

MX-25-433C

**AFATDS
Technical Fire Direction
Job Aids
Cannon (GDU)**



6 June 2002

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AFATDS Technical Fire Direction Job Aids – Cannon (GDU)
System A99

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How to Use This Manual.

1. **Use.** This manual is intended for use as a detailed reference for specific fire direction tasks performed at firing battery and platoon FDCs. This manual applies specifically to towed and self-propelled cannon artillery units that communicate with the weapons via GDU.
2. **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. AFATDS Description and Hardware.** Chapter 1 provides an overview of AFATDS functionality and description of AFATDS hardware.
 - b. **Chapter 2. System Initialization.** Chapter 2 provides three sections on initialization of AFATDS. The first section describes AFATDS initialization and preparation for action with an existing database. Section II provides directions for loading software and preparing an AFATDS workstation for database construction. The last section describes the AFATDS desktop, menus and common keystrokes.
 - c. **Chapter 3. Database Construction.** Chapter 3 describes a step by step method for constructing a database.
 - d. **Chapter 4. Communications.** Chapter 4 provides AFATDS communications setup and operation.
 - e. **Chapter 5. Fire Mission Processing.** Chapter 5 contains descriptions of the AFATDS fire mission process followed by specific fire mission processing tasks.
 - f. **Chapter 6. Accounting for Non-Standard Conditions.** The applications of MV data, meteorological data and registration correction is described in chapter 6. This is followed by specific tasks related to these functions.
 - g. **Chapter 7. Special Situations.** Chapter 7 details specific missions types as they are carried out at AFATDS.
 - h. **Chapter 8. Commander’s Guidance and Planning.** Chapter 8 describes the procedures for receiving and implementing future plans data and entry of commander’s guidance.
 - i. **Appendix A. Leader’s Guide.** The leader’s guide appendix provides supervisor information on operations of the FDC and troubleshooting.
 - j. **Appendix B. JMTK Map.** Information for loading and displaying the JMTK Map.
 - k. **Appendix C Cannon / GDU 13D Task List** is a cross-reference between the 13D tasks and Job Aids Procedures.
3. **Conventions used in this publication.** This publication is task oriented. 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.
 - a. **Task Construction.** Tasks are built in tabular format. Each task is preceded by three statements related to the specific task.
 - 1) **Conditions** statement describes the necessary state of the AFATDS and database necessary to carry out the task.
 - 2) **Objective** statement indicates the desired result.
 - 3) