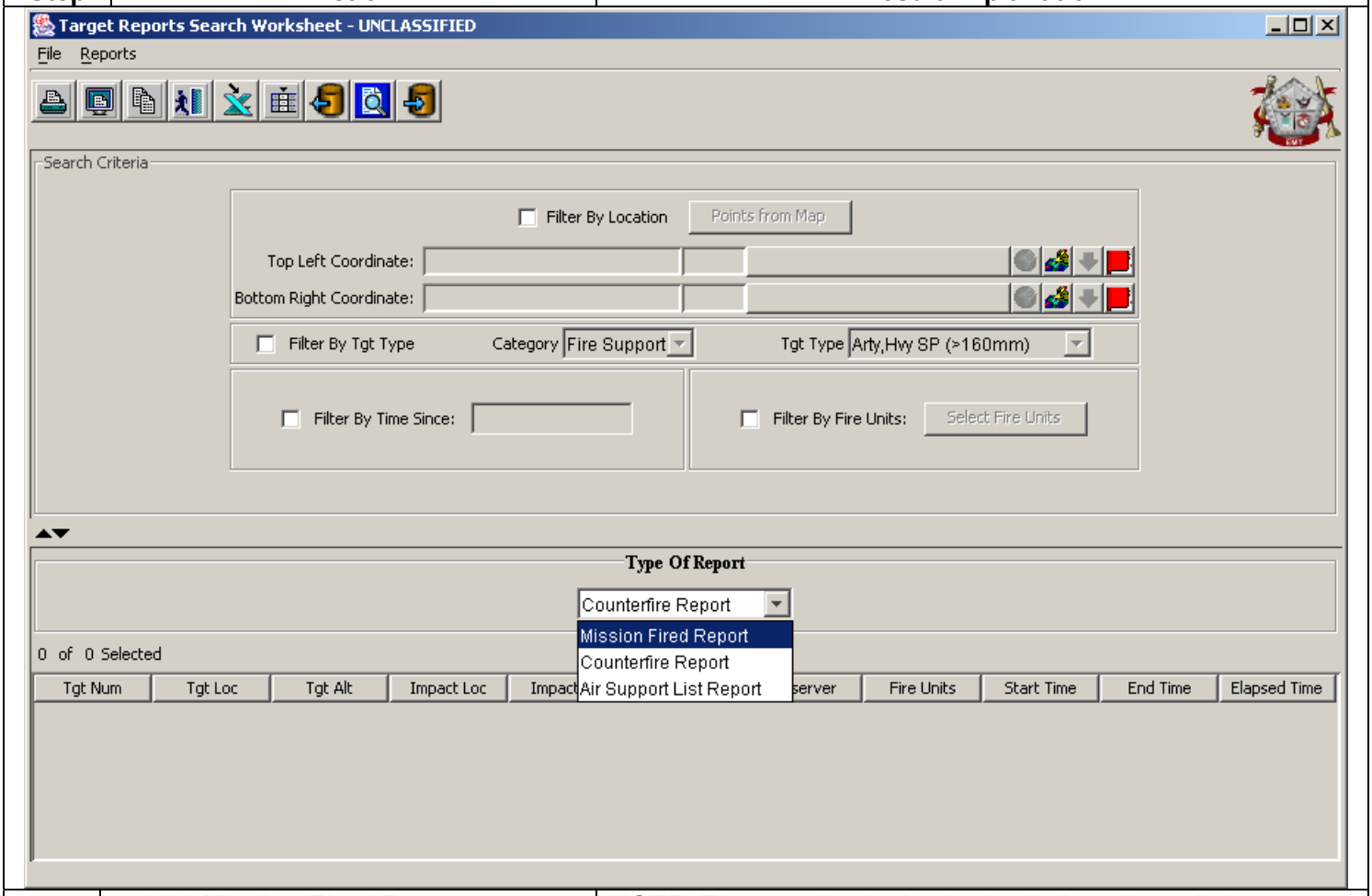
Target Reports.		
Step	**Action**	**Result/Explanation**
Function: This window allows the operator to search on various target criteria.		
1.	From the **Main Menu Bar** select **Fire Support | Reports | Target Reports**	The **Target Reports Search Worksheet** window displays.



2.	The **Target Reports Search Worksheet** toolbar contains the following buttons:	
a.	Click on the button to print the **Target Reports Search Worksheet** contents.	The **Target Reports Search Worksheet** is printed to a designated printer.
b.	Click on the button to print preview the **Target Reports Search Worksheet** contents.	The **Target Reports Search Worksheet** is presented to the operator in a print preview format.

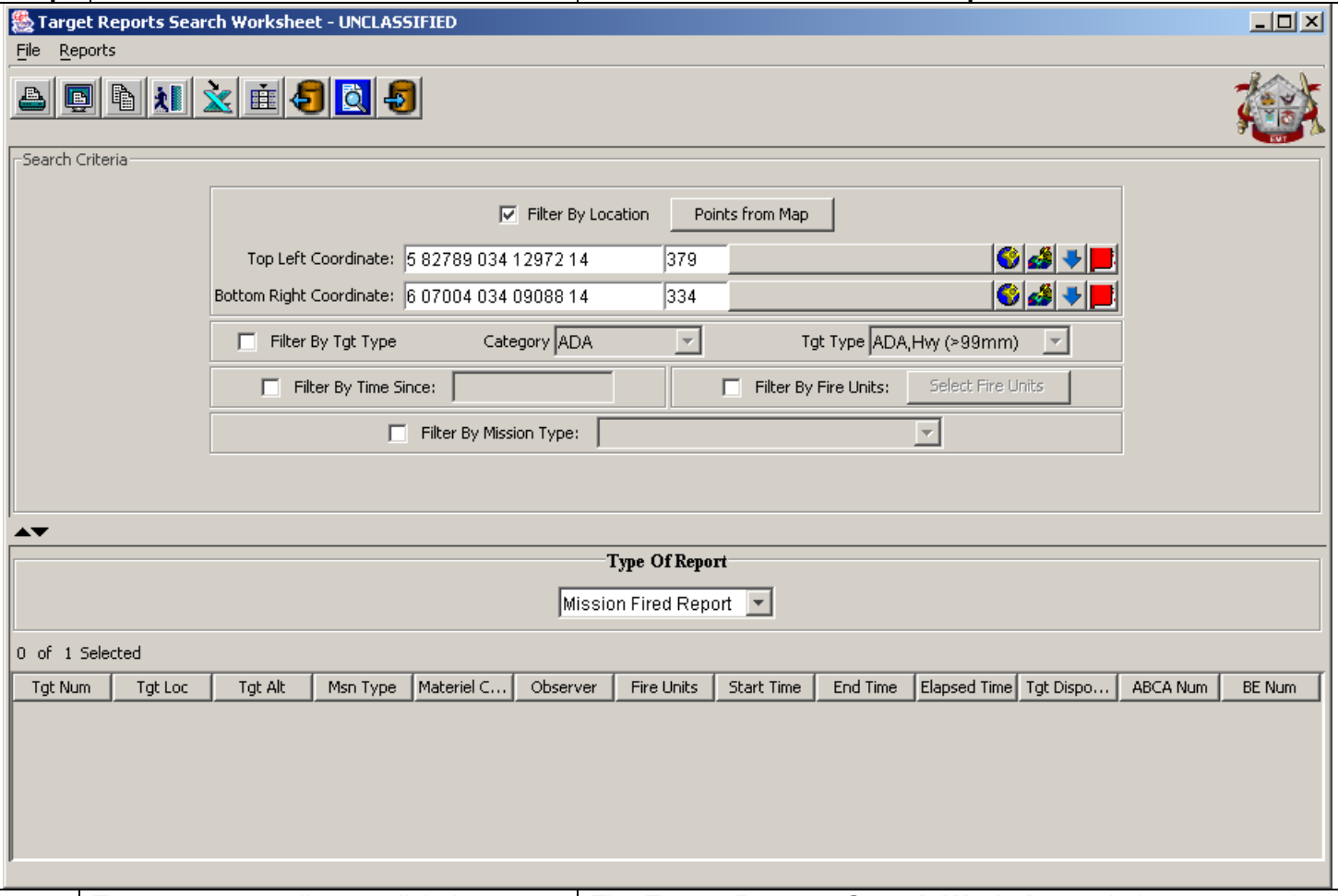
Target Reports.		
Step	**Action**	**Result/Explanation**
c.	Click on the button to copy the contents of the **Target Reports Search Worksheet** to one of three data types: 1) **as Image**, 2) **as HTML**, or 3) **as Text**.	The operator is presented with a **Copy data as** window that allows the operator to choose which data type to copy the contents of the **Target Reports Search Worksheet**.
d.	Click on the button to close the **Target Reports Search Worksheet**.	The **Target Reports Search Worksheet** closes.
e.	Click on the button to **Export** the contents of the **Target Reports Search Worksheet** to a Microsoft® Excel Spreadsheet.	The **Target Reports Search Worksheet** results are exported into a Microsoft® Excel Spreadsheet.
f.	Click on the button to select which columns to display in the **Target Reports Search Worksheet**.	The **Target Reports Search Worksheet** columns change to reflect the selected columns.
g.	Click the button to retrieve previously saved filter criteria.	Previously saved filter criteria are retrieved from the operator selected location.
h.	Click on the button to initiate a search window for desired targets.	If a target exists for the selected search criteria the target(s) will display in the **Target Reports Search Worksheet** window.
i.	Click the button to save filter criteria.	The filter criterion that was set is saved to an operator-selected location.
3.	Choose from the options available for "Search Criteria" desired for each **Type of Report**. There are three types of Target Reports: 1) **Mission Fired Report**, 2) **Counterfire Report**, and 3) **Air Support List Report**.	The **Target Reports Search Worksheet** window will populate with the units that match the search criteria. **NOTE:** These search criterions can be used in any variation desired by the operator. **Remember:** The more criterions used the more specific the search becomes.

Target Reports.		
Step	**Action**	**Result/Explanation**



a.	**3021.1 Mission Fired Report.**	**NOTE:** The search criterion is detailed as shown below.
1)	To filter by location – Click the checkbox next to **Filter By Location**	The **Points from Map** button activates and provides the operator with the option to 1) Click the **Points from Map** button or 2) Use the **Location Field Feature** buttons as outlined in **Section 3009**.

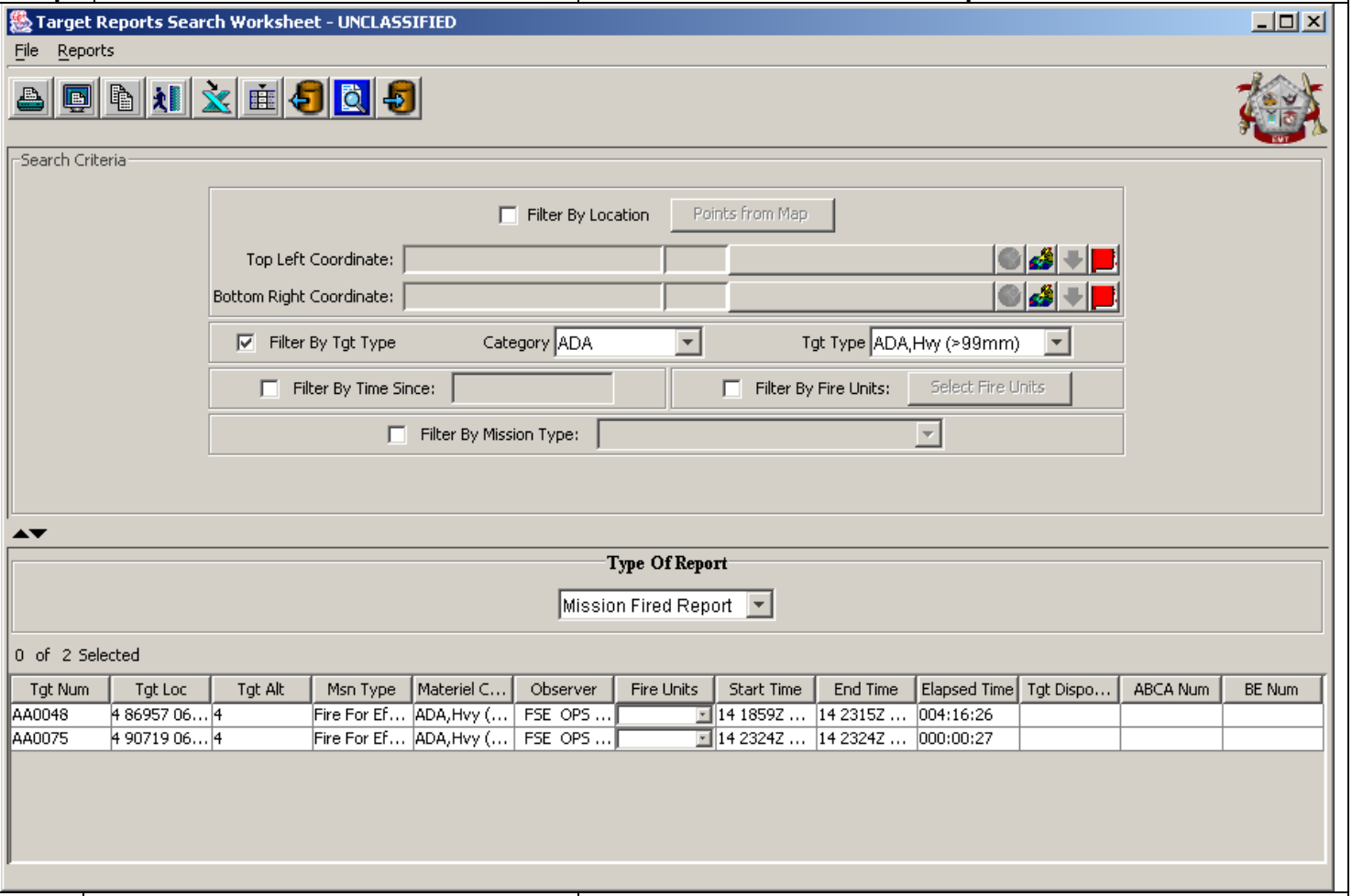
Target Reports.		
Step	**Action**	**Result/Explanation**



a)	To get map coordinates click the **Points from Map** button.	The **Target Reports Search Worksheet** window goes to the back and the **Effects Management Tool** window comes to the front.
b)	Click on the map at the desired two locations for **Top Left** and **Bottom Right**.	The coordinates auto-fill in the two fields provided.
	Or…	
c)	Select a grid from the map by clicking the button. **NOTE:** To use one of the four **Location Field Features** (, , ,) refer to **Section 3009**.	The map displays. Click a location on the map causes the **Target Reports Search Worksheet** window to re-display with the selected location. **NOTE:** Must also include the altitude of the target as part of the location data.
d)	If no other search criterion is desired, click the button to search for the units selected.	If any units exist meeting the search criteria, the units will display in the below area displaying the applicable information based on the type of report selected.

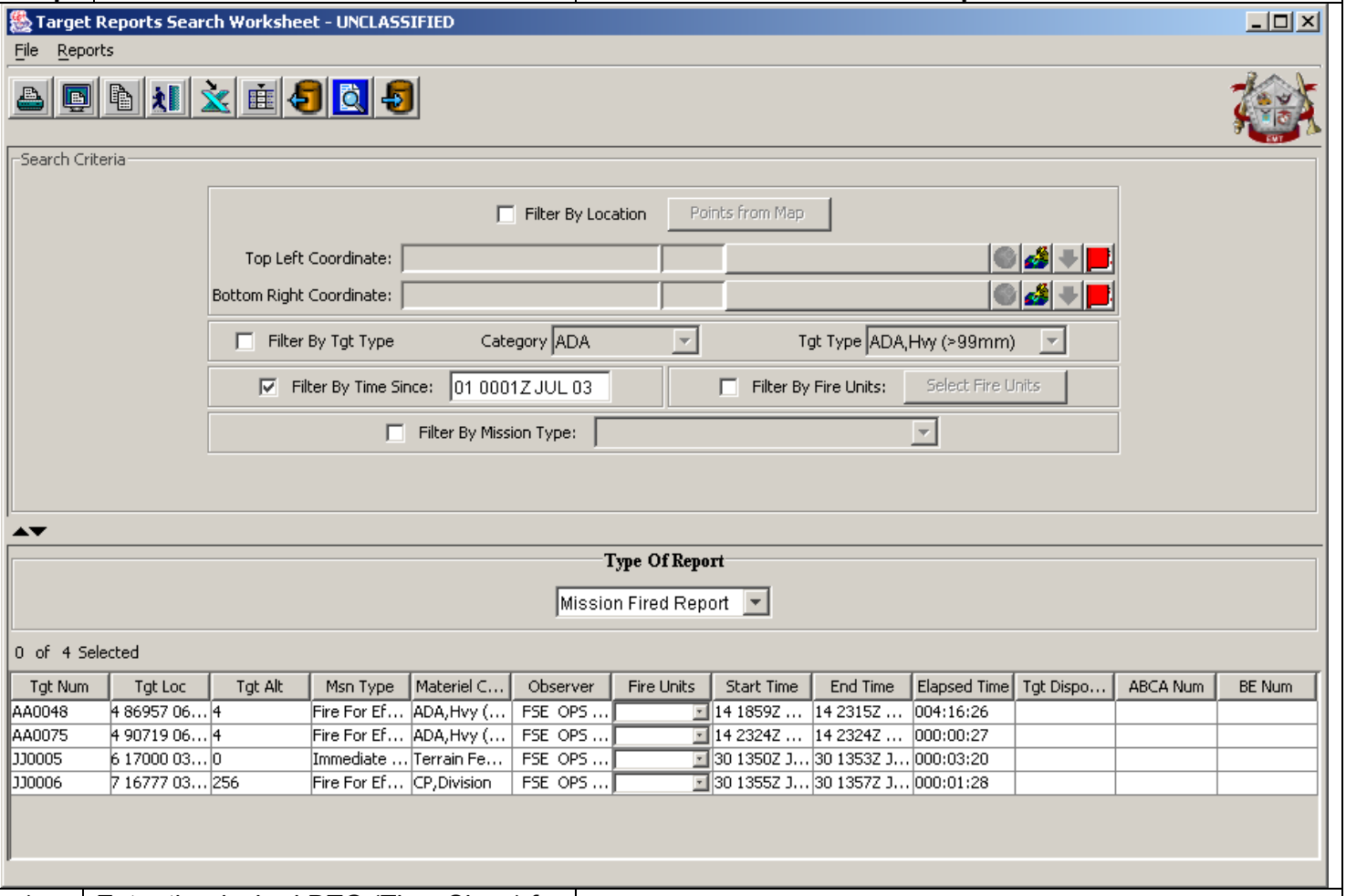
Target Reports.		
Step	**Action**	**Result/Explanation**
2)	To filter by Target Type – Click the checkbox next to **Filter By Tgt Type**	The **Category** and **Tgt Type** fields become active to select the desired **Category** and **Tgt Type** to search on.

Target Reports.		
Step	**Action**	**Result/Explanation**



a)	Click on the **Category** menu drop down arrow. Select the desired target category for search.	The **Category** selected fills the **Category** field.
b)	Click on the **Tgt Type** menu drop down arrow. Select the desired target type for search.	The **Tgt Type** selected fills the **Tgt Type** field.
c)	If no other search criterion is desired, click the button to search for the units selected.	If any units exist meeting the search criteria, the units will display in the below area displaying the applicable information based on the type of report selected.
3)	To filter by Time Since – Click the checkbox next to **Filter By Time Since**	The **Time Since** field becomes active.

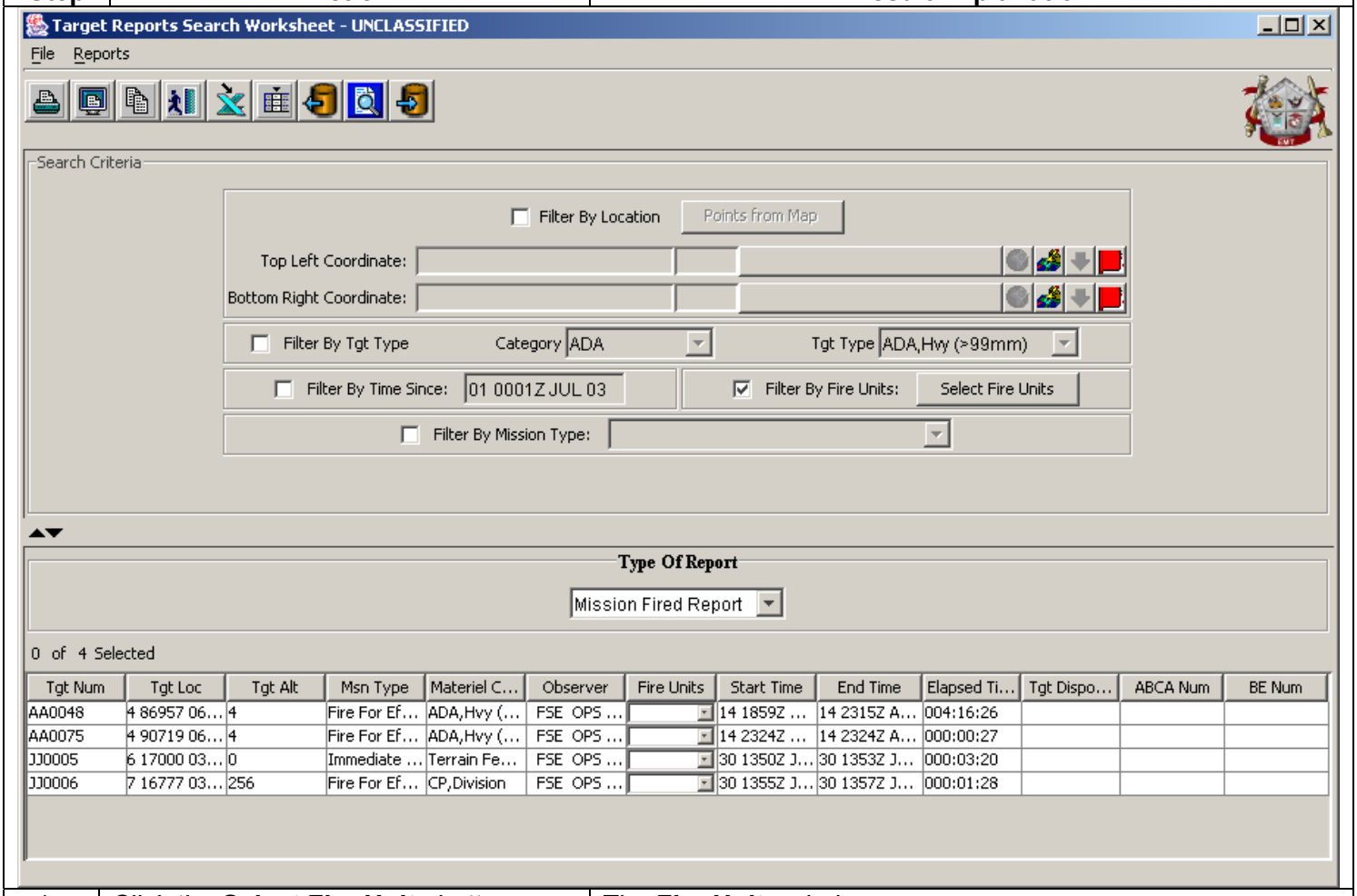
Target Reports.		
Step	**Action**	**Result/Explanation**



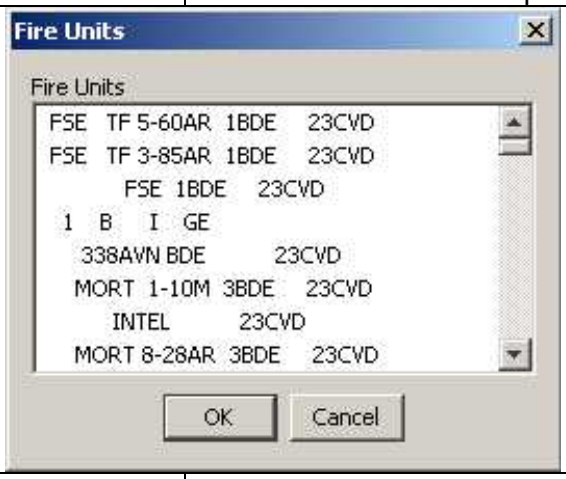
a)	Enter the desired DTG (Time Since) for the desired search. **NOTE:** Refer to **Section 3008** to use the **Calendar/Time Tool**.	
b)	If no other search criterion is desired, click the button to search for the units selected.	If any units exist meeting the search criteria, the units will display in the below area displaying the applicable information based on the type of report selected.
4)	To filter by Fire Units – Click the checkbox next to **Filter By Fire Units**	The **Select Fire Units** button becomes active.

Target Reports.

Step	Action	Result/Explanation

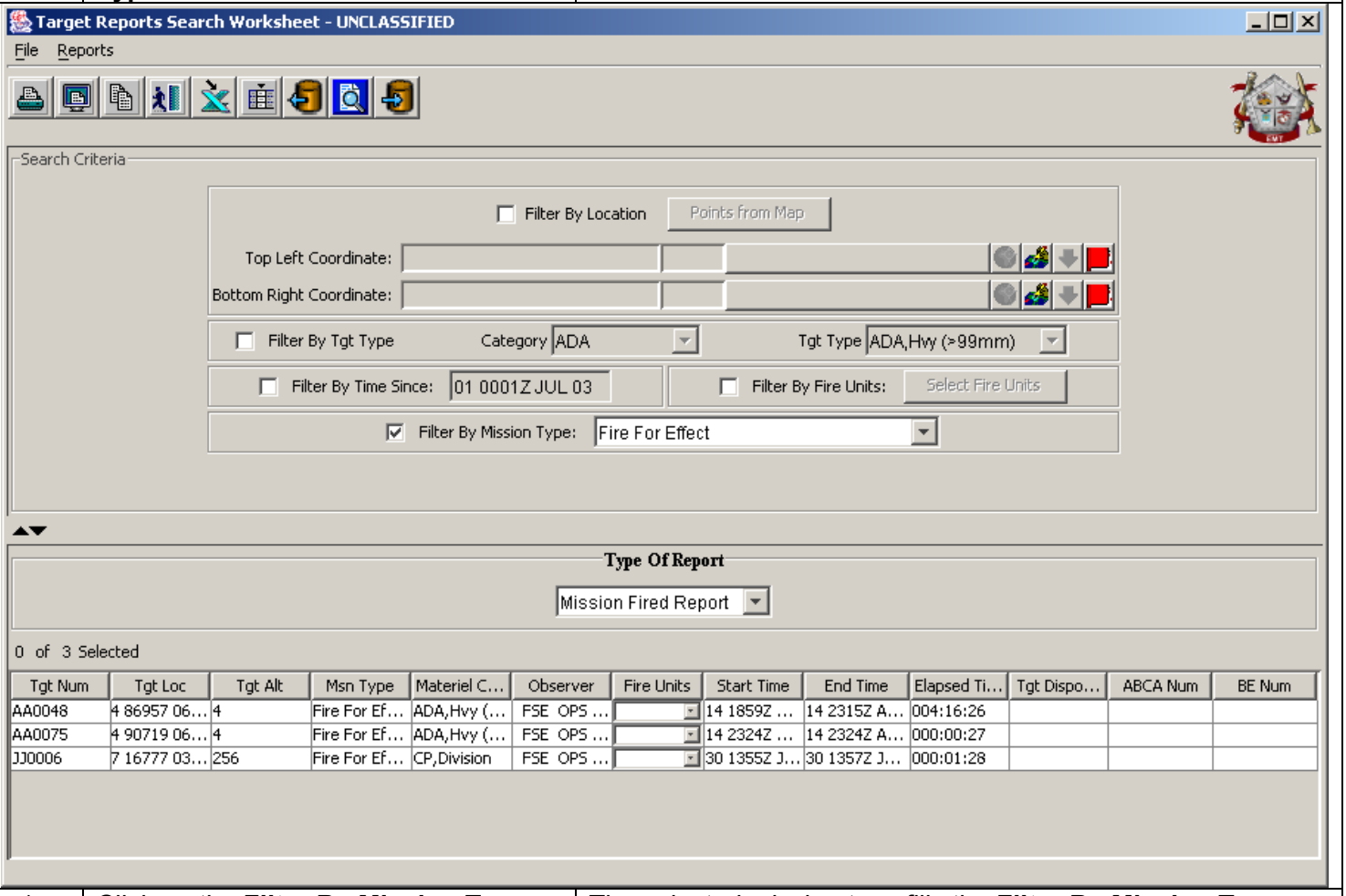


a)	Click the **Select Fire Units** button.	The **Fire Units** window opens.



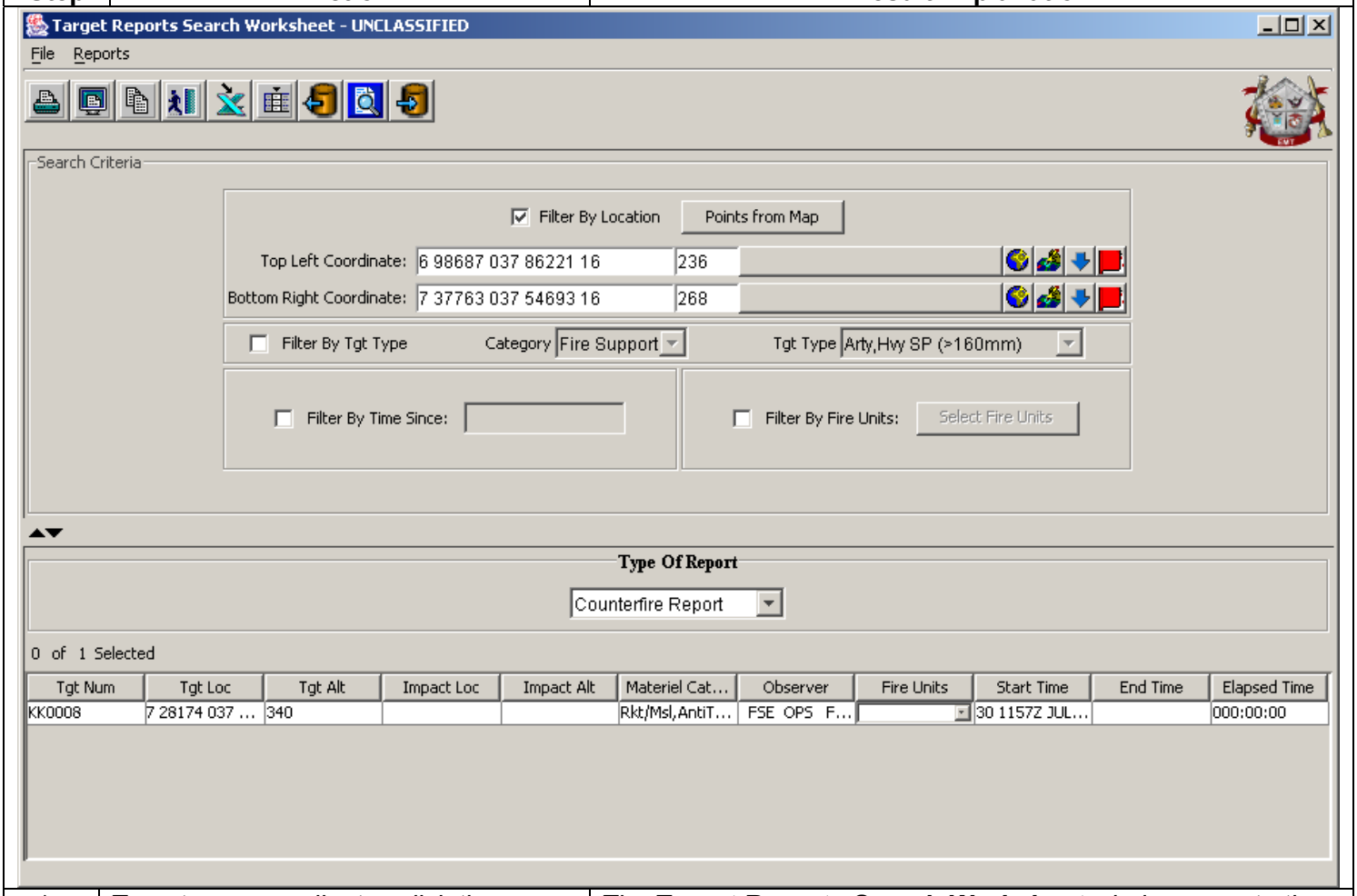
b)	Select the desired unit(s) to search on. **NOTE:** To multiple select hold the **Ctrl** key down while using the left mouse button to select the next unit.	The desired unit(s) are highlighted.

Target Reports.		
Step	**Action**	**Result/Explanation**
c)	If no other search criterion is desired, click the button to search for the units selected.	If any units exist meeting the search criteria, the units will display in the below area displaying the applicable information based on the type of report selected.
5)	To filter by Mission Type – Click the checkbox next to **Filter By Mission Type**	The **Filter By Mission Type** field becomes active.



a)	Click on the **Filter By Mission Type** menu drop down arrow and select the desired mission type to search on.	The selected mission type fills the **Filter By Mission Type** field.
b)	If no other search criterion is desired, click the button to search for the units selected.	If any units exist meeting the search criteria, the units will display in the below area displaying the applicable information based on the type of report selected.
b.	**3021.2 Counterfire Report.**	**NOTE:** The search criterion is detailed as shown below.
1)	To filter by location – Click the checkbox next to **Filter By Location**	The **Points from Map** button activates and provides the operator with the option to 1) Click the **Points from Map** button or 2) Use the **Location Field Feature** buttons as outlined in **Section 3009**.

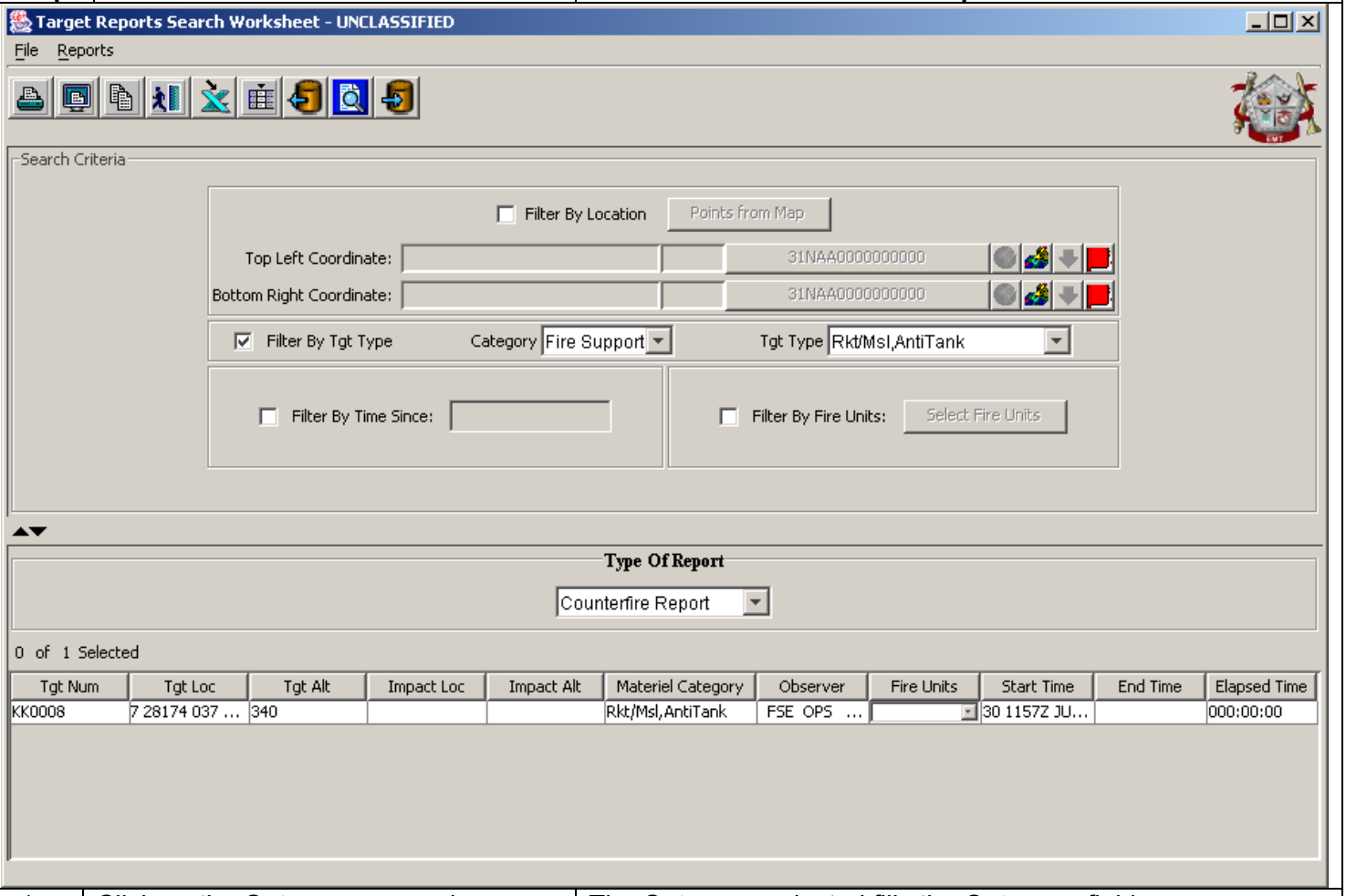
Target Reports.		
Step	**Action**	**Result/Explanation**



a)	To get map coordinates click the **Points from Map** button.	The **Target Reports Search Worksheet** window goes to the back and the **Effects Management Tool** window comes to the front.
b)	Click on the map at the desired two locations for **Top Left** and **Bottom Right**.	The coordinates auto-fill in the two fields provided.
	Or…	
c)	Select a grid from the map by clicking the button. **NOTE:** To use one of the four **Location Field Features** (, , ,) refer to **Section 3009**.	The map displays. Click a location on the map causes the **Target Reports Search Worksheet** window to re-display with the selected location. **NOTE:** Must also include the altitude of the target as part of the location data.
d)	If no other search criterion is desired, click the button to search for the units selected.	If any units exist meeting the search criteria, the units will display in the below area displaying the applicable information based on the type of report selected.

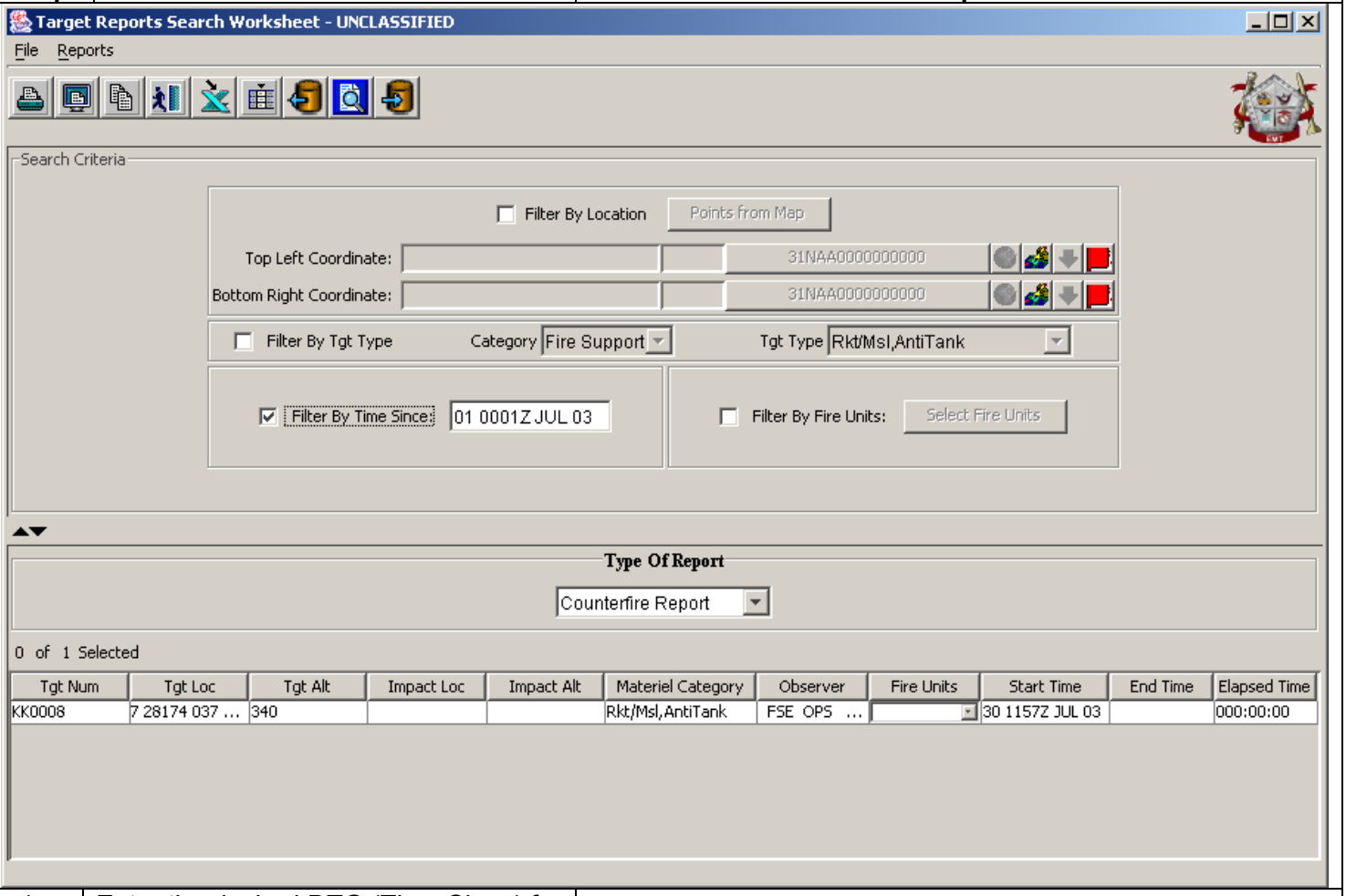
Target Reports.		
Step	**Action**	**Result/Explanation**
2)	To filter by Target Type – Click the checkbox next to **Filter By Tgt Type**	The **Category** and **Tgt Type** fields become active to select the desired **Category** and **Tgt Type** to search on.

Target Reports.		
Step	**Action**	**Result/Explanation**



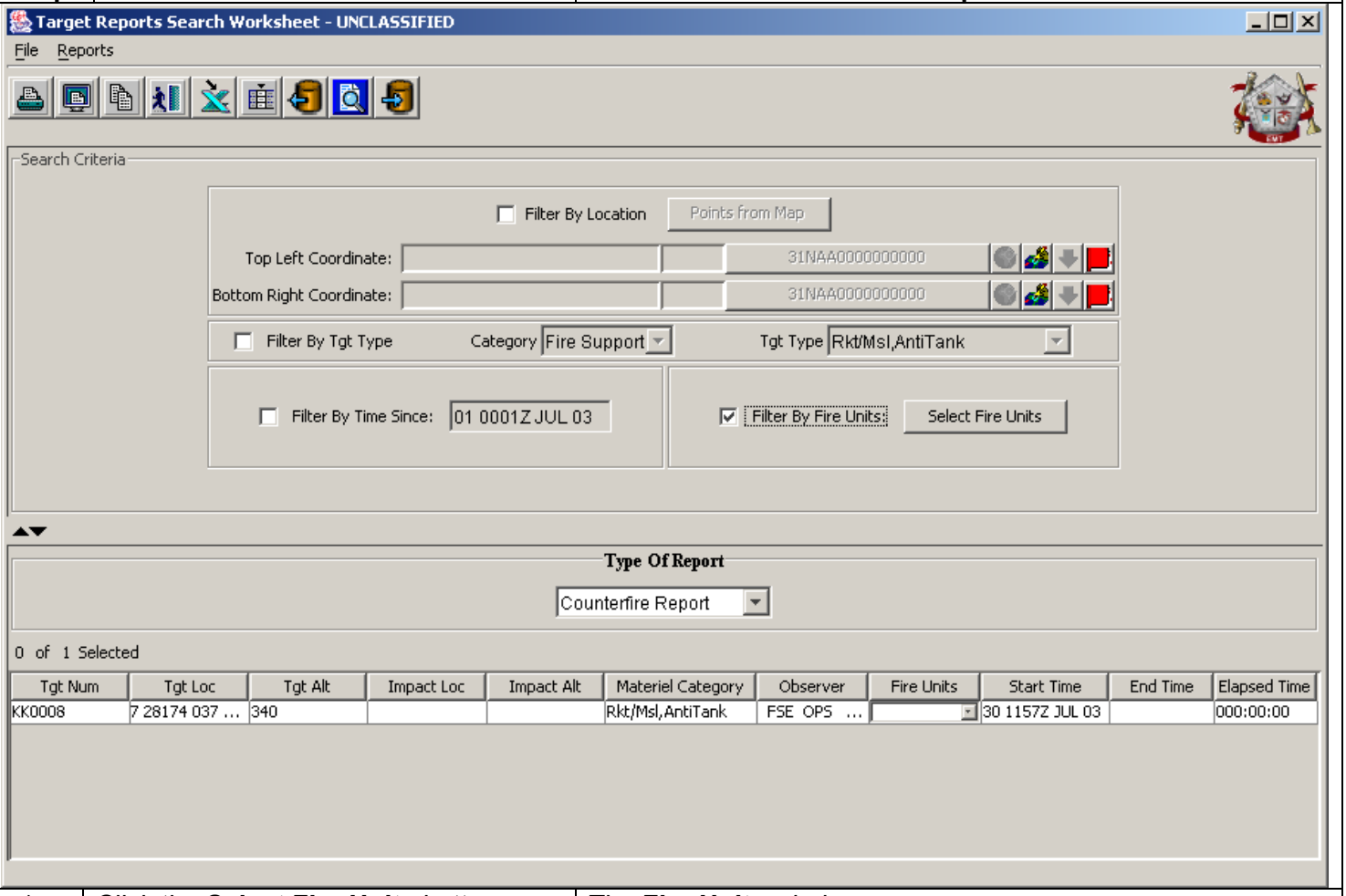
a)	Click on the **Category** menu drop down arrow. Select the desired target category for search.	The **Category** selected fills the **Category** field.
b)	Click on the **Tgt Type** menu drop down arrow. Select the desired target type for search.	The **Tgt Type** selected fills the **Tgt Type** field.
c)	If no other search criterion is desired, click the button to search for the units selected.	If any units exist meeting the search criteria, the units will display in the below area displaying the applicable information based on the type of report selected.
3)	To filter by Time Since – Click the checkbox next to **Filter By Time Since**	The **Time Since** field becomes active.

Target Reports.		
Step	**Action**	**Result/Explanation**

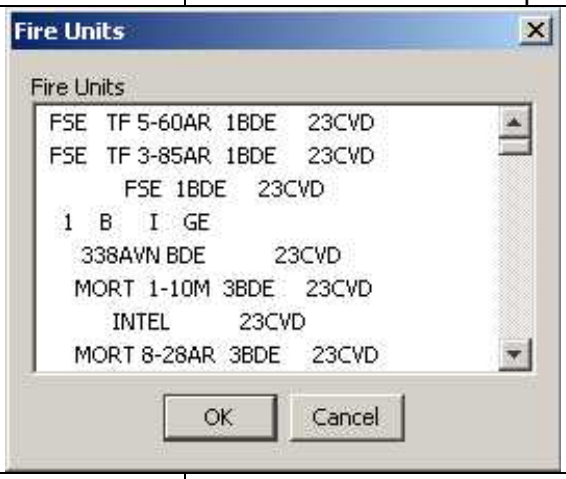


a)	Enter the desired DTG (Time Since) for the desired search. **NOTE:** Refer to **Section** Error! Reference source not found. to use the **Calendar/Time Tool**.	
b)	If no other search criterion is desired, click the button to search for the units selected.	If any units exist meeting the search criteria, the units will display in the below area displaying the applicable information based on the type of report selected.
4)	To filter by Fire Units – Click the checkbox next to **Filter By Fire Units**	The **Select Fire Units** button becomes active.

Target Reports.		
Step	**Action**	**Result/Explanation**

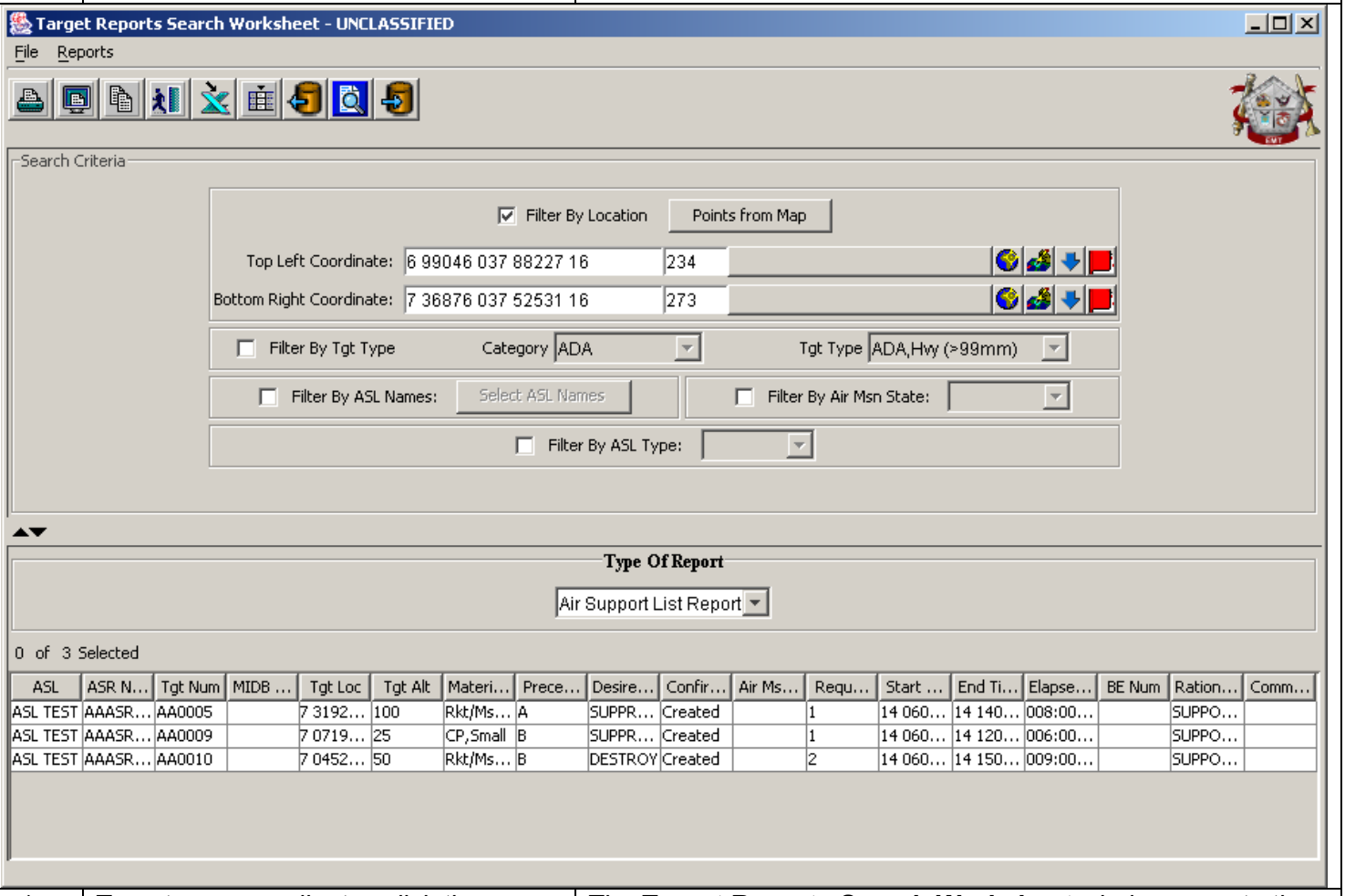


a)	Click the **Select Fire Units** button.	The **Fire Units** window opens.



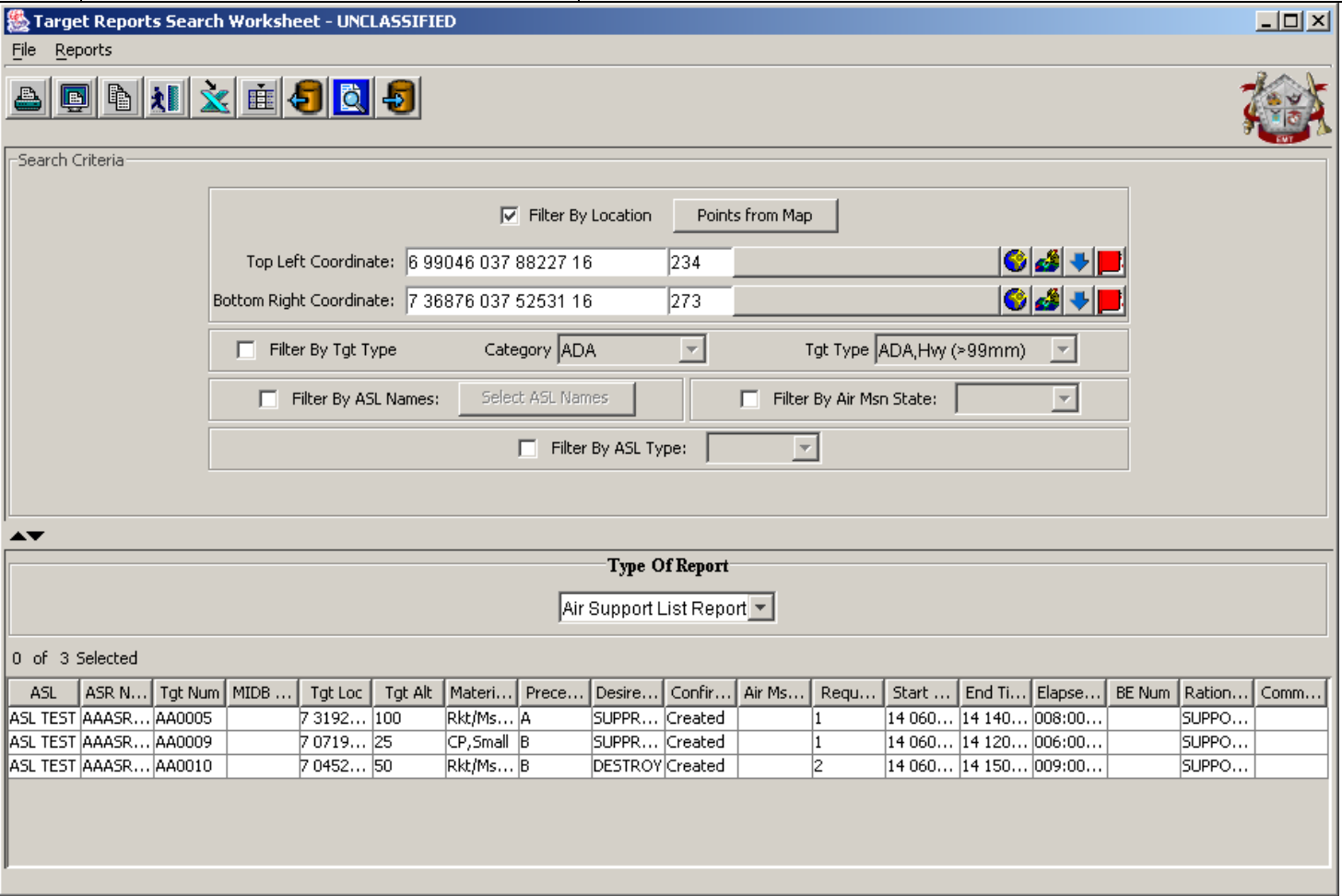
b)	Select the desired unit(s) to search on. **NOTE:** To multiple select hold the **Ctrl** key down while using the left mouse button to select the next unit.	The desired unit(s) are highlighted.

Target Reports.		
Step	**Action**	**Result/Explanation**
c)	If no other search criterion is desired, click the button to search for the units selected.	If any units exist meeting the search criteria, the units will display in the below area displaying the applicable information based on the type of report selected.
c.	**3021.3 Air Support List Report.**	**NOTE:** The search criterion is detailed as shown below.
1)	To filter by location – Click the checkbox next to **Filter By Location**	The **Points from Map** button activates and provides the operator with the option to 1) Click the **Points from Map** button or 2) Use the **Location Field Feature** buttons as outlined in **Section 3009**.



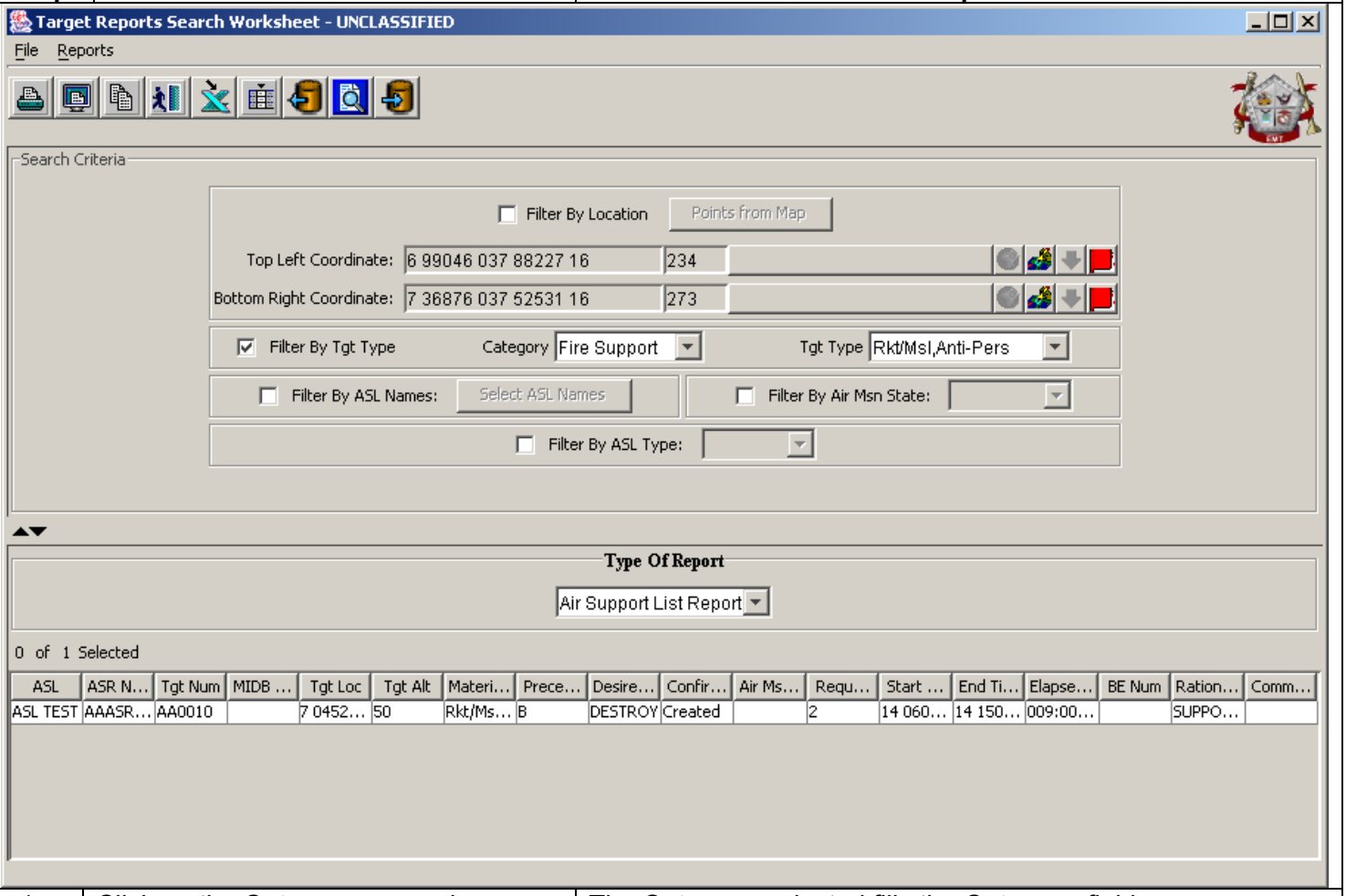
a)	To get map coordinates click the **Points from Map** button.	The **Target Reports Search Worksheet** window goes to the back and the **Effects Management Tool** window comes to the front.
b)	Click on the map at the desired two locations for **Top Left** and **Bottom Right**.	The coordinates auto-fill in the two fields provided.
	Or…	
c)	Select a grid from the map by clicking the button. **NOTE:** To use one of the four **Location Field Features** (, , ,) refer to **Section 3009**.	The map displays. Click a location on the map causes the **Target Reports Search Worksheet** window to re-display with the selected location. **NOTE:** Must also include the altitude of the target as part of the location data.

Target Reports.		
Step	**Action**	**Result/Explanation**
d)	If no other search criterion is desired, click the button to search for the units selected.	If any units exist meeting the search criteria, the units will display in the below area displaying the applicable information based on the type of report selected.



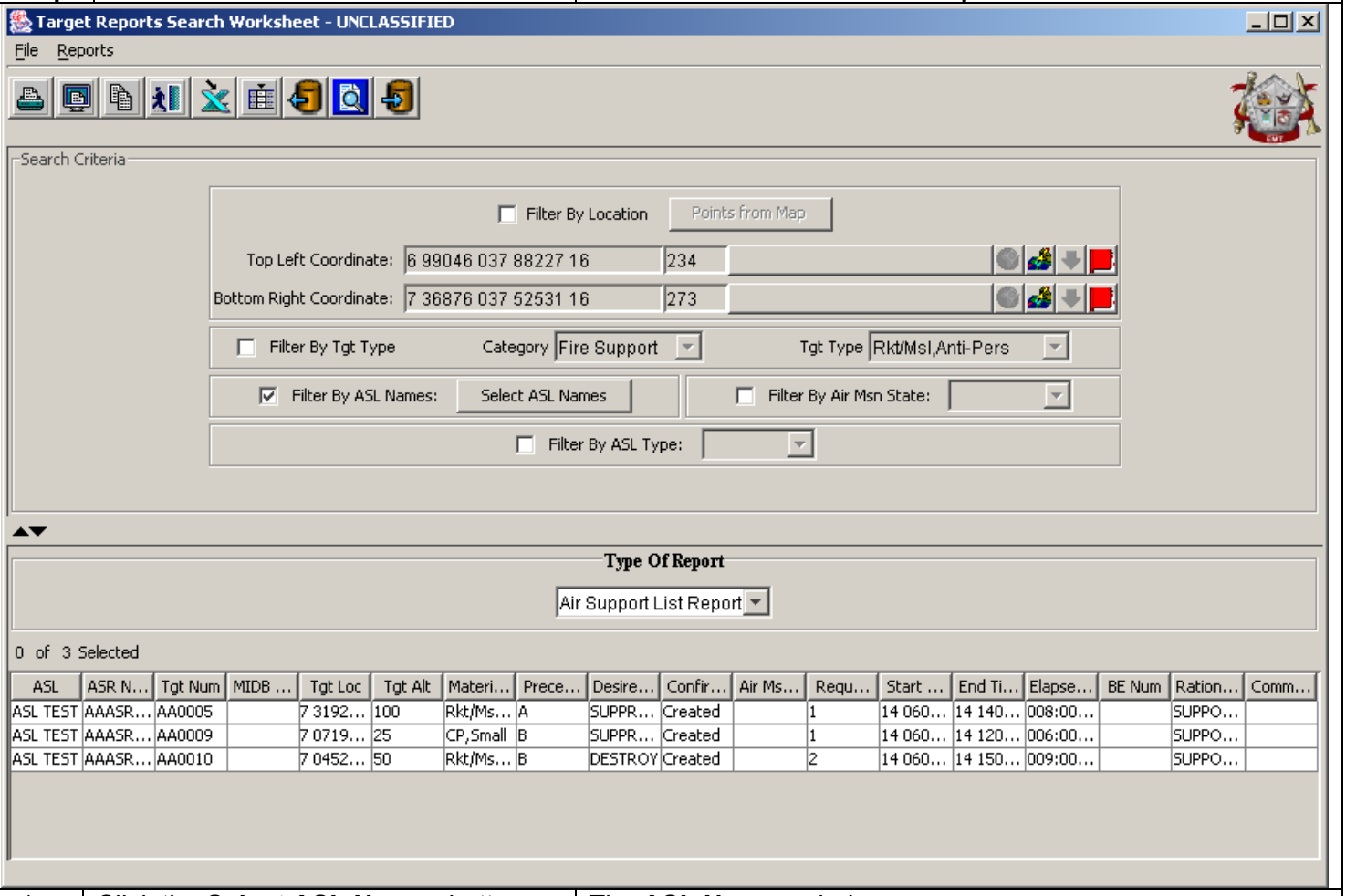
2)	To filter by Target Type – Click the checkbox next to **Filter By Tgt Type**	The **Category** and **Tgt Type** fields become active to select the desired **Category** and **Tgt Type** to search on.

Target Reports.		
Step	**Action**	**Result/Explanation**

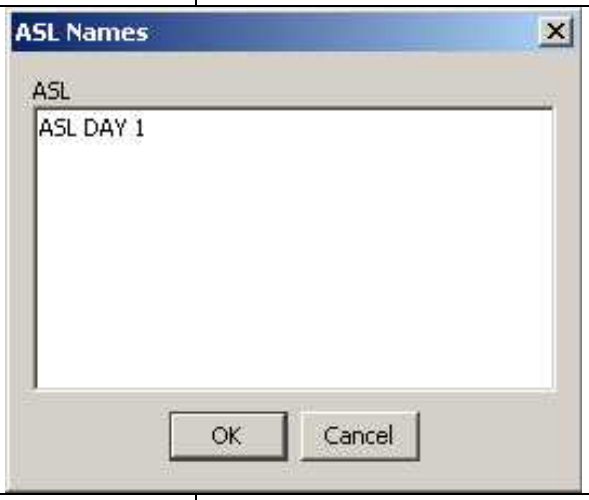


a)	Click on the **Category** menu drop down arrow. Select the desired target category for search.	The **Category** selected fills the **Category** field.
b)	Click on the **Tgt Type** menu drop down arrow. Select the desired target type for search.	The **Tgt Type** selected fills the **Tgt Type** field.
c)	If no other search criterion is desired, click the button to search for the units selected.	If any units exist meeting the search criteria, the units will display in the below area displaying the applicable information based on the type of report selected.
3)	To filter by ASL Name – Click the checkbox next to **Filter By ASL Names**	The **Select ASL Names** button becomes active.

Target Reports.		
Step	**Action**	**Result/Explanation**

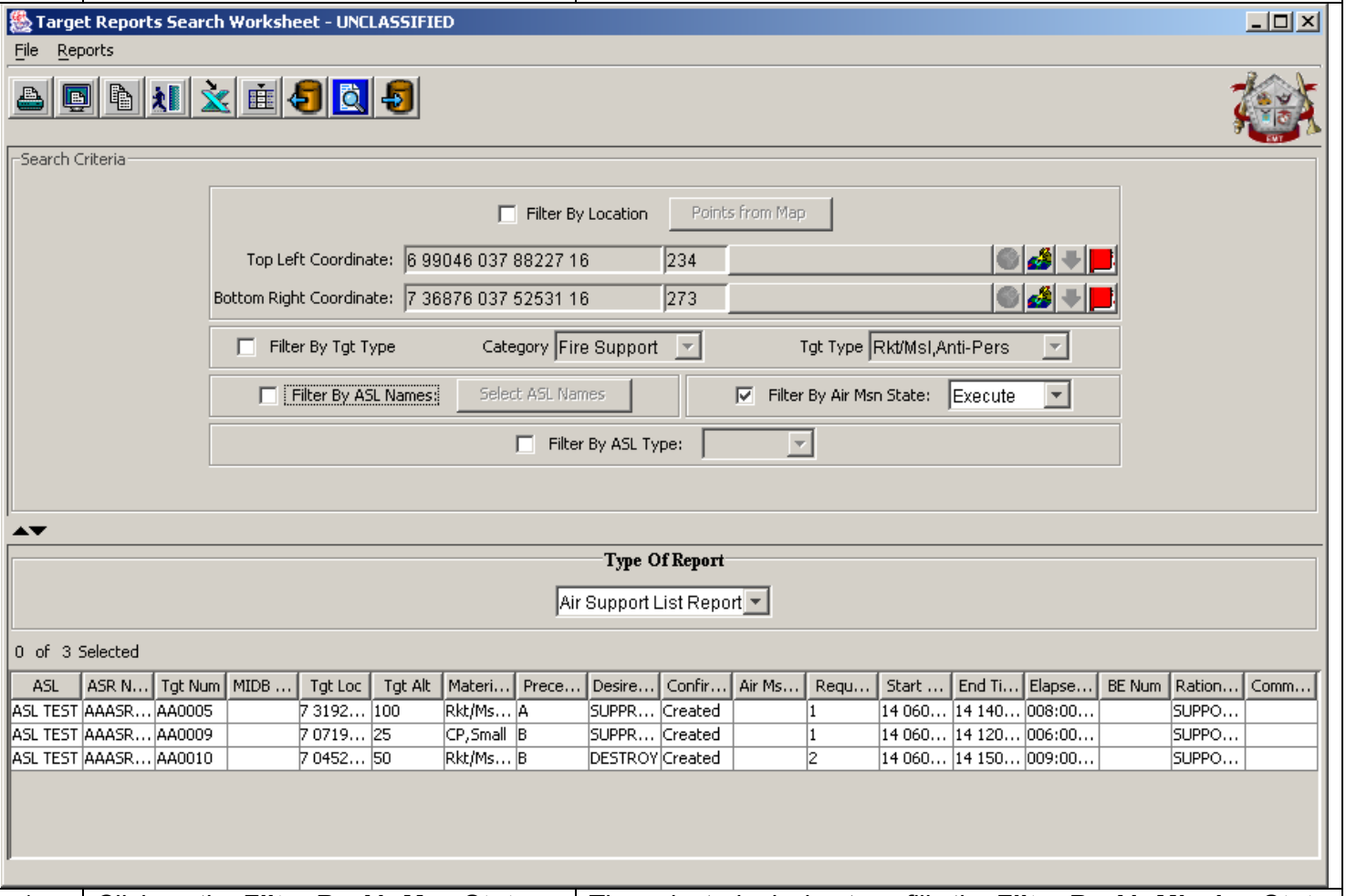


a)	Click the **Select ASL Names** button and select the desired ASL name to search.	The **ASL Names** window opens.



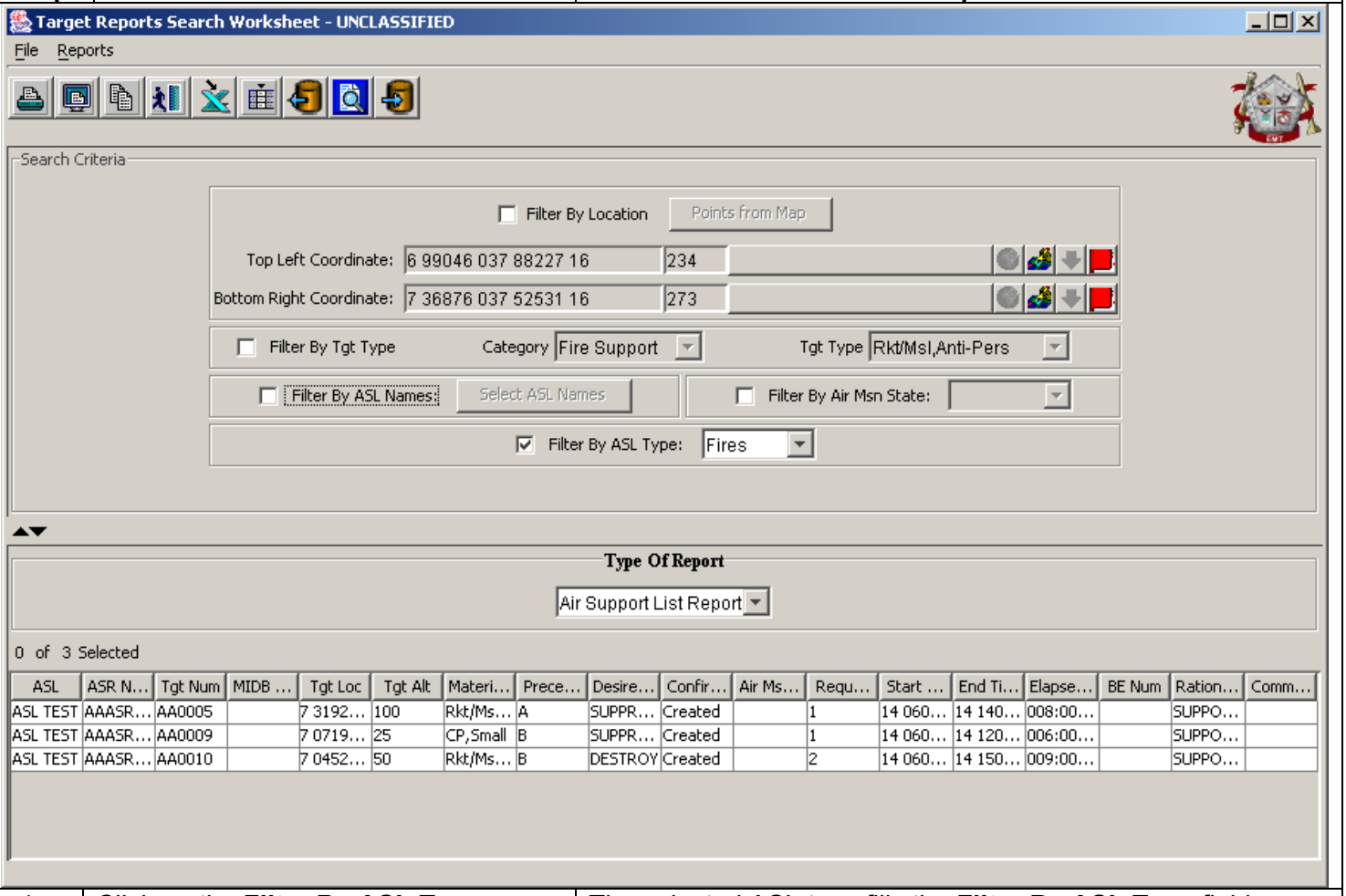
b)	Select the desired ASL name to search, and then click the **OK** button.	The ASL selected is highlighted and the **ASL Names** window closes.

Target Reports.		
Step	**Action**	**Result/Explanation**
c)	If no other search criterion is desired, click the button to search for the units selected.	If any units exist meeting the search criteria, the units will display in the below area displaying the applicable information based on the type of report selected.
4)	To filter by Air Mission State – Click the checkbox next to **Filter By Air Msn State**	The **Filter By Air Msn State** field becomes active.



a)	Click on the **Filter By Air Msn State** menu drop down arrow and select the desired Air Mission State to search on. **NOTE:** Available options are: **Execute**, **Divert**, **Launched**, and **Completed**.	The selected mission type fills the **Filter By Air Mission State** field.
b)	If no other search criterion is desired, click the button to search for the units selected.	If any units exist meeting the search criteria, the units will display in the below area displaying the applicable information based on the type of report selected.
5)	To filter by ASL Type – Click the checkbox next to **Filter By ASL Type**	The **Filter By ASL Type** field becomes active.

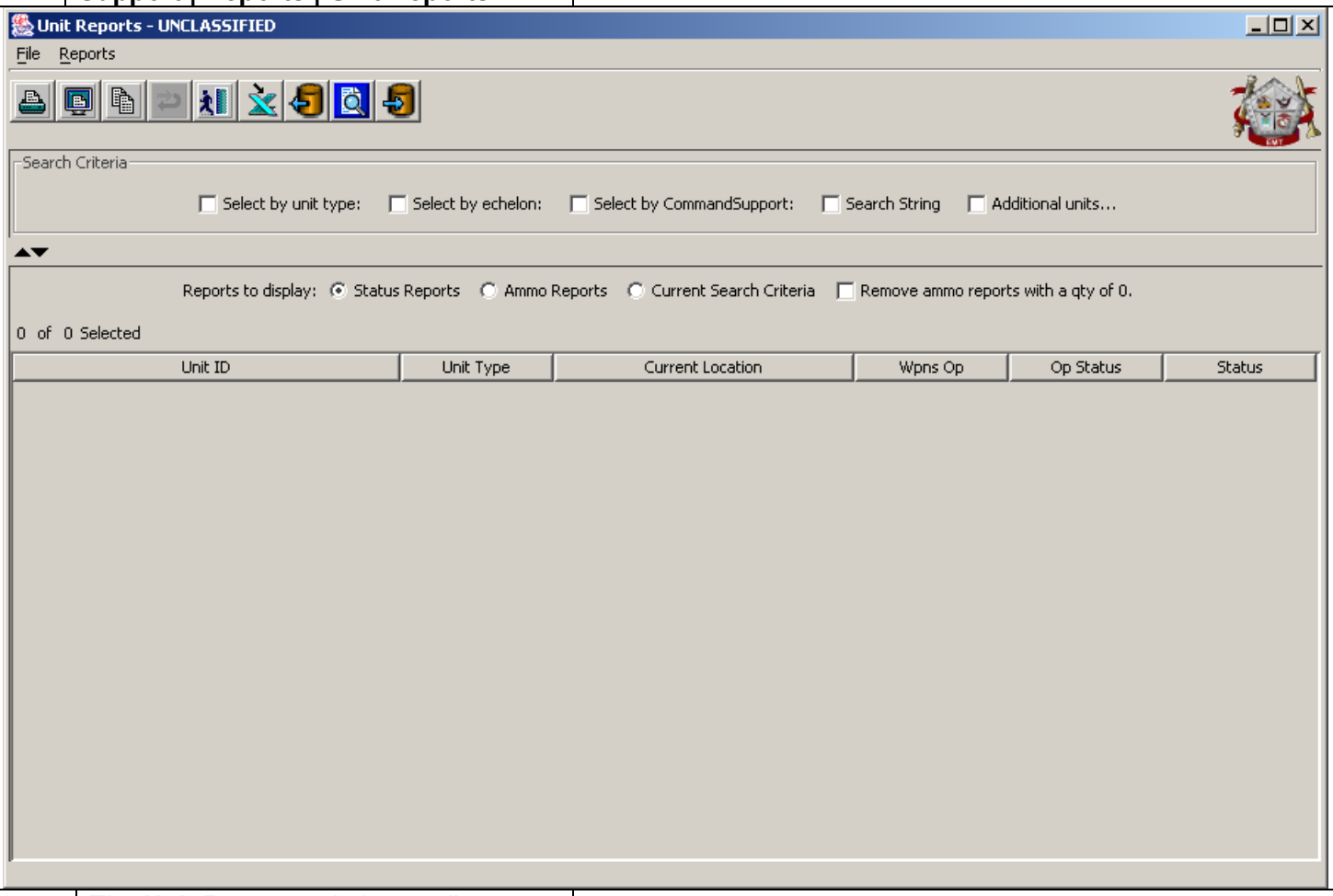
Target Reports.		
Step	**Action**	**Result/Explanation**



a)	Click on the **Filter By ASL Type** menu drop down arrow and select the desired ASL type to search on. **NOTE:** The two options are **Fires** and **Non-Fires**.	The selected ASL type fills the **Filter By ASL Type** field.
b)	If no other search criterion is desired, click the button to search for the units selected.	If any units exist meeting the search criteria, the units will display in the below area displaying the applicable information based on the type of report selected.

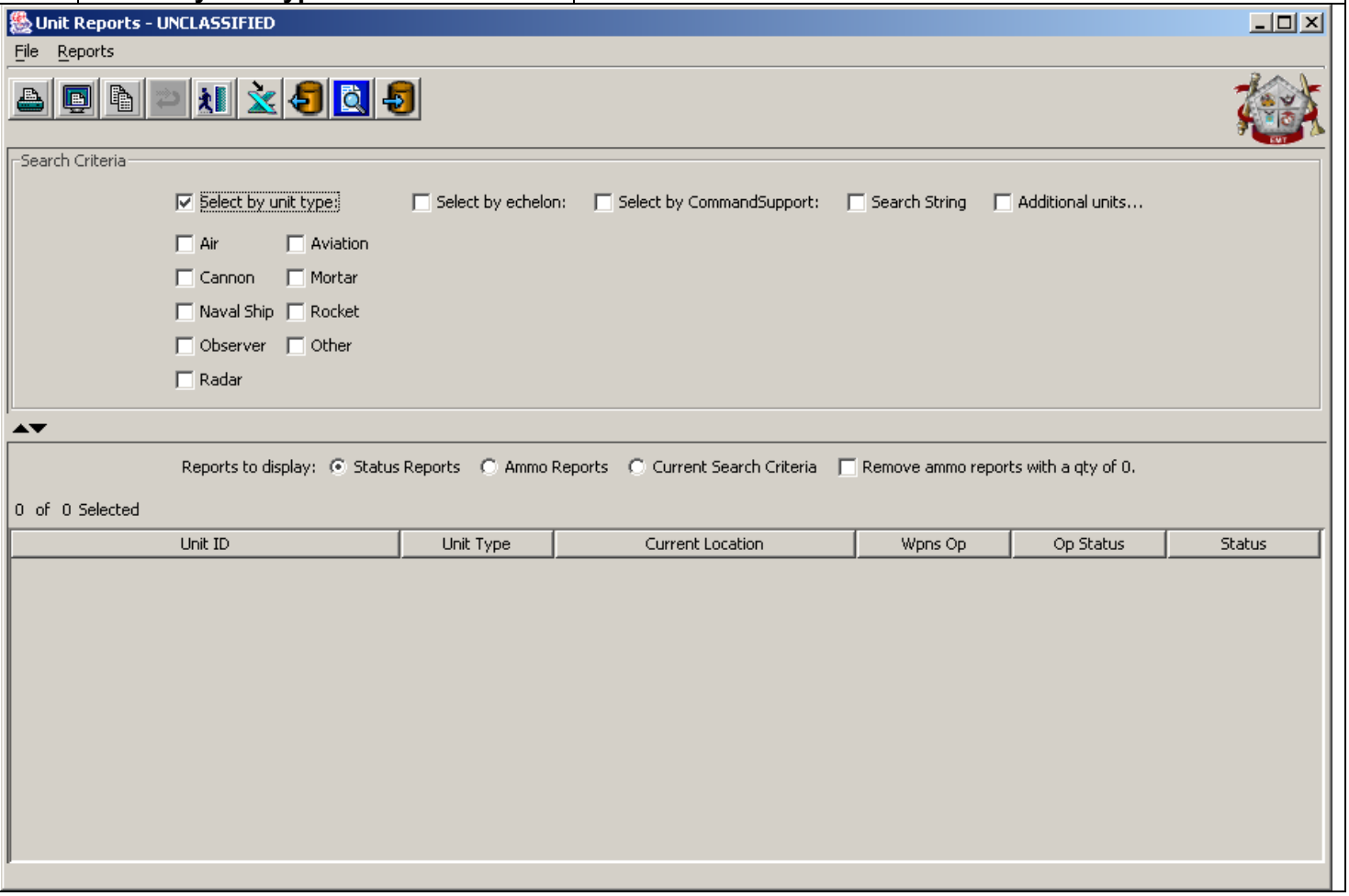
3022. Unit Reports

Unit Reports		
Step	**Action**	**Result/Explanation**
Function: This window allows the operator to search on various unit criteria.		
1.	From the **Main Menu Bar** select **Fire Support | Reports | Unit Reports**	The **Unit Reports** window displays.

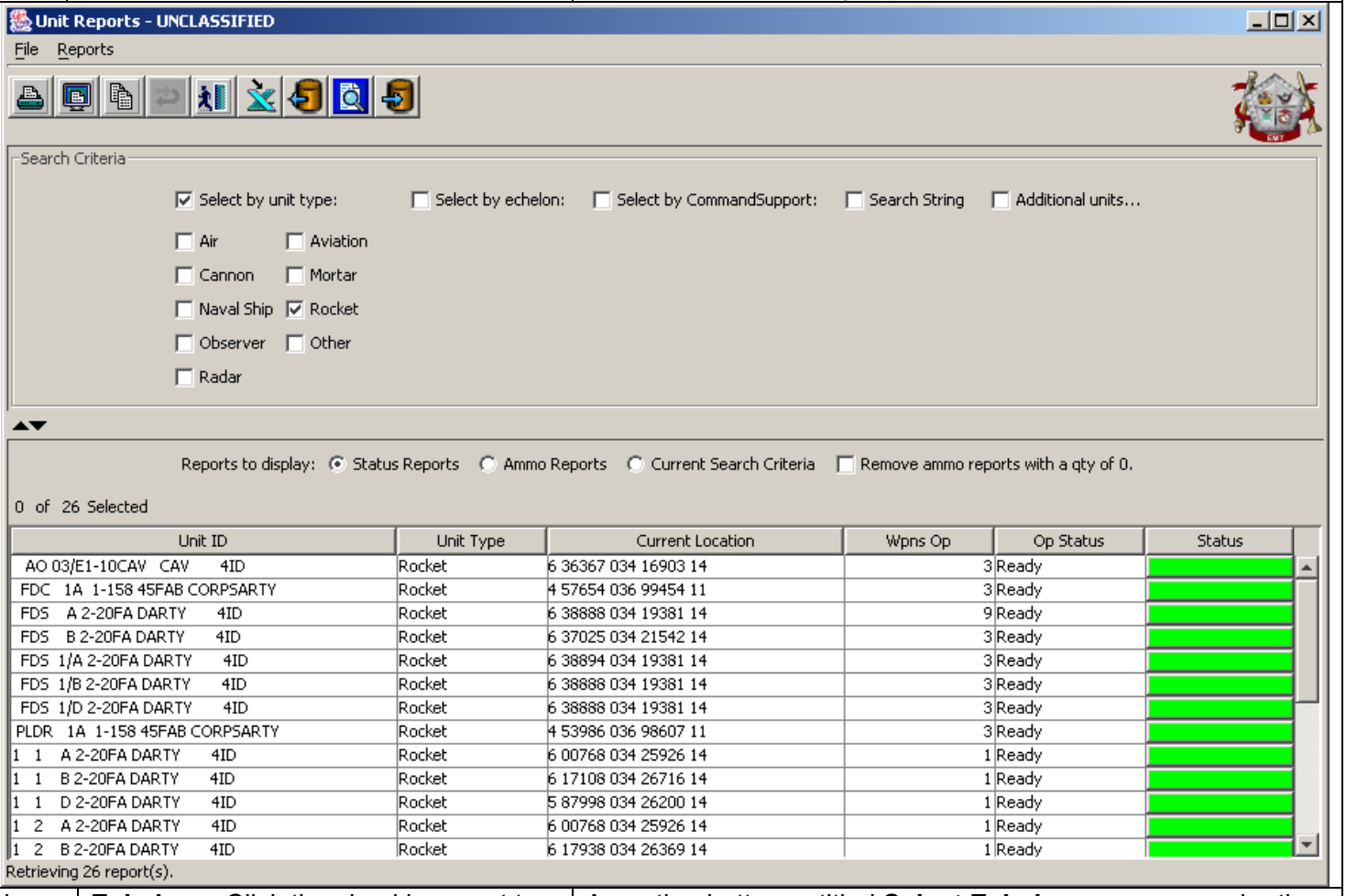


2.	The **Unit Reports** window toolbar contains the following buttons:	
a.	Click on the button to print the **Unit Reports** window contents.	The **Unit Reports** window is printed to a designated printer.
b.	Click on the button to print preview the **Unit Reports** window contents.	The **Unit Reports** window is presented to the operator in a print preview format.
c.	Click on the button to copy the contents of the **Unit Reports** window to one of three data types: 1) **as Image**, 2) **as HTML**, or 3) **as Text**.	The operator is presented with a **Copy data as** window that allows the operator to choose which data type to copy the contents of the **Unit Reports** window.
d.	Click on the button to refresh the **Unit Reports** window contents.	The **Unit Reports** window refreshes.

Unit Reports		
Step	**Action**	**Result/Explanation**
e.	Click on the button to close the **Unit Reports** window.	The **Unit Reports** window closes.
f.	Click on the button to **Export** the contents of the **Unit Reports** window to a Microsoft® Excel Spreadsheet.	The **Unit Reports** window results are exported into a Microsoft® Excel Spreadsheet.
g.	Click the button to retrieve previously saved filter criteria.	Previously saved filter criteria are retrieved from the operator selected location.
h.	Click on the button to initiate a search window for desired targets.	If a target exists for the selected search criteria the target(s) will display in the **Unit Reports** window.
i.	Click the button to save filter criteria.	The filter criterion that was set is saved to an operator-selected location.
3.	Choose from the options available for "search criteria" desired. **NOTE:** The search criterion is detailed as shown below.	The **Unit Reports** window will populate, after search is performed, with the units that match the search criteria. **NOTE:** These search criterions can be used in any variation desired by the operator. **Remember:** The more criterions used the more specific the search becomes.
a.	**Unit Type** – Click the checkbox next to **Select by unit type**.	A list of available unit types is presented to the operator.



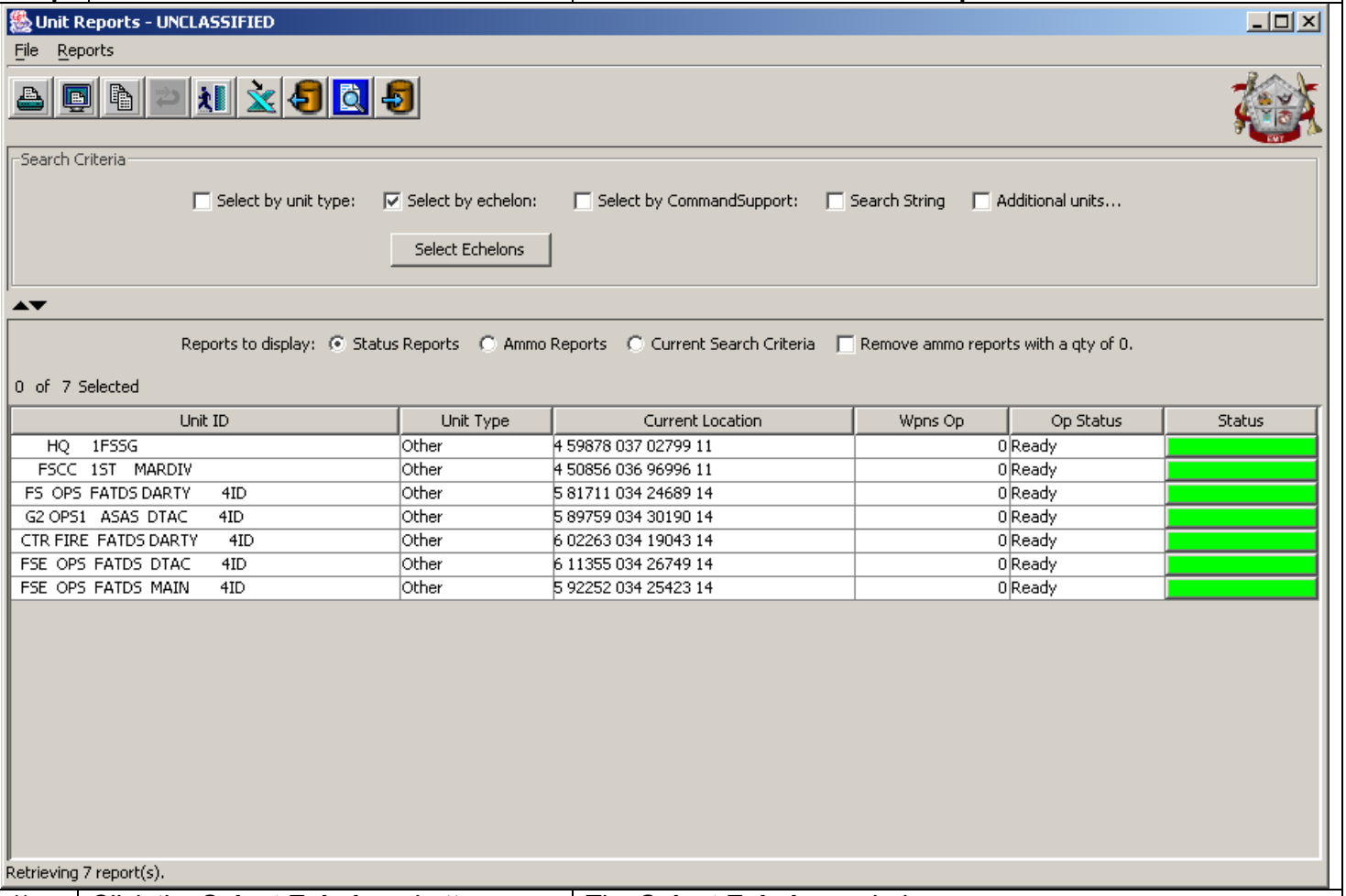
Unit Reports		
Step	**Action**	**Result/Explanation**
1)	Select the unit type(s) to search on. Click the button to search for the unit types entered.	If any units exist, the units will display in the below area displaying the applicable information based on the type of report selected, as indicated in the below picture. **NOTE:** Reports available are: 1) **Status Reports**, 2) **Ammo Reports**, 3) If only units with ammo is desired to be displayed, select the checkbox next to **Remove ammo reports with a qty of 0**. This action removes all units with an ammo count of zero. If the operator desires to view the search criteria selected, the **Current Search Criteria** radio button can be selected and the operator will be presented with the search criteria that is currently selected.



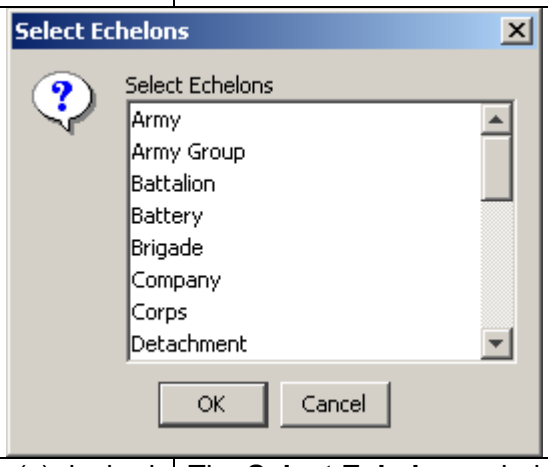
b.	**Echelon** – Click the checkbox next to **Select by echelon**.	An option button entitled **Select Echelons** appears under the **Select by echelon** label.

Unit Reports

Step	Action	Result/Explanation

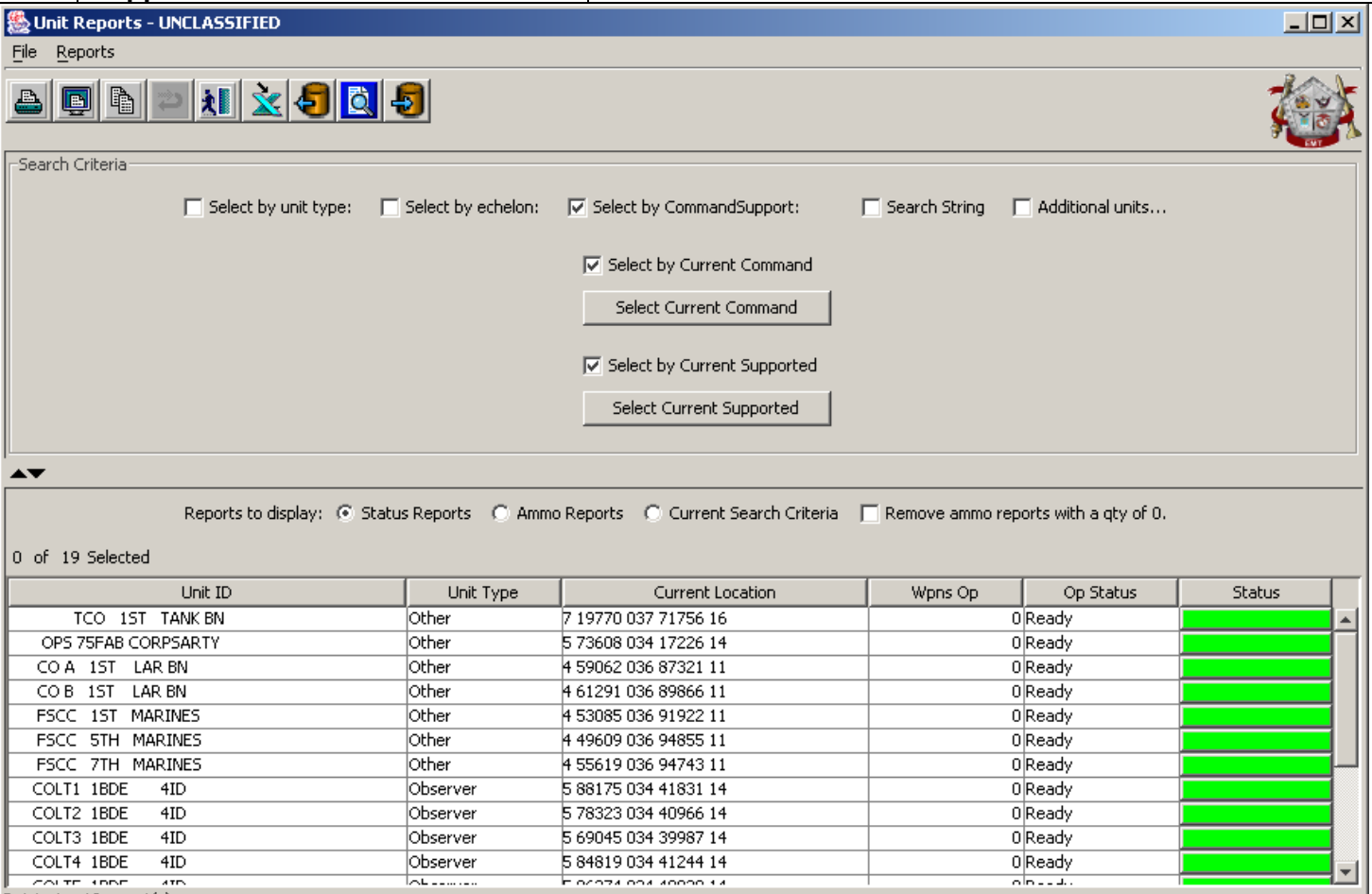


1)	Click the **Select Echelons** button.	The **Select Echelons** window opens.

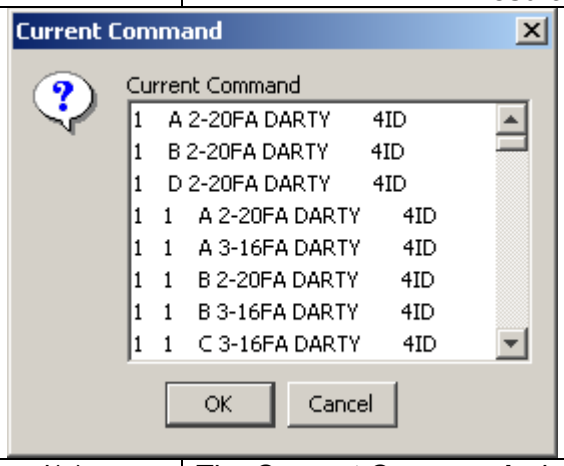
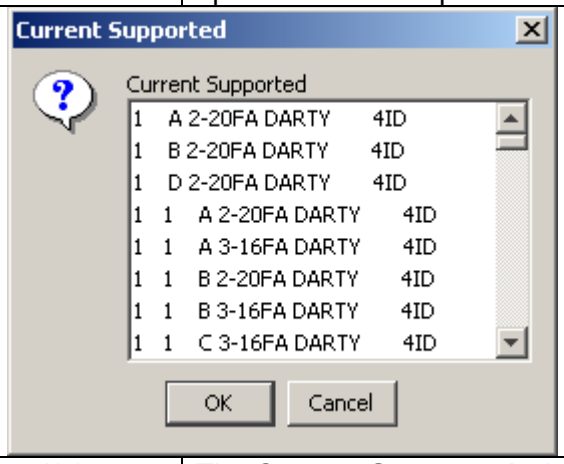


2)	Click on the desired echelon(s) desired for the search. **NOTE:** To multiple select echelons, hold the **Ctrl** key down on the keyboard and select the next echelon desired. When all desired echelons are selected, click the **OK** button.	The **Select Echelons** window closes and a search can now be started using the echelon(s) selected.

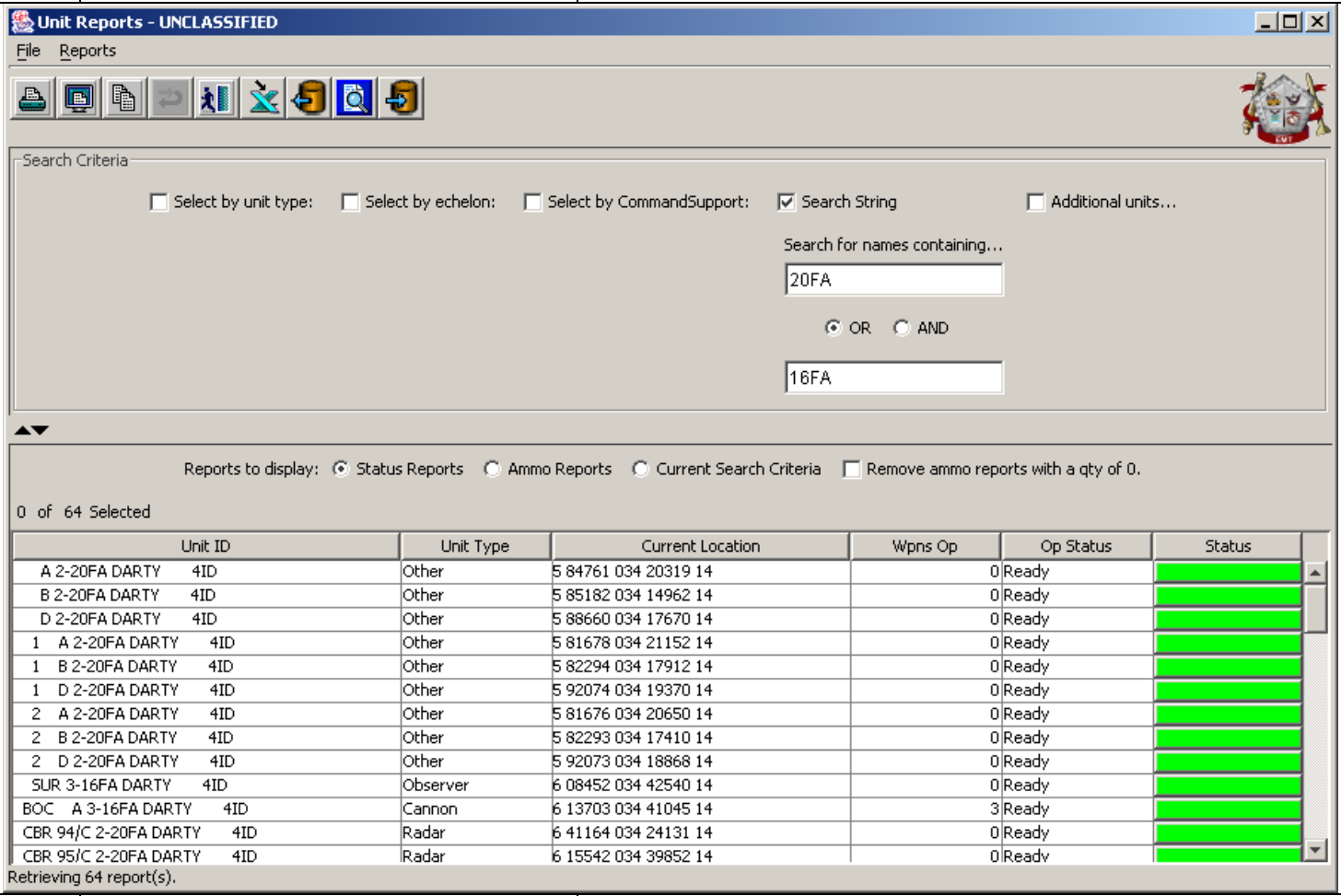
Unit Reports		
Step	**Action**	**Result/Explanation**
3)	Click the button to search for the echelon(s) entered.	If any units exist that meet the search criteria, the units will display in the below area displaying the applicable information based on the type of report selected, as demonstrated above.
c.	**Command Support** – Click the checkbox next to **Select by Command Support**.	The operator is presented with two options.



1)	**Select by Current Command** – This allows the operator to choose the current command(s) to search on.	An option button entitled **Select Current Command** appears under the **Select by Current Command** label.
a)	Click the **Select Current Command** button.	The **Current Command** window opens and provides the operator with the option to select available units.

Unit Reports		
Step	**Action**	**Result/Explanation**
		
b)	Click on the desired command(s) desired for the search. **NOTE:** To multiple select commands, hold the **Ctrl** key down on the keyboard and select the next command desired. When all desired commands are selected, click the **OK** button.	The **Current Command** window closes and a search can now be started using the command(s) selected.
c)	Click the button to search for the command(s) entered.	If any units exist that meet the search criteria, the units will display in the below area displaying the applicable information based on the type of report selected, as demonstrated above.
	Or…	
2)	**Select by Current Supported** – This allows the operator to choose the current supported to search on.	An option button entitled **Select Current Supported** appears under the **Select by Current Supported** label.
a)	Click the **Select Current Supported** button.	The **Current Supported** window opens and provides the operator with the option to select available units.
		
b)	Click on the desired command(s) desired for the search. **NOTE:** To multiple select commands, hold the **Ctrl** key down on the keyboard and select the next command desired. When all desired commands are selected, click the **OK** button.	The **Current Supported** window closes and a search can now be started using the command(s) selected.

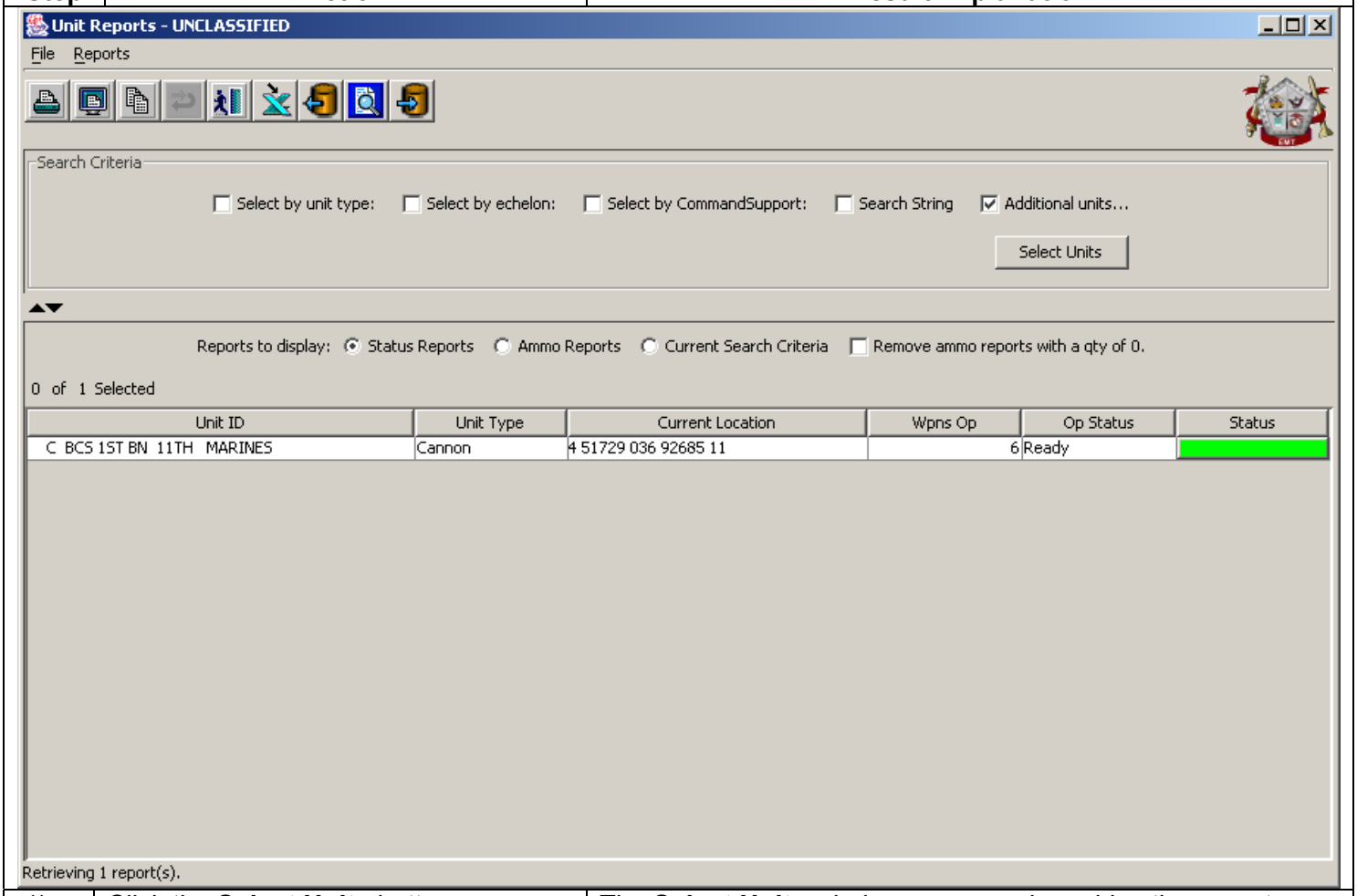
Unit Reports		
Step	**Action**	**Result/Explanation**
c)	Click the button to search for the command(s) entered.	If any units exist that meet the search criteria, the units will display in the below area displaying the applicable information based on the type of report selected, as demonstrated above.
d.	**Search String** - Click the checkbox next to **Search String**.	The operator is presented with an option to search on an entered name string with an option for a second entry using the **and/or** function.



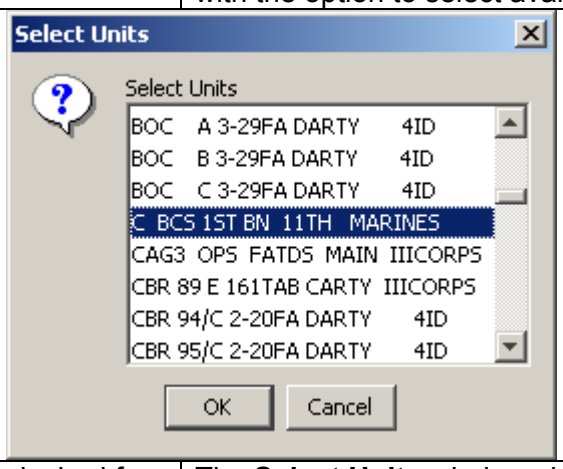
1)	**Search for names containing** – This allows the operator to search for a unit by a name or name string. Enter the name or string for which the search is desired	
2)	Click the button to search for the name string entered.	If any units exist that meet the search criteria, the units will display in the below area displaying the applicable information based on the type of report selected, as demonstrated above.
e.	**Additional Units** - Click the checkbox next to **Additional Units**.	An option button entitled **Select Units** appears under the **Additional Units** label.

Unit Reports

Step	Action	Result/Explanation



1)	Click the **Select Units** button.	The **Select Units** window opens and provides the operator with the option to select available units.

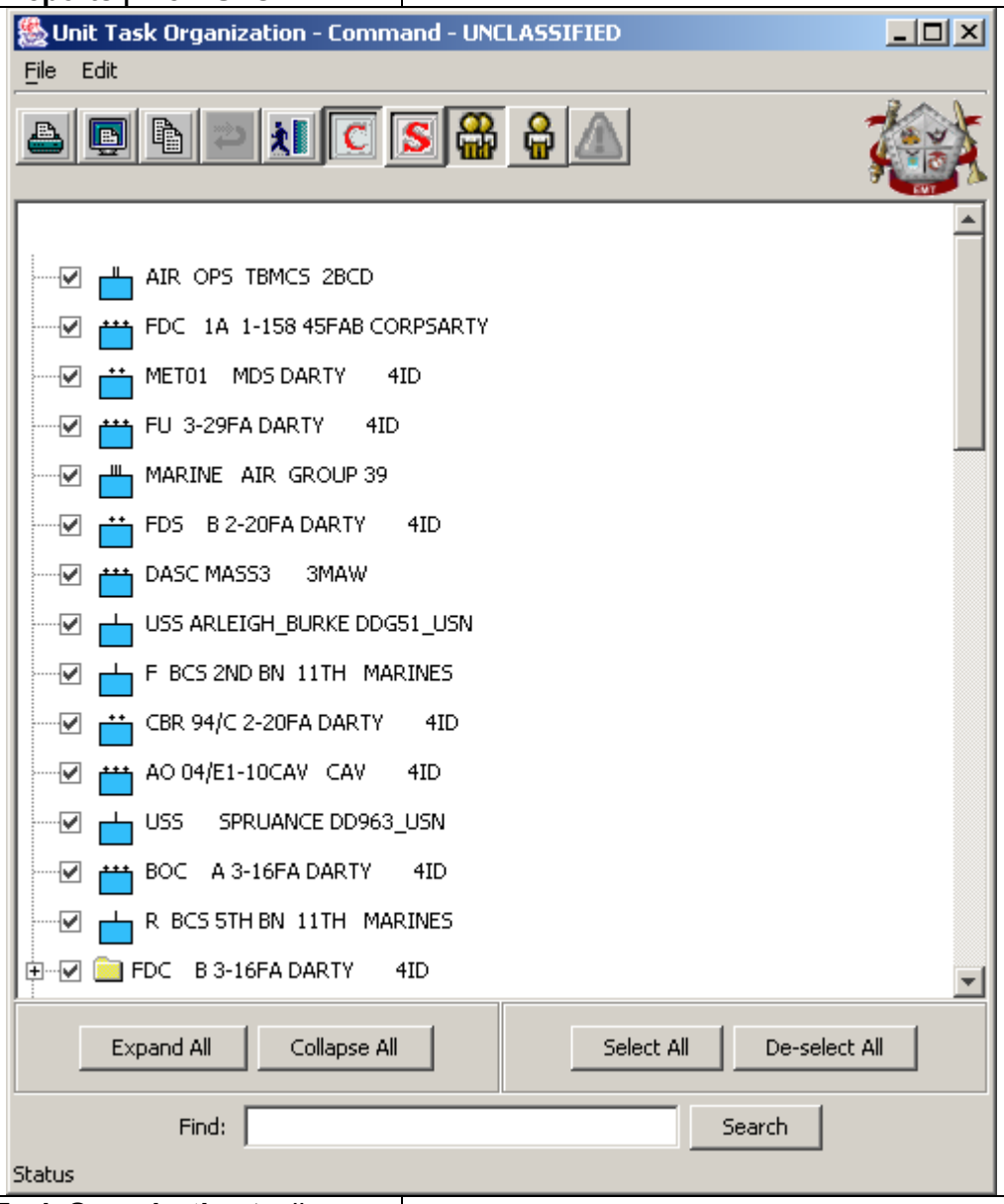


2)	Click on the desired unit(s) desired for the search. **NOTE:** To multiple select units, hold the **Ctrl** key down on the keyboard and select the next unit desired. When all desired units are selected, click the **OK** button.	The **Select Units** window closes and a search can now be started using the unit(s) selected.

Unit Reports		
Step	**Action**	**Result/Explanation**
3)	Click the button to search for the units selected.	If any units exist that meet the search criteria, the units will display in the below area displaying the applicable information based on the type of report selected, as demonstrated above.

3023. View UTO

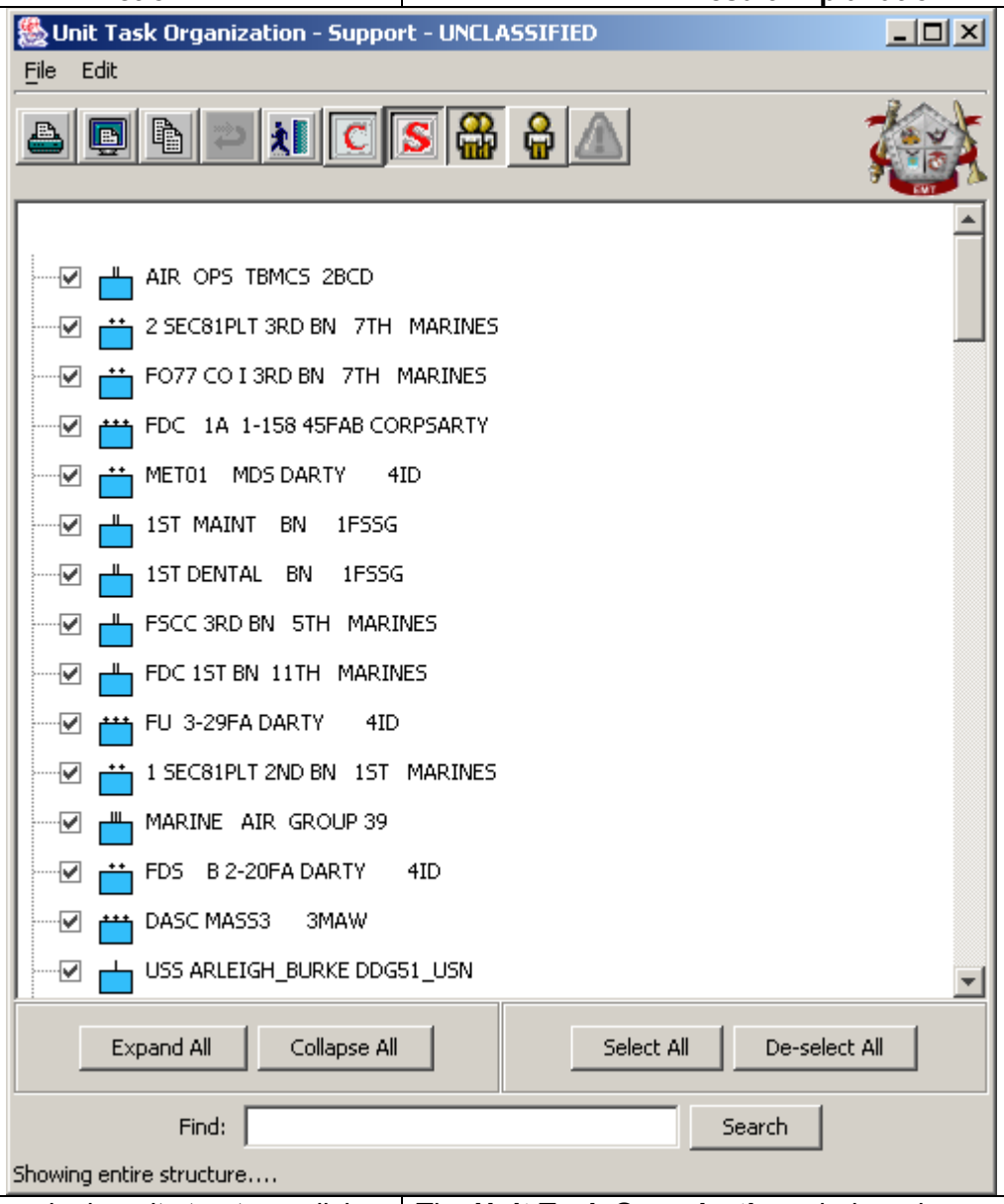
View UTO		
Step	**Action**	**Result/Explanation**
Function: This window allows the view the Unit Task Organization based on Command By or Supported By relationship.		
1.	From the **Main Menu Bar** select **Fire Support | Reports | View UTO**	The **Unit Task Organization** window displays.

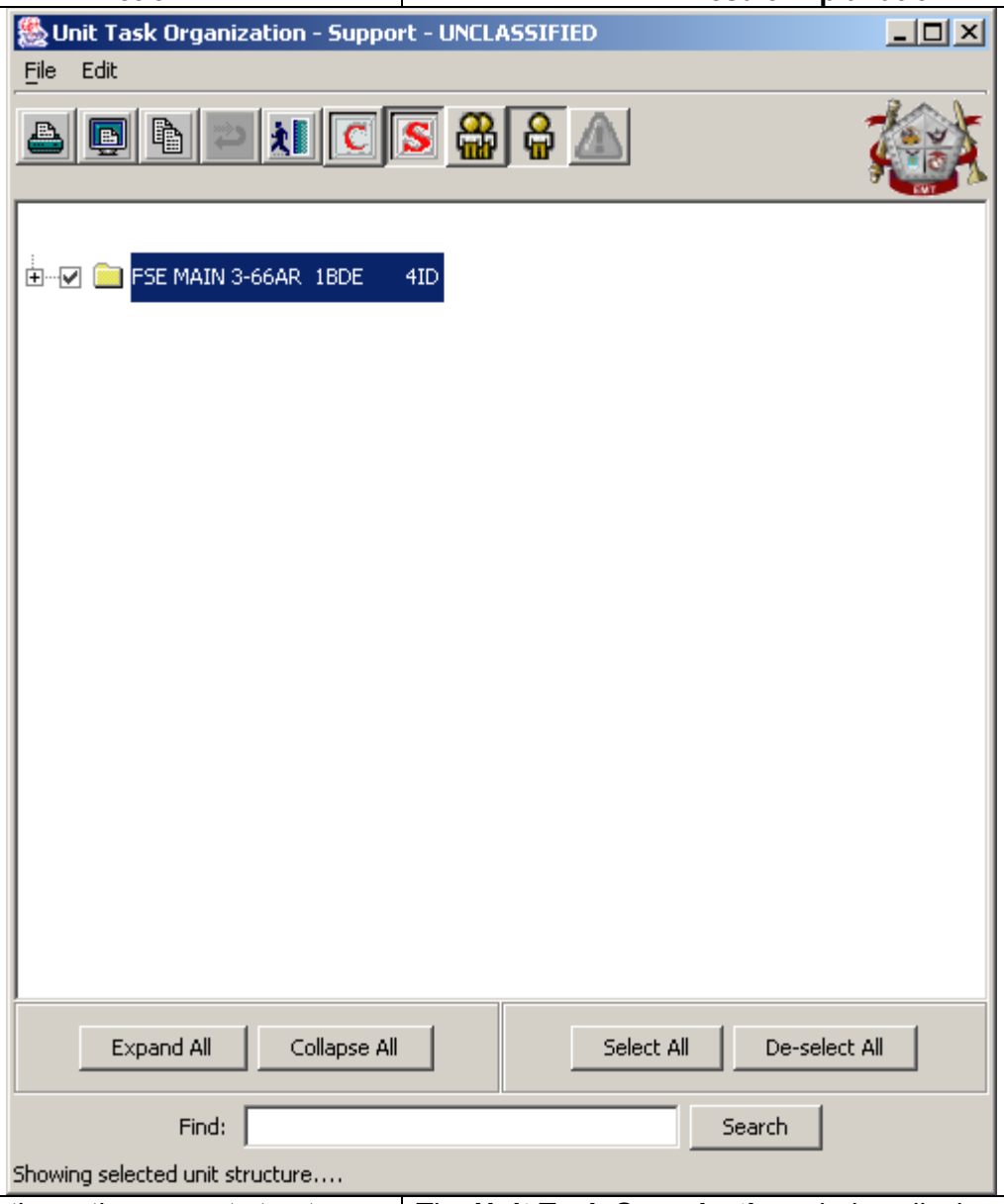


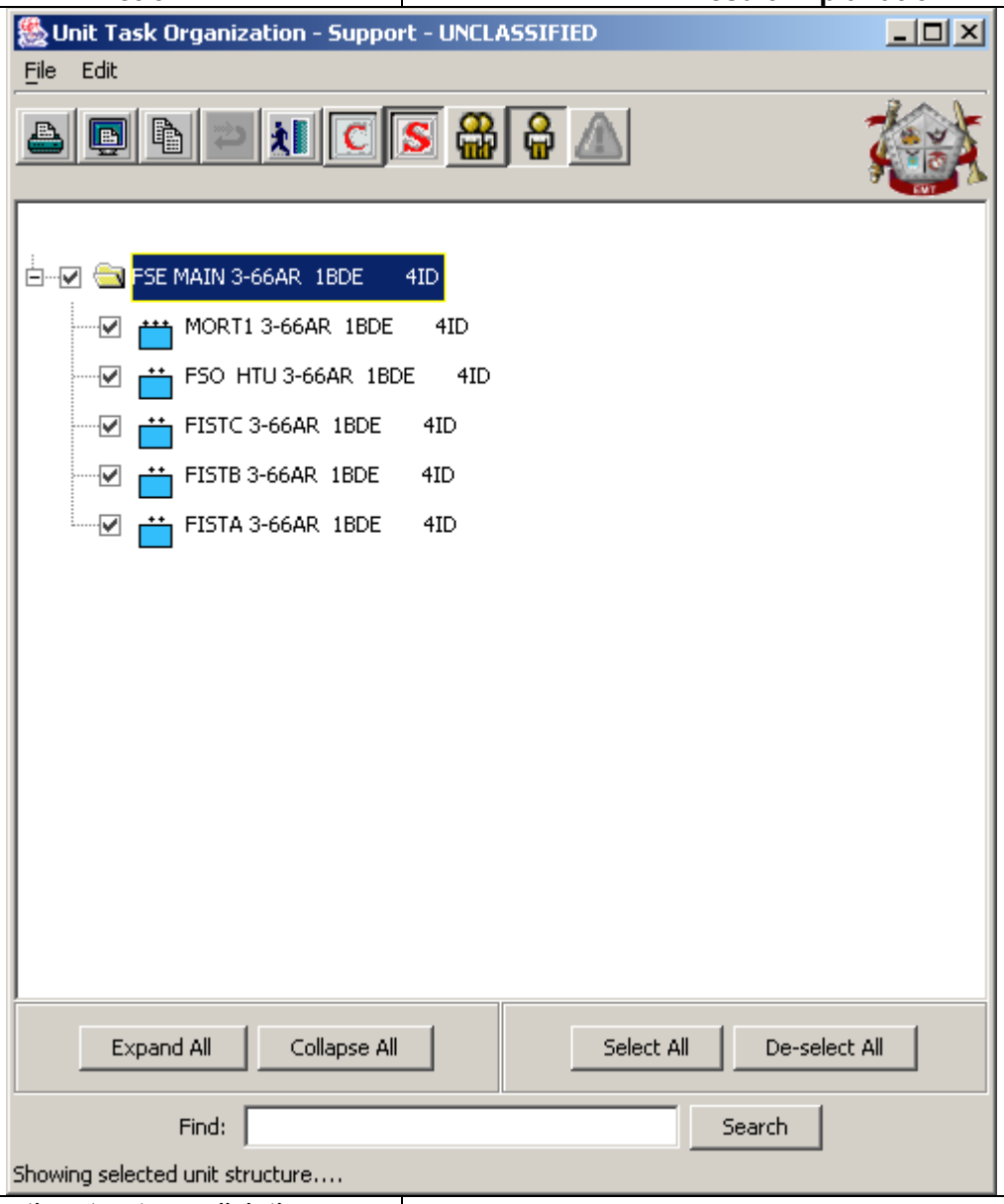
2.	The **Unit Task Organization** toolbar contains the following buttons:	

a.	Click on the button to print the **Unit Task Organization** contents.	The **Unit Task Organization** is printed to a designated printer.

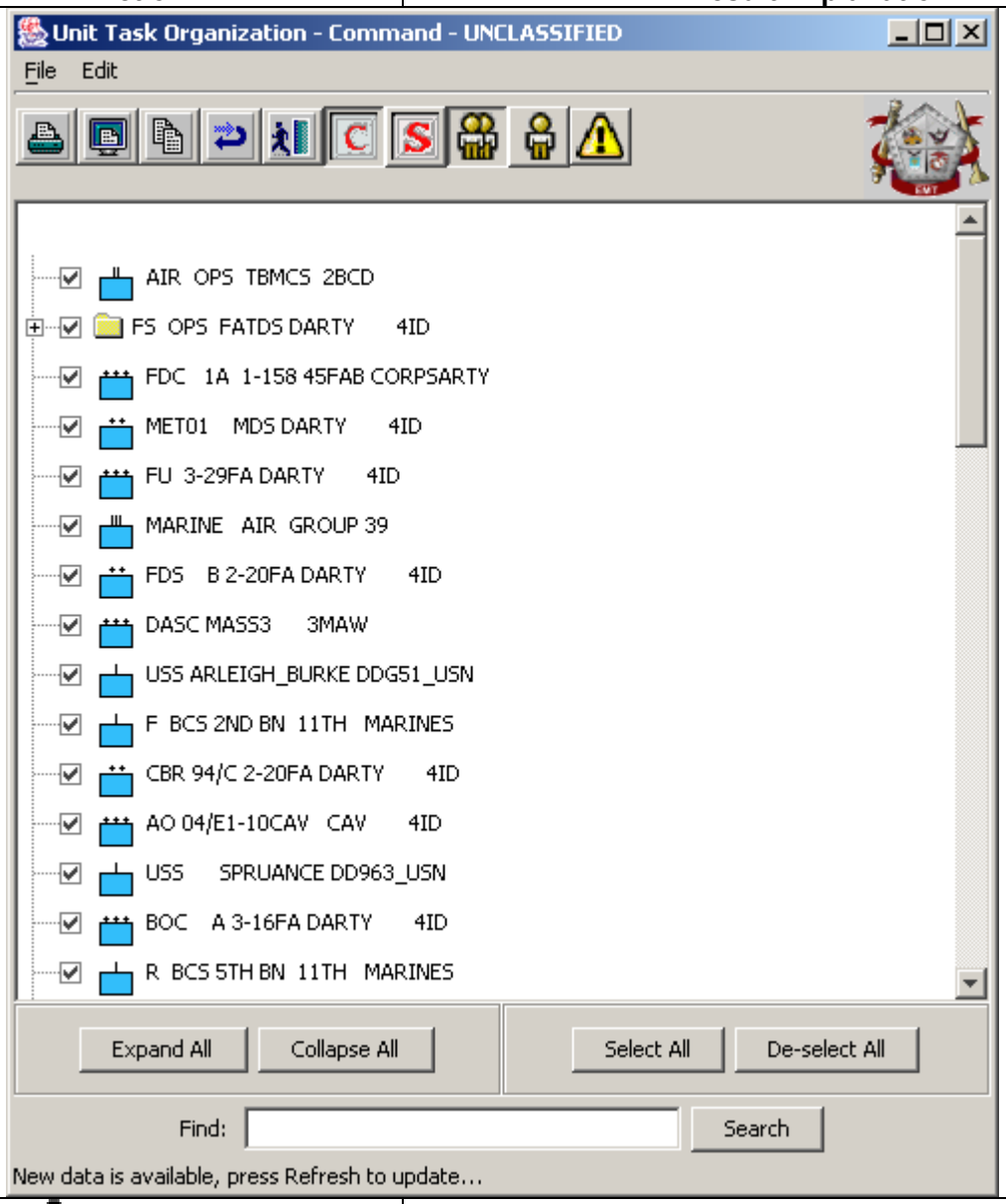
View UTO		
Step	**Action**	**Result/Explanation**
b.	Click on the button to print preview the **Unit Task Organization** contents.	The **Unit Task Organization** is presented to the operator in a print preview format.
c.	Click on the button to copy the contents of the **Unit Task Organization** to one of three data types: 1) **as Image**, 2) **as HTML**, or 3) **as Text**.	The operator is presented with a **Copy data as** window that allows the operator to choose which data type to copy the contents of the **Unit Task Organization**.
d.	Click on the button to refresh the **Unit Task Organization** contents.	The **Unit Task Organization** refreshes.
e.	Click on the button to close the **Unit Task Organization** window.	The **Unit Task Organization** window closes.
f.	Click on the button to display the **Commanded By** relationship.	The **Unit Task Organization** window is organized by Commanded By relationships.
g.	Click on the button to display the **Supported By** relationship.	The **Unit Task Organization** window is organized by Supported By relationships.
h.	Click on the button to view the entire Command – Support structure.	The **Unit Task Organization** window displays the entire Command – Support structure.
i.	Click on the button to view the structure of a selected unit.	The **Unit Task Organization** window displays the structure of a selected unit.
j.	Click on the button to view any conflicts that may exist in the Command – Support structure.	The **Unit Task Organization** window displays conflicts that exist in the current Command – Support organizational structure.
3.	To display the Support structure, click the button. **NOTE:** To display the Command structure, click the button.	The **Unit Task Organization** window changes to "Showing Support Structure."

View UTO		
Step	**Action**	**Result/Explanation**
		
4.	To display a single unit structure, click on the button.	The **Unit Task Organization** window changes displaying only the single unit selected.

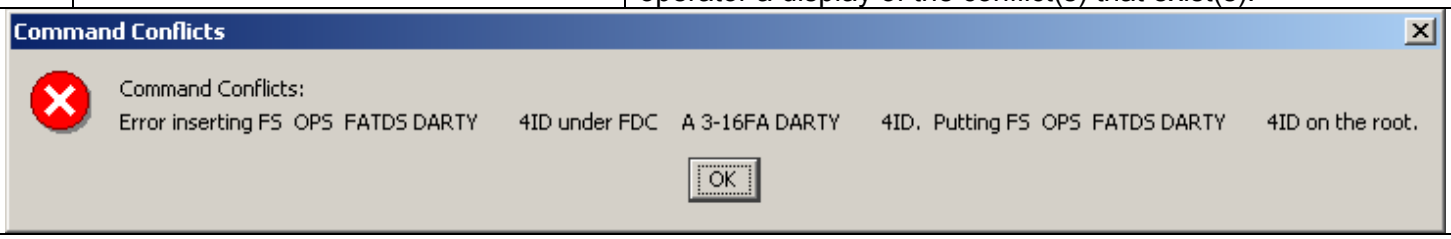
View UTO		
Step	**Action**	**Result/Explanation**
		
5.	To display the entire support structure of the single unit selected, click on the **Expand All** button.	The **Unit Task Organization** window displays the selected unit's support structure.

View UTO		
Step	**Action**	**Result/Explanation**
		
6.	To collapse the structure, click the **Collapse All** button.	
7.	To search for a specific unit within the **Unit Task Organization** structure enter the desired name in the **Find:** field and click the **Search** button.	The name entered, if in the organizational structure, will be highlighted in the unit breakout. If the name entered is not found, nothing happens. Enter another name and try again.
8.	If a conflict exists in the Command – Support relationships the button becomes active.	**NOTE:** Command – Support conflicts are also known as **Circular Routing**.

View UTO		
Step	**Action**	**Result/Explanation**



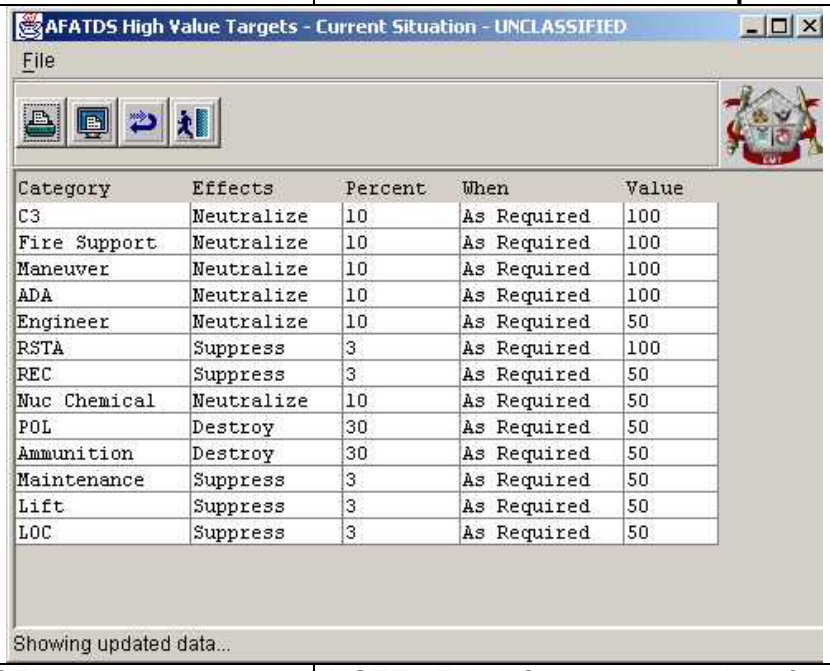
9.	Click on the button.	The **Command Conflicts** window opens and provides to the operator a display of the conflict(s) that exist(s).



3024. Guidances

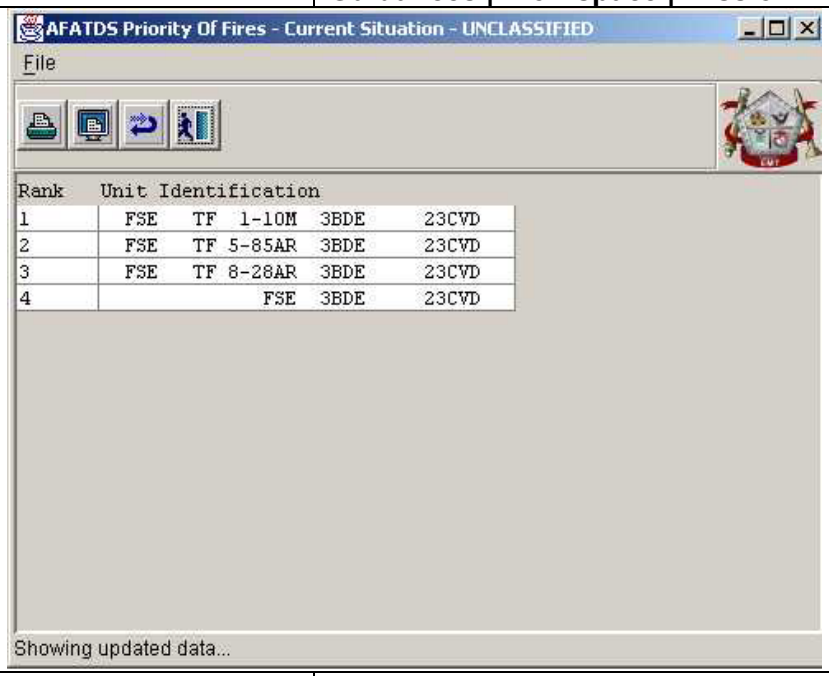
Guidances		
Step	**Action**	**Result/Explanation**
Function: This Procedure defines the steps for using the Effects Management Tools (EMT) to find information on Current Situation Guidances.		
1.	On the **Main Menu Bar** select **Fire Support | Guidances**.	The operator is presented with a series of Guidance options to select from: High Value Targets Priority of Fires Target Management Matrix TAI Mission Cutoff Prioritization Target Selection Standards On Call Precedence
2.	These reports are **VIEW ONLY** and **Cannot be modified** and display **ONLY** Current Situation guidances. Planned guidances are **NOT** available.	**NOTE:** In each of the Guidance windows, clicking on the column heading causes that column to sort in descending order (0 – Z).
3.	The **Guidances** toolbar contains the following buttons:	**NOTE:** The toolbar is the same for each of the Guidance options.
a.	Click on the button to print the contents of the applicable **Guidances** window.	The contents of the applicable **Guidances** window are sent to the designated printer.
b.	Click on the button to print preview the contents of the applicable **Guidances** window.	The contents of the applicable **Guidances** window are presented to the operator in a print preview format.
c.	Click on the button to copy the contents of the applicable **Guidances** window to one of three data types: 1) **as Image**, 2) **as HTML**, or 3) **as Text**.	The operator is presented with a **Copy data as** window that allows the operator to choose which data type to copy the contents of the applicable **Guidances** window.
d.	Click on the button to refresh the contents of the applicable **Guidances** window.	The applicable **Guidances** window refreshes.
e.	Click on the button to close the applicable **Guidances** window.	The applicable **Guidances** window closes.
4.	**3024.1 High Value Targets**	**NOTE:** This information is derived from AFATDS under **Guidances | Workspace | High Value Target (HVT) List**.

Guidances		
Step	**Action**	**Result/Explanation**



Category	Effects	Percent	When	Value
C3	Neutralize	10	As Required	100
Fire Support	Neutralize	10	As Required	100
Maneuver	Neutralize	10	As Required	100
ADA	Neutralize	10	As Required	100
Engineer	Neutralize	10	As Required	50
RSTA	Suppress	3	As Required	100
REC	Suppress	3	As Required	50
Nuc Chemical	Neutralize	10	As Required	50
POL	Destroy	30	As Required	50
Ammunition	Destroy	30	As Required	50
Maintenance	Suppress	3	As Required	50
Lift	Suppress	3	As Required	50
LOC	Suppress	3	As Required	50

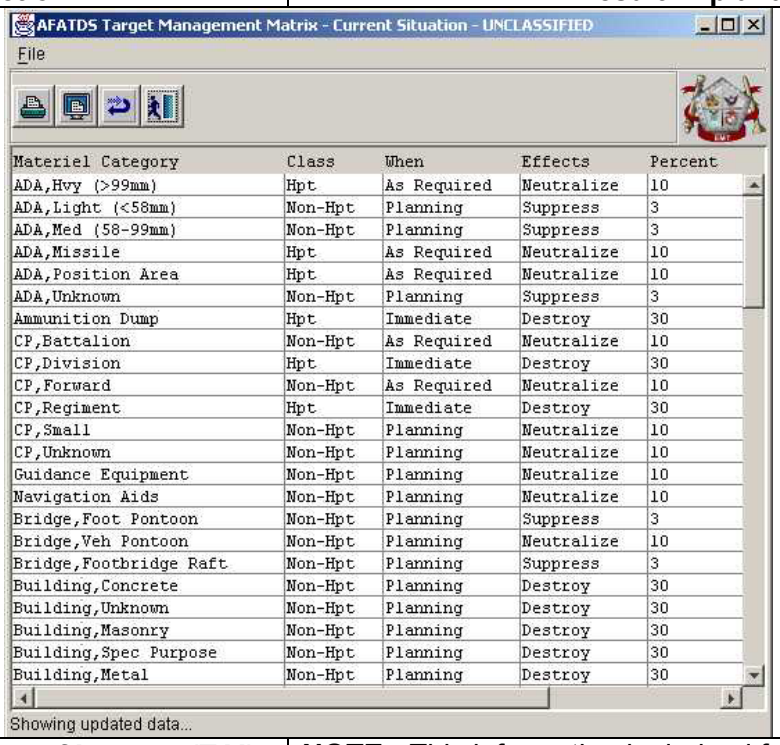
5.	**3024.2 Priority Of Fires**	**NOTE:** This information is derived from AFATDS under **Guidances | Workspace | Mission Prioritization**.



Rank	Unit Identification				
1	FSE	TF	1-10M	3BDE	23CVD
2	FSE	TF	5-85AR	3BDE	23CVD
3	FSE	TF	8-28AR	3BDE	23CVD
4			FSE	3BDE	23CVD

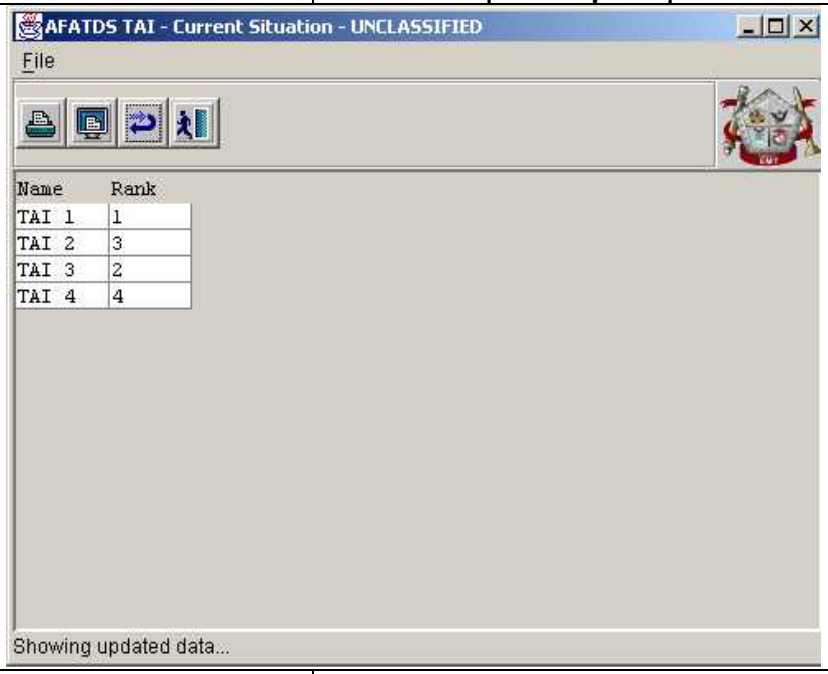
6.	**3024.3 Target Management Matrix (TMM)**	**NOTE:** This information is derived from AFATDS under **Guidances | Workspace | TMM High Payoff Targets**.

Guidances		
Step	**Action**	**Result/Explanation**



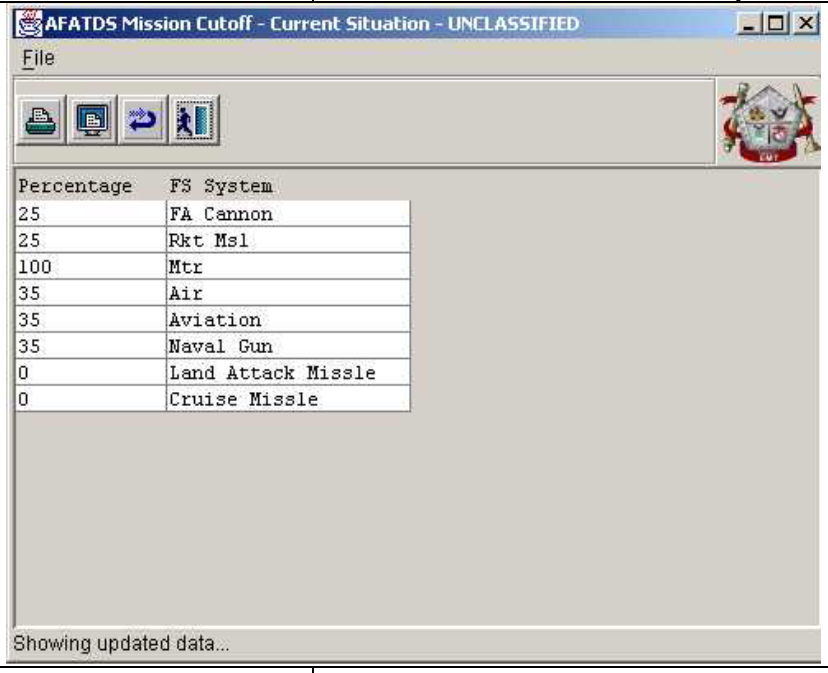
Materiel Category	Class	When	Effects	Percent
ADA,Hvy (>99mm)	Hpt	As Required	Neutralize	10
ADA,Light (<58mm)	Non-Hpt	Planning	Suppress	3
ADA,Med (58-99mm)	Non-Hpt	Planning	Suppress	3
ADA,Missile	Hpt	As Required	Neutralize	10
ADA,Position Area	Hpt	As Required	Neutralize	10
ADA,Unknown	Non-Hpt	Planning	Suppress	3
Ammunition Dump	Hpt	Immediate	Destroy	30
CP,Battalion	Non-Hpt	As Required	Neutralize	10
CP,Division	Hpt	Immediate	Destroy	30
CP,Forward	Non-Hpt	As Required	Neutralize	10
CP,Regiment	Hpt	Immediate	Destroy	30
CP,Small	Non-Hpt	Planning	Neutralize	10
CP,Unknown	Non-Hpt	Planning	Neutralize	10
Guidance Equipment	Non-Hpt	Planning	Neutralize	10
Navigation Aids	Non-Hpt	Planning	Neutralize	10
Bridge,Foot Pontoon	Non-Hpt	Planning	Suppress	3
Bridge,Veh Pontoon	Non-Hpt	Planning	Neutralize	10
Bridge,Footbridge Raft	Non-Hpt	Planning	Suppress	3
Building,Concrete	Non-Hpt	Planning	Destroy	30
Building,Unknown	Non-Hpt	Planning	Destroy	30
Building,Masonry	Non-Hpt	Planning	Destroy	30
Building,Spec Purpose	Non-Hpt	Planning	Destroy	30
Building,Metal	Non-Hpt	Planning	Destroy	30

7.	**3024.4 Targeted Area of Interest (TAI)**	**NOTE:** This information is derived from AFATDS under **Guidances | Workspace | Mission Prioritization**.



Name	Rank
TAI 1	1
TAI 2	3
TAI 3	2
TAI 4	4

8.	**3024.5 Mission Cutoff**	**NOTE:** This information is derived from AFATDS under **Guidances | Workspace | Mission Prioritization**.

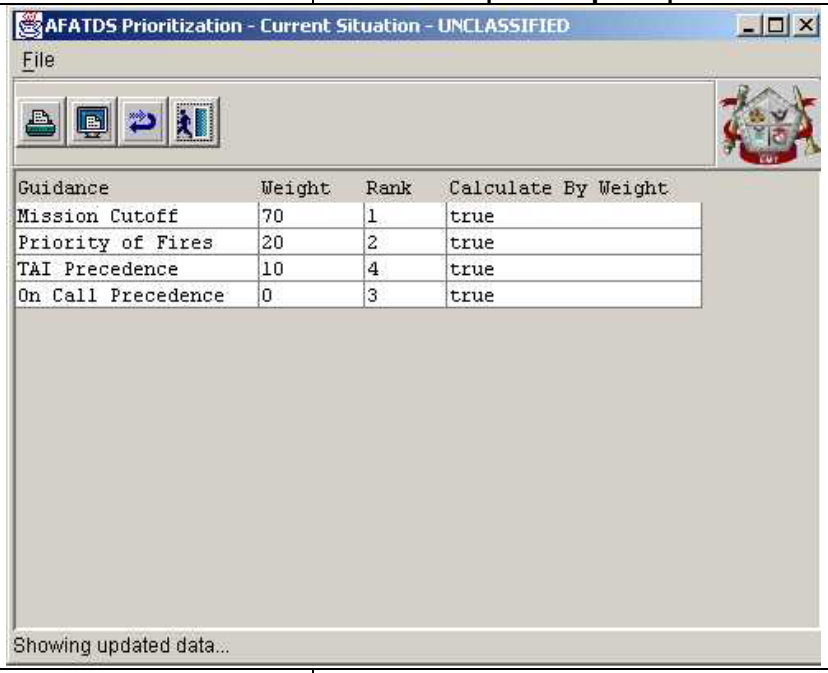
Guidances		
Step	**Action**	**Result/Explanation**
		

AFATDS Mission Cutoff - Current Situation - UNCLASSIFIED

File

Percentage	FS System
25	FA Cannon
25	Rkt Msl
100	Mtr
35	Air
35	Aviation
35	Naval Gun
0	Land Attack Missle
0	Cruise Missle

Showing updated data...

9.	**3024.6 Prioritization**	**NOTE:** This information is derived from AFATDS under **Guidances | Workspace | Mission Prioritization**.
		

AFATDS Prioritization - Current Situation - UNCLASSIFIED

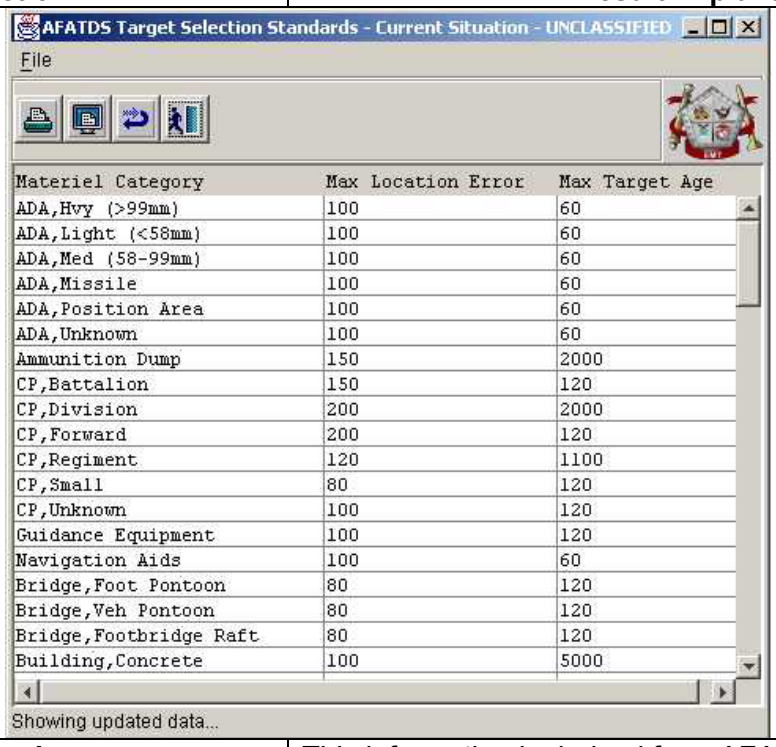
File

Guidance	Weight	Rank	Calculate By Weight
Mission Cutoff	70	1	true
Priority of Fires	20	2	true
TAI Precedence	10	4	true
On Call Precedence	0	3	true

Showing updated data...

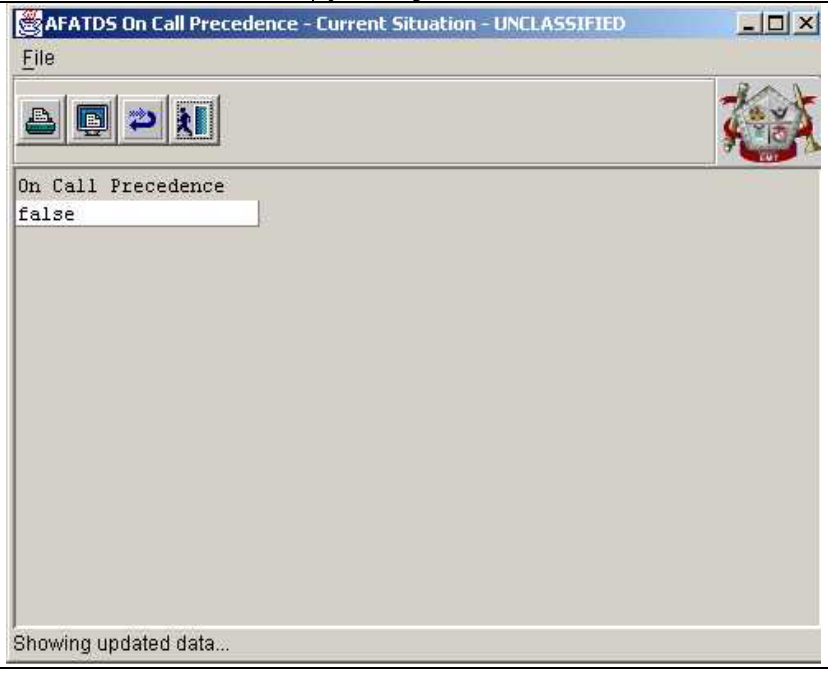
10.	**3024.7 Target Selection Standards (TSS)**	**NOTE:** This information is derived from AFATDS under **Guidances | Workspace | Target Selection Standards**.

Guidances		
Step	**Action**	**Result/Explanation**

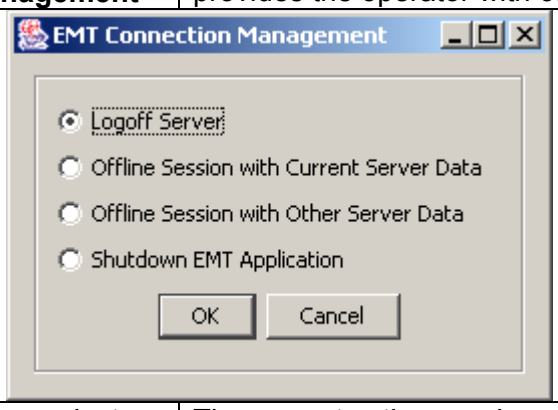
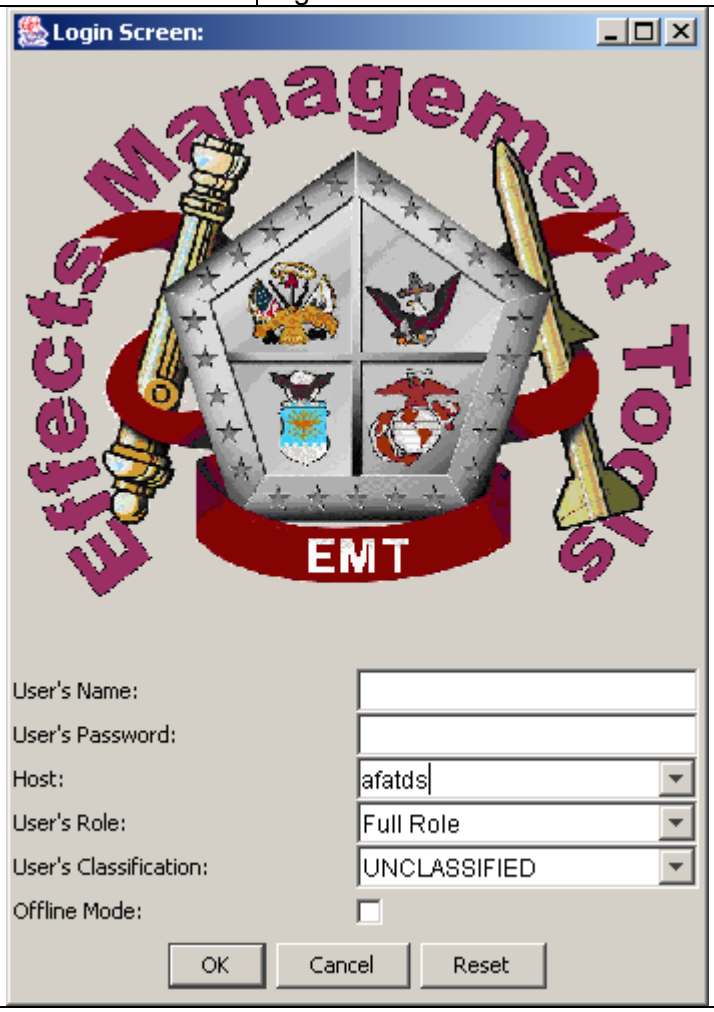


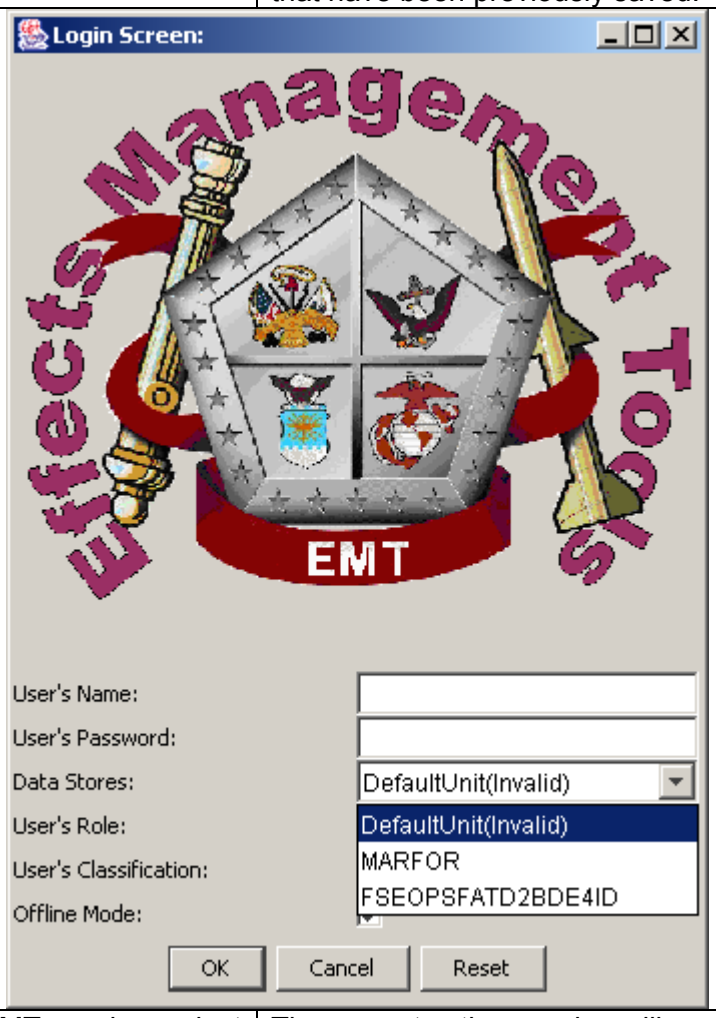
Materiel Category	Max Location Error	Max Target Age
ADA,Hvy (>99mm)	100	60
ADA,Light (<58mm)	100	60
ADA,Med (58-99mm)	100	60
ADA,Missile	100	60
ADA,Position Area	100	60
ADA,Unknown	100	60
Ammunition Dump	150	2000
CP,Battalion	150	120
CP,Division	200	2000
CP,Forward	200	120
CP,Regiment	120	1100
CP,Small	80	120
CP,Unknown	100	120
Guidance Equipment	100	120
Navigation Aids	100	60
Bridge,Foot Pontoon	80	120
Bridge,Veh Pontoon	80	120
Bridge,Footbridge Raft	80	120
Building,Concrete	100	5000

11.	**3024.8 On Call Precedence**	This information is derived from AFATDS under **Guidances | Workspace | Mission Prioritization**. **NOTE:** False indicates the checkbox for **On-Call Targets have higher priority** is not checked. True indicates the **On-Call Targets have higher priority** checkbox is checked.



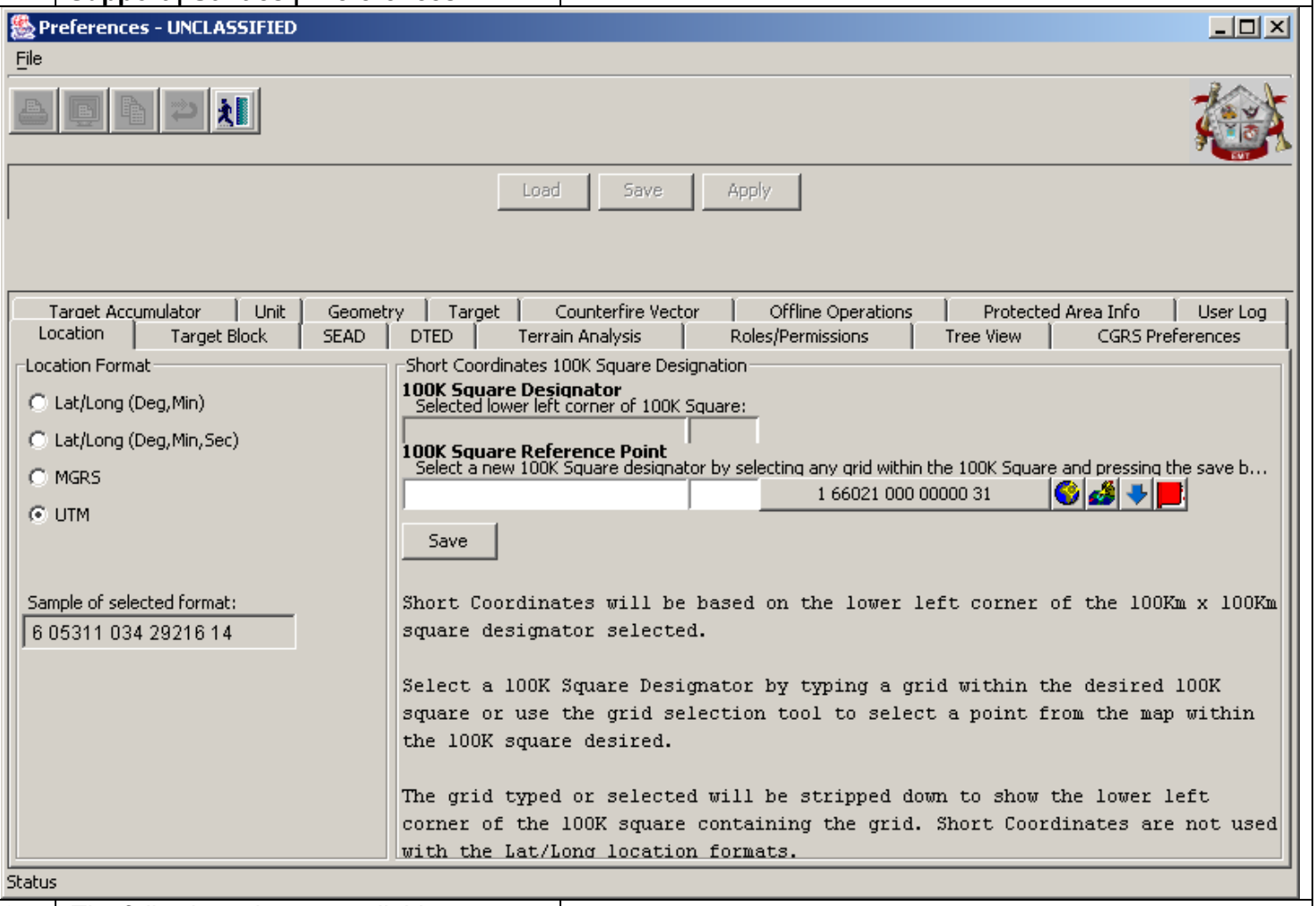
3025. Connection Management

Connection Management		
Step	**Action**	**Result/Explanation**
Function: This Procedure defines the steps for using the Effects Management Tools (EMT) Connection Management features.		
1.	From the **Main Menu Bar** select **Fire Support | Connection Management**	The **EMT Connection Management** window opens and provides the operator with connection options.
		
2.	To logoff the AFATDS Server select the **Logoff Server** radio button and click the **OK** button.	The current active session will cease and the current database information will be saved and the **Login Screen** will appear and provide the operator the opportunity to either logon to another server or work offline.
		

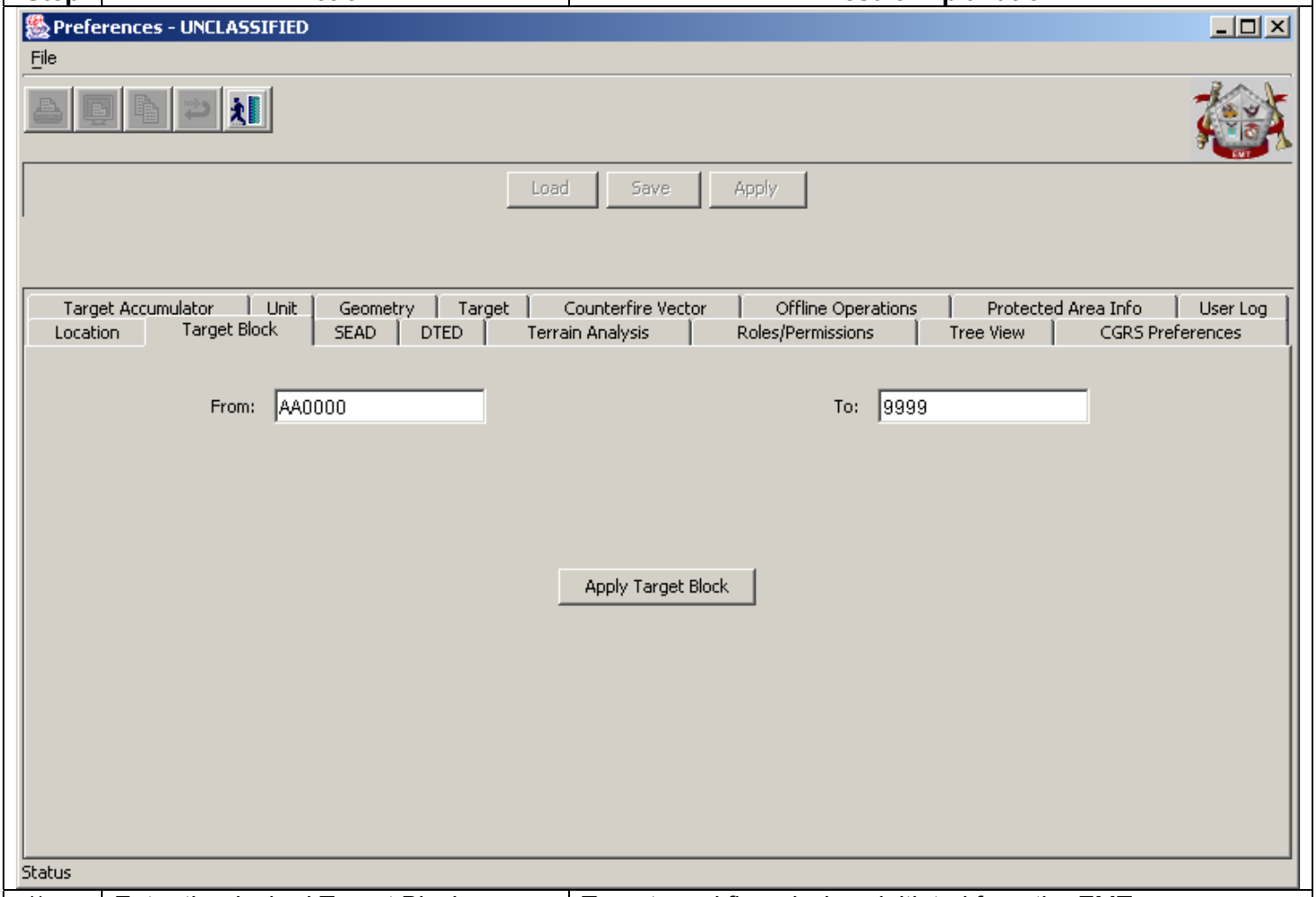
Connection Management		
Step	**Action**	**Result/Explanation**
3.	To logoff the AFATDS Server and begin an **Offline** session select on of the two **Offline** session options: 1) **Offline Session with Current Server Data** or 2) **Offline Session with Other Server Data**.	The current active session will cease and the current database information will be saved and the **Login Screen** will appear and provide the operator the opportunity to select either the Currently saved database, if the **Offline Session with Current Server Data** option was selected or if the **Offline Session with Other Server Data** option was selected, the operator will be provided with database options that have been previously saved.
		
4.	To end the current EMT session, select the **Shutdown EMT Application** option.	The current active session will cease and the current database information will be saved and the EMT Application will shutdown.

3026. User Preferences

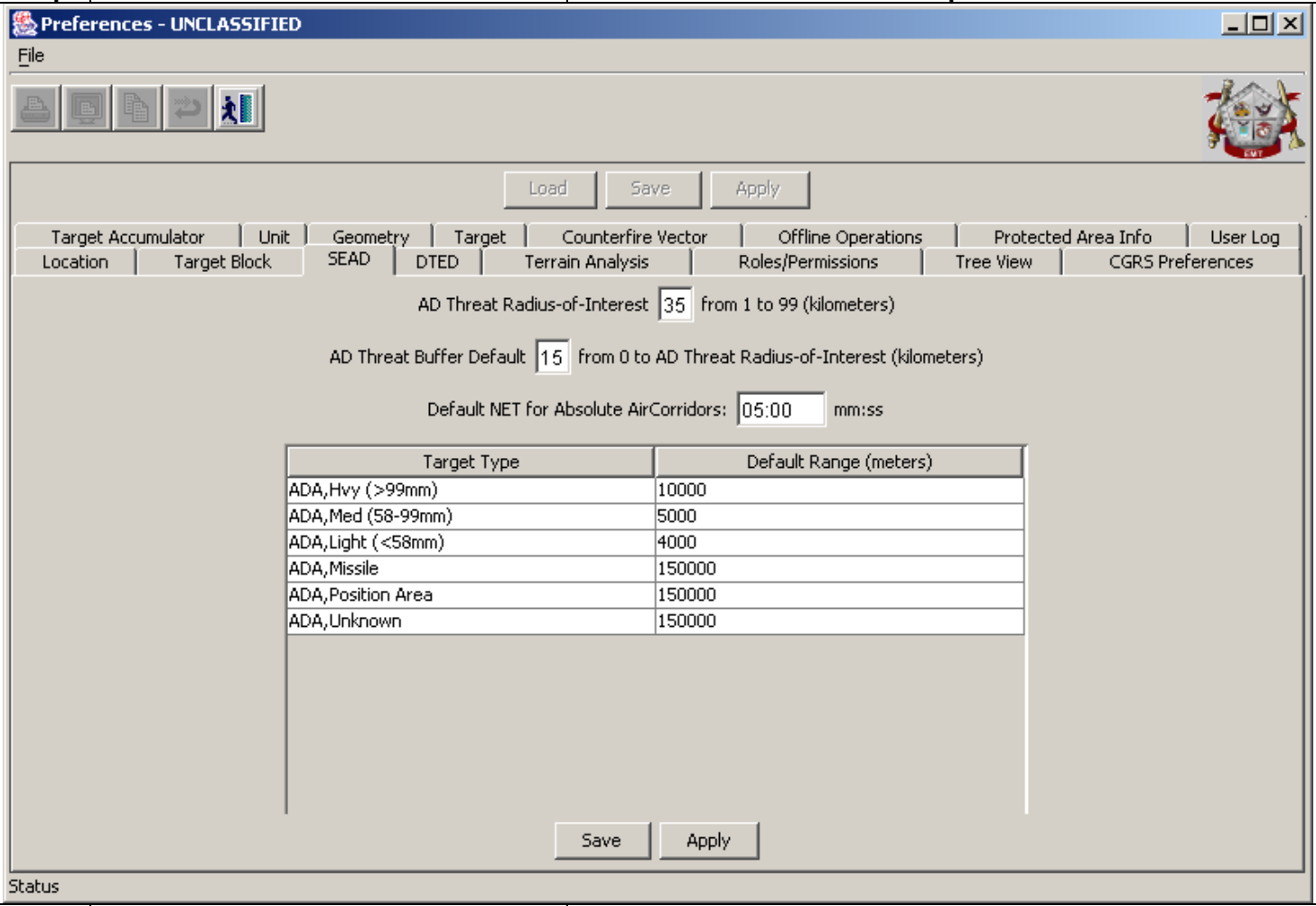
User Preferences		
Step	**Action**	**Result/Explanation**
Function: This window allows the client operator to establish user preferences.		
5.	From the **Main Menu Bar** select **Fire Support | Utilities | Preferences…**	The **Preferences** window displays.



6.	*The following tabs are available:*	
a.	Location **NOTE:** To use one of the four **Location Field Features** (, , ,) refer to **Section 3009**. For **Lat/Long** Coordinate format rules see **Appendix A**.	Allows the operator to change the grid coordinates to be displayed in **LAT/LONG (Deg, Min), LAT/LONG (Deg, Min, Sec)**, **MGRS**, or **UTM** format. This also allows the definition of a grid location. This location defines the 100,000m square in which the grid plots as the "map mod." Short coordinates entered in any client window are defaulted to a location inside the map mod.
b.	**Target Block**	Assigns a block of target numbers.

User Preferences		
Step	**Action**	**Result/Explanation**
		
1)	Enter the desired Target Block numbering sequence. Click the **Apply Target Block** button for target block to become active.	Targets and fire missions initiated from the EMT are numbered using the next available number from this block.
c.	**SEAD**	Allows the operator to set the parameters in which to have a SEAD plan established when initiating the SEAD functionality from **Fire Support | Build SEAD Worksheet**.

User Preferences		
Step	**Action**	**Result/Explanation**

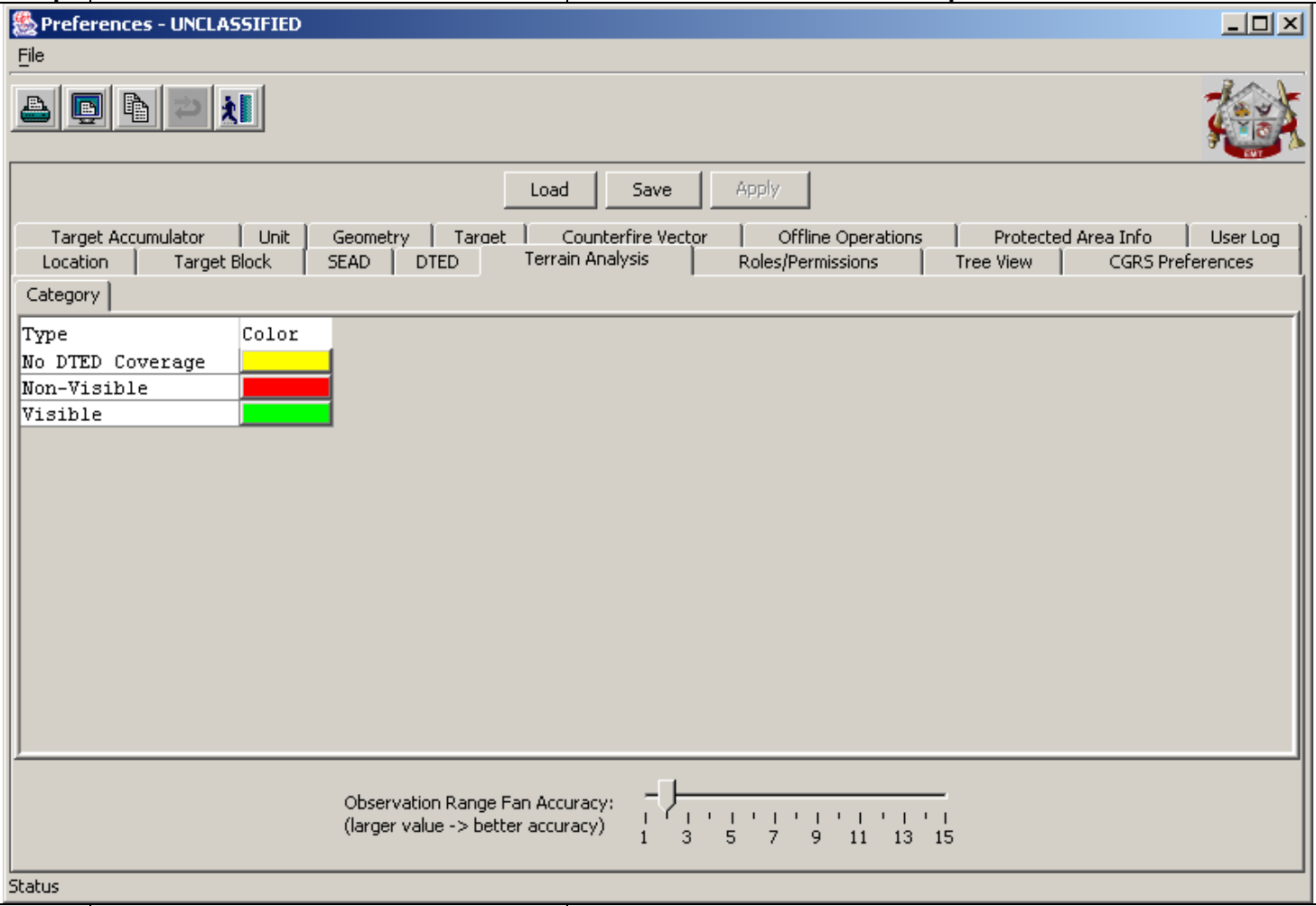


d.	**DTED**	Allows the operator to set the location of DTED map data for retrieving altitude data when choosing a location from the map.

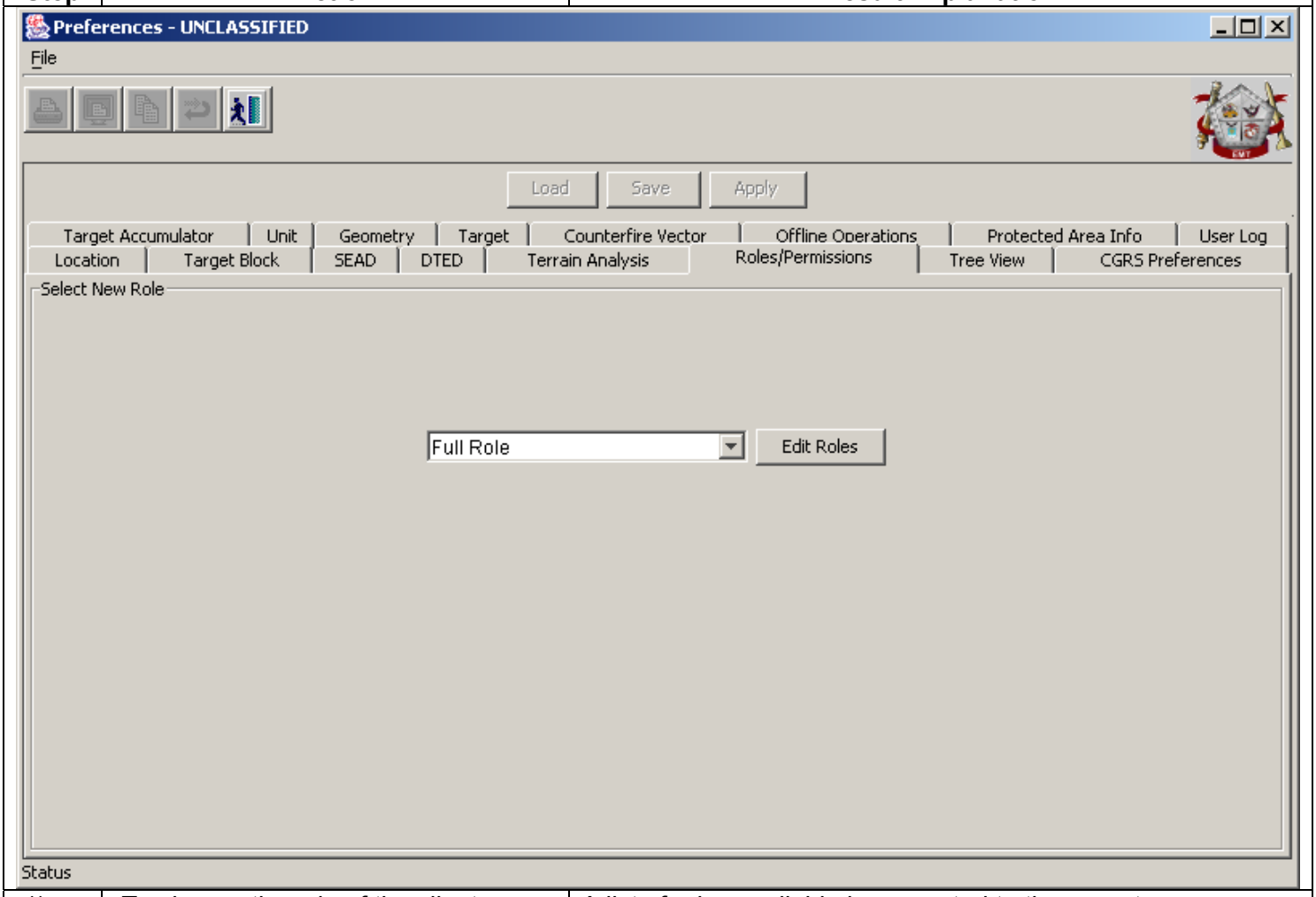
User Preferences		
Step	**Action**	**Result/Explanation**
1)	Click the **Add** button, the **Select Path** window opens and allows the operator to drill down to the location of the DTED data.	**NOTE:** The DTED data is not required to be loaded on the harddrive of the user workstation; the DTED data can be retrieved from a CDROM placed in an active CDROM drive.

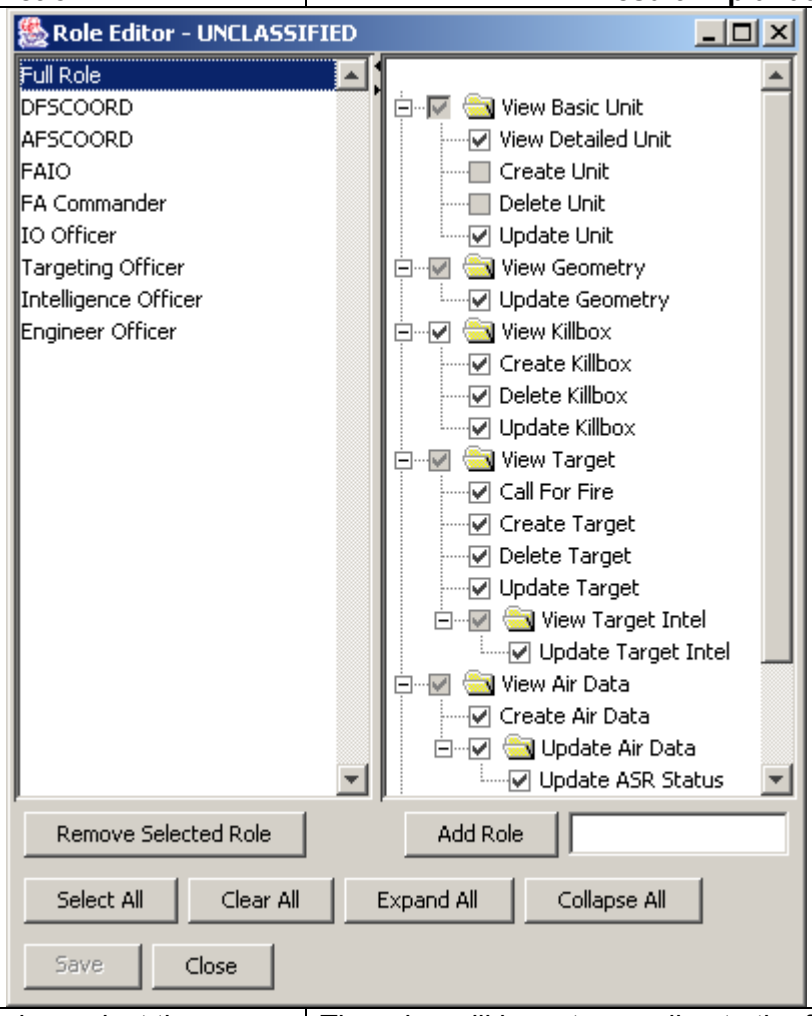
User Preferences		
Step	**Action**	**Result/Explanation**
2)	Drill down to the location of the DTED map data information, and then select the **select path** button.	The **select path** window closes and the path to the DTED data is displayed in the window area of the DTED tab of the **Preferences** window.
e.	**Terrain Analysis**	Allows the operator to set the color and accuracy of the **Observation Range Fan Terrain Analysis** functionality.

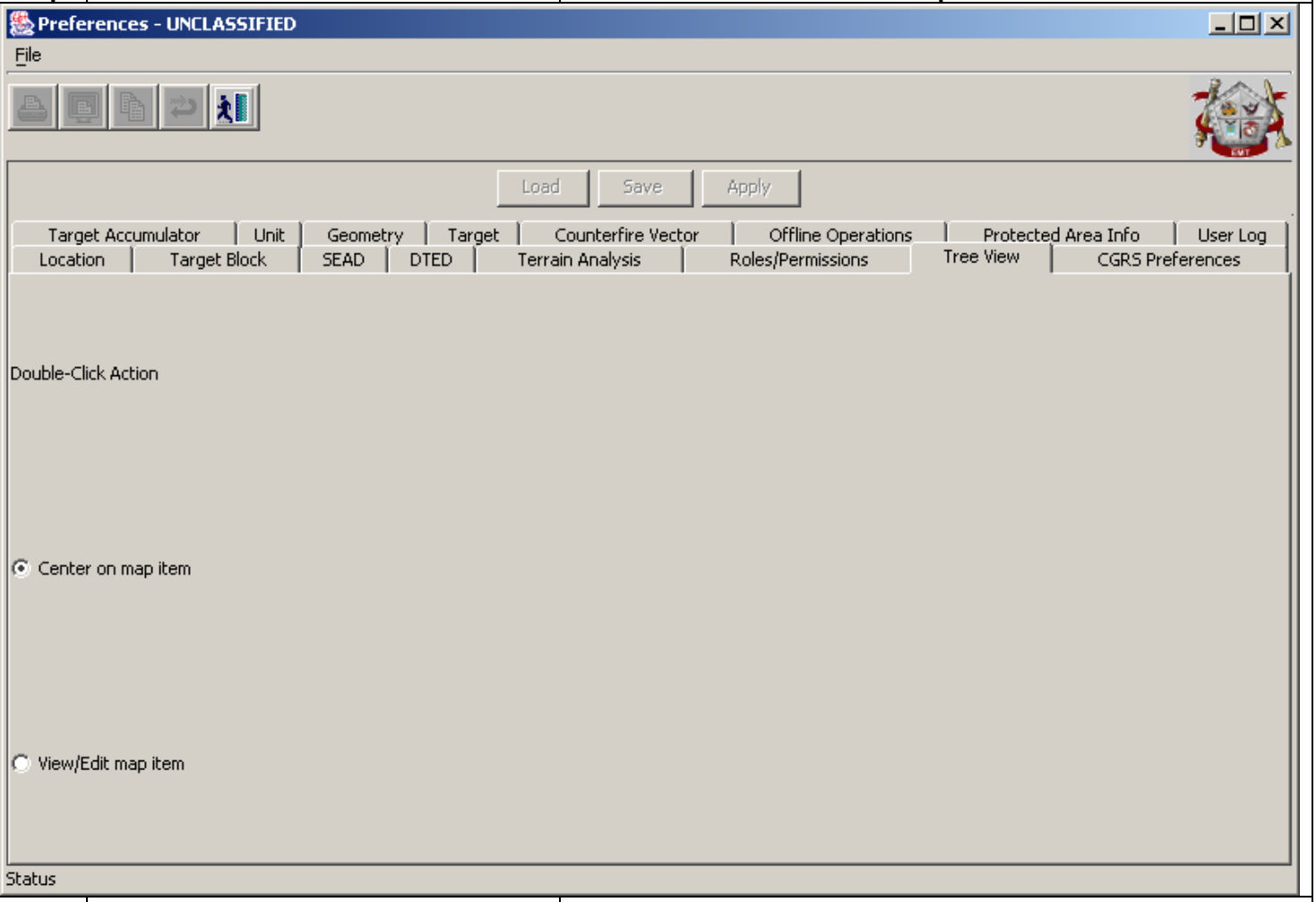
User Preferences		
Step	**Action**	**Result/Explanation**



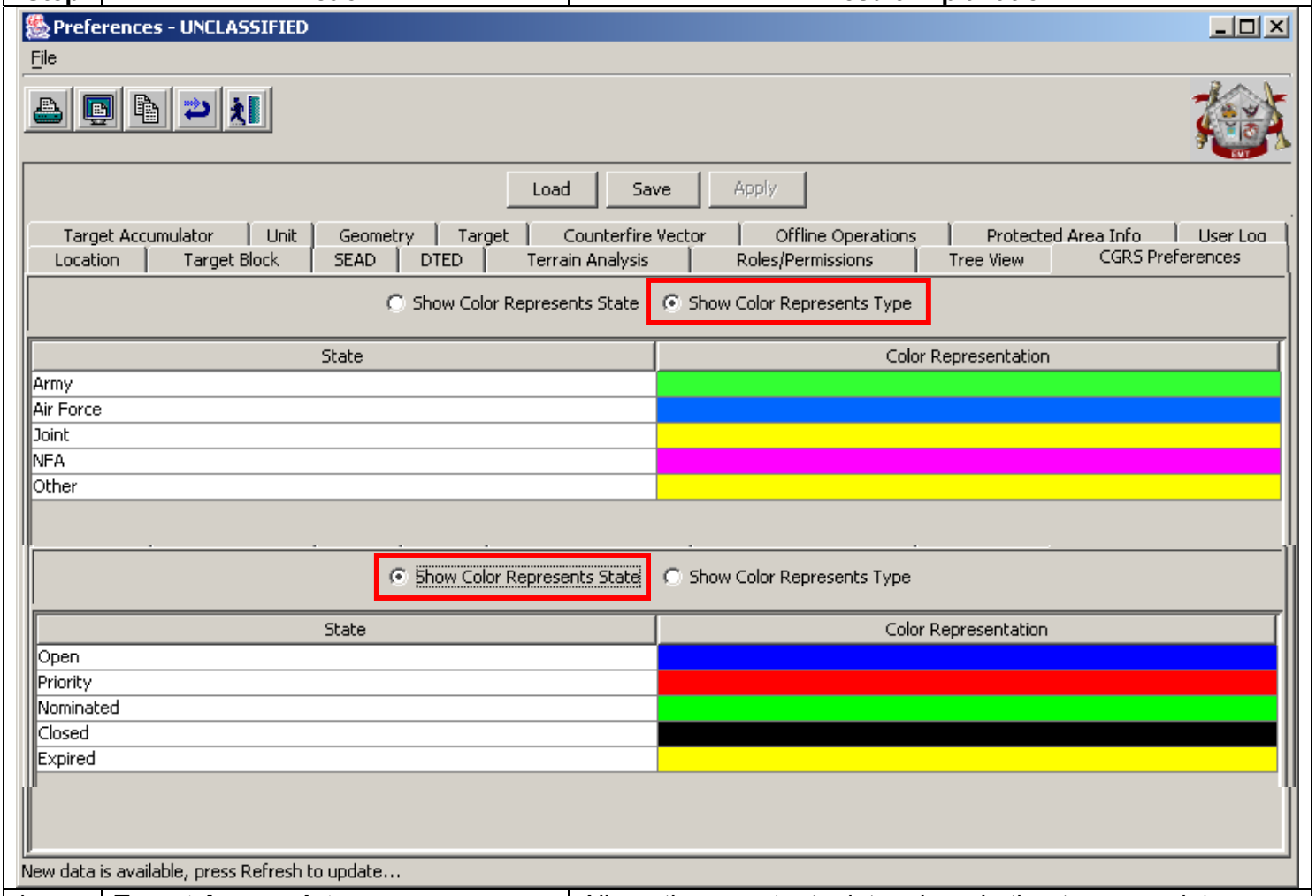
f.	**Roles/Permissions**	Allows the operator to set specific functionality to be available for a specific role selected.

User Preferences		
Step	**Action**	**Result/Explanation**
		
1)	To change the role of the client, select the down arrow to the right of the role field and choose the desired role.	A list of roles available is presented to the operator.
2)	To edit the functionality of a specific role or to create a role, click the **Edit Roles** button.	The **Edit Roles** window opens and provides the operator with the capability to create, edit, and/or delete roles.

User Preferences		
Step	**Action**	**Result/Explanation**
		
3)	From the left window select the desired role to edit. From the right side select or deselect the desired functionality for that particular role. To add a new role, enter the new role name in the field provided and click the **Add Role** button. Give the new role the desired functionality from the right side functionality list. When finished click the **Save** button.	The roles will be set according to the functionality chosen for each given role.
g.	**Tree View**	Allows the operator to select whether a double-click action centers a unit on the map or opens the **View/Edit** window

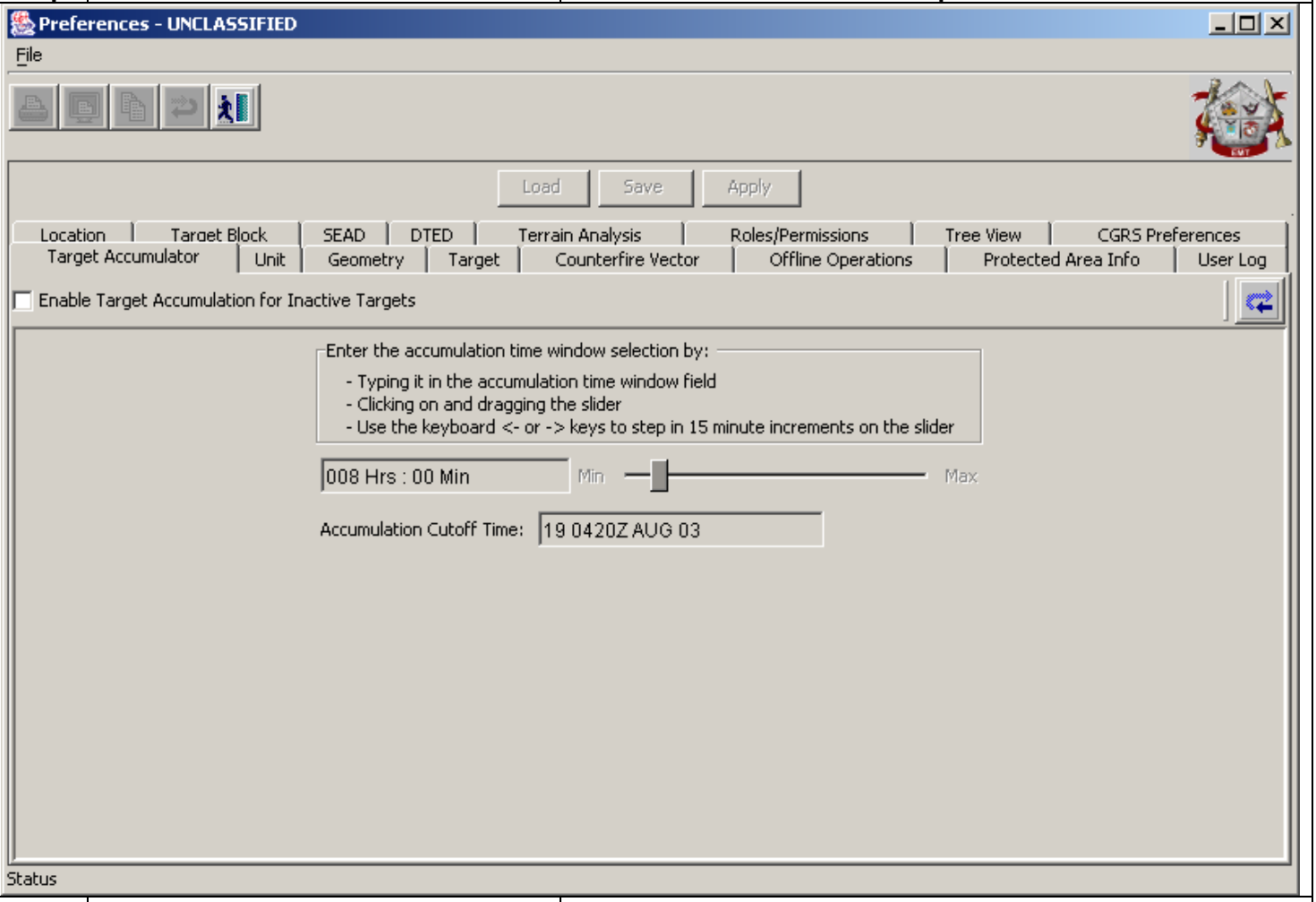
User Preferences		
Step	**Action**	**Result/Explanation**
		
h.	**CGRS Preferences**	Allows the operator to establish color preferences for the **CGRS** Killboxes based upon Current State (**Open**, **Priority**, **Nominated**, **Closed**, or **Expired**) or Service ownership (**Army**, **Air Force**, **Joint**, **NFA**, **Other**). To change the color; double-click on the desired line corresponding to the State or Service selected for change. Select the desired color from the color palette.

User Preferences		
Step	**Action**	**Result/Explanation**



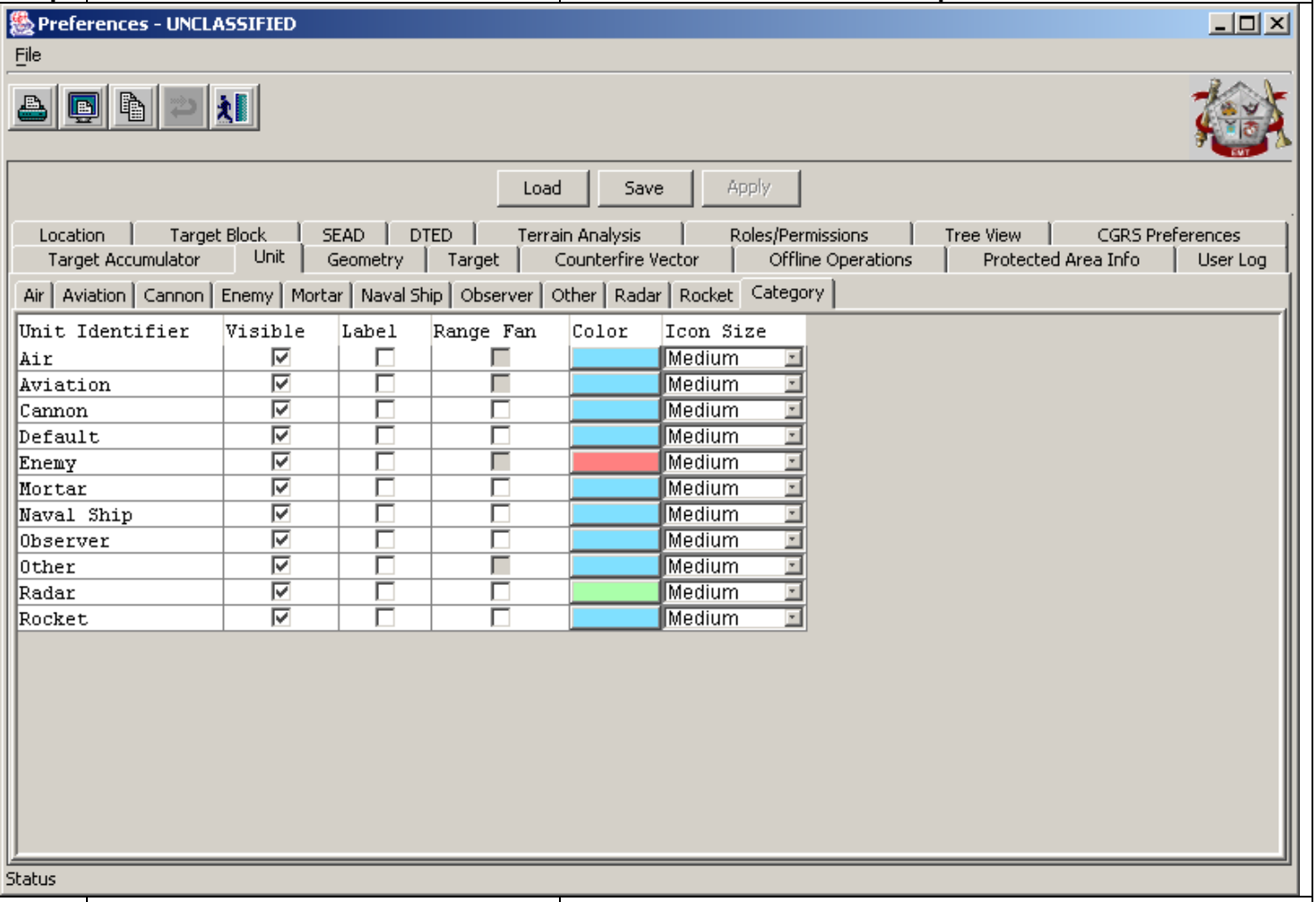
i.	**Target Accumulator**	Allows the operator to determine whether to accumulate Inactive targets for further tracking/use or allow them to delete. If the operator enables the accumulator, Inactive targets are accumulated and made available based upon the selection of the Accumulation Cutoff Time.

User Preferences		
Step	**Action**	**Result/Explanation**



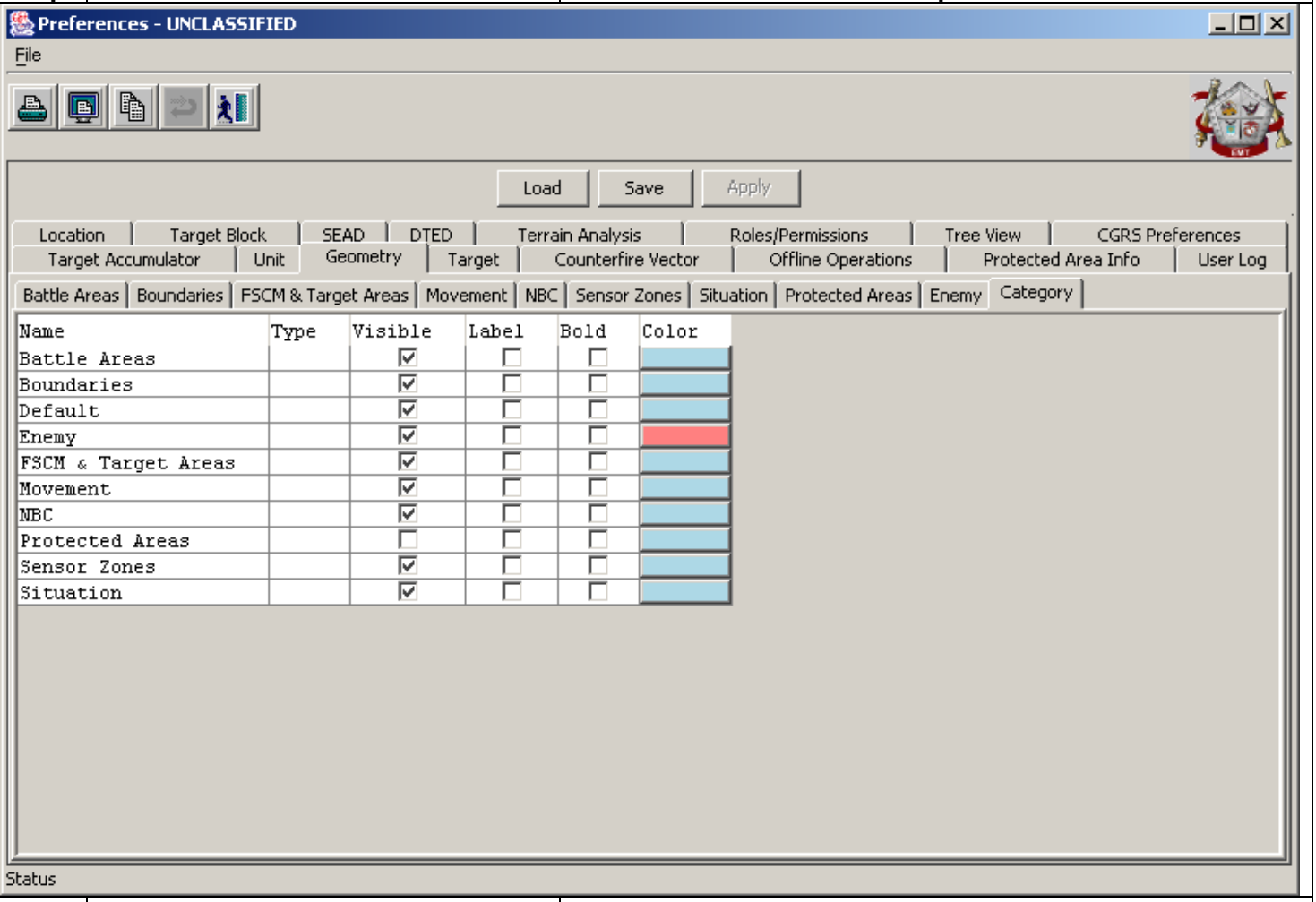
1)	To enable the Target Accumulator, click the checkbox next to the **Enable Target Accumulation for Inactive Targets**.	
2)	Enter the desired accumulation time.	The accumulation time can be set one of three ways: • Entering the Hours:Min in the window area provided. • Use the slide bar. Click and drag the slider bar. • Use the keyboard < or > keys to step the accumulator in 15-minute increments.
j.	**Unit**	Lists the different Units that are available for viewing. Provides the editable options: **Visible**, **Label**, **Range Fan**, **Color**, and **Icon Size**.

User Preferences		
Step	**Action**	**Result/Explanation**



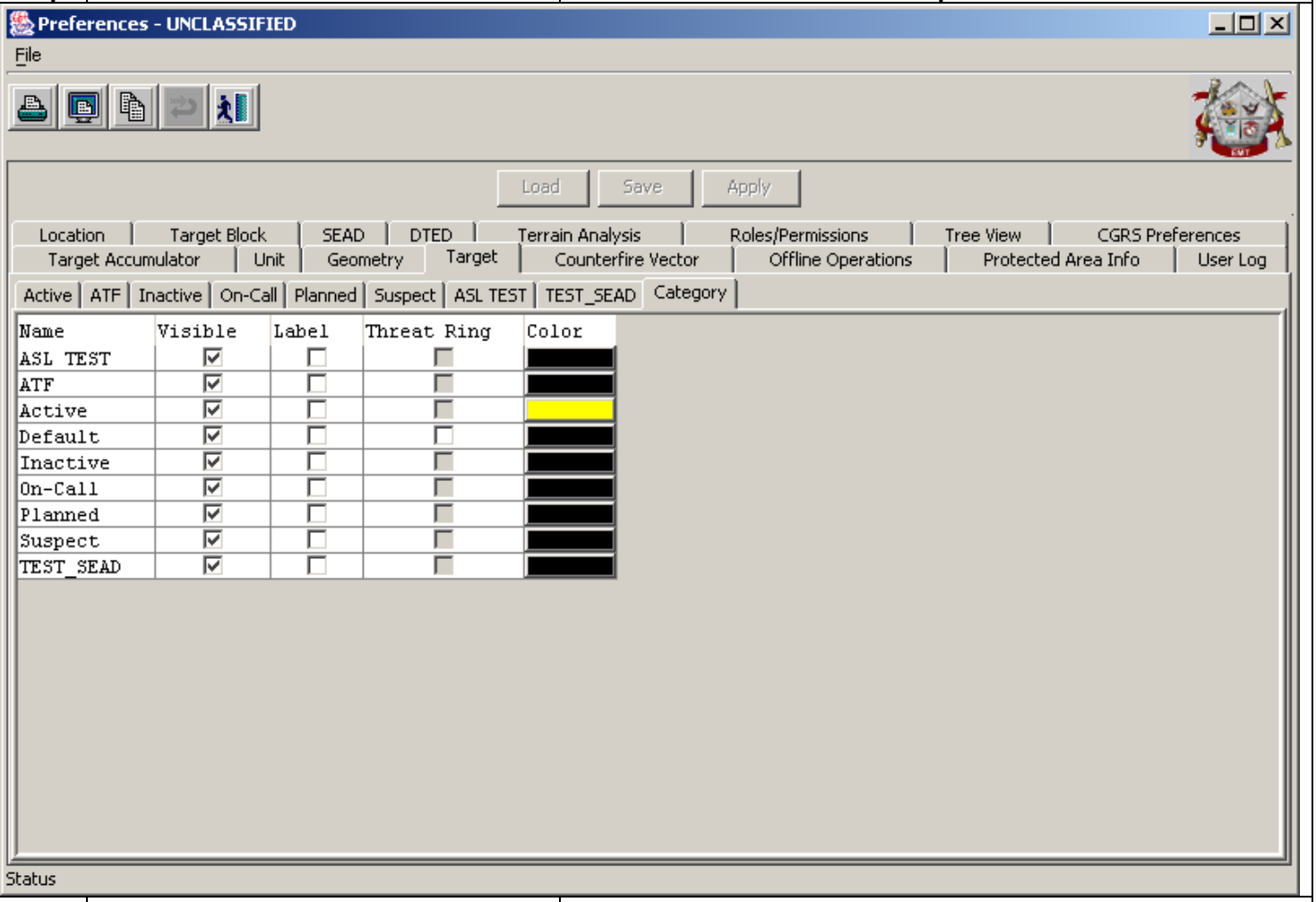
1)	Select the desired tab for units within a category or select the **Category** tab to edit categories.	Click the **Apply** button for changes to take effect. **NOTE:** The changes will only apply to the current session. For changes to apply to all subsequent sessions the **Save** button must be depressed and the session changes saved.
k.	**Geometry**	Lists the different Geometries that are available for viewing. Provides the editable options: **Visible**, **Label**, **Bold**, and **Color**.

User Preferences		
Step	**Action**	**Result/Explanation**



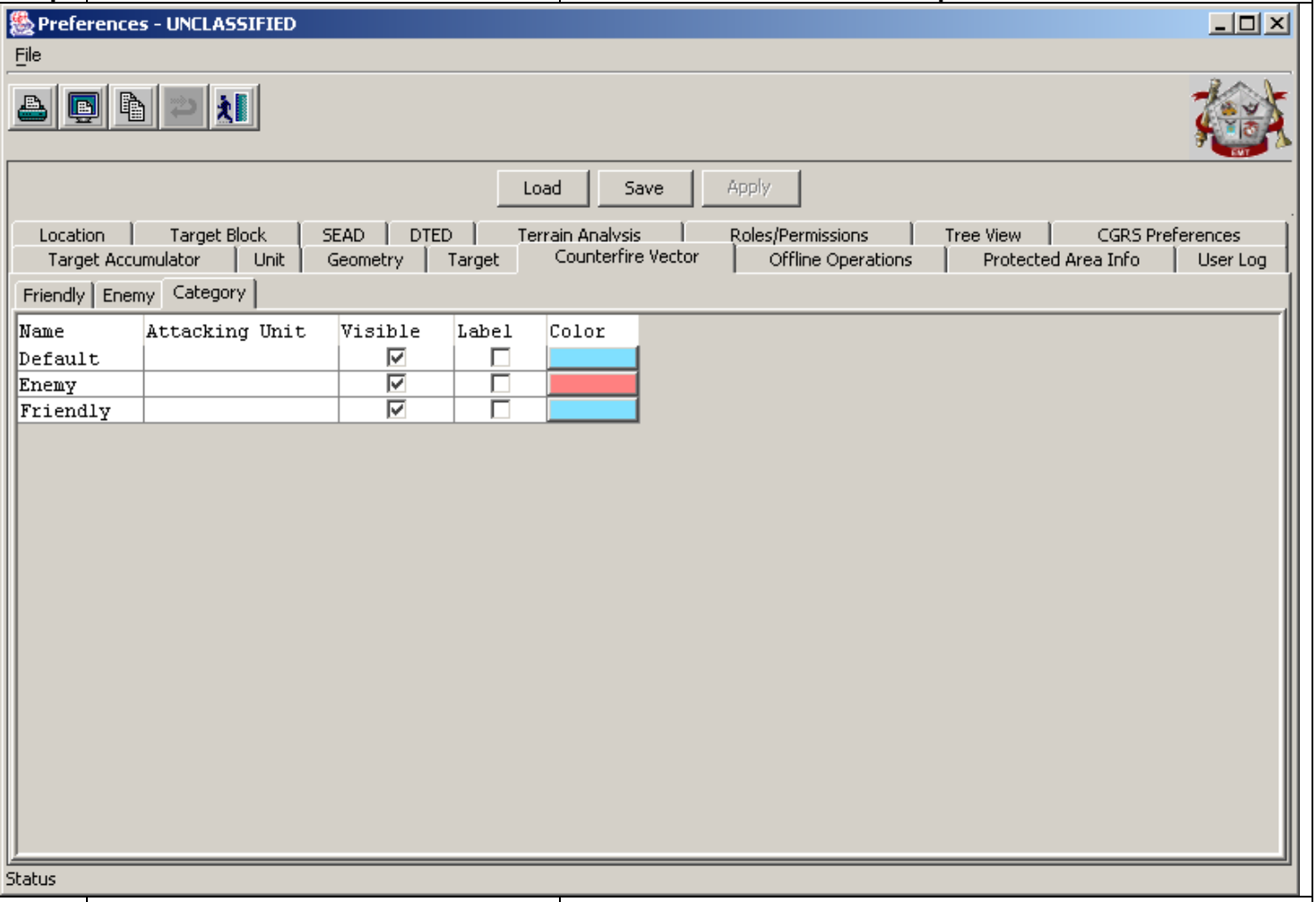
1)	Select the desired tab for geometries within a category or select the **Category** tab to edit categories.	Click the **Apply** button for changes to take effect. **NOTE:** The changes will only apply to the current session. For changes to apply to all subsequent sessions the **Save** button must be depressed and the session changes saved.
I.	**Target**	Lists the different Targets. Provides the editable options: **Visible**, **Label**, and **Color**.

User Preferences		
Step	**Action**	**Result/Explanation**



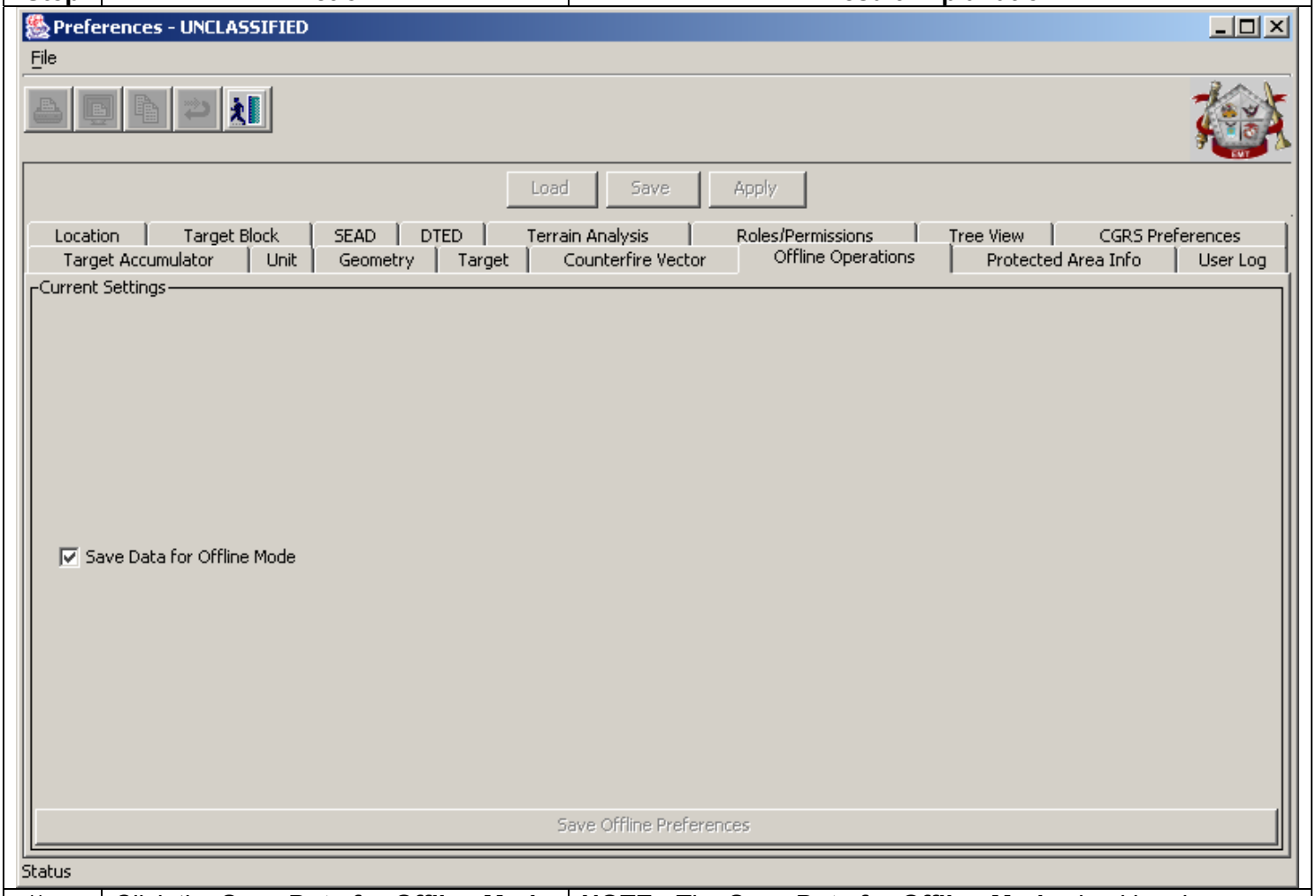
1)	Select the **Targets** tab or select the **Category** tab to edit categories.	Click the **Apply** button for changes to take effect. **NOTE:** The changes will only apply to the current session. For changes to apply to all subsequent sessions the **Save** button must be depressed and the session changes saved.
m.	**Counterfire Vector**	Allows the operator to set the preferences for displaying Counterfire Vectors.

User Preferences		
Step	**Action**	**Result/Explanation**

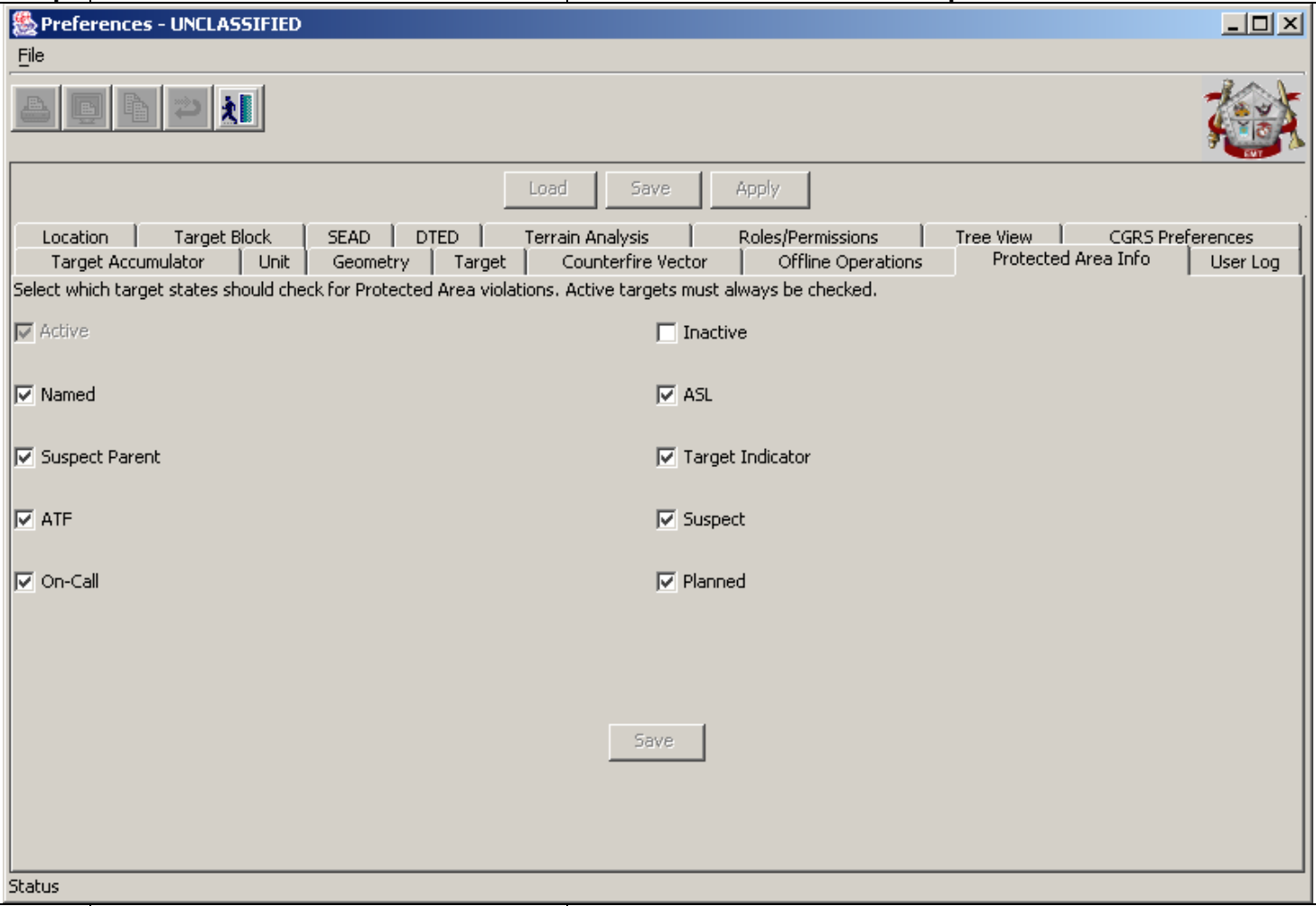


1)	Select the **Friendly** or **Enemy** tabs to edit a specific Counterfire Vector or select the **Category** tab to edit categories.	Click the **Apply** button for changes to take effect. **NOTE:** The changes will only apply to the current session. For changes to apply to all subsequent sessions the **Save** button must be depressed and the session changes saved.
n.	**Offline Operations**	Allows the operator to set preferences for **Offline Operations**.

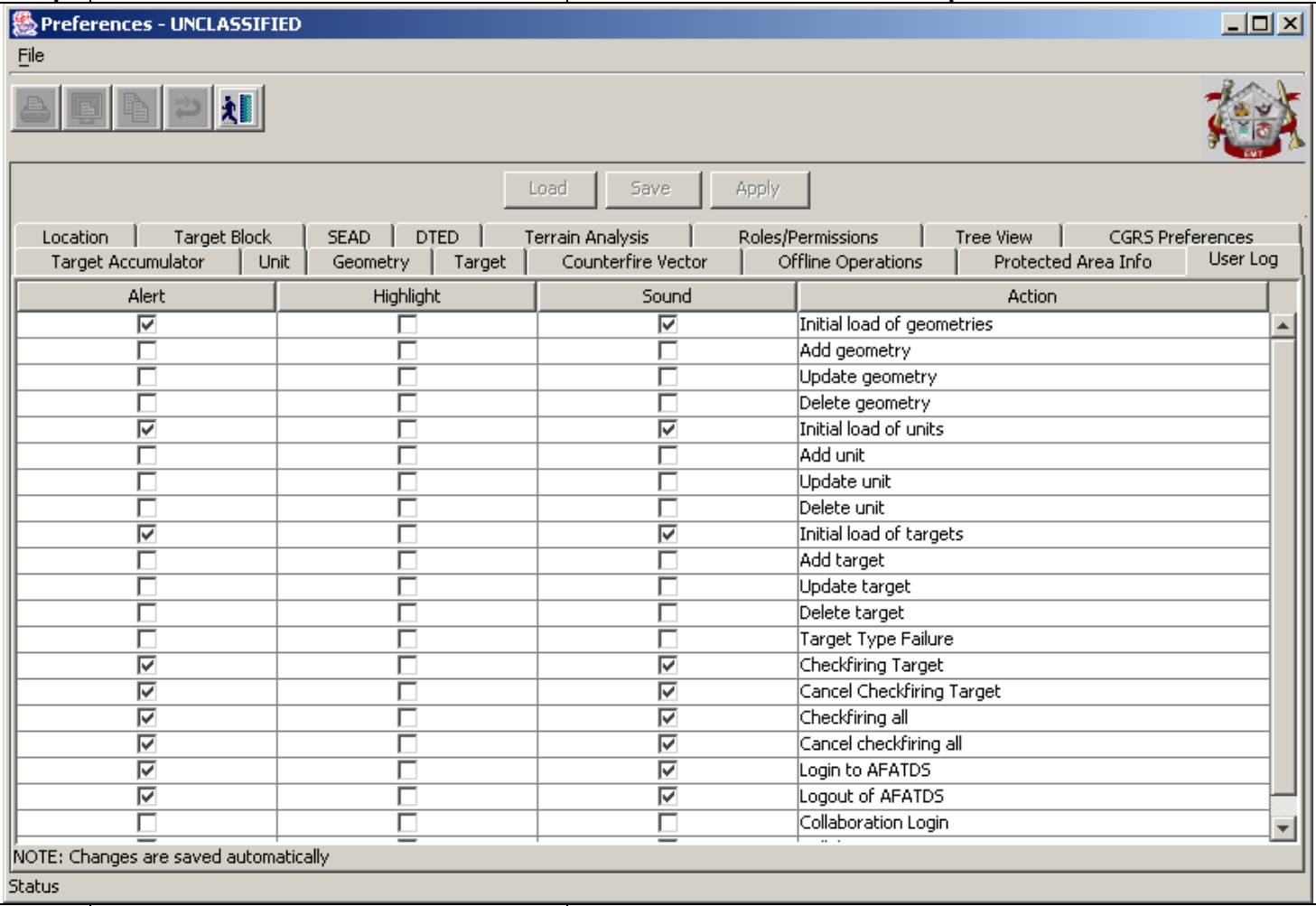
User Preferences		
Step	**Action**	**Result/Explanation**



1)	Click the **Save Data for Offline Mode** checkbox to enable the saving of data for later use in the Offline mode.	**NOTE:** The **Save Data for Offline Mode** checkbox is checked by default.
o.	**Protected Area Information**	Allows the operator to establish which target states would be checked against **Protected Areas** for conflicts.

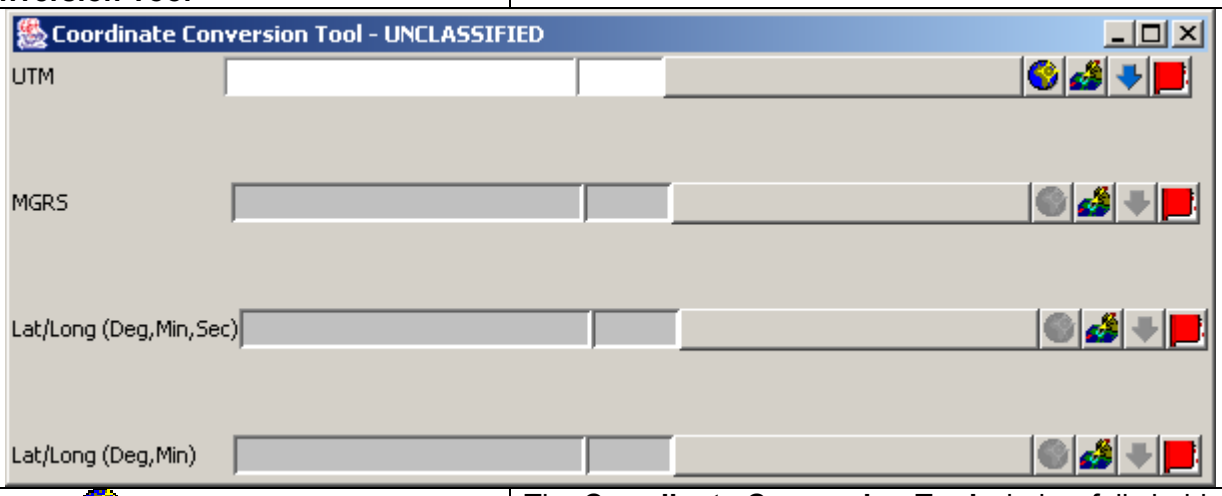
User Preferences		
Step	**Action**	**Result/Explanation**
		
p.	**User Log**	Allows the operator to set **Visual** and **Sound Alerts** preferences for actions within the EMT Client. Visual Alerts are displayed in the lower right-hand corner of the display.

User Preferences		
Step	**Action**	**Result/Explanation**

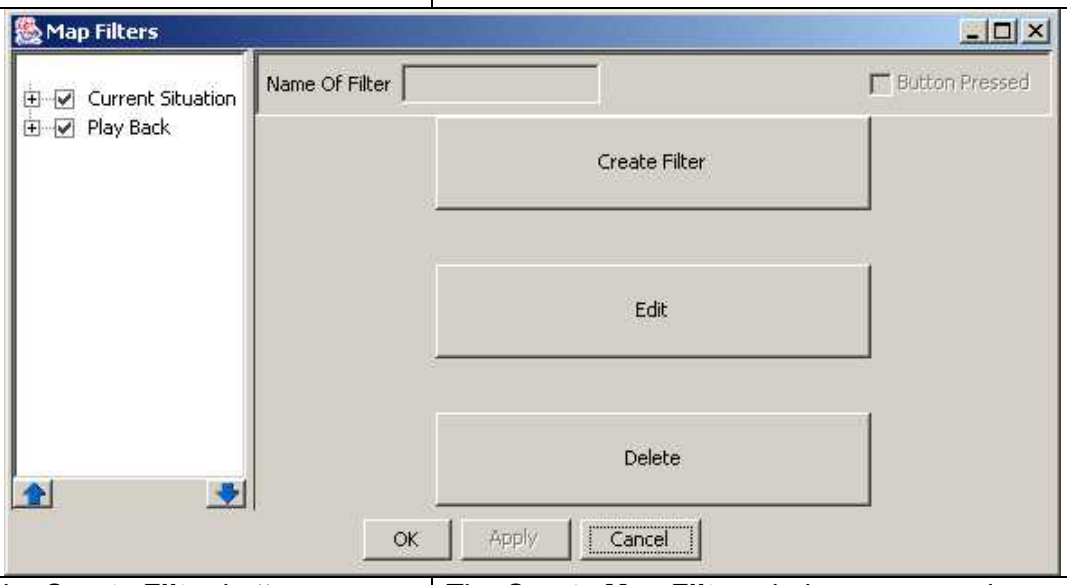
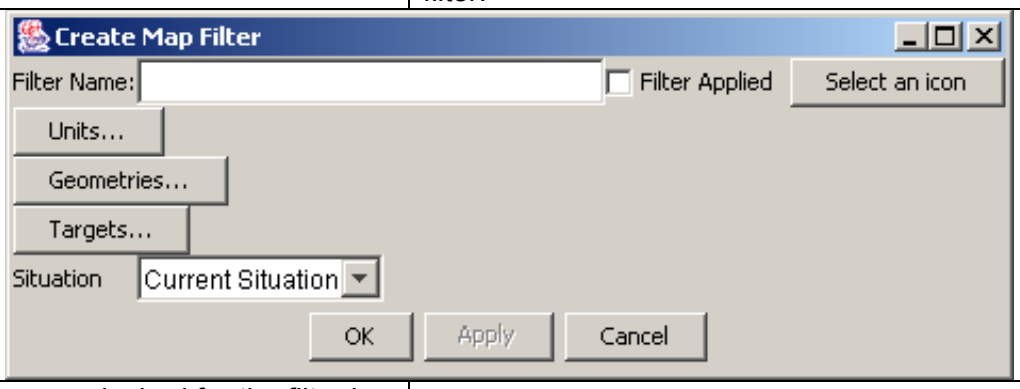


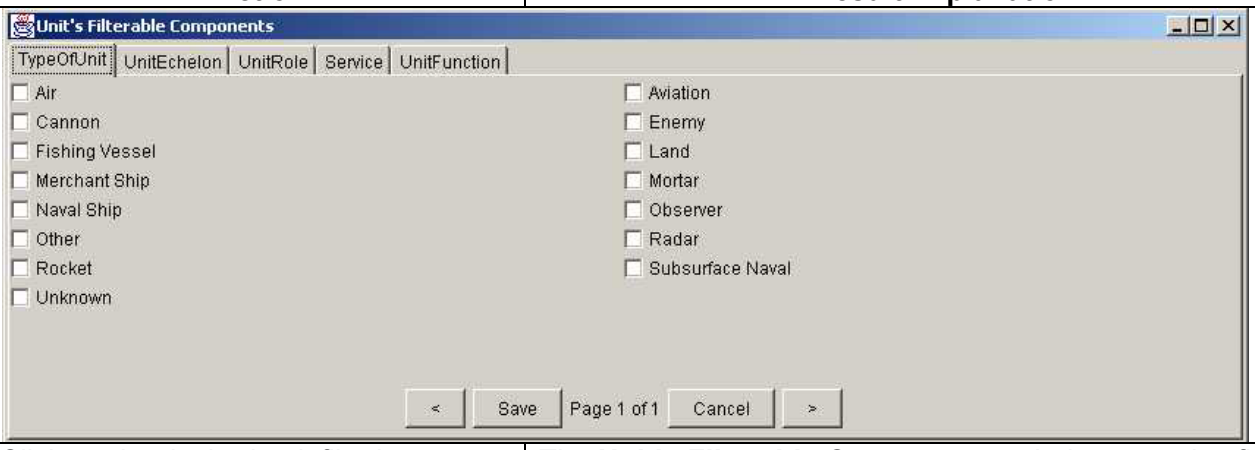
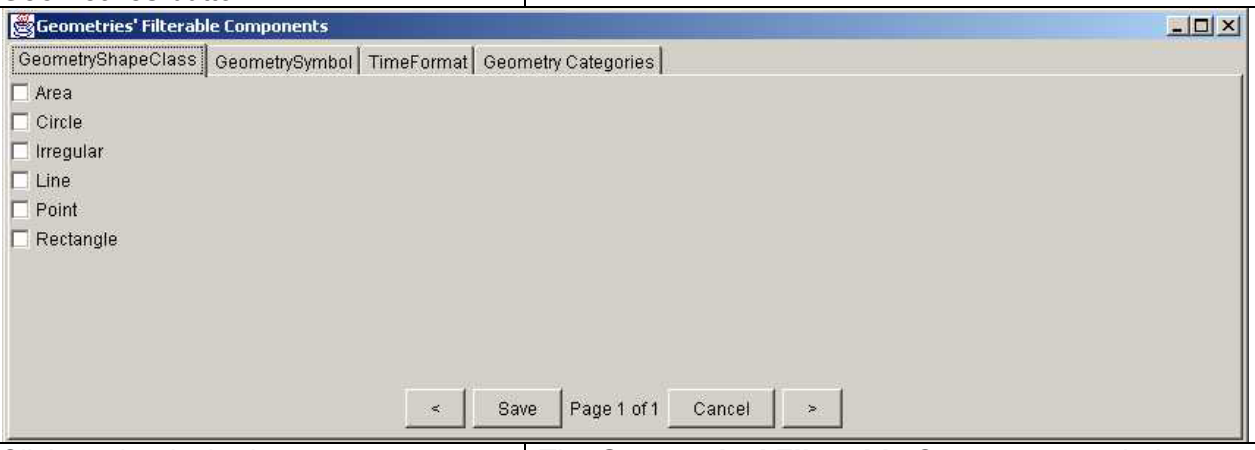
1)	Click the desired **Alert**, **Highlight**, or **Sound** notification desired.	**NOTE:** The alerts the operator select are saved automatically. "Highlight" highlights the alert in yellow.

3027. Coordinate Conversion Tool

Coordinate Conversion Tool		
Step	**Action**	**Result/Explanation**
This Procedure defines the steps for using the Effects Management Tools (EMT) **Coordinate Conversion Tool**.		
1.	On the **Main Menu Bar** select **Fire Support | Utilities | Coordinate Conversion Tool**	The **Coordinate Conversion Tool** window opens.
		
2.	Click the button. **NOTE:** To use one of the four **Location Field Features** (, , ,) refer to **Section 3009**. For **Lat/Long** Coordinate format rules refer to **Appendix A**.	The **Coordinate Conversion Tool** window falls behind the **JMTK** map window and the cursor becomes a cross hair style on the **JMTK** map.
3.	Click on the desired location that coordinate conversion is desired.	The **Coordinate Conversion Tool** window reappears with the original entry and three grid location conversions, as indicated. **NOTE:** The first listed format is the "preferred" location format set in the **Preferences** window, **Location** tab.
4.	To close the **Coordinate Conversion Tool** window, click the **X** in the upper right hand corner of the **Coordinate Conversion Tool** window.	The **Coordinate Conversion Tool** window closes.

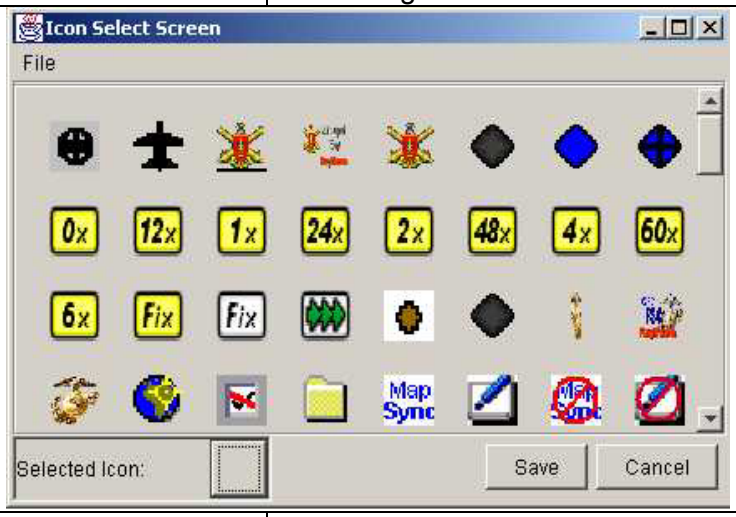
3028. Dynamic Filter Window

Dynamic Filter Window		
Step	**Action**	**Result/Explanation**
Function: This Procedure defines the steps for using the Effects Management Tools (EMT) to establish a operator defined Dynamic Filter.		
1.	On the **Main Menu Bar** select **Fire Support | Utilities | Dynamic Filter Window**	The **Map Filter** window opens and presents the operator with options to establish operator criteria for dynamic filters.
		
2.	Click on the **Create Filter** button.	The **Create Map Filter** window opens and presents the operator with the options to create a operator defined map filter.
		
3.	Enter the name desired for the filter in the **Filter Name** field of the **Create Map Filter** window.	
a.	To filter on unit aspects, on the **Create Map Filter** window, click the **Units** button.	The **Unit's Filterable Components** window opens and presents the operator with unit options in which to create criteria for filtering units.

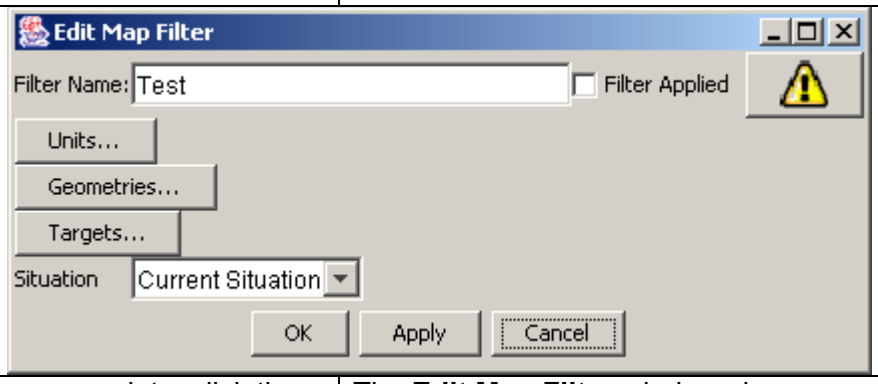
Dynamic Filter Window		
Step	**Action**	**Result/Explanation**
		
1)	Click on the desired unit filtering criteria tab and select the desired options. **NOTE:** The left and right arrows are used to scroll pages within a selected tab, as applicable.	The **Unit's Filterable Components** window contains five selectable tabs, which contain options within each of the unit categories listed.
NOTE: The more options selected, the greater the number of objects filtered from the map when the filter button is activated.		
2)	When desired unit-filtering options are complete, click the **Save** button.	The **Unit's Filterable Components** window closes and the options that have been selected from each of the unit tab categories are saved into the filter options of the current filter being created.
b.	To filter on geometry aspects, on the **Create Map Filter** window, click on the **Geometries** button.	The **Geometries' Filterable Components** window opens and provides the operator with options to filter geometries.
		
1)	Click on the desired geometry category tab and select the desired options. **NOTE:** The left and right arrows are used to scroll pages within a selected tab, as applicable.	The **Geometries' Filterable Components** window contains four selectable tabs, which contain options within each of the geometry categories listed.
NOTE: The more options selected, the greater the number of objects filtered from the map when the filter button is activated.		

Dynamic Filter Window		
Step	**Action**	**Result/Explanation**
2)	When desired geometry-filtering options are complete, click the **Save** button.	The **Geometries' Filterable Components** window closes and the options that have been selected from each of the geometries tab categories are saved into the filter options of the current filter being created.
c.	To filter on target aspects, on the **Create Map Filter** window, click on the **Targets** button.	The **Target's Filterable Components** window opens and provides the operator with options to filter targets.

1)	Select the desired target state options. **NOTE:** The left and right arrows are not used on this tab.	The **Target's Filterable Components** window contains options for targets that are in a specific state.
NOTE: The more options selected increases the number of objects filtered from the map when the filter button is activated.		
2)	When desired target-filtering options are complete, click the **Save** button.	The **Target's Filterable Components** window closes and the options that have been selected are saved into the filter options of the current filter being created.
d.	Click the **Select an icon** button.	The **Icon Select Screen** window opens and provides the operator with the option to choose an icon to represent the filter being created.



1)	Select the icon to represent the filter being created. Click on the **Save** button.	The selected icon will be displayed in the **Selected Icon** area and the **Icon Select Screen** window closes and the **Create Map Filter** window now displays the selected icon in the **Select an icon** button.

Dynamic Filter Window		
Step	**Action**	**Result/Explanation**
e.	Select from which "Situation" the filter is to be applied: **Current Situation** or **Playback** (Used during a Timeline Viewer session). Default is **Current Situation**.	
f.	Click the **Filter Applied** checkbox to have the filter applied when the filter button is created.	The units, geometries, and/or targets that meet the filtering criteria will be removed from the map automatically when the filter button is finally saved and/or applied.
4.	Click the **Apply** button.	The **Apply** button grays out.
5.	Click the **OK** button.	The **Create Map Filter** window closes and the filter name information is now displayed in the **Map Filter** windows **Name of Filter** field.
6.	Click the **Apply** button.	The **Apply** button grays out.
7.	Click the **OK** button.	The **Map Filter** window closes and the new "Filter" Button is displayed on the **JMTK Map Display** toolbar.
8.	Click the newly created "Filter" button to enable or disable the created filter.	The units, geometries, and/or targets that meet the filtering criteria will be removed or replaced on the map, respectively, as the filter button is deselected (filter enabled) or button is selected (filter is disabled).
9.	To delete the created filter, from the **Main Menu Bar** select **Fire Support | Utilities | Dynamic Filter Window**.	The **Map Filter** window opens.
10.	From the tree window on the left of the **Map Filter** window, select the created map filter. Click the **Delete** button.	The created filter is deleted. **WARNING:** If you accidentally select the wrong filter, whichever filter you select will be deleted.
11.	To close the **Map Filter** window, click the **OK** or **Cancel** button.	The **Map Filter** window closes.
12.	To edit a filter, from the **Main Menu Bar** select **Fire Support | Utilities | Dynamic Filter Window**.	The **Map Filter** window opens.
13.	From the tree window on the left of the **Map Filter** window, select the desired map filter. Click the **Edit** button.	The **Edit Map Filter** window opens and provides the operator with the fields necessary to edit the filter.
		
14.	When all edits are complete, click the **OK** button.	The **Edit Map Filter** window closes.

3029. Display Whiteboard Toolbox [See Section 3030.3]

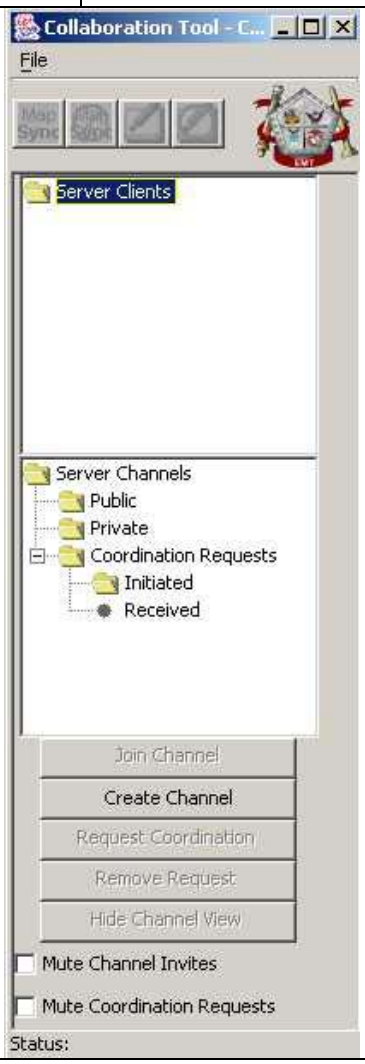
3030. Collaboration Tools

Additional Information: The Collaborative Tools Suite provides the Warfighter the ability to exchange thoughts, ideas, and coordination requests between the Effects Management Tool clients quickly and easily. By establishing channels, a number of Effects Management Tools can be linked together. The Collaborative Tools can be used to discuss future courses of action (CHAT), planning using maps and the drawing tools (Whiteboarding, Chat, and/or Map Synchronization), coordination of a target or other mission (coordination capability), etc.

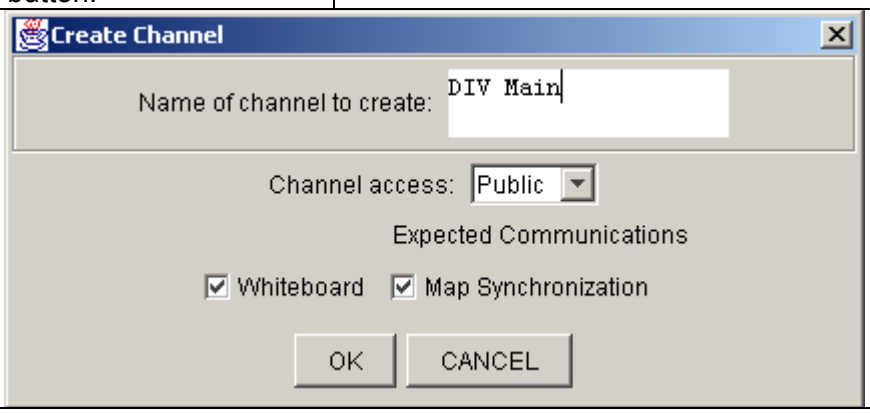
Collaboration: Collaboration is only done with those clients connected to the same server. Collaboration cannot be done across servers – clients connected to different servers.

3030.1 Collaboration Channels

Collaboration Channels		
Step	**Action**	**Result/Explanation**
Function: This task defines the steps for using the Collaboration Tools – Collaboration Channels.		
1.	From the **Main Menu Bar** select **Fire Support | Utilities | Collaboration**	The **Collaboration Tool** window opens.



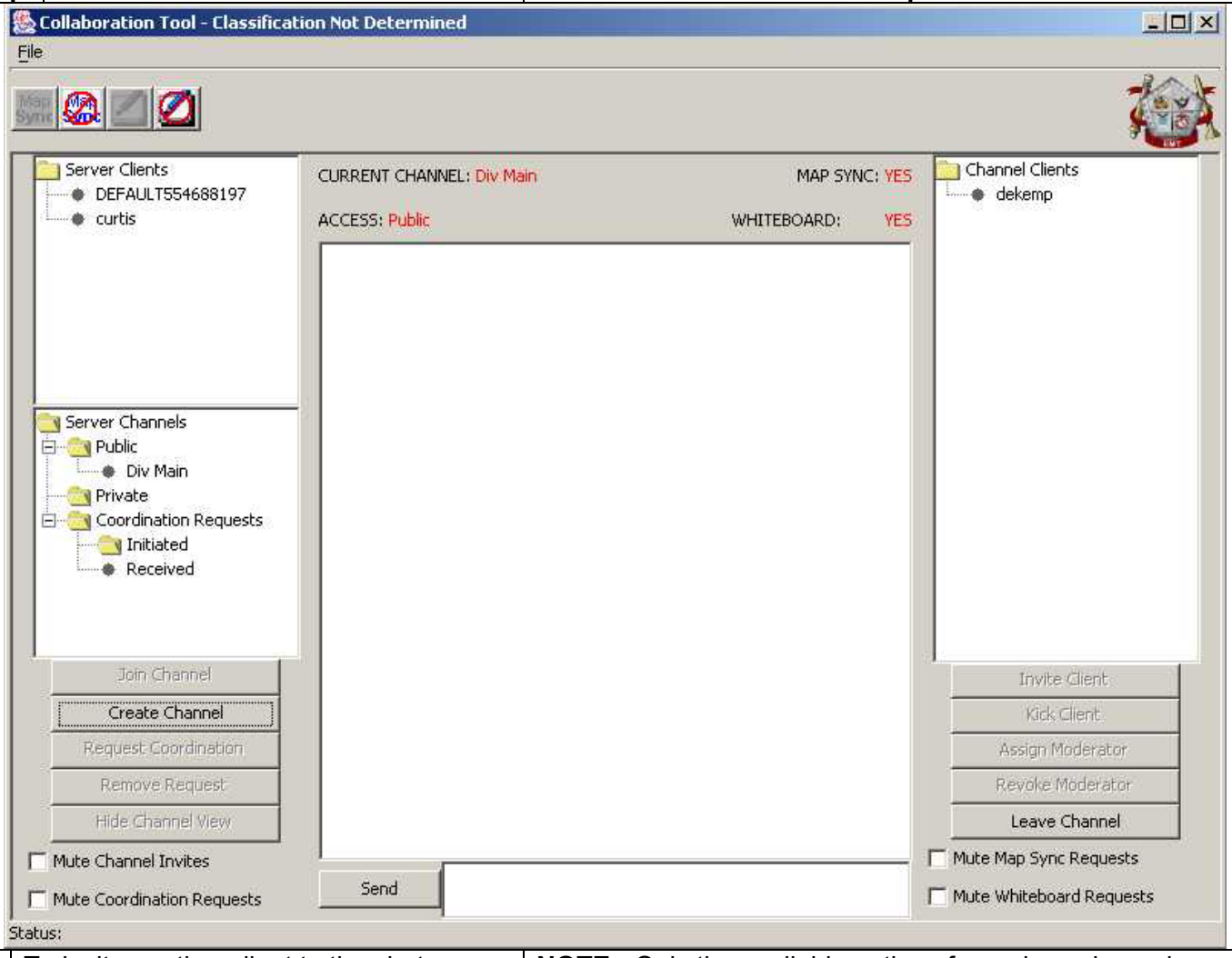
Collaboration Channels		
Step	**Action**	**Result/Explanation**
2.	To create a chat channel click on the **Create Channel** button.	The **Create Channel** window opens.

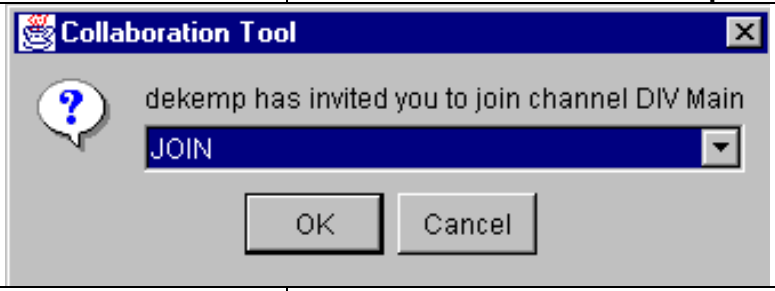
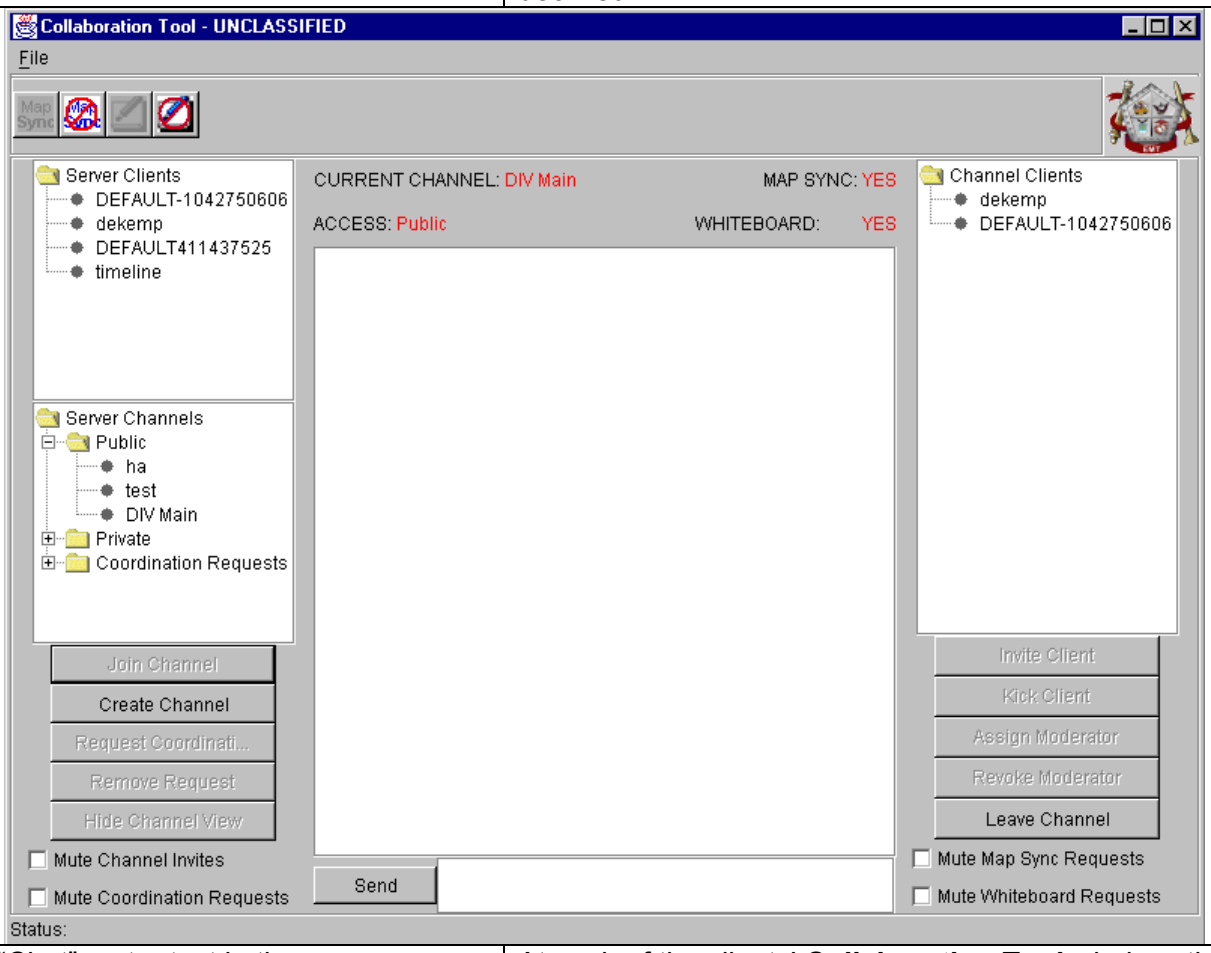


To make the channel private click on the down arrow on the **Channel access**. By selecting **Private** the operator creates a private channel in which access is restricted to only those who are invited to join by the moderator of the chat session.

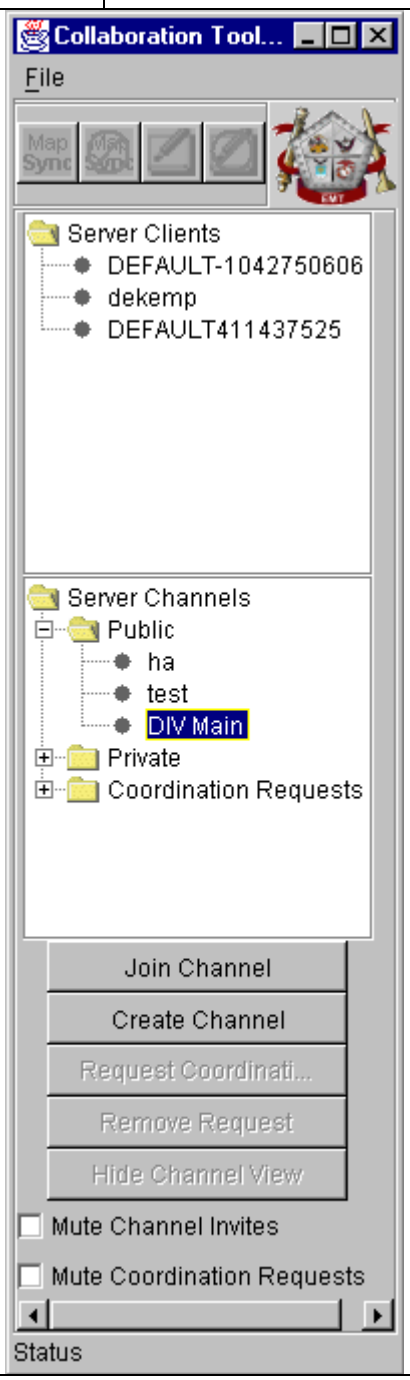
3.	Enter a name for the **Collaboration Channel** and click **OK**.	The **Collaboration Tool** window opens and provides the operator with a chat window as well as options to invite, expel (Kick), assign moderator, revoke moderator and leave the chat session.

NOTE: When establishing a Collaboration Channel the operator has the option to enable/disable Whiteboarding and Map Synchronization for that channel using the checkbox options. Both Whiteboarding and Map Synchronization can be started and stopped on any given channel using the buttons, respectively.

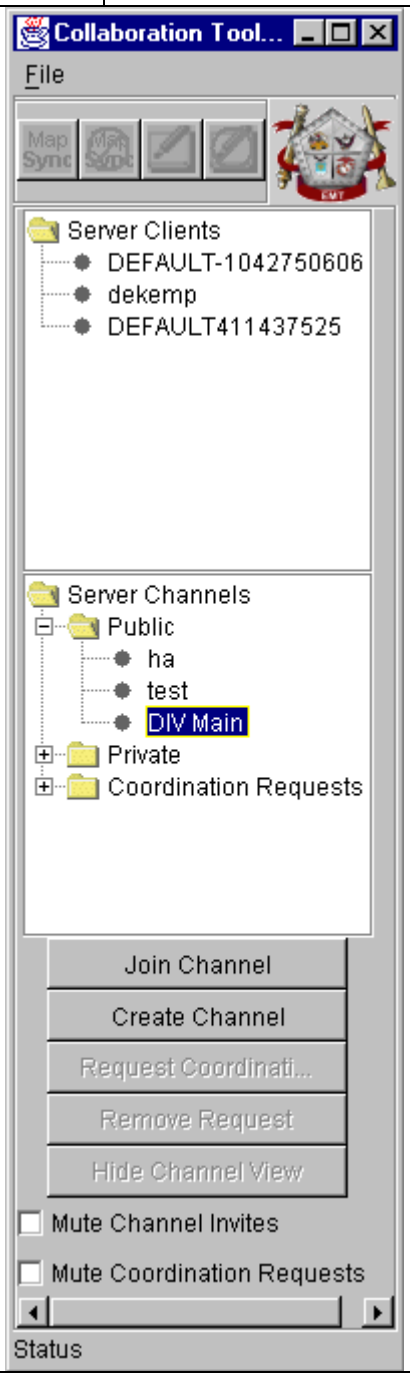
Collaboration Channels		
Step	**Action**	**Result/Explanation**
		
4.	To invite another client to the chat session, highlight the desired client, on the left side, in the **Server Client** section of the **Collaboration Tool** window. Click the **Invite Client** button. **NOTE:** This is why it is important to use descriptive names for identification when setting up client users in the **Client/User Administration** window. For example, who is “afatds02” vice using “bde1main” or “bn2tac” etc.	**NOTE:** Only the available options for a given channel are darkened in. All non-available options are grayed out.
Whether the “invitee’s” **Collaboration Tool** window is open or not the “invitee” is presented with a **Collaboration Tool** invitation window.		

Collaboration Channels		
Step	**Action**	**Result/Explanation**
		
a.	Click **OK** to join the collaboration session.	The **Collaboration Tool** window opens similar to the window opened in **Step 3** above. A chat session may begin. The **Collaboration Tool** window indicates both clients are chatting on the right side of the window under the **Channel Clients**.
b.	Click **Cancel** to decline.	The **Collaboration Tool** invitation window closes. The "requester" receives no notification the chat invitation was declined.
		
5.	To "Chat", enter text in the space provided next to the **Send** button. When desired text is complete click the **Send** button to send the message.	At each of the clients' **Collaboration Tool** window, the message will appear in the upper portion of the window.
6.	To stop map synchronization, click the Map Sync button.	The Map Sync button now becomes available.

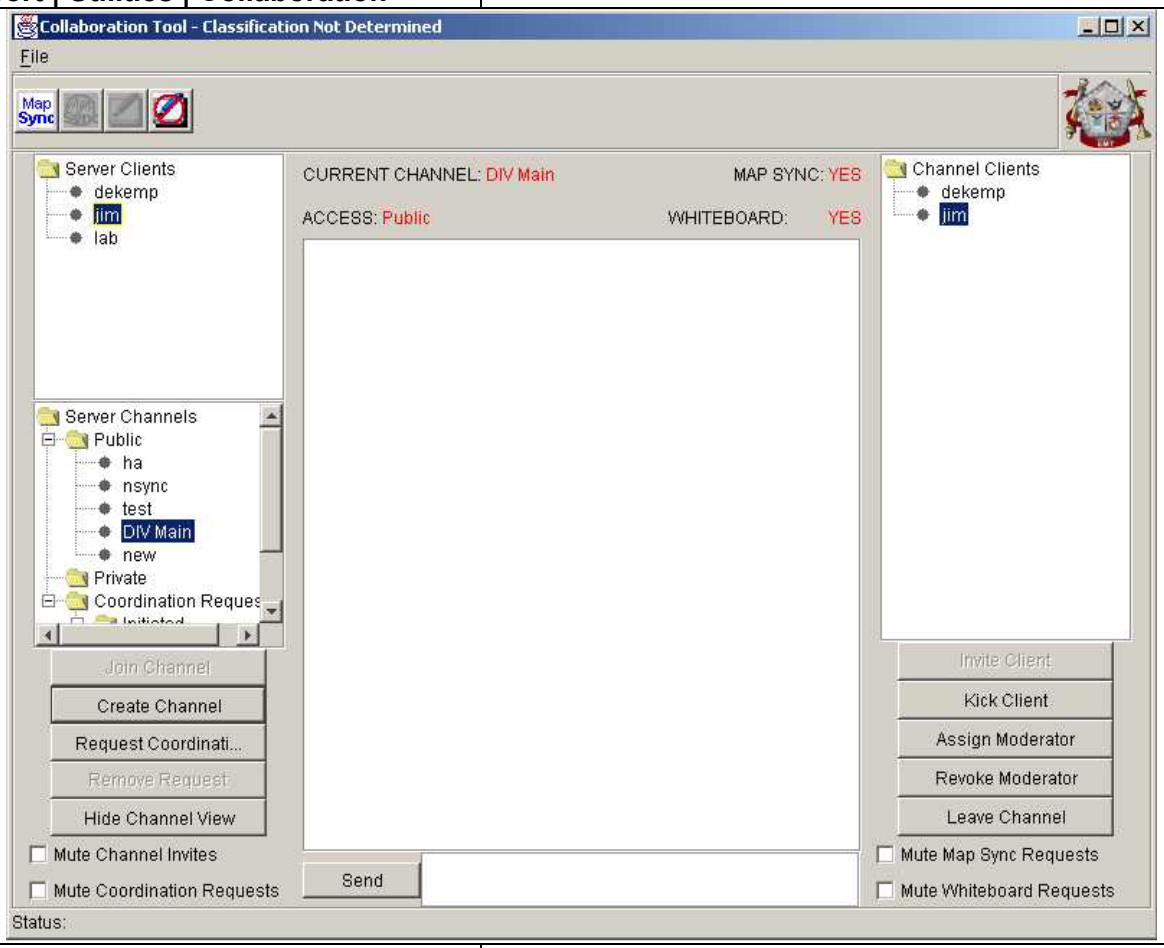
Collaboration Channels		
Step	**Action**	**Result/Explanation**
7.	To stop a whiteboarding session click, the button. **NOTE:** Whiteboarding will be discussed further in **Section 3030.3**.	The button now becomes available.
8.	To leave a "Chat" session, click the **Leave Channel** button on the **Collaboration Tool** window.	The **Collaboration Tool** window returns to only the left side information available.



Collaboration Channels		
Step	**Action**	**Result/Explanation**
9.	To Expel a client that has been invited or has joined, the moderator selects the client to be expelled in the **Collaboration Information** window under the **Channel Clients** section and clicks the **Kick Client** button.	The client selected is removed from the chat session. The expelled client's **Collaboration Tool** window closes the chat session and only displays the information on the left side of the window.

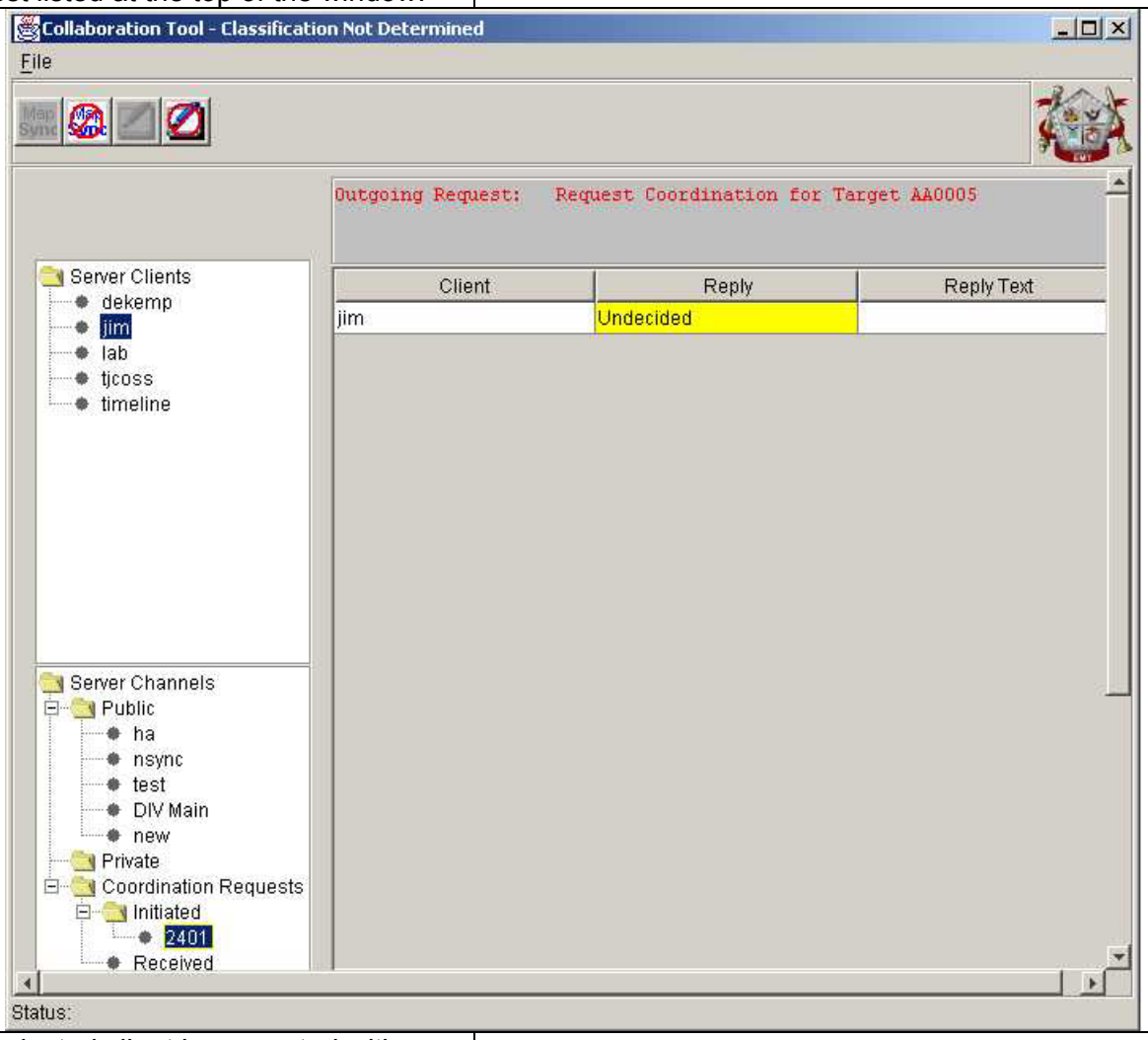


3030.2 Coordination Request

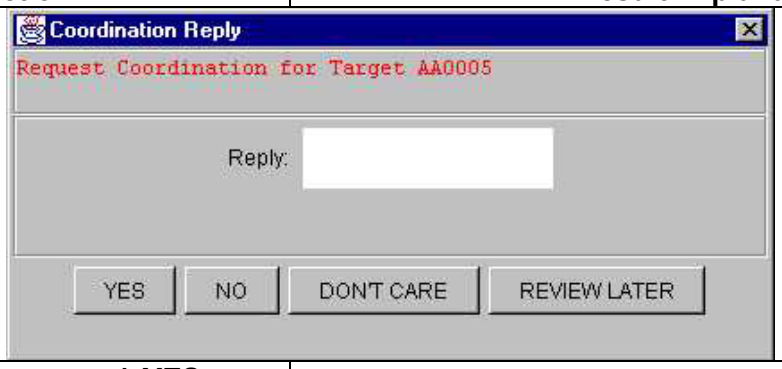
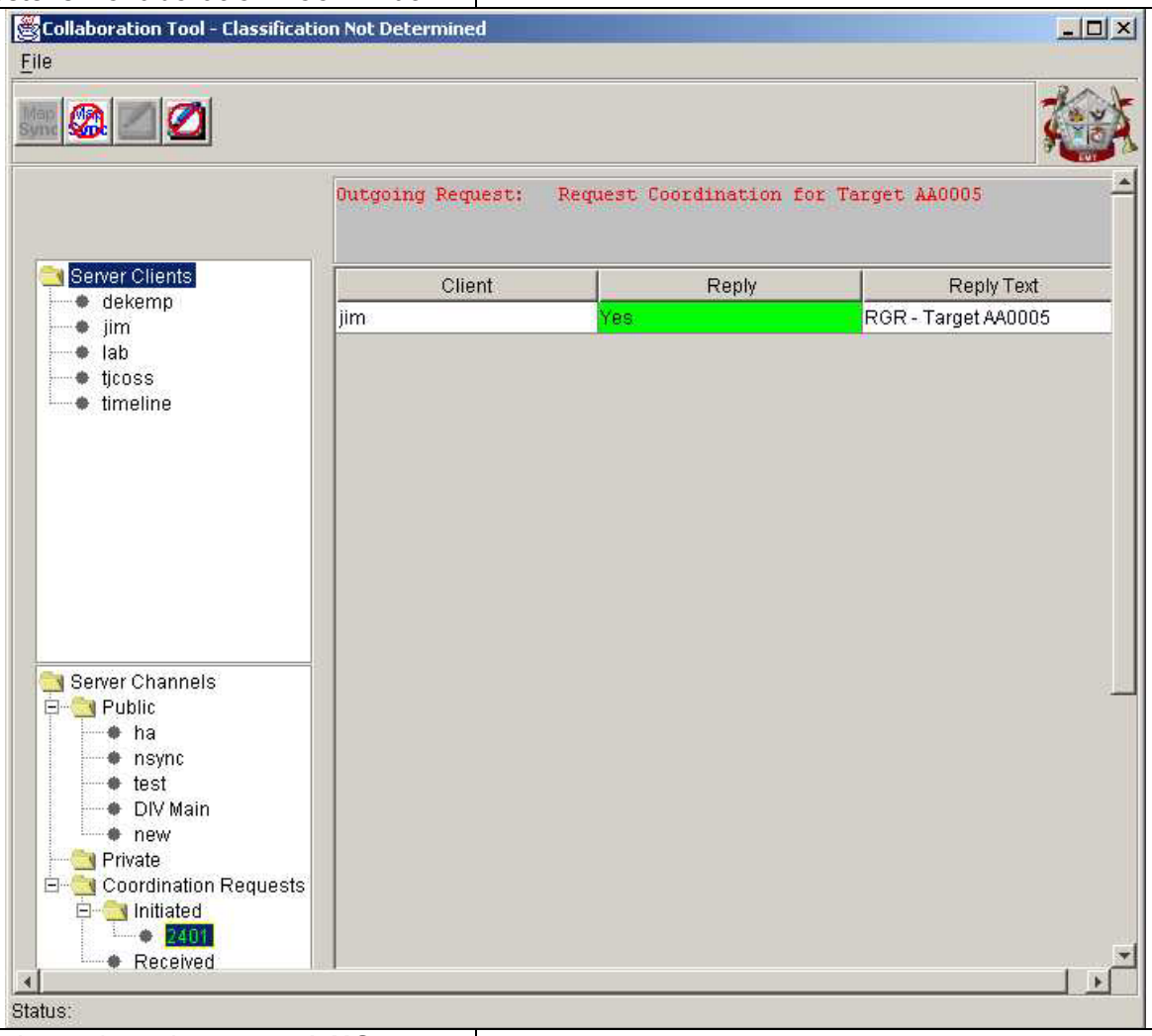
Coordination Request		
Step	**Action**	**Result/Explanation**
Function: This task defines the steps for using the Collaboration Tools – Coordination Channels.		
1.	From the **Main Menu Bar** select **Fire Support | Utilities | Collaboration**	The **Collaboration Information** window opens.
		
2.	To request coordination of some target, event, mission, etc. If channel has not been created, create a channel, as indicated in **Section 3030.1** above, otherwise; select a client from the left side of the window under Server Clients, to send the request to and click on the client desired.	The client selected will highlight.
3.	Click the **Request Coordination** button.	The **Enter your question** window opens and provides the operator with an area to make a request.

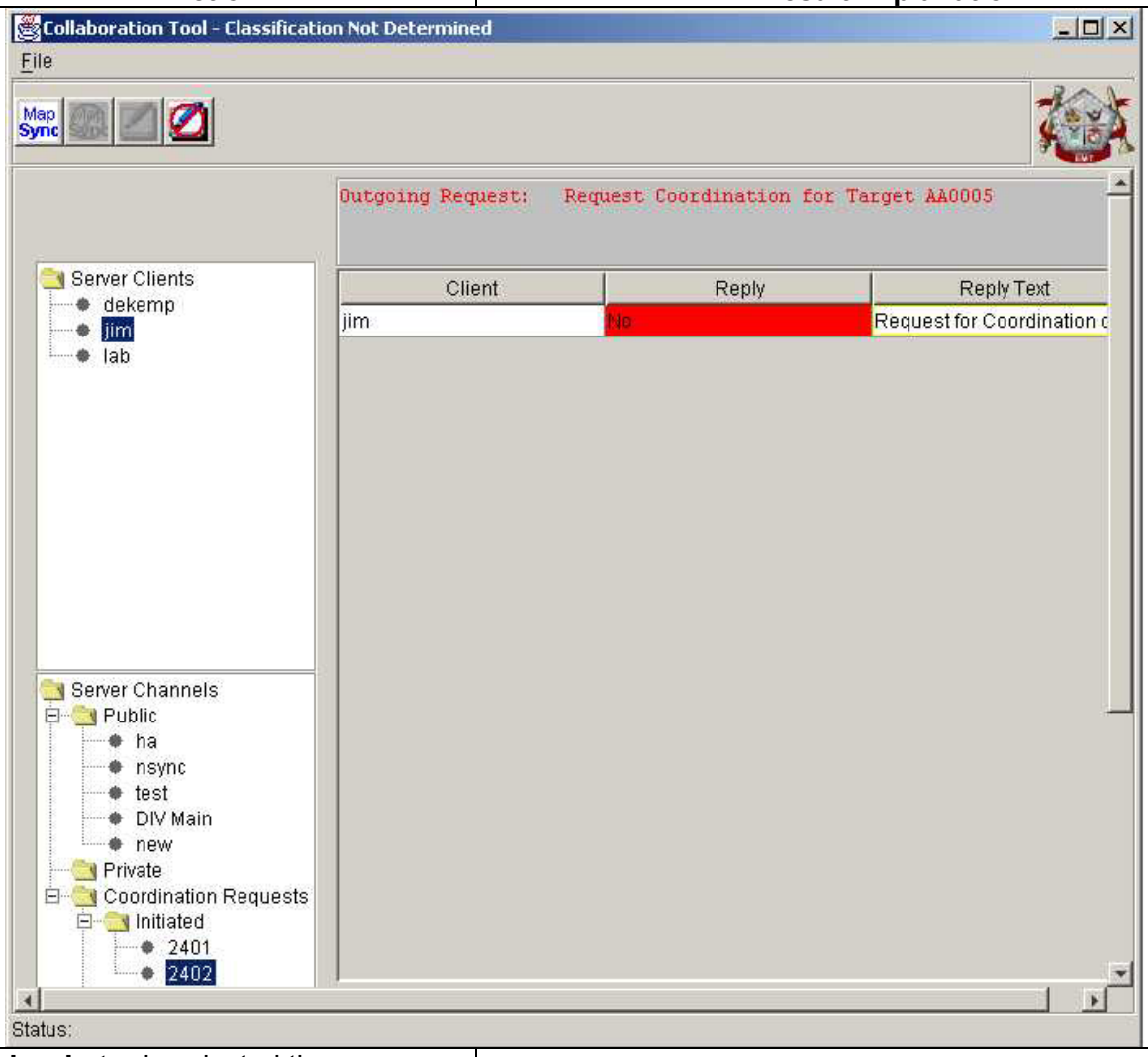
Coordination Request		
Step	**Action**	**Result/Explanation**
4.	Enter the request in the area provided.	

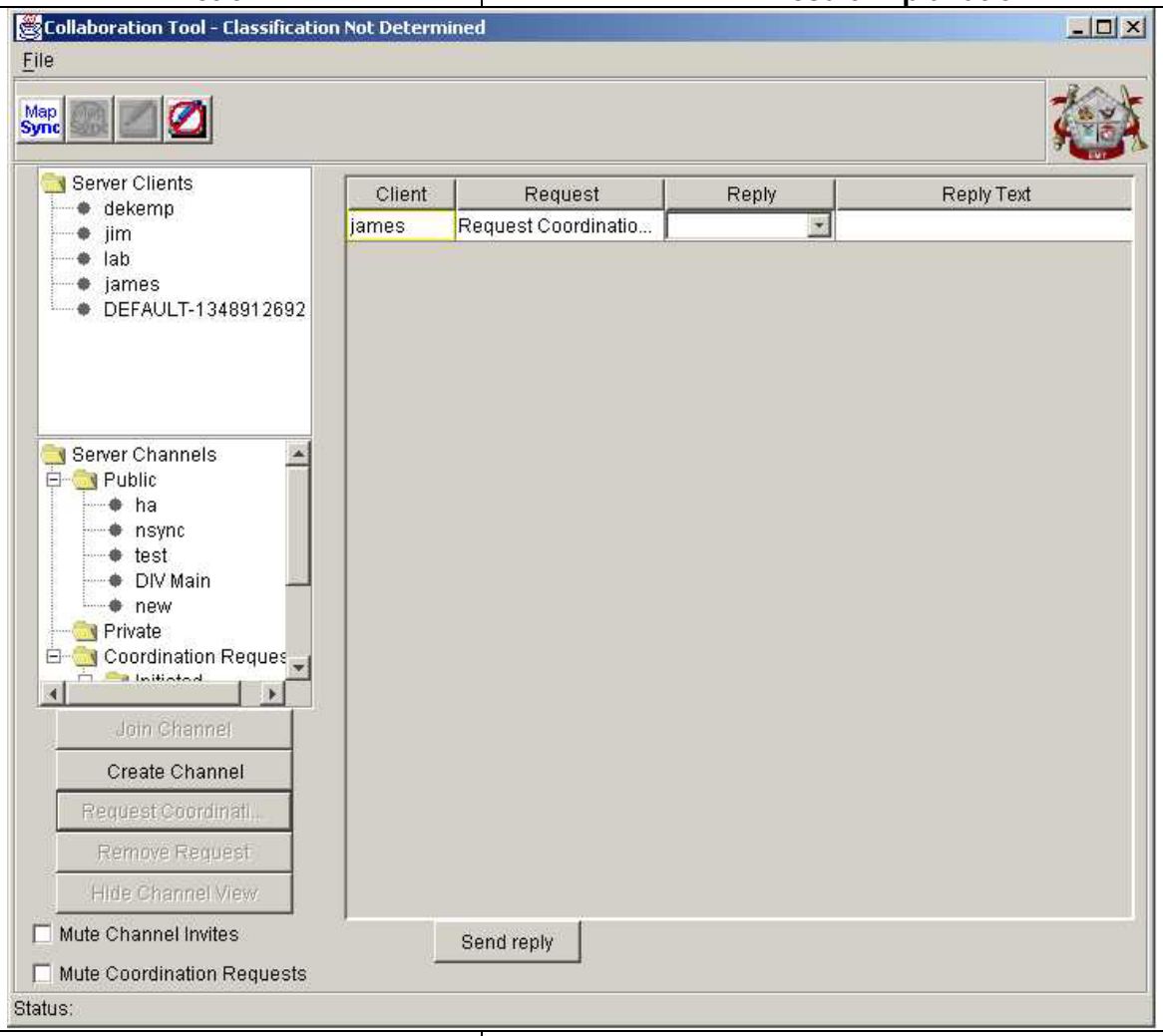
5.	Click the **OK** button.	The **Enter your question** window closes and the request is sent to the selected client.
6.	Your **Collaboration Tool** window will display a yellow **Undecided** line with the request listed at the top of the window.	

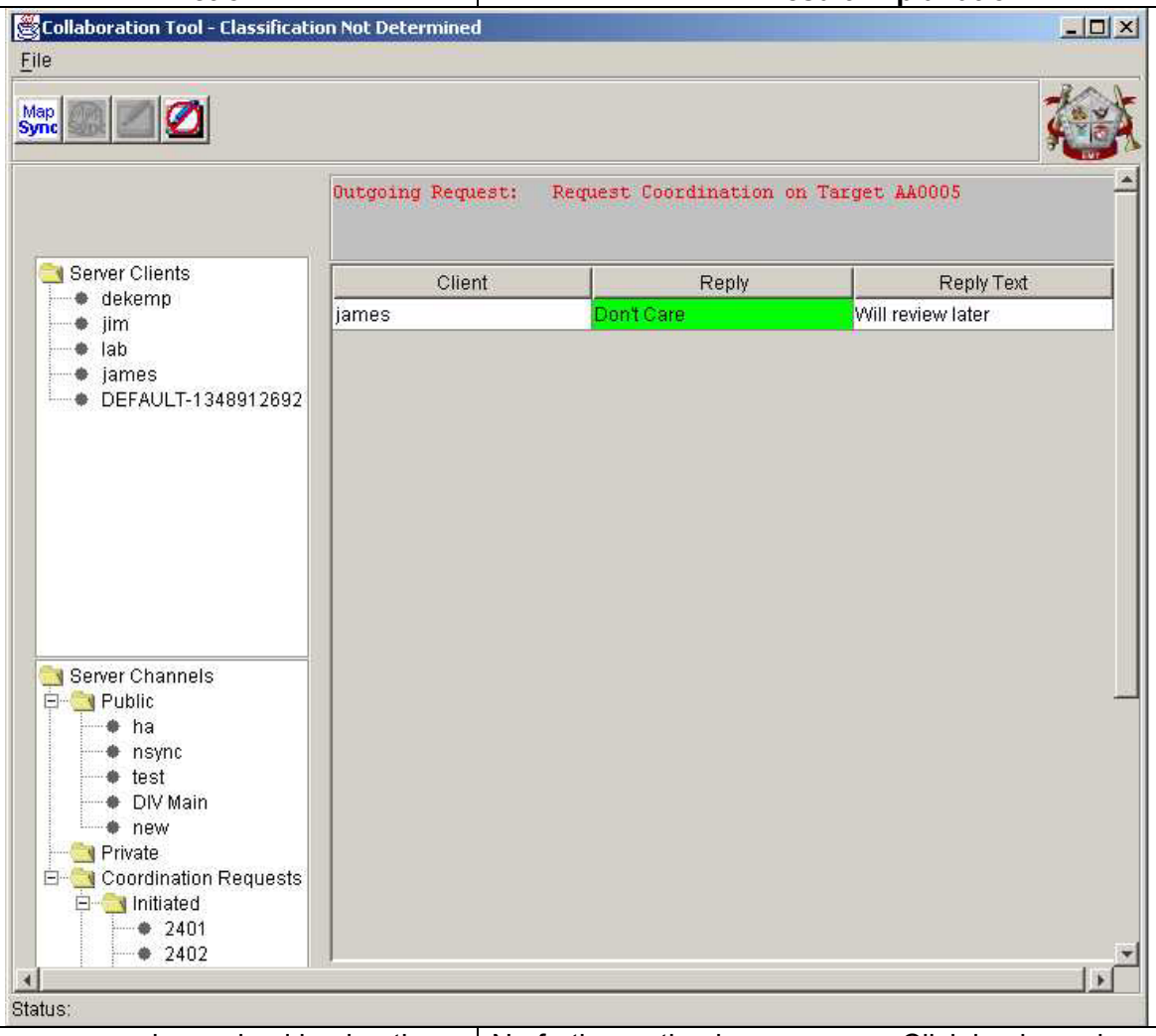


7.	The selected client is presented with a **Coordination Reply** window.	

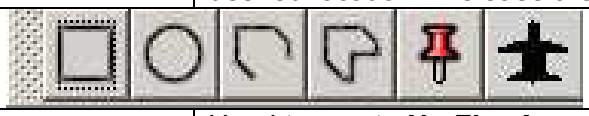
Coordination Request		
Step	**Action**	**Result/Explanation**
		
8.	Enter the reply and answer. A **YES** creates a **green YES** line in the requester's **Collaboration Tool** window.	
		
9.	Enter the reply and answer. A **NO** creates a **red NO** line in the requester's **Collaboration Tool** window.	

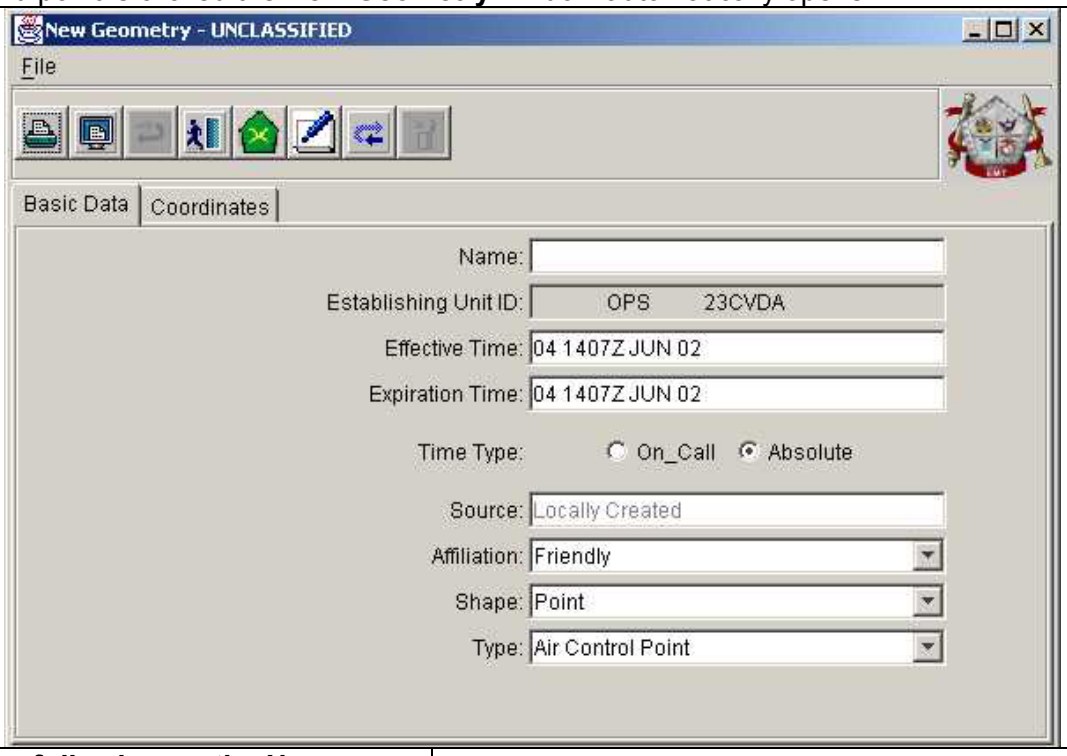
Coordination Request		
Step	**Action**	**Result/Explanation**
		
10.	If **Review Later** is selected the "Requester" receives no notification and the "Requestee" has the **Coordination Request** listed in the **Collaboration Tool** window.	

Coordination Request		
Step	**Action**	**Result/Explanation**
		
11.	Reply options are: **YES, NO,** or **Don't Care**. Select the desired reply; enter any desired text in the **Reply Text** field and click on the **Send Reply** button.	**NOTE:** A "**Don't Care**" response also gives the "Requester" a green window with the words **Don't Care** in it.

Coordination Request		
Step	**Action**	**Result/Explanation**
		
12.	Once an answer is received back a the "Requester's **Collaboration Tool** window The **Coordination Request** session is complete.	No further action is necessary. Click back on channel to resume further collaboration.

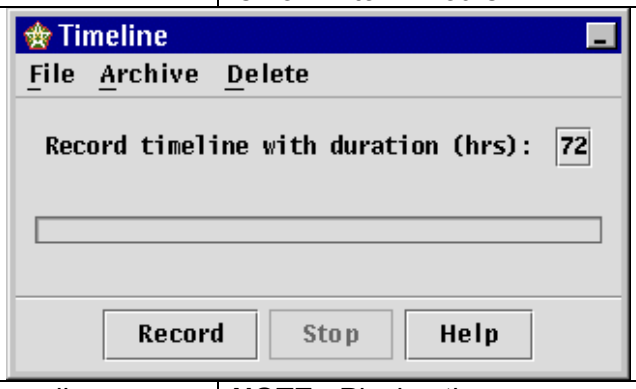
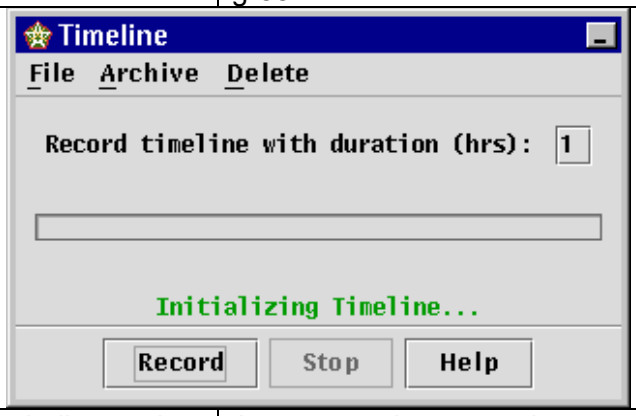
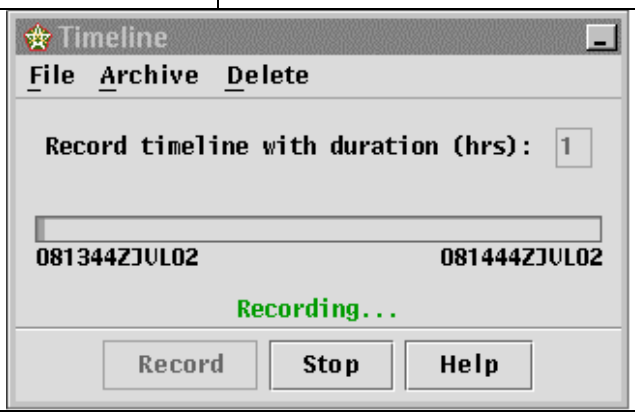
3030.3 Whiteboarding

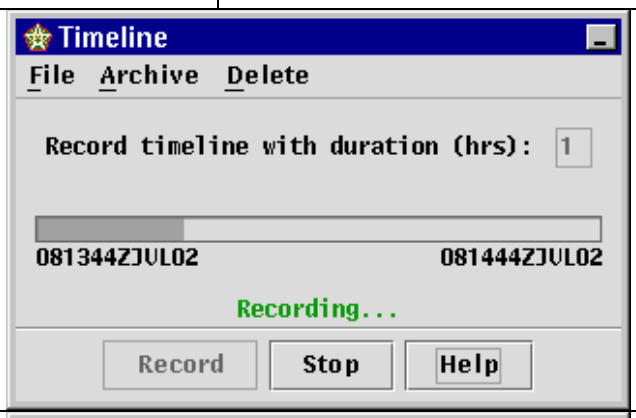
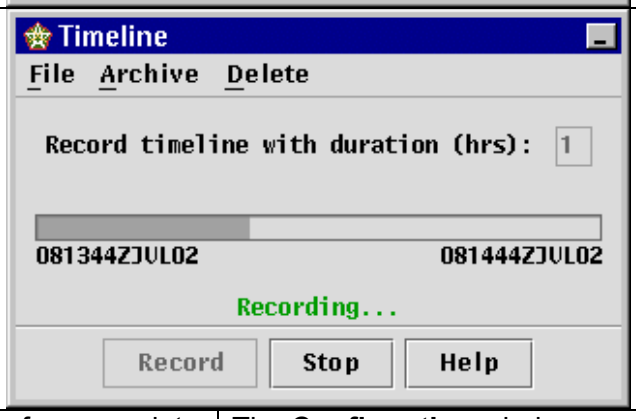
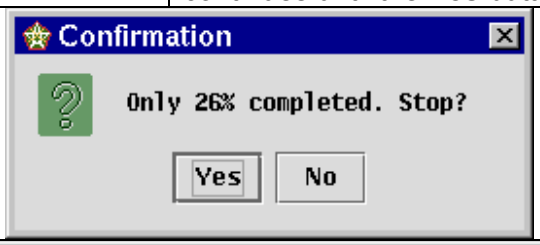
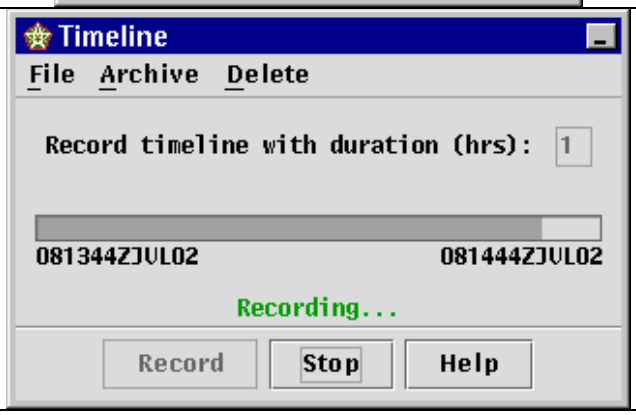
Whiteboarding		
Step	**Action**	**Result/Explanation**
Function: This task defines the steps for using the Collaboration Tools – Whiteboard Channels.		
1.	From the **Main Menu Bar** select **Fire Support | Utilities | Collaboration**. Establish a collaboration channel as indicated in **Section 3030.1** above. Ensure the Whiteboard checkbox is checked.	The **Collaboration Tool** window opens.
NOTE: Whiteboard Collaboration allows operators in different locations to share visual ideas with each other by utilizing the EMT's drawing tools. However, instead of drawing objects in a blank space the EMT allows operators to render shapes directly on the tactical map. This feature is specifically helpful to coordinate the location of future geometries or Fire Support Coordination Measures (FSCM).		
2.	Click on **Fire Support | Utilities | Display Whiteboard Toolbox** on the **Main Menu Bar** to open the **Whiteboard Toolbox**.	The **Whiteboard Toolbox** opens on the right side of the **JMTK Map Display** and displays the available drawing tools for whiteboarding. **NOTE:** The **Whiteboard Toolbox** can be moved from the right side of the **JMTK Map Display** by left mouse button click and hold, then drag the toolbox to the desired location. Release the left mouse button.
		
a.	Click on the button for rectangle shape.	Used to create **No Fire Area** (**NFA**), **Platoon Area Hazard** (**PAH**), **General Area**
b.	Click on the button for circle shape.	Used to create **Drop Zone**, **Restricted Fire Area** (**RFA**), **Obstacle Area**
c.	Click on the button for a polyline shape.	Used to create **Minefield Line**, **Phase Line**, **Restricted Fire Line**
d.	Click on the button for a polygon shape.	Used to create **Zone of Responsibility** (**ZOR**), **Deep Battle Area** (**DBA**), **Free Fire Area** (**FFA**)
e.	Click on the button to display a pinpoint location.	Used to create **Checkpoint**, **Contact Point**, **Control Point**
f.	Click on the button for an Air Corridor drawing.	Used to create **Air Corridor**.
NOTE: The function of geometries can take a variety of shapes in the Effects Management Tool (EMT). A Free Fire Area (FFA) can be a square, circle, or a polygon depending upon need. A Boundary Line can be either a line or a polyline. However, a FFA cannot be a line and a Boundary Line cannot be a circle. The EMT shows all of the valid options for a particular shape during the creation of a geometry. In addition to these general shapes that can be created, several specialized lines can also be used. These include the Forward Line of Own Troops (FLOT), Line of Departure/Line of Contact, Coordinated Fire Line (CFL), Fire Support Coordination Line (FSCL), Axis of Advance, Main Attack, and Feint drawing tools. These lines have specific looks to rapidly identify them on the map display.		

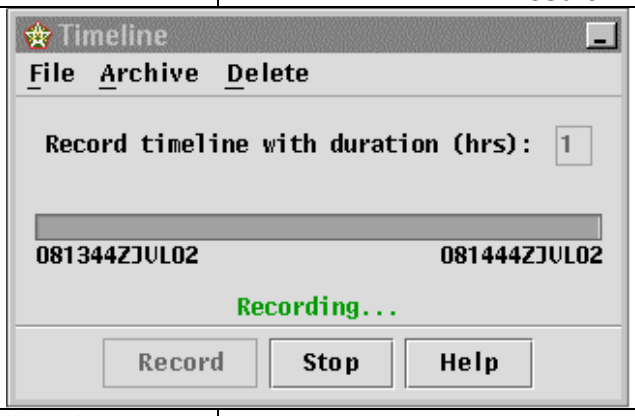
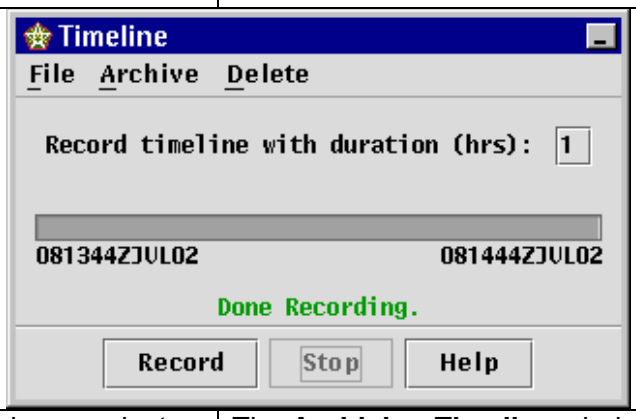
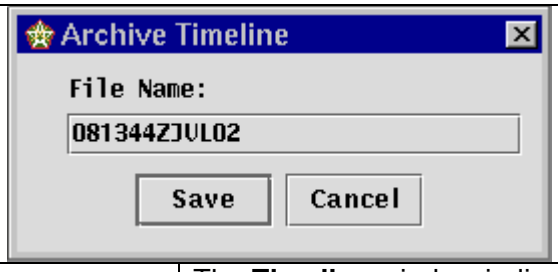
Whiteboarding		
Step	**Action**	**Result/Explanation**
3.	If, for example, a FLOT geometry is desired to represent a proposed FLOT in battle planning, click on the button. Move the cursor on the map to the location where the beginning of the FLOT is desired and left mouse click to mark the beginning. Move the cursor to successive locations along the map to display the FLOT in the future desired location. When complete, right mouse click at the final point and the New Geometry window will open allowing the newly created geometry to be named and subsequently sent to AFATDS.	The "Whiteboard" FLOT will be created initially only on **your** map. When satisfied as to the location and size of the FLOT, when the geometry is **deselected** it will be displayed on the other client whiteboard map. **NOTE:** New Whiteboard objects or changes to existing Whiteboard objects will not be displayed on the receiving client if the receiving client has any objects selected on their map. All objects must be deselected in order for updates to be received. To correct or change a location segment, left mouse click and hold the button and move the cursor back to the previous black square segment starting point, release the left mouse button, and then immediately left mouse click again.
NOTE: Depending on the geometry type selected, if only two points are required for the particular geometry, when the second point is clicked the **New Geometry** window automatically opens.		
		
4.	***Enter the following on the New Geometry window:***	
a.	Type a unique name in the **Name** field.	AFATDS will not allow duplicate names for geometries of the same shape. For example, two areas or two points may not have the same name.
b.	Edit the **Effective Time** and **Expiration Time**. **NOTE:** Refer to **Section** Error! Reference source not found. to use the **Calendar/Time Tool**.	These default to the time the window opens.
c.	Select the **Affiliation**	Default is **Friendly**
d.	Click the **Shape** field and select the desired shape.	The list found in the **Type** field changes based on the shape.

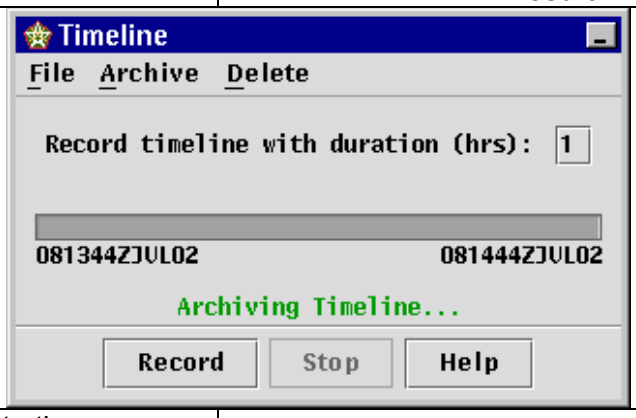
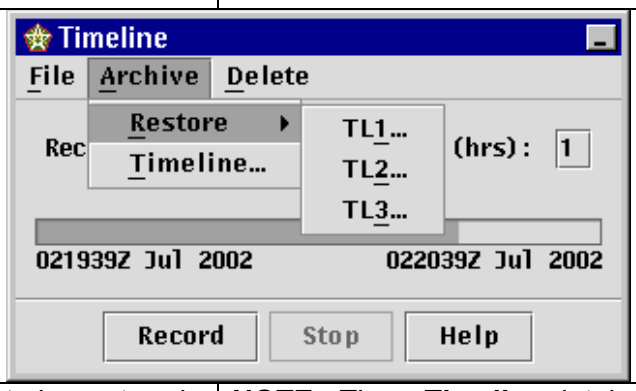
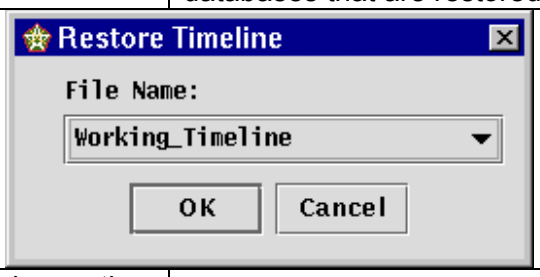
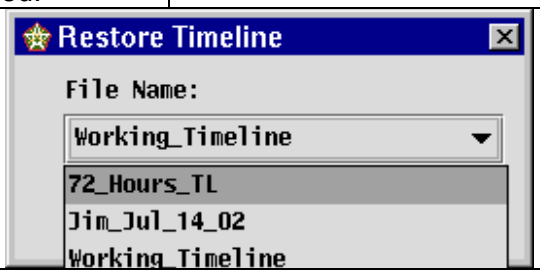
Whiteboarding		
Step	**Action**	**Result/Explanation**
e.	Select the desired geometry **Type**.	**NOTE:** Some geometries have an additional tab displayed; some examples are: RFA restrictions, ACA altitudes and Target Build-Up Area target types etc.
f.	For shapes Circle and Rectangle, enter the **Width** or **Radius** in meters.	Valid entries are from 1-9999 meters.
5.	***Enter the following on the Coordinates tab.***	
a.	Click the **Coordinates** tab.	
1)	Click the **Location1** field and… **NOTE:** To use one of the four **Location Field Features** (, , ,) refer to **Section 3009**.	
a)	Type the location.	
	Or…	
b)	Select a grid from the map by clicking the button.	The map displays. Clicking a location on the map causes the **New Geometry** window to redisplay with the selected location.
c)	Repeat this process for each additional grid.	
	Or…	
d)	Click on the **Points from Map** button.	The **New Geometry** window falls behind the map and provides the operator the capability to click multiple points on the map for the location of the desired geometry.
6.	If, for example, a **Restricted Fire Area (RFA)** is desired, click the button, move the cursor onto the map location in which the RFA is desired. Left mouse click and drag the cursor to the desired radius and left mouse click again and the **New Geometry** window will open allowing the newly created geometry to be named and subsequently sent to AFATDS.	The "Whiteboard" **RFA** will be created initially only on **your** map. When satisfied as to the location and size of object **deselect** drawing and the geometry will be displayed on the other client whiteboard map. **NOTE:** New Whiteboard objects or changes to existing Whiteboard objects will not be displayed on the receiving client if the receiving client has any objects selected on their map. All objects must be deselected in order for updates to be received.
7.	To close the **Whiteboard Toolbox** select **Fire Support | Utilities | Display Whiteboard Toolbox** from the **Main Menu Bar**.	The **Whiteboard Toolbox** closes. **NOTE:** If the **Whiteboard Toolbox** has been moved it can also be closed using the X in the upper right-hand corner of the window.
8.	To leave a **Whiteboard Channel** session, click the button.	The button becomes available for selection to start another whiteboard session.
9.	To expel a client that has been invited or has joined, the moderator selects the client to be expelled in the **Collaboration Tool** window and clicks the **Kick Client** button.	The client selected is removed from the given channel.

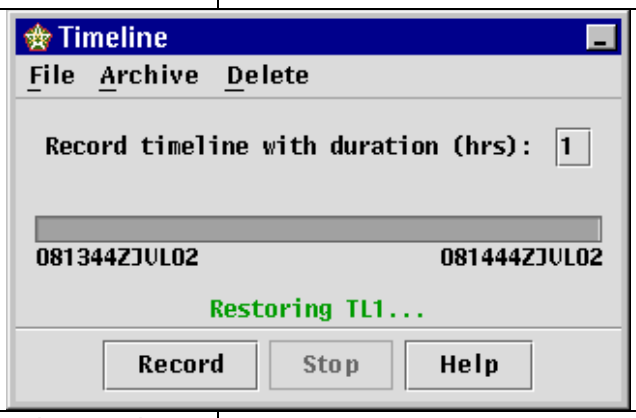
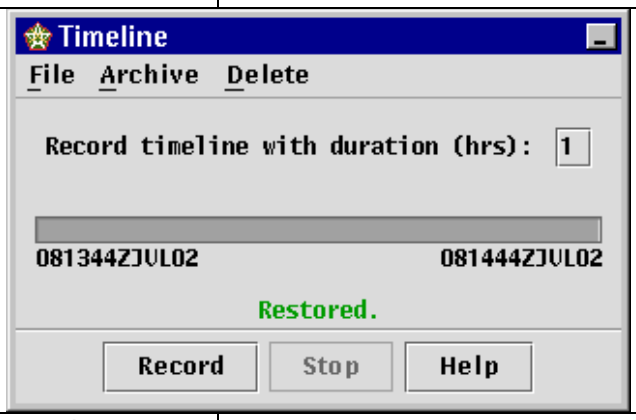
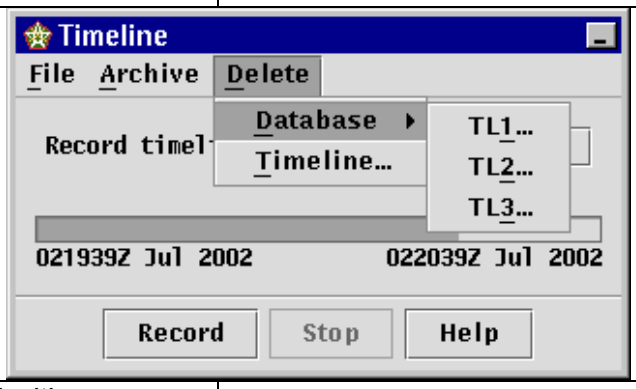
3031. Timeline Viewer (Applies to JMTK Map Only)

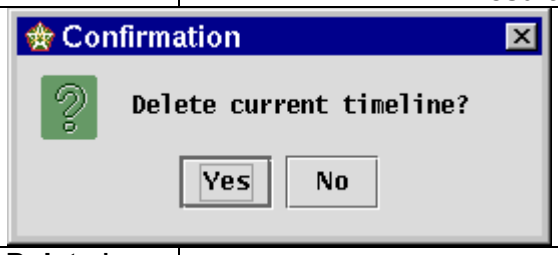
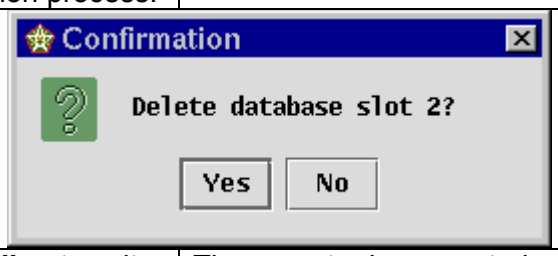
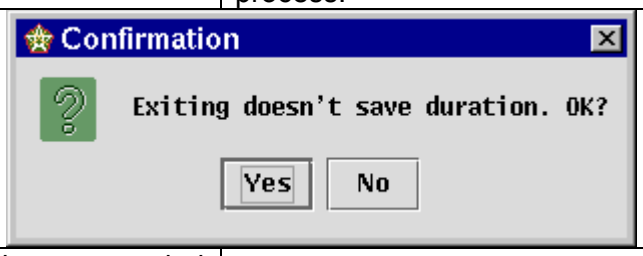
Timeline Viewer		
Step	**Action**	**Result/Explanation**
Function: This Procedure defines the steps for using the Effects Management Tools (EMT) Timeline Viewer. **NOTE:** Timeline Viewer is used with the JMTK Map only.		
1.	On the AFATDS Server select **System | System Tools | Timeline**	The **Timeline** window opens and presents the operator with the tools to establish a recorded database of current events. The default time for the recorded time is 72 hours. The range is from 1 to 72 hours.
		
2.	Set the desired time for recording.	**NOTE:** Placing the cursor over the time to record field will display a "Tool Tip" that displays the valid range of entry.
3.	Click the **Record** button.	The **Timeline** window indicates **Initializing Timeline…** in green.
		
a.	The **Timeline** window then indicates that recording has begun with a green **Recording…**	Any events that occur that are updated in the AFATDS database will also be recorded in the **Timeline** database.
		

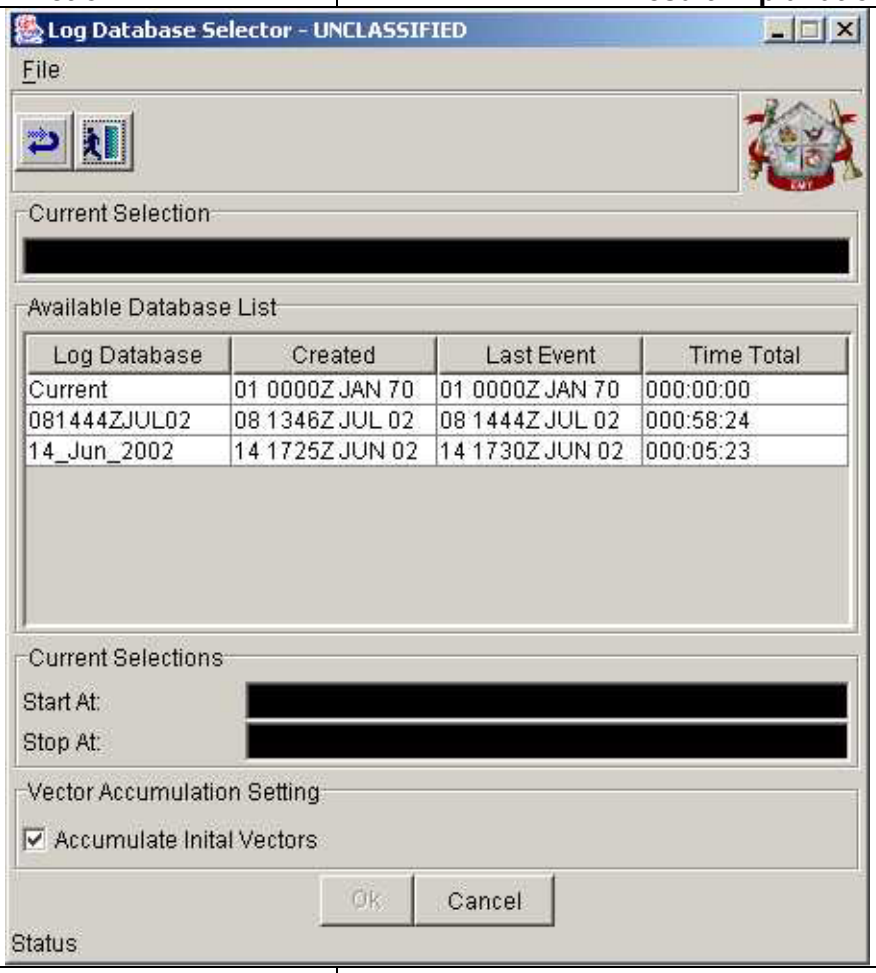
Timeline Viewer		
Step	**Action**	**Result/Explanation**
b.	The progress indicator will display the progress of the recording period selected.	
		
		
c.	If recording is stopped before complete the operator will be presented with a **Confirmation** window.	The **Confirmation** window opens and allows the operator to either select **Yes** to stop the recording process or select **No** to continue with the recording process. **NOTE:** Recording continues until the **Yes** button is selected.
		
		

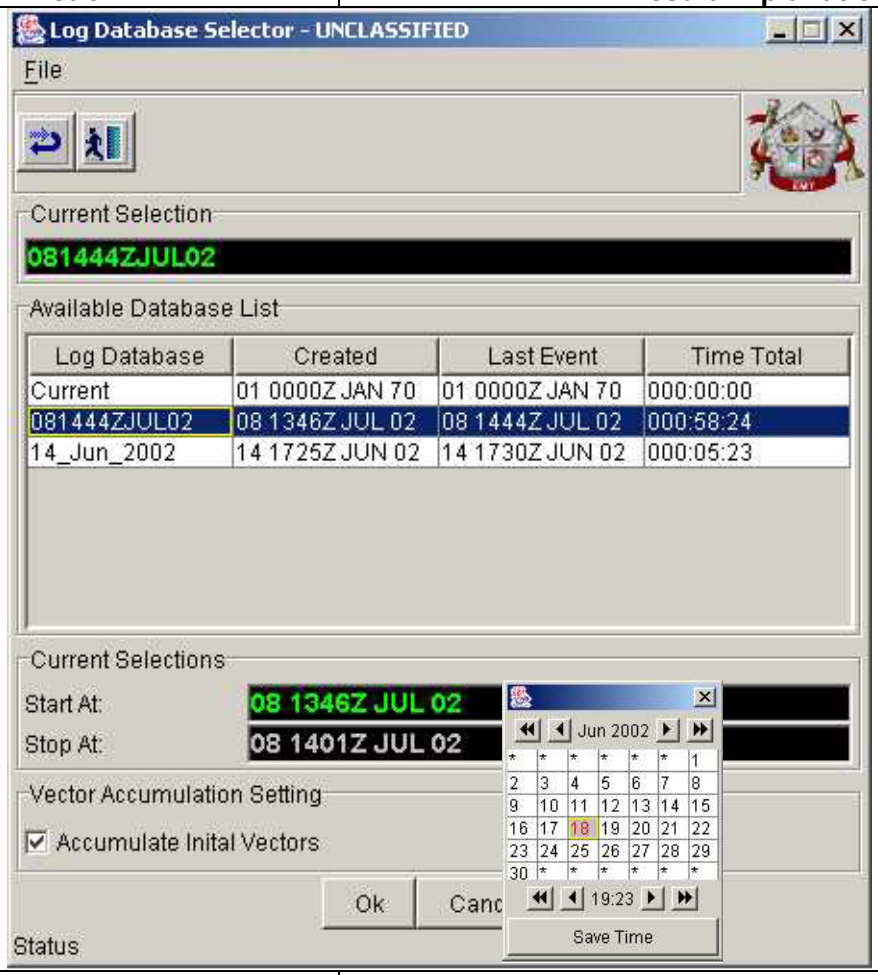
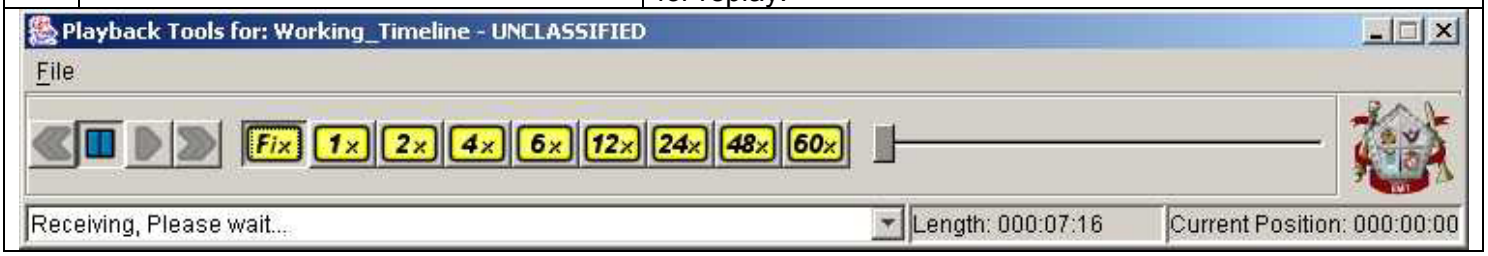
Timeline Viewer		
Step	**Action**	**Result/Explanation**
		
d.	Upon completion of recording, the **Timeline** window indicates **Done Recording**.	
		
e.	To save the recorded database, select **Archive | Timeline**. **NOTE:** An initialized JAZZ disk must be inserted in the JAZZ drive for the **Timeline Archive/Restore** features to function.	The **Archiving Timeline** window opens and provides the operator with the option to name the archive of the database just recorded. **NOTE:** Valid timeline archive name can consist of up to 16 characters. There can be no space between characters i.e., FSE_3bde_Ex.
NOTE: Archive Timeline means to transfer the AFATDS Current Timeline to the JAZZ drive disk. Archive Restore means to transfer any archived database from the JAZZ drive disk to AFATDS to be used by the EMT operator.		
		
f.	Click the **Save** button.	The **Timeline** window indicates **Archiving Timeline…**

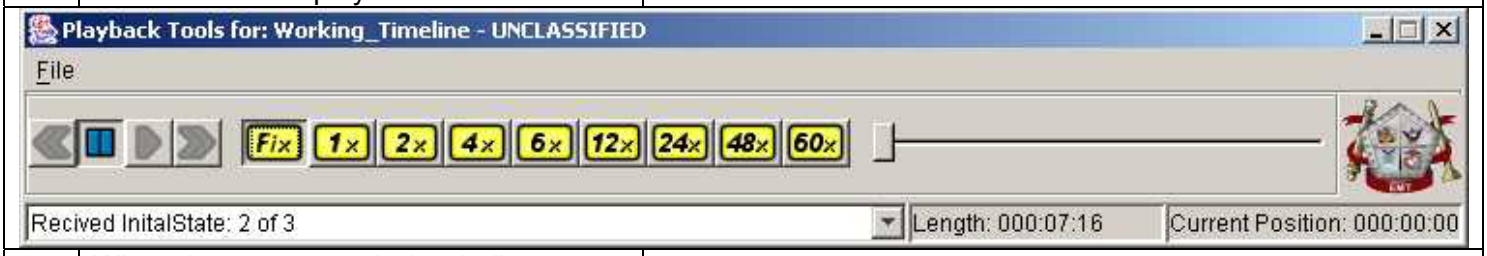
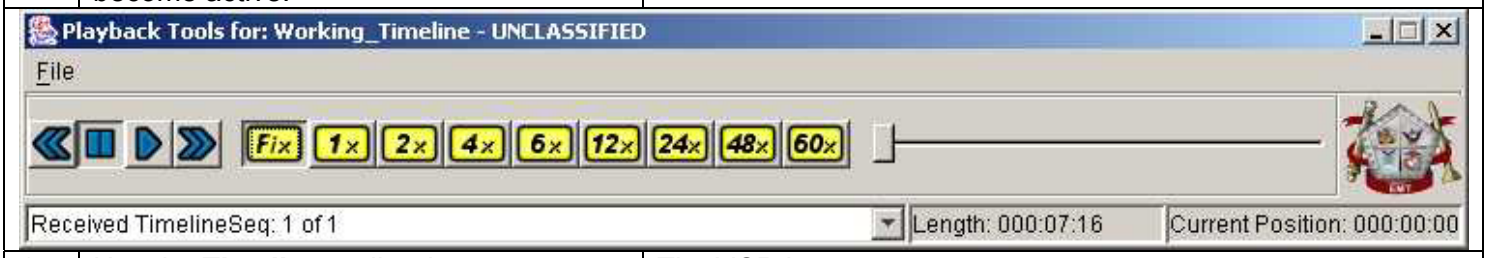
Timeline Viewer		
Step	**Action**	**Result/Explanation**
		
g.	When archiving is complete the green **Archiving Timeline** disappears.	
4.	To restore an archived database, select **Archive | Restore**	
		
a.	Select the **TL<#>** desired to be restored.	**NOTE:** Three **Timeline** databases can be restored, one at a time, each assigned to a TL #. The client will display the databases that are restored for playback.
		
b.	Click on the down arrow and choose the database desired to be restored.	
		

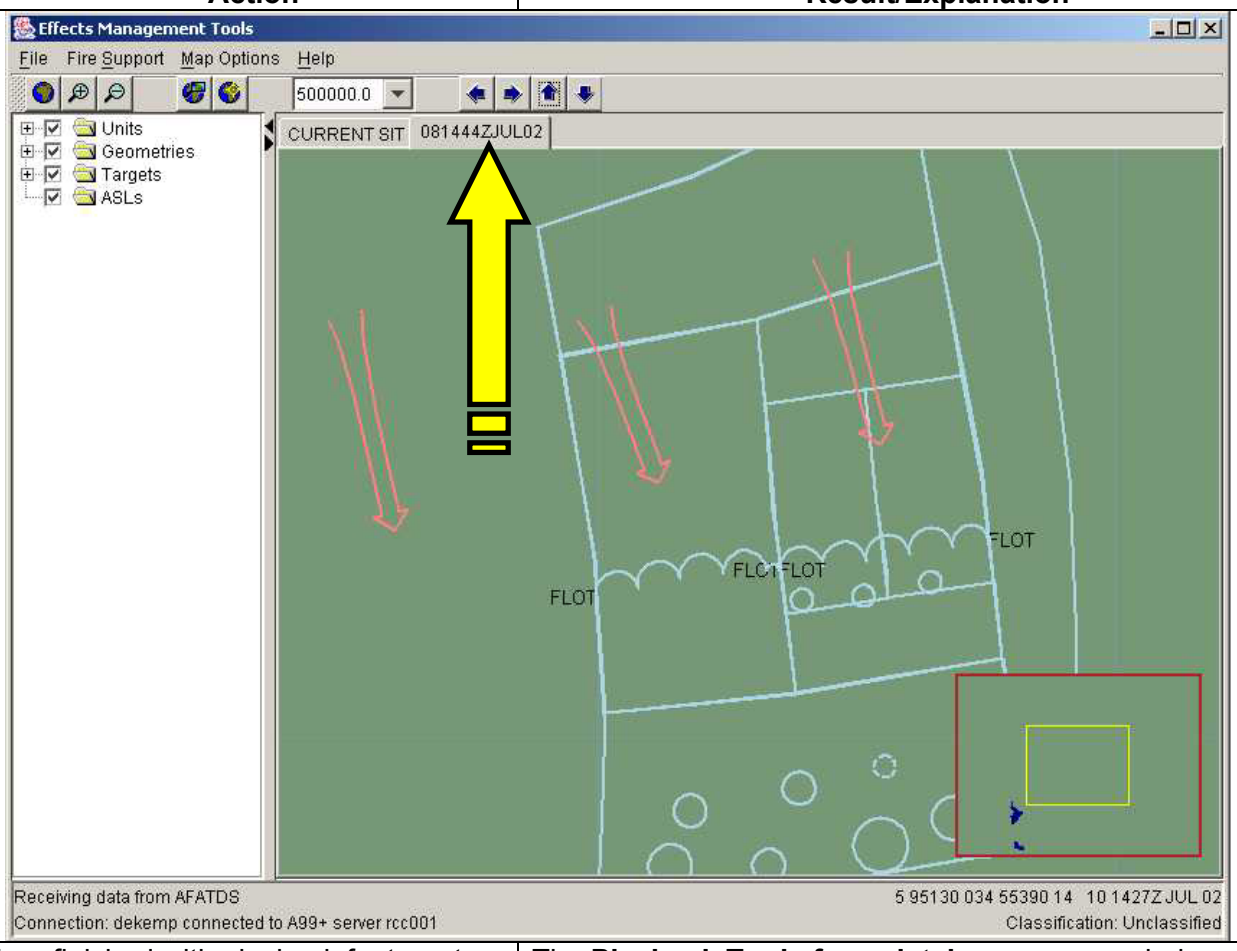
Timeline Viewer		
Step	**Action**	**Result/Explanation**
c.	Click the **OK** button. The **Timeline** window indicates **Restoring TL1…** in green.	
		
d.	When restoring of database is complete the **Timeline** window indicates **Restored.** in green.	
		
5.	To delete a current timeline, select **Delete | Timeline**.	
		
a.	The operator is presented with a **Confirmation** window. Select **Yes** to continue with the deletion of the current timeline or select **No** to cancel the deletion process.	

Timeline Viewer		
Step	**Action**	**Result/Explanation**
		
6.	To delete a database, select **Delete | TL<#>** desired to deleted. The operator is presented with a **Confirmation** window. Select **Yes** to continue with the deletion of the selected database or select **No** to cancel the deletion process.	
		
7.	When finished with the **Timeline** to exit select **File | Exit**.	The operator is presented with an exit confirmation window. Select **Yes** to continue to exit or select **No** to cancel the exit process.
		
8.	To use the **Timeline** databases recorded on the AFATDS server with the **EMT Client** follow the below steps.	
9.	On the **Main Menu Bar** select **Fire Support | Utilities | Timeline Viewer**	The **Log Database Selector** window opens and presents the operator with options to create a playback scenario from the current situation.

Timeline Viewer		
Step	**Action**	**Result/Explanation**
		
10.	Select the database from which playback is desired.	The database selected is highlighted in blue. The **Log Database** name is displayed in the **Current Selection** window area, and the start/stop time is displayed in the **Start At:/Stop At:** windows, respectively.

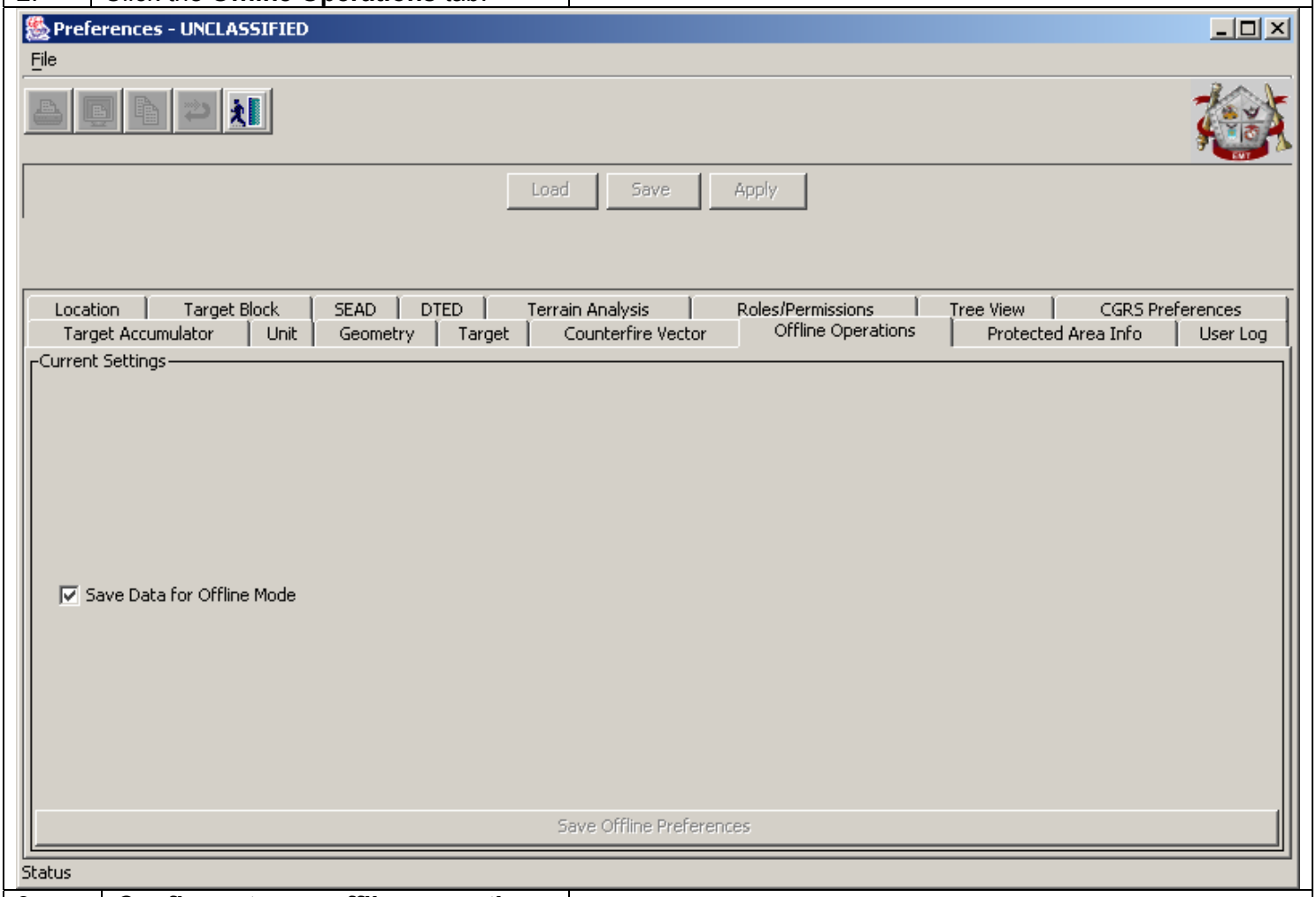
Timeline Viewer		
Step	**Action**	**Result/Explanation**
		
11.	If **Start At** or **Stop At** times are desired to be changed, right mouse click in the window area and use the **Calendar/Time Tool** as described in **Section** Error! Reference source not found. above.	**NOTE: Calendar/Time Tool** shown above.
12.	Click the **OK** button.	The **Log Database Selector** window closes and the **Playback Tools for: <database name>** window opens and provides the operator with the tools to play the database that has been loaded. The operator is also provided with visual feedback on the status of the selected database being loaded for replay.
		

Timeline Viewer		
Step	**Action**	**Result/Explanation**
13.	The message window will update the operator of the status of the loading of the database for playback.	
		
14.	When the message window indicates **Received TimelineSeq 1 of 1** all buttons on the **Timeline Toolbar** will become active.	
		
15.	Use the **Timeline** toolbar buttons as would be used on a VCR.	The VCR buttons are: - Fast Rewind - Pause - Forward - Fast Forward
16.	Select one of the playback speed options: Fix 1x 2x 6x 12x 24x 48x 60x	Scaled Rate Fix, 1x, 2x, 6x, 12x, 24x, 48x, or 60x respectively. Fixed rate plays at 2sec intervals; 1x = normal speed, 2x is 2x normal speed, etc.
17.	The **JMTK Map Adapter** will have a second tab with the name of the database on the tab. When the play button is depressed the map will update based on the events happening during the timeframe selected.	

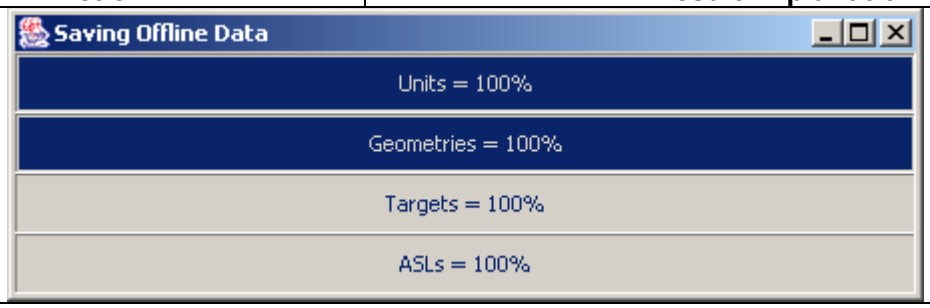
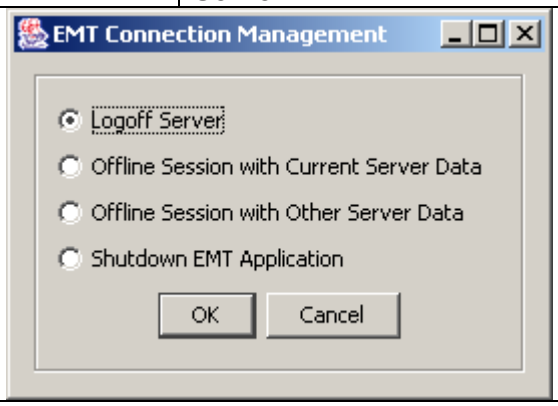
Timeline Viewer		
Step	**Action**	**Result/Explanation**
		
18.	When finished with playback feature, to exit the **Playback Tools for: <database name>** window, select **File | Close**.	The **Playback Tools for: <database name>** window closes.

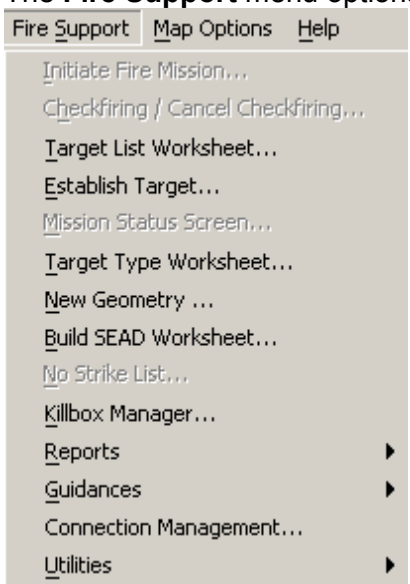
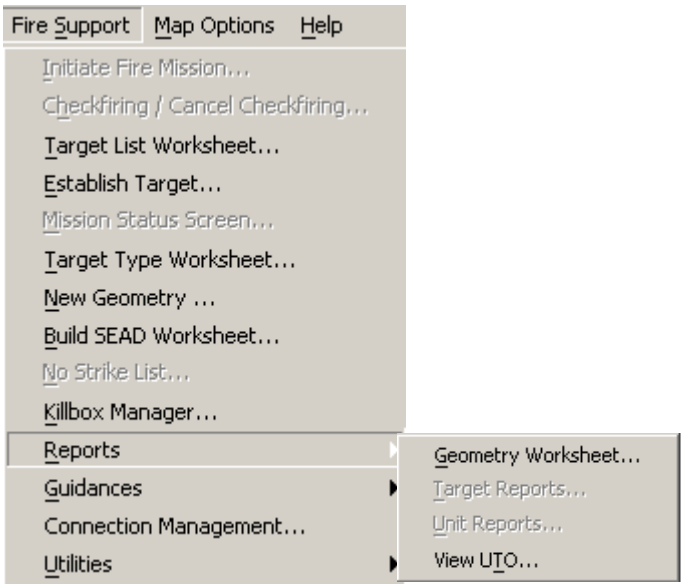
3032. Offline Session

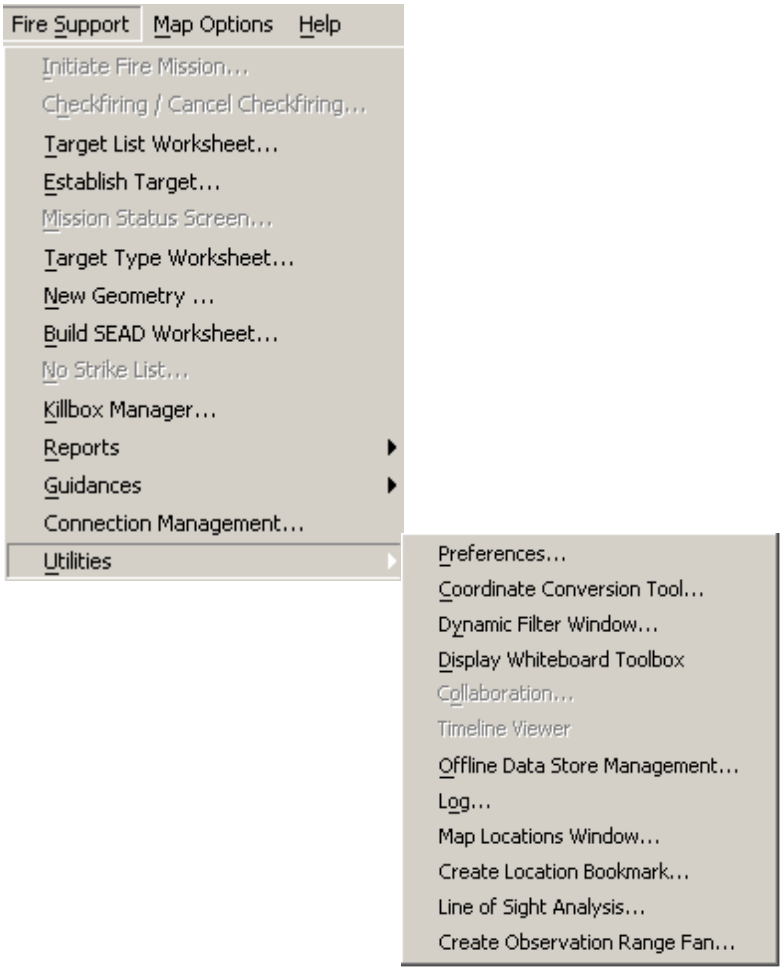
Offline Client.		
Step	**Action**	**Result/Explanation**
Function: This procedure allows an EMT to be operated without connection to the server. This operation requires the EMT to have been previously a client and to have had the database saved when the client session was ended. This saved database provides the data displayed and acted upon during the offline session.		
1.	From the **Main Menu Bar** select **Fire Support | Utilities | Preferences….**	The **Preferences** window displays.
2.	Click the **Offline Operations** tab.	

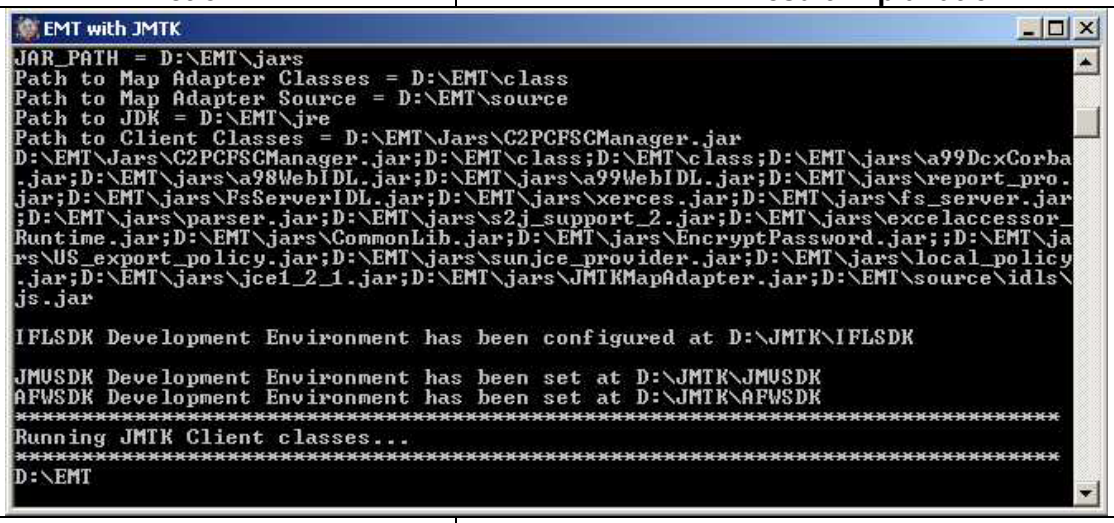


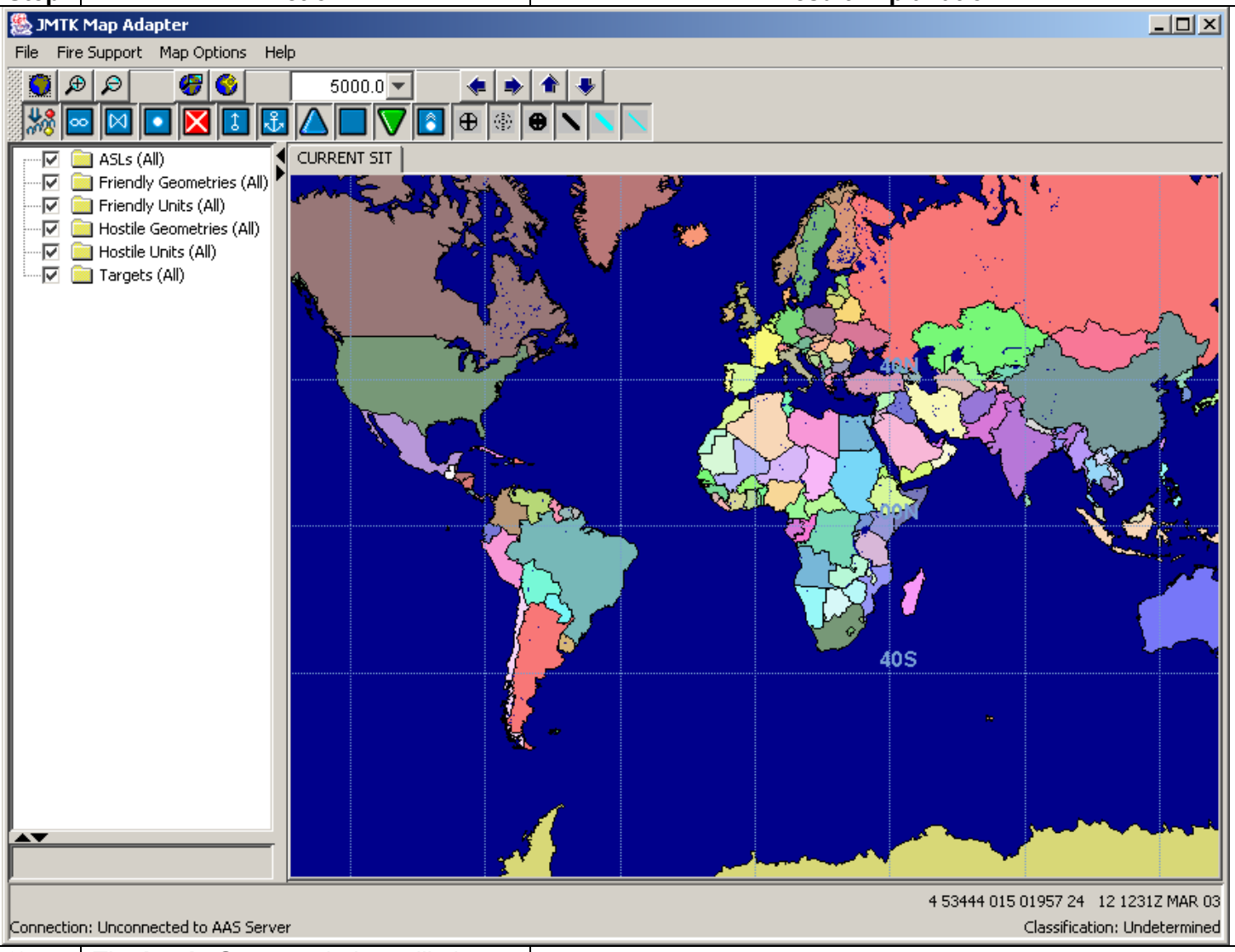
3.	***Configure to use offline operations.***	
a.	Click the **Save Data for Offline Mode** checkbox.	This enables the choice for saving data at logoff or saving data continuously. **NOTE:** If the current session goes down unexpectedly, data obtained during the current session will NOT be saved. **NOTE:** This option may result in a lengthy save operation.
4.	When the EMT client is logged off the server or selected to establish an **Offline Session** using the **Connection Manager** the current data will be saved.	The operator will see a **Saving Offline Data** window that will show the status of the current data being saved.

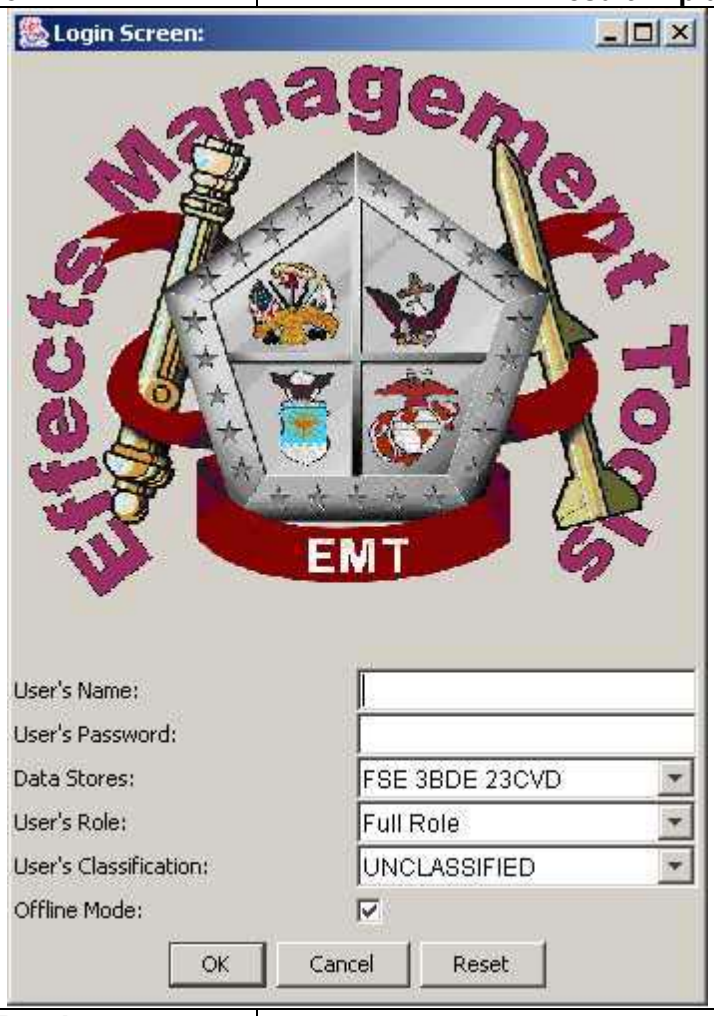
Offline Client.		
Step	**Action**	**Result/Explanation**
		
Saving of Units, Geometries, Targets, and ASLs data…		
5.	***Use offline operations.***	
a.	***Starting with the EMT client connected to the AFATDS Server.***	
1)	From the **Main Menu Bar** select **Fire Support | Connection Management**.	The **EMT Connection Management** window opens and provides the operator with the options to 1) **Logoff Server**, 2) **Offline Session with Current Server Data**, 3) **Offline Session with Other Server Data**, or 4) **Shutdown EMT Application**. The EMT client logs off and the current data is saved as described above. The EMT client is now in offline session mode. **NOTE:** The statement displayed in the status bar is updated to **Connection: Unconnected to AAS Server**.
		

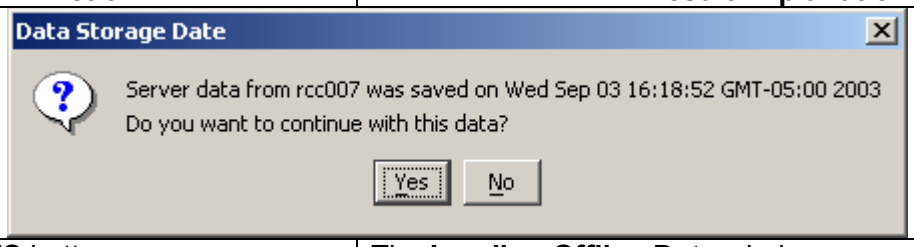
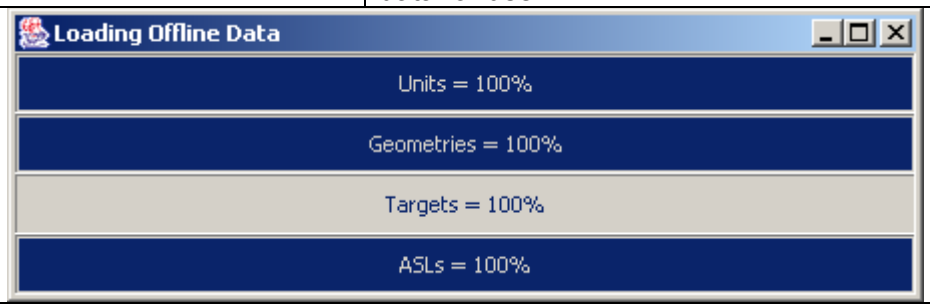
Offline Client.		
Step	**Action**	**Result/Explanation**
2)	Options available while in **Offline Mode**: **Target List Worksheet** **Establish Target** **Target Type Worksheet** **New Geometry** **Build SEAD Worksheet** **Killbox Manager** **Connection Management**	The **Fire Support** menu options display: 
3)	**Reports:** • **Geometry** • **View UTO**	
4)	**Guidances:** • **All are available to view**	

Offline Client.		
Step	**Action**	**Result/Explanation**
5)	**Utilities:** • **Preferences** • **Coordinate Conversion Tool** • **Dynamic Filter Window** • **Display Whiteboard Toolbox** • **Offline Data Store Management** • **Log** • **Map Locations Window** • **Create Location Bookmark** • **Line of Sight Analysis** • **Create Observation Range Fan**	
b.	***Starting with the EMT client shutdown.***	
1)	***Start the client.***	
a)	On the client laptop, to start the **Effects Management Tools (EMT)** software, click **Start | Programs | EMT | EMT with JMTK** or click the **EMT** shortcut button.	The **Effects Management Tools (EMT)** software starts and the **EMT with JMTK** window opens. **NOTE:** Do not close this window. If this window is closed the **EMT Client** will also close.

Offline Client.		
Step	**Action**	**Result/Explanation**
		
b)	Minimize the **EMT with JMTK** initial start window.	The **EMT with JMTK** initial start window minimizes and after approximately one minute, the **JMTK Map Adapter** window displays.

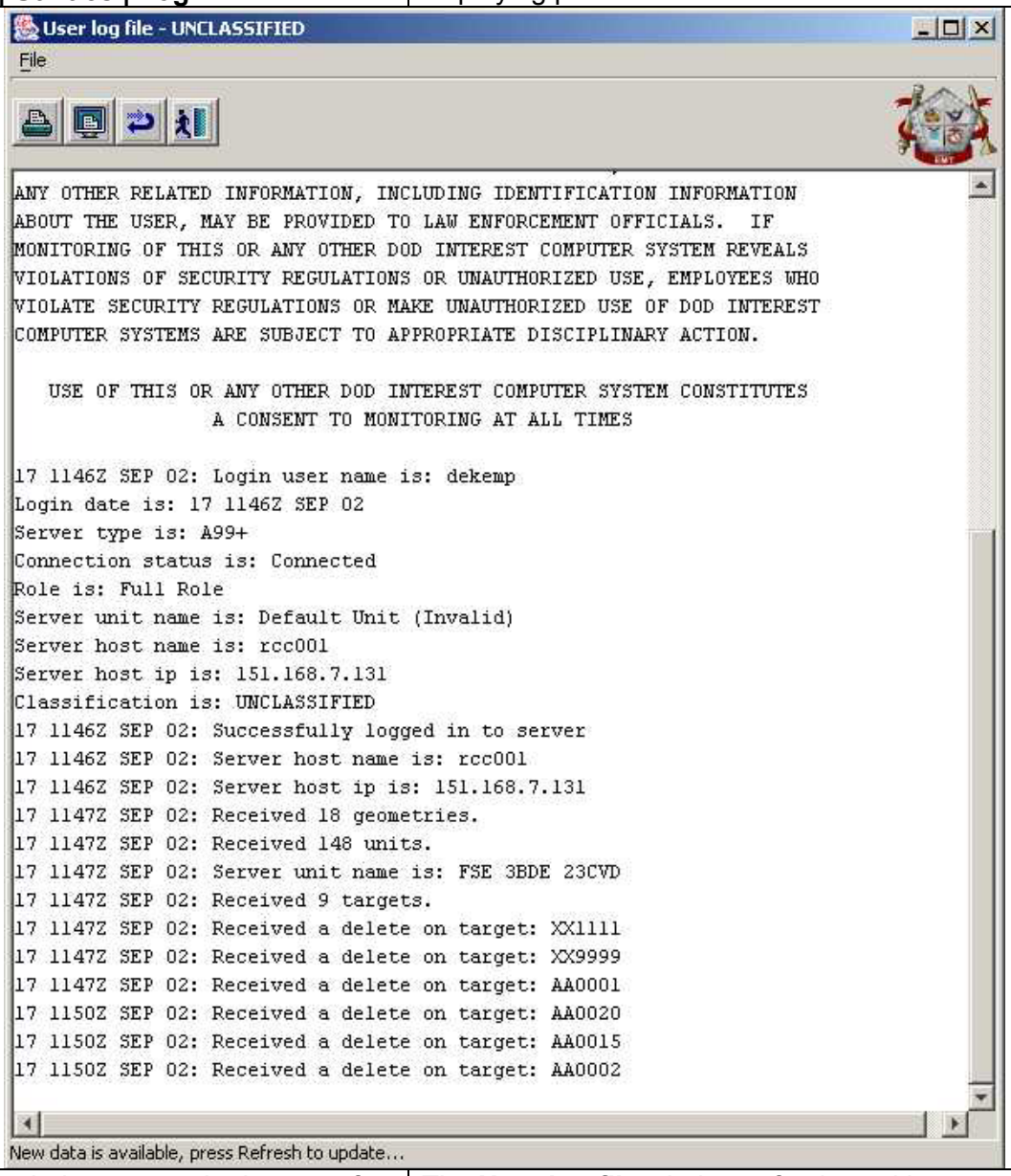
Offline Client.		
Step	**Action**	**Result/Explanation**
		
2)	The **Login Screen** window will also appear but may be covered by the **JMTK Map Adapter** map window.	

Offline Client.		
Step	**Action**	**Result/Explanation**
		
3)	***Define the Offline Database.***	
a)	In the **Data Stores** field, using the drop down menu, select the data stored desired. **NOTE:** If only one available, it will default to the field when opened.	
b)	Select the **User's Role**.	Settings for the **User's Role** can be set in the **Preference** table **[Fire Support | Utilities | Preferences]** to enable or disable specific features/functionality's for each designated user's role.
4)	***Login***	
5)	Click the **User's Name** field and type the username.	
6)	Click the **User's Password** field and type the password.	
7)	Click the **OK** button.	A **Data Storage Date** window opens notifying the operator of the data date and time saved for use.

Offline Client.		
Step	**Action**	**Result/Explanation**
		
8)	Click the **YES** button.	The **Loading Offline Data** window opens and loads the saved data for use.
		
Loading of Units, Geometries, Targets, and ASLs data…		
9)	The **Loading Offline Data** window closes and the EMT Client is now ready for use, with the menu options available as indicated in step 5. a. 2) – 5) above.	

3033. Log

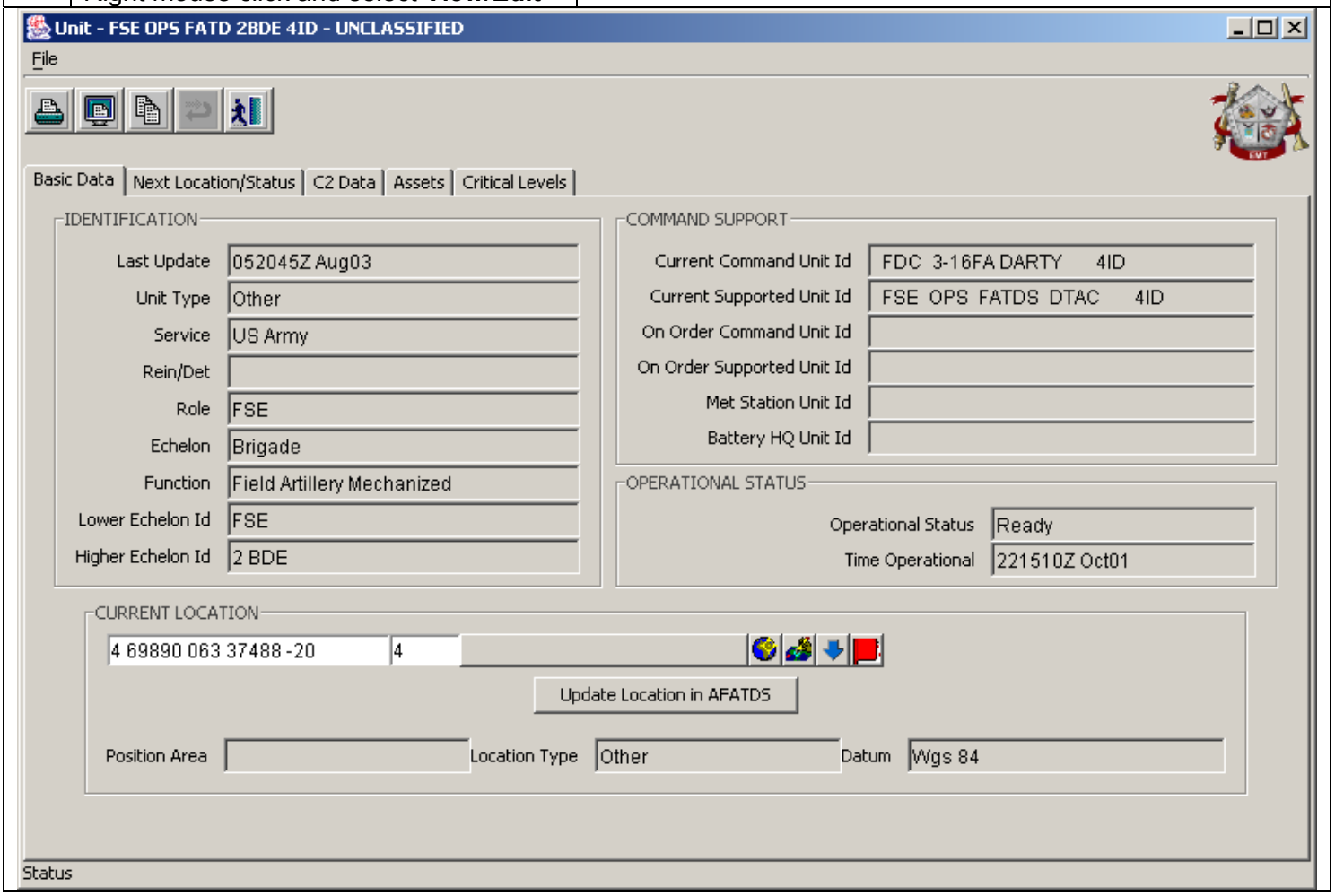
Log		
Step	**Action**	**Result/Explanation**
Function: This Procedure defines the steps for using the Effects Management Tools (EMT) to view the log file to find user information on current client session.		
1.	On the **Main Menu Bar** select **Fire Support | Utilities | Log**	The operator is presented with a **User log file** window displaying pertinent information about the client session.



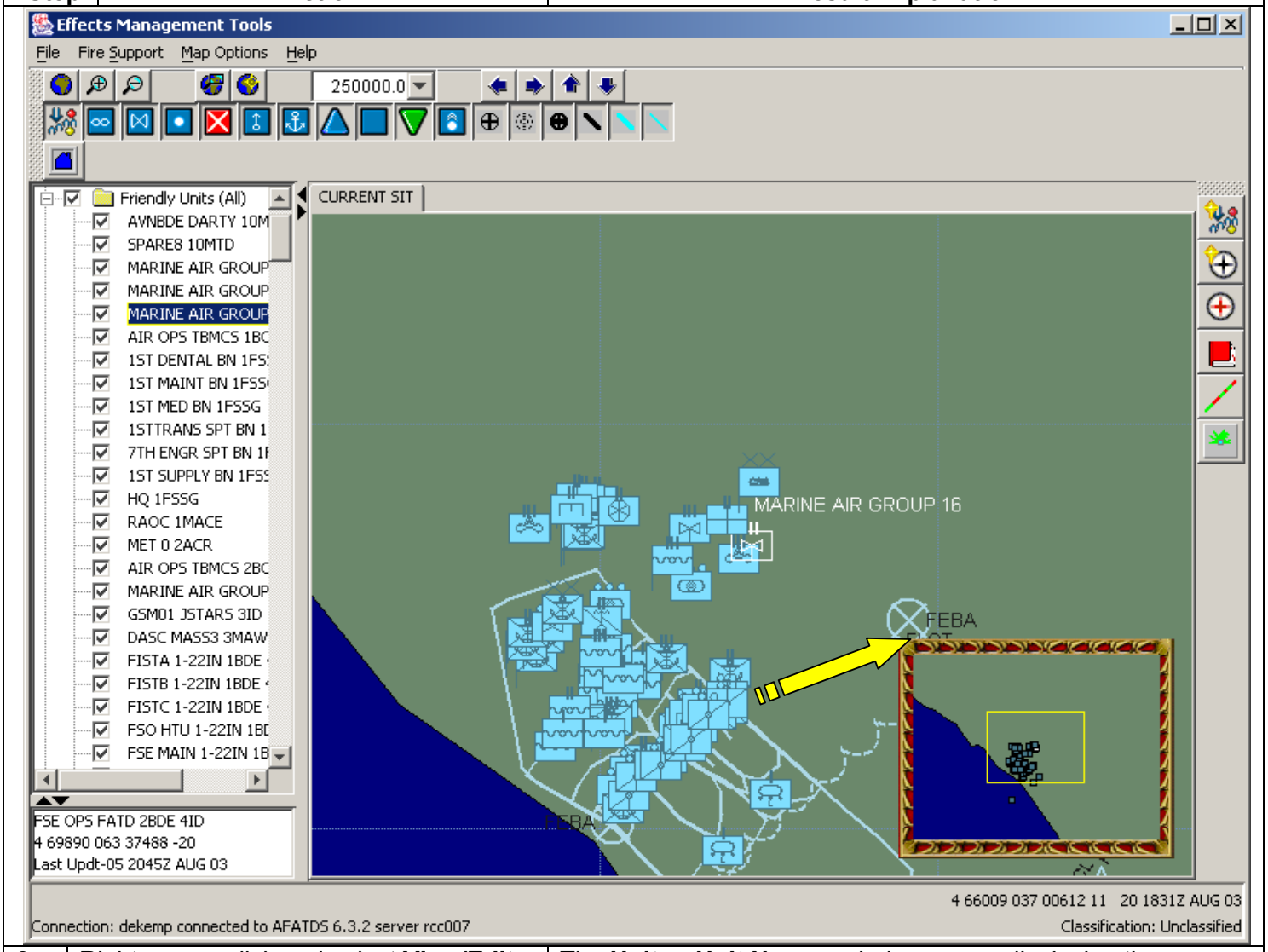
2.	When the window opens the bottom of the window will display **New data is available, press Refresh to update…** Click the button to refresh the window.	The **User log file** window refreshes with any new pertinent data with date/time stamp.
3.	To close the **User log file** window, click the button.	The **User log file** window closes. **NOTE:** To view log file again, simply repeat aforementioned steps.

3034. Update a Unit's Location

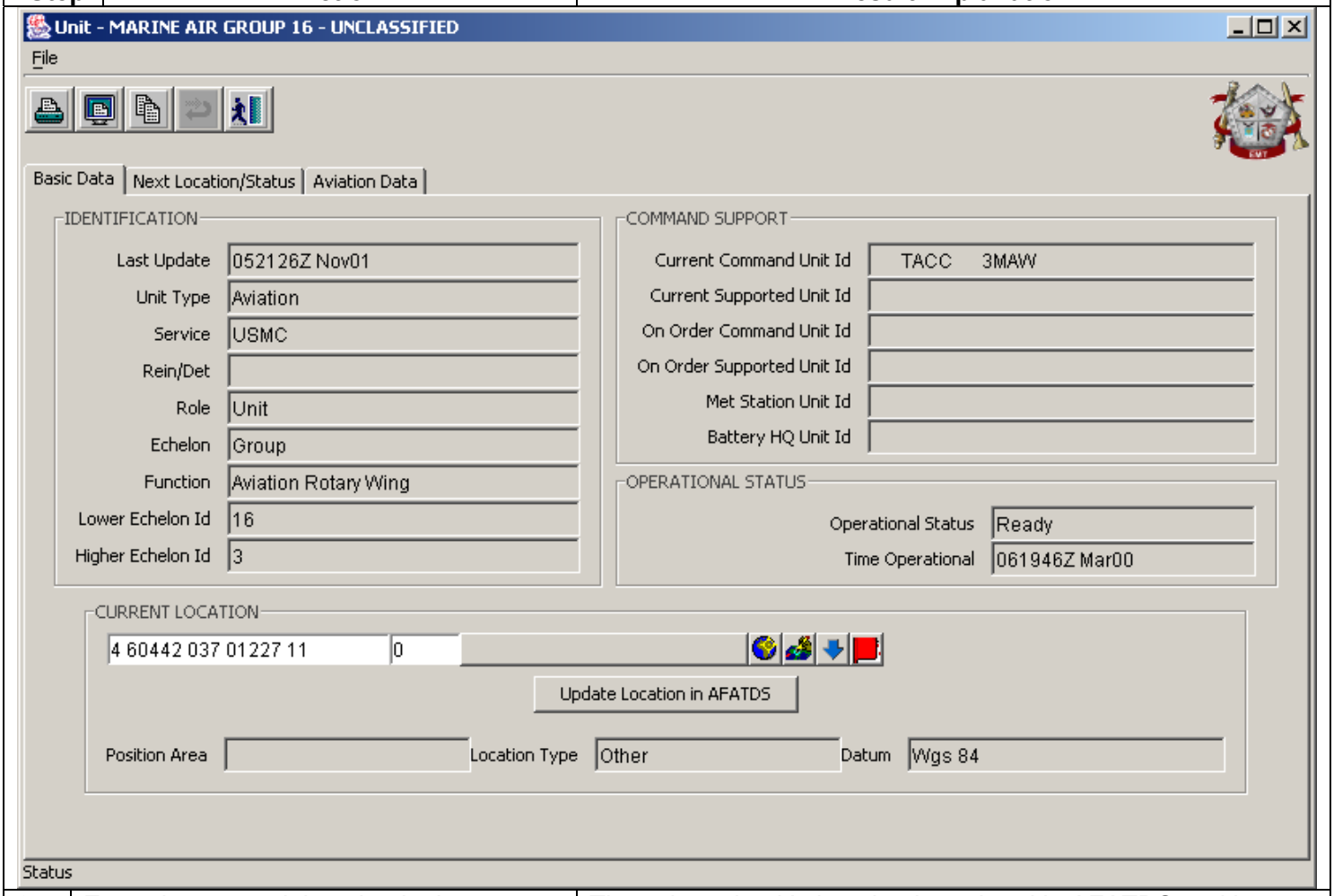
Update a Unit's Location		
Step	**Action**	**Result/Explanation**
Function: This Procedure defines the steps for using the Effects Management Tools (EMT) to establish a unit move on AFATDS.		
1.	On the expanded tree under the **Units** folder select the desired unit to move. Right mouse click and select **View/Edit**	The **Unit <Unit Name>** window opens.



Update a Unit's Location		
Step	**Action**	**Result/Explanation**
2.	Enter the new unit location in the **Current Location** section of the **Unit - <Unit Name>** window. **NOTE:** To use one of the four **Location Field Features** (, , ,) refer to **Section 3009**. Click the **Update Location in AFATDS**. This sends the information to the AFATDS Server and updates the unit location. **NOTE:** Coordinate System options are **LAT/LONG (Deg, Min), LAT/LONG (Deg, Min, Sec)**, **MGRS**, or **UTM**. **NOTE:** To change the coordinate system, place the pointer (cursor) in the **Current Location** section and right mouse click, select the desired coordinate system.	The selected unit's location is updated in AFATDS and is consequently updated on the EMT map.
	Or…	
3.	Click the button.	The **JMTK Map** window is brought forward and the cursor turns to cross hairs.
4.	Click on the map at the new location of the unit selected.	The map coordinates are pasted in the **Current Location** field of the **Unit - <Unit Name>** window. **NOTE:** Must also include the altitude of the unit as part of the location data. If DTED® data is loaded for the location selected, the altitude field will automatically fill with the altitude.
5.	Click the **Update Location in AFATDS**. This sends the information to the AFATDS Server and updates the unit location.	The selected unit's location is updated in AFATDS and is consequently updated on the EMT map.
6.	To close the **Unit - <Unit Name>** window, click the button.	The **Unit - <Unit Name>** window closes.
	Or…	
7.	Using the cursor, locate the unit that you desire to move and left mouse click on the unit.	The unit selected turns white indicating the unit is selected.

Update a Unit's Location		
Step	**Action**	**Result/Explanation**
		
8.	Right mouse click and select **View/Edit**.	The **Unit - <Unit Name>** window opens displaying the selected unit's information.

Update a Unit's Location		
Step	**Action**	**Result/Explanation**



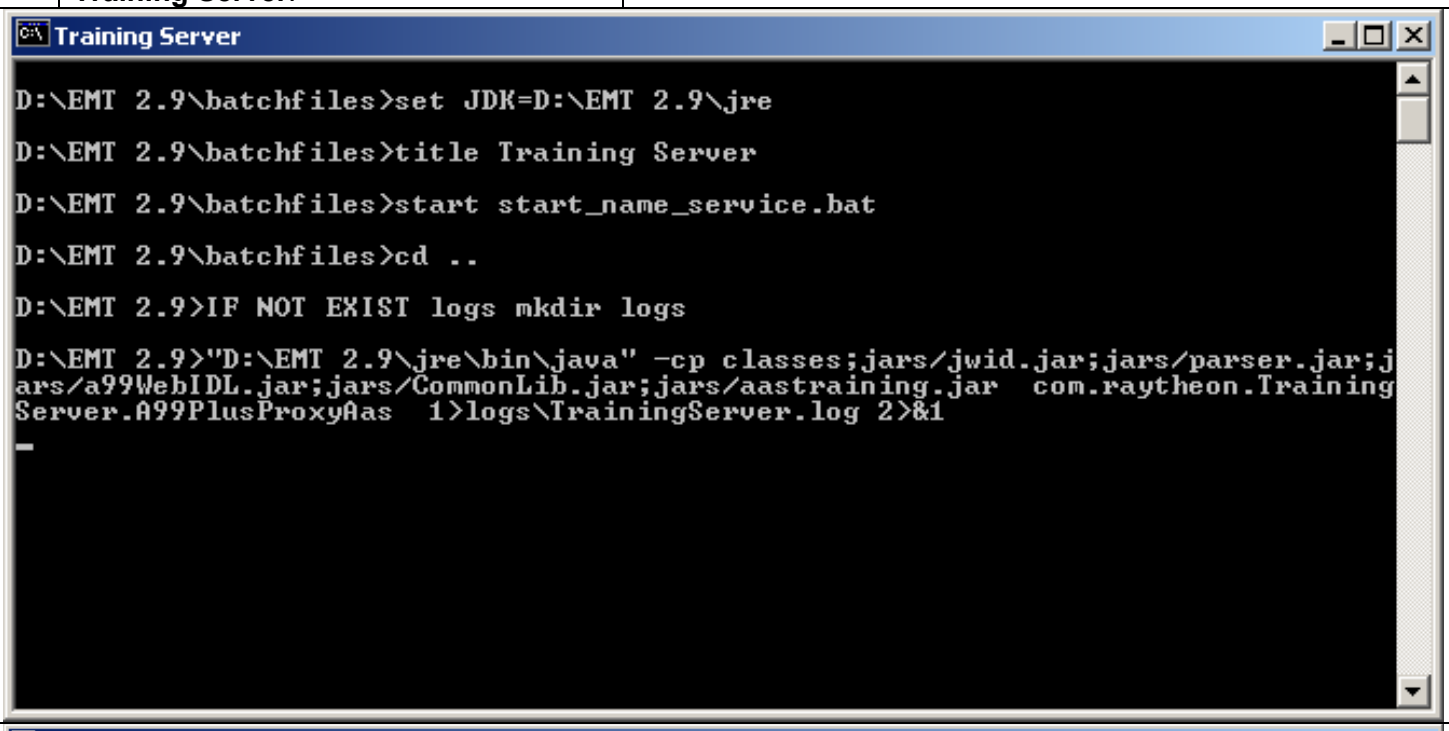
9.	Enter the new unit location in the **Current Location** section of the **Unit - <Unit Name>** window. **NOTE:** To use one of the four **Location Field Features** (, , ,) refer to **Section 3009**. Click the **Update Location in AFATDS**. This sends the information to the AFATDS Server and updates the unit location. **NOTE:** Coordinate System options are **LAT/LONG (Deg, Min), LAT/LONG (Deg, Min, Sec)**, **MGRS**, or **UTM**. **NOTE:** To change the coordinate system, place the pointer (cursor) in the **Current Location** section and right mouse click, select the desired coordinate system.	The selected unit's location is updated in AFATDS and is consequently updated on the EMT map.
	Or…	
10.	Click the button.	The **JMTK Map Adapter** window is brought forward and the cursor turns to cross hairs.

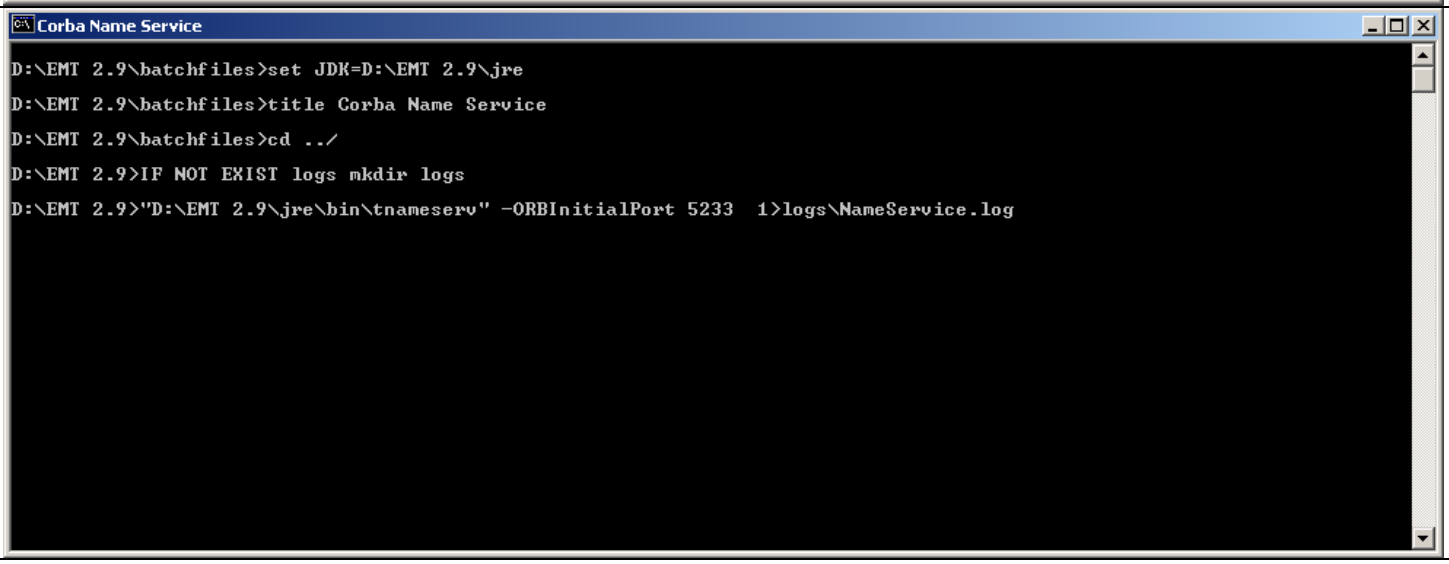
Update a Unit's Location		
Step	**Action**	**Result/Explanation**
11.	Click on the map at the new location of the unit selected.	The map coordinates are pasted in the **Current Location** field of the **Unit - <Unit Name>** window.
12.	Click the **Update Location in AFATDS**. This sends the information to the AFATDS Server and updates the unit location.	The selected unit's location is updated in AFATDS and is consequently updated on the EMT map. **NOTE:** Must also include the altitude of the unit as part of the location data. If DTED® data is loaded for the location selected, the altitude field will automatically fill with the altitude.
13.	To close the **Unit <Unit Name>** window, click the button.	The **Unit - <Unit Name>** window closes.

Chapter 4. Training Server

4000. Starting the EMT Training Server

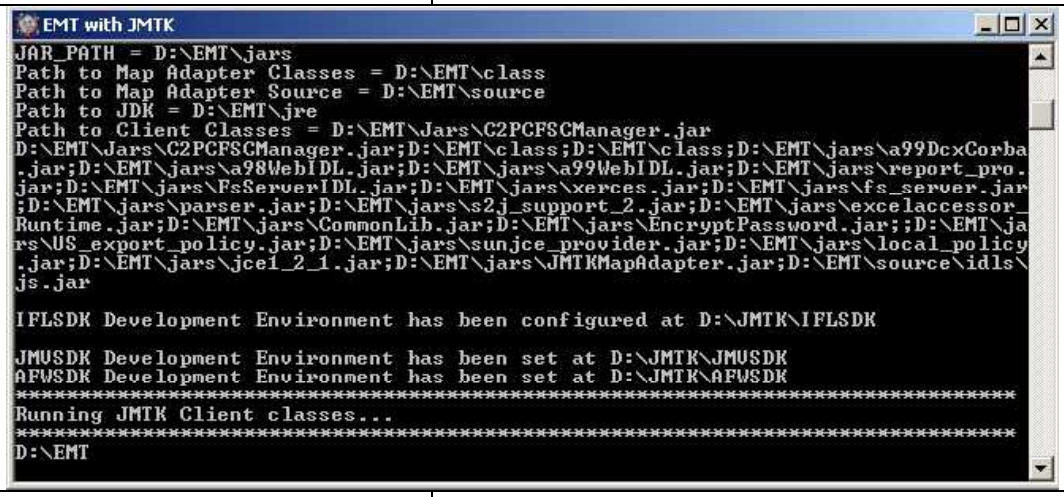
Starting the EMT Training Server		
Step	**Action**	**Result/Explanation**
NOTE: The below are the procedures for the operator to use the EMT Training Server. The Training Server comes as a part of the EMT software.		
1.	To start the **EMT Training Server** go to **Start | Programs | EMT | Utilities | AAS Emulator**.	The **EMT Training Server** starts.
2.	A **Training Server** and **Corba Name Service** command window opens as a part of the startup process for the **EMT Training Server**.	**NOTE:** Do not close these windows. If these windows are closed the **EMT Training Server** will not start.

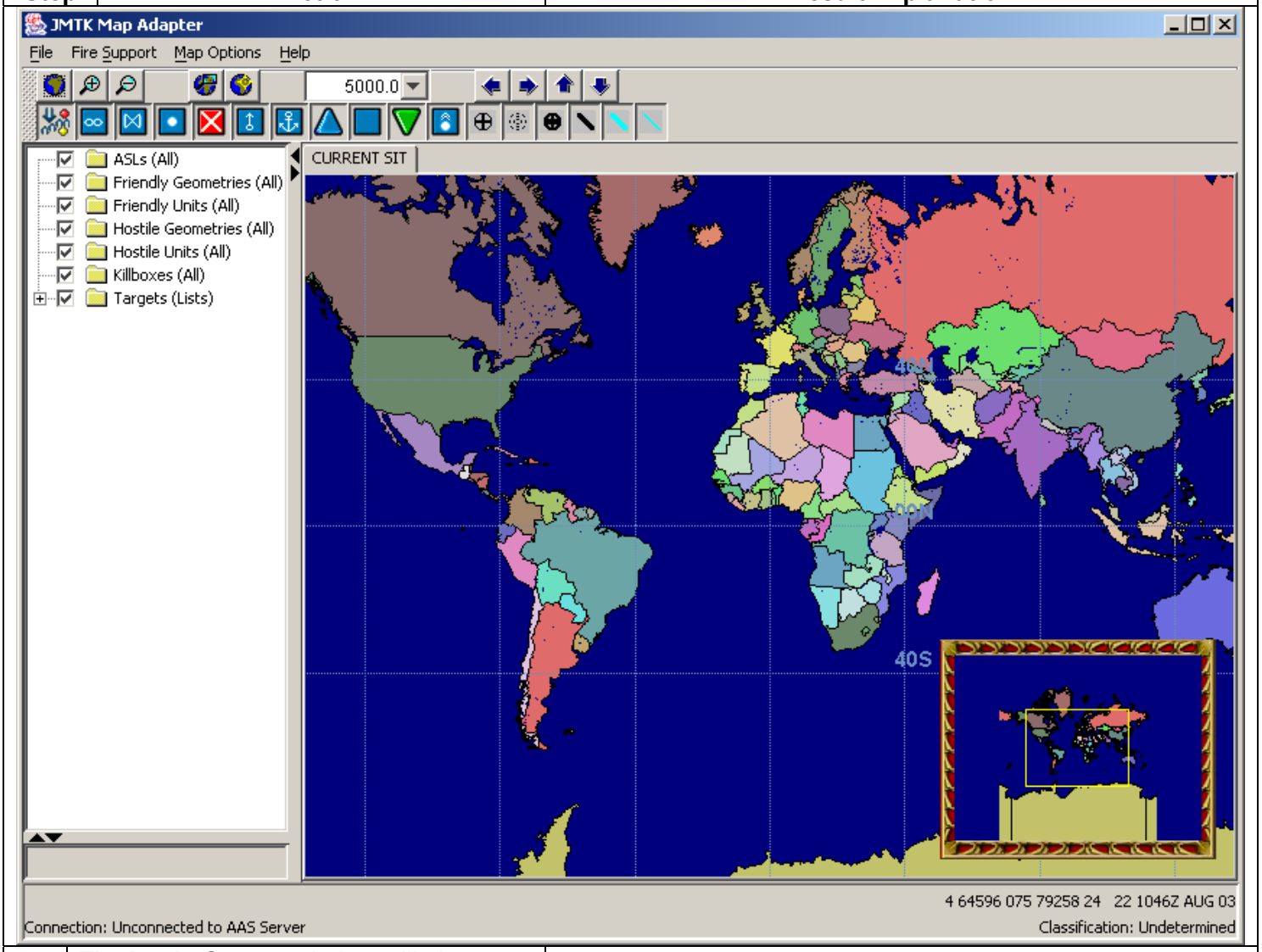


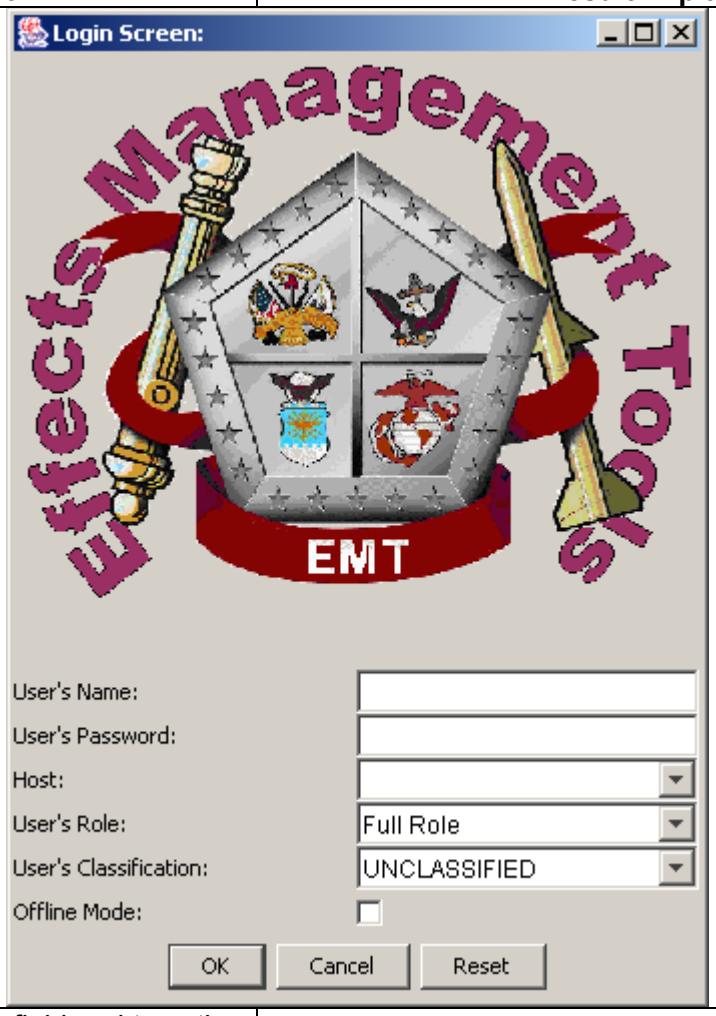


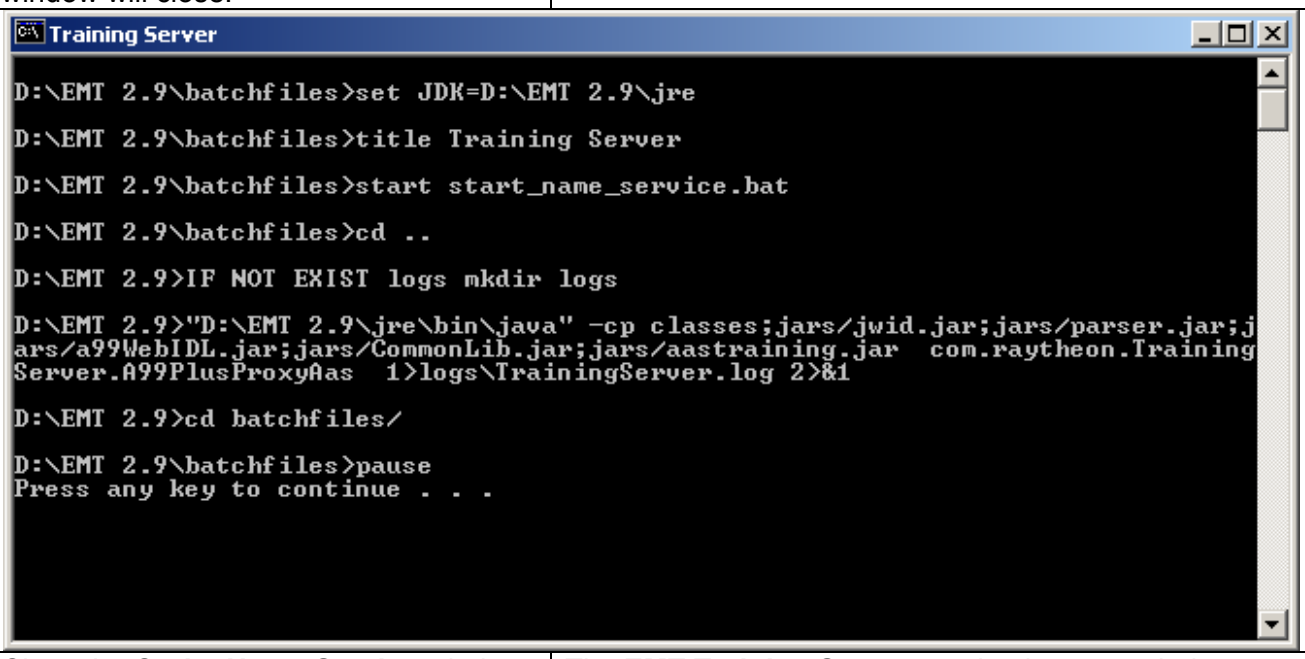
Starting the EMT Training Server		
Step	**Action**	**Result/Explanation**
3.	Following these two windows opening a window will open at the bottom of the screen indicating the “Training Server is Running.”	
4.	The Training Server is Running window cannot be minimized. It can be moved on the screen, however cannot be minimized.	
5.	The EMT Training Server is now ready for the operator to start EMT.	

4001. Starting EMT with the EMT Training Server

Starting EMT with the EMT Training Server		
Step	**Action**	**Result/Explanation**
NOTE: The below are the procedures for the operator to use EMT with the EMT Training Server.		
1.	***Start the client.***	
a.	Start the **EMT Training** Server as described in **Section** 4000 above. To start **EMT** go to **Start | Programs | EMT | EMT with JMTK**. **NOTE:** If a shortcut icon has been placed on the desktop the operator can choose to click on the shortcut icon to start **EMT**.	The **EMT** starts and a command window entitled **EMT with JMTK** opens. Do not close this window. If this window is closed the **EMT** session will end.
		
b.	Minimize the **EMT with JMTK** initial start window.	The **EMT with JMTK** initial start window minimizes and after approximately one minute, the **JMTK Map Adapter** window displays.

Starting EMT with the EMT Training Server		
Step	**Action**	**Result/Explanation**
		
2.	The **Login Screen** window will also appear but may be covered by the **JMTK Map Adapter** map window.	

Starting EMT with the EMT Training Server		
Step	**Action**	**Result/Explanation**
		
3.	Click the **User's Name** field and type the username.	
4.	Click the **User's Password** field and type the password.	
5.	In the **Host** field type **localhost**.	**NOTE:** This logs the EMT into the EMT Training Server.
6.	Select the **User's Role**.	Settings for the **User's Role** can be set in the **Preference** table [**Fire Support | Utilities | Preferences**] to enable or disable specific features/functionality's for each designated user's role. **NOTE:** These roles are only specific to the client and have no direct correlation with the AFATDS user roles.
7.	Set the appropriate **User's Classification** of the workstation.	
8.	Click the **OK** button.	A screen of changing pictures displays as data loads from the server to the client. A message is displayed at the bottom left hand corner of the window stating, "**Login in Progress, Please Wait!** This message should change to **Login Successful!** after approximately one minute, and the screen will disappear.

Starting EMT with the EMT Training Server		
Step	**Action**	**Result/Explanation**
9.	There will be audible alert that notifies the operator that the **EMT** session "has been started in Training Mode."	**NOTE:** Any other alerts that the operator has established under the **User Log** tab in the **Preferences** window will also be active. The **EMT Training Server** also has audible alerts for various actions the operator performs.
10.	A "Default" database has been installed for the operator to begin working with. However, the operator can operate the **EMT** like normal (i.e., move units, create geometries, build target lists, initiate fire missions, etc.).	**NOTE:** When the EMT session is complete **ONLY** locally created geometries will be saved. All other data changes will be lost. When the **EMT** is initialized again only the preinstalled database will be available.
11.	When the EMT session is complete, simply logout of **EMT** and the **EMT Training Server** will stop.	
12.	On the **Training Server** command window, "Press any key to continue…" and the **Training Server** command window will close.	
		
13.	Close the **Corba Name Service** window by click on the **X** in the upper right hand of the window.	The **EMT Training Server** session is now ended.

Appendix A – Coordinate Conversion Format Rules

Below is a list of rules the operator must follow when entering data.

1. If Latitude is not provided, North 0 degrees will be assumed.
2. If Longitude is not provided, East 0 degrees will be assumed.
3. Latitude, Longitude or both must be provided.
4. EMT will recognize the following as Direction characters:
   a. For Latitude, North may be indicated by N or +.
   b. For Latitude, South may be indicated by S or -.
   c. For Longitude, East may be indicated by E or +.
   d. For Longitude, West may be indicated by W or -.
5. The Direction characters N, S, E, W may occur at the beginning or the end of the Latitude or Longitude but can be specified only once for Latitude and once for Longitude. NOTE: The Direction character must be at the same end of the Latitude and Longitude. (e.g. 1 1’ 1.1”NW1 1’ 1.1” is not valid.)
6. If no Direction characters are present, the direction from the Default Location (from Preferences) will be used for Latitude/Longitude if it exists and N/E will be used if the Default Location doesn’t exist.
7. The Direction characters +, - must occur at the beginning of the Latitude or Longitude.
8. For Latitude, Degrees should be greater than or equal to 0, but less then 90.
9. For Longitude, Degrees should be greater than or equal to 0, but less than or equal to 180.
10. For Latitude and Longitude, Minutes should be greater than or equal to 0, but less than 60.
11. For Latitude and Longitude, Seconds should be greater than or equal to 0, but less than 60.
12. EMT will recognize the following as DELIMITERS between the components (D/M/S) of Latitude and Longitude:
    a. ’ is recognized as the Minutes Delimiter
    b. ” is recognized as the Seconds Delimiter
    c. White space (Blank only) is only considered a DELIMITER when it is used between Degrees and Minutes or Minutes and seconds.
13. Seconds may include a decimal part.
14. Minutes may include a decimal part only if Seconds is not present.
15. Degrees may include a decimal part only if Minutes and Seconds are not present.
16. If any DELIMITERS are used between the components of Latitude or Longitude (e.g. N 1 1 1.11 W 1 1 1.11 or N 1 1’ 1.11” W 1 1’ 1.1”), the operator must specify Latitude or Longitude as follows:
    a. Leading zeroes may be used, but are not required.
    b. If Direction is not specified for Latitude, North is assumed.
    c. If Direction is not specified for Longitude, East is assumed.
    d. If Direction is not specified for Latitude or Longitude, it is assumed that Latitude is first, followed by Longitude.
    e. If white space is the only DELIMITER present in the Latitude or Longitude (e.g. N 1 1 1.11 W 1 1 1.11), the following rules apply:
       1) If only one number is provided for Latitude or Longitude, it is assumed the number represents Degrees.
       2) If only two numbers are provided, it is assumed the numbers represent Degrees and Minutes in that order.
       3) If three numbers are provided, it is assumed the numbers represent Degrees, Minutes, and Seconds in that order.
17. If no DELIMITERS are used between the components of Latitude or Longitude (e.g. N010101.11E0010101.11), Latitude or Longitude must be specified as follows:
    a. Latitude is specified first, then Longitude.
    b. If no direction is specified, white space must separate Latitude from Longitude.

c. A decimal point is optional for both Latitude and Longitude, but may only occur once for each
d. Latitude with 1 or 2 non-decimal digits (digits before a decimal point if one exists, or all digits if no decimal point) will be parsed as follows:
   1) The entire number will be parsed as Degrees.
e. Latitude with 3 or 4 non-decimal digits will be parsed as follows:
   1) The last 2 non-decimal digits will be parsed as Minutes. Any decimal part will be considered part of Minutes.
   2) The remaining digits at the beginning will be parsed as Degrees.
f. Latitude with 5 or 6 non-decimal digits will be parsed as follows:
   1) The last 2 non-decimal digits will be parsed as Seconds. Any decimal part will be considered part of Seconds.
   2) The 2 digits before the Seconds will be parsed as Minutes.
   3) The remaining digits at the beginning will be parsed as Degrees.
g. Latitude with more than 6 non-decimal digits will be parsed as follows:
   1) The first 2 digits will be parsed as Degrees.
   2) The 3rd and 4th digits will be parsed as Minutes.
   3) The 5th & 6th digits will be parsed as Seconds.
   4) The remaining digits at the end will be parsed as the decimal part of Seconds.
h. Longitude with 1 to 3 non-decimal digits will be parsed as follows:
   1) The entire number will be parsed as Degrees.
i. Longitude with 4 or 5 non-decimal digits will be parsed as follows:
   1) The last 2 non-decimal digits will be parsed as Minutes. Any decimal part will be considered part of Minutes.
   2) The remaining digits at the beginning will be parsed as Degrees.
j. Longitude with 6 or 7 non-decimal digits will be parsed as follows:
   1) The last 2 non-decimal digits will be parsed as Seconds. Any decimal part will be considered part of Seconds.
   2) The 2 digits before the Seconds will be parsed as Minutes.
   3) The remaining digits at the beginning will be parsed as Degrees.
k. Longitude with more than 7 non-decimal digits will be parsed as:
   1) The first 3 digits will be parsed as Degrees.
   2) The 4th and 5th digits will be parsed as Minutes.
   3) The 6th & 7th digits will be parsed as Seconds.
   4) The remaining digits at the end will be parsed as the decimal part of Seconds.

18. Both the Latitude and Longitude coordinates must use the same format. (e.g. DELIMITERS are used for both Latitude and Longitude, or they are not used for either.)

Latitude/Longitude Examples

Lat/Long (D/M/S) Examples

All of these represent the same coordinate: (No Default Location exists)
Latitude: North 1 Degree, 1 Minute, and 1.11 Seconds
Longitude: East 1 Degree, 1 Minute, and 1.11 Seconds
This example will be displayed as: 01 01’ 01.11”N 001 01’ 01.11”E

1. N 1 1’ 1.11” E 1 1’ 1.11”
2. N 01 01’ 01.11” E 001 01’ 01.11”
3. +1 1’ 1.11” +1 1’ 1.11”
4. +01 01’ 01.11” +001 01’ 01.11”

5. N 1 1 1.11 E 1 1 1.11
6. N 01 01 01.11 E 001 01 01.11
7. +1 1 1.11 +1 1 1.11
8. +01 01 01.11 +001 01 01.11
9. 1 1 1.11 1 1 1.11
10. 01 01 01.11 01 01 01.11
11. 010101.11N0010101.11E
12. N010101.11E0010101.11
13. 01010111N001010111E
14. N01010111E001010111
15. +010101.11+0010101.11
16. +01010111+001010111
17. 010101.11 0010101.11
18. 01010111 001010111

All of these represent the same coordinate: (No Default Location exists)
Latitude: South 2 Degrees, 2 Minutes, and 2.22 Seconds
Longitude: West 2 Degrees, 2 Minutes, and 2.22 Seconds
For this example it will be displayed as: 02 02’ 02.22”S 002 02’ 02.22”W

1. S 2 2’ 2.22” W 2 2’ 2.22”
2. S 02 02’ 02.22” W 002 02’ 02.22”
3. -2 2’ 2.22” -2 2’ 2.22”
4. -02 02’ 02.22” -002 02’ 02.22”
5. S 2 2 2.22 W 2 2 2.22
6. S 02 02 02.22 W 002 02 02.22
7. -2 2 2.22 -2 2 2.22
8. -02 02 02.22 -002 02 02.22
9. 020202.22S0020202.22W
10. S020202.22W0020202.22
11. 02020222S002020222W
12. S02020222W002020222
13. -020202.22-0020202.22
14. -02020222-002020222

Other non-delimited examples (Representation after =>):

1	=>	01 00’ 00.00”N 000 00’ 00.00”E
12	=>	12 00’ 00.00”N 000 00’ 00.00”E
121	=>	01 21’ 00.00”N 000 00’ 00.00”E
1212	=>	12 12’ 00.00”N 000 00’ 00.00”E
12121	=>	01 21’ 21.00”N 000 00’ 00.00”E
121212	=>	12 12’ 12.00”N 000 00’ 00.00”E
121212.	=>	12 12’ 12.00”N 000 00’ 00.00”E
121212.1	=>	12 12’ 12.10”N 000 00’ 00.00”E
121212.12	=>	12 12’ 12.12”N 000 00’ 00.00”E
121212.12S	=>	12 12’ 12.12”S 000 00’ 00.00”E
121212.12S1	=>	12 12’ 12.12”S 001 00’ 00.00”E
121212.12S12	=>	12 12’ 12.12”S 012 00’ 00.00”E
121212.12S121	=>	12 12’ 12.12”S 121 00’ 00.00”E
121212.12S1212	=>	12 12’ 12.12”S 012 12’ 00.00”E
121212.12S12121	=>	12 12’ 12.12”S 121 21’ 00.00”E

121212.12S121212	=>	12 12’ 12.12”S 012 12’ 12.00”E
121212.12S1212121	=>	12 12’ 12.12”S 121 21’ 21.00”E
121212.12S1212121.	=>	12 12’ 12.12”S 121 21’ 21.00”E
121212.12S1212121.2	=>	12 12’ 12.12”S 121 21’ 21.20”E
121212.12S1212121.21	=>	12 12’ 12.12”S 121 21’ 21.21”E
121212.12S1212121.212	=>	12 12’ 12.12”S 121 21’ 21.21”E
121212.12S1212121.212W	=>	12 12’ 12.12”S 121 21’ 21.21”W
121212.12 1	=>	12 12’ 12.12”N 001 00’ 00.00”E
121212.12 12	=>	12 12’ 12.12”N 012 00’ 00.00”E
121212.12 121	=>	12 12’ 12.12”N 121 00’ 00.00”E
121212.12 1212	=>	12 12’ 12.12”N 012 12’ 00.00”E
121212.12 12121	=>	12 12’ 12.12”N 121 21’ 00.00”E
121212.12 121212	=>	12 12’ 12.12”N 012 12’ 12.00”E
121212.12 1212121	=>	12 12’ 12.12”N 121 21’ 21.00”E
121212.12 1212121.	=>	12 12’ 12.12”N 121 21’ 21.00”E
121212.12 1212121.2	=>	12 12’ 12.12”N 121 21’ 21.20”E
121212.12 1212121.21	=>	12 12’ 12.12”N 121 21’ 21.21”E

Other delimited examples (Representation after =>):

1	=>	01 00’ 00.00”N 000 00’ 00.00”E
1 2	=>	01 00’ 00.00”N 002 00’ 00.00”E (Treated as undelimited)
1 2 1	=>	01 02’ 01.00”N 000 00’ 00.00”E
1 2 1.	=>	01 02’ 01.00”N 000 00’ 00.00”E
1 2 1.1	=>	01 02’ 01.10”N 000 00’ 00.00”E
1 2 1.11	=>	01 02’ 01.11”N 000 00’ 00.00”E
1 2 1.11 1	=>	01 02’ 01.11”N 001 00’ 00.00”E
1 2 1.11 1 2	=>	01 02’ 01.11”N 001 02’ 00.00”E
1 2 1.11 1 2 1	=>	01 02’ 01.11”N 001 02’ 01.00”E
1 2 1.11 1 2 1.	=>	01 02’ 01.11”N 001 02’ 01.00”E
1 2 1.11 1 2 1.1	=>	01 02’ 01.11”N 001 02’ 01.10”E
1 2 1.11 1 2 1.11	=>	01 02’ 01.11”N 001 02’ 01.11”E

<u>Lat/Long (D/M) Examples</u>

All of these represent the same coordinate: (No Default Location exists)
Latitude: North 1 Degree, 1.100 Minutes
Longitude: East 1 Degree, 1.100 Minutes
For this example it will be displayed as: 01 01.100’N 001 01.100’E

1. N 1 1.1’ E 1 1.1’
2. N 01 01.1’ E 001 01.1’
3. +1 1.10’ +1 1.100’
4. +01 01.1’ +001 01.1’
5. N 1 1.1 E 1 1.1
6. N 01 01.1 E 001 01.1
7. +1 1.1 +1 1.1
8. +01 01.1 +001 01.1
9. 1 1.1 1 1.1
10. 01 01.1 01 01.1
11. 0101.1N00101.1E
12. N0101.1E00101.1

13. +0101.1+00101.1
14. 0101.1 00101.1

All of these represent the same coordinate: (No Default Location exists)
Latitude: South 2 Degrees, 2.222 Minutes
Longitude: West 2 Degrees, 2.222 Minutes
For this example it will be displayed as: 02 02.222'S 002 02.222'W

1. S 2 2.222' W 2 2.222'
2. S 02 02.222' W 002 02.222'
3. -2 2.222' -2 2.222'
4. -02 02.222' -002 02.222'
5. S 2 2.222 W 2 2.222
6. S 02 02.222 W 002 02.222
7. -2 2.222 -2 2.222
8. -02 02.222 -002 02.222
9. 0202.222S00202.222W
10. S0202.222W00202.222
11. -0202.222-00202.222

Other non-delimited examples (Representation after =>):

1	=>	01 00.000'N 000 00.000'E
12	=>	12 00.000'N 000 00.000'E
121	=>	01 21.000'N 000 00.000'E
1212	=>	12 12.000'N 000 00.000'E
1212.	=>	12 12.000'N 000 00.000'E
1212.1	=>	12 12.100'N 000 00.000'E
1212.12	=>	12 12.120'N 000 00.000'E
1212.121	=>	12 12.121'N 000 00.000'E
1212.121S	=>	12 12.121'S 000 00.000'E
1212.121S1	=>	12 12.121'S 001 00.000'E
1212.121S12	=>	12 12.121'S 012 00.000'E
1212.121S121	=>	12 12.121'S 121 00.000'E
1212.121S1212	=>	12 12.121'S 012 12.000'E
1212.121S12121	=>	12 12.121'S 121 21.000'E
1212.121S12121.	=>	12 12.121'S 121 21.000'E
1212.121S12121.1	=>	12 12.121'S 121 21.100'E
1212.121S12121.12	=>	12 12.121'S 121 21.120'E
1212.121S12121.121	=>	12 12.121'S 121 21.121'E
1212.121S12121.121W	=>	12 12.121'S 121 21.121'W
1212.121 1	=>	12 12.121'N 001 00.000'E
1212.121 12	=>	12 12.121'N 012 00.000'E
1212.121 121	=>	12 12.121'N 121 00.000'E
1212.121 1212	=>	12 12.121'N 012 12.000'E
1212.121 12121	=>	12 12.121'N 121 21.000'E
1212.121 12121.	=>	12 12.121'N 121 21.000'E
1212.121 12121.1	=>	12 12.121'N 121 21.100'E
1212.121 12121.12	=>	12 12.121'N 121 21.120'E
1212.121 12121.121	=>	12 12.121'N 121 21.121'E

Other delimited examples (Representation after =>):

1.	1 2	=>	01 00.000'N 002 00.000'E (Treated as undelimited)
2.	1 2.	=>	01 00.000'N 002 00.000'E (Treated as undelimited)
3.	1 2.2	=>	01 00.000'N 002 12.000'E (Treated as undelimited)
4.	1 2.22	=>	01 00.000'N 002 13.200'E (Treated as undelimited)
5.	1 2.222	=>	01 00.000'N 002 13.320'E (Treated as undelimited)
6.	1 2.222 1	=>	01 02.222'N 001 00.000'E
7.	1 2.222 1 2	=>	01 02.222'N 001 02.000'E
8.	1 2.222 1 2.	=>	01 02.222'N 001 02.000'E
9.	1 2.222 1 2.2	=>	01 02.222'N 001 02.200'E
10.	1 2.222 1 2.22	=>	01 02.222'N 001 02.220'E
11.	1 2.222 1 2.222	=>	01 02.222'N 001 02.222'E

<u>Lat/Long (Degrees) Examples</u>
All of these represent the same coordinate: (No Default Location exists)
Latitude: North 1.250 Degrees
Longitude: East 1.250 Degrees

NOTE: Lat/Long (Degrees) is not an EMT display format. EMT will be able to parse Lat/Long (Degrees) in any location text field. However, when the preference for the location text field is Lat/Long (D/M/S) EMT will display the coordinate using Lat/Long (D/M/S). For any other Coordinate Preference, EMT will display the coordinate using Lat/Long (D/M).

For this example location will be displayed as:
01 15' 00.00"N 001 15' 00.00"E when displayed in Lat/Long (D/M/S)
01 15.000'N 001 15.000'E when displayed in Lat/Long (D/M)

1. N 1.25 E 1.25
2. N 01.250 E 001.250
3. +1.25 +1.25
4. +01.250 +001.250
5. 1.25 1.25
6. 01.250 01.250
7. 01.250N001.250E
8. N01.25E001.25
9. +01.250+001.250
10. 01.250 001.250

All of these represent the same coordinate:
Latitude: South 2.750 Degrees
Longitude: West 2.750 Degrees

For this example location will be displayed as
02 45' 00.00"S 002 45' 00.00"W when displayed in Lat/Long (D/M/S)
02 45.000'S 002 45.000'W when displayed in Lat/Long (D/M)

1. S 2.75 W 2.75
2. S 02.750 W 002.750
3. –2.75 –2.75
4. –02.750 –002.750
5. 02.75S002.75W
6. S02.75W002.75
7. –02.750-002.75

Other non-delimited examples (Representation after =>):

1	=>	01 00.000’N 000 00.000’ E (D/M)
	=>	01 00’ 00.00”N 000 00’ 00.00”E (D/M/S)
12	=>	12 00.000’N 000 00.000’ E (D/M)
	=>	12 00’ 00.00”N 000 00’ 00.00”E (D/M/S)
12.	=>	12 00.000’N 000 00.000’ E (D/M)
	=>	12 00’ 00.00”N 000 00’ 00.00”E (D/M/S)
12.1	=>	12 06.000’N 000 00.000’ E (D/M)
	=>	12 06’ 00.00”N 000 00’ 00.00”E (D/M/S)
12.12	=>	12 07.200’N 000 00.000’ E (D/M)
	=>	12 07’ 12.00”N 000 00’ 00.00”E (D/M/S)
12.121	=>	12 07.260’N 000 00.000’ E (D/M)
	=>	12 07’ 15.60”N 000 00’ 00.00”E (D/M/S)
12.1212	=>	12 07.272’N 000 00.000’E (D/M)
	=>	12 07’ 16.32”N 000 00’ 00.00”E (D/M/S)
12.1212S	=>	12 07.272’S 000 00.000’ E (D/M)
	=>	12 07’ 16.32”S 000 00’ 00.00”E (D/M/S)
12.1212S1	=>	12 07.272’S 001 00.000’ E (D/M)
	=>	12 07’ 16.32”S 001 00’ 00.00”E (D/M/S)
12.1212S12	=>	12 07.272’S 012 00.000’ E (D/M)
	=>	12 07’ 16.32”S 012 00’ 00.00”E (D/M/S)
12.1212S121	=>	12 07.272’S 121 00.000’ E (D/M)
	=>	12 07’ 16.32”S 121 00’ 00.00”E (D/M/S)
12.1212S121.	=>	12 07.272’S 121 00.000’ E (D/M)
	=>	12 07’ 16.32”S 121 00’ 00.00”E (D/M/S)
12.1212S121.2	=>	12 07.272’S 121 12.000’ E (D/M)
	=>	12 07’ 16.32”S 121 12’ 00.00”E (D/M/S)
12.1212S121.21	=>	12 07.272’S 121 12.600’ E (D/M)
	=>	12 07’ 16.32”S 121 12’ 36.00”E (D/M/S)

12.1212S121.212	=>	12 07.272’S 121 12.720’ E (D/M)
	=>	12 07’ 16.32”S 121 12’ 43.20”E (D/M/S)
12.1212S121.2121	=>	12 07.272’S 121 12.726’ E (D/M)
	=>	12 07’ 16.32”S 121 12’ 43.56”E (D/M/S)
12.1212S121.2121W	=>	12 07.272’S 121 12.726’ W (D/M)
	=>	12 07’ 16.32”N 121 12’ 43.56”W (D/M/S)
12.1212 1	=>	12 07.272’N 001 00.000’ E (D/M)
	=>	12 07’ 16.32”N 001 00’ 00.00”E (D/M/S)
12.1212 12	=>	12 07.272’N 012 00.000’ E (D/M)
	=>	12 07’ 16.32”N 012 00’ 00.00”E (D/M/S)
12.1212 121	=>	12 07.272’N 121 00.000’ E (D/M)
	=>	12 07’ 16.32”N 121 00’ 00.00”E (D/M/S)
12.1212 121.	=>	12 07.272’N 121 00.000’ E (D/M)
	=>	12 07’ 16.32”N 121 00’ 00.00”E (D/M/S)
12.1212 121.2	=>	12 07.272’N 121 12.000’ E (D/M)
	=>	12 07’ 16.32”N 121 12’ 00.00”E (D/M/S)
12.1212 121.21	=>	12 07.272’N 121 12.600’ E (D/M)
	=>	12 07’ 16.32”N 121 12’ 36.00”E (D/M/S)
12.1212 121.212	=>	12 07.272’N 121 12.720’ E (D/M)
	=>	12 07’ 16.32”N 121 12’ 43.20”E (D/M/S)
12.1212 121.2121	=>	12 07.272’N 121 12.726’ E (D/M)
	=>	12 07’ 16.32”N 121 12’ 43.56”E (D/M/S)

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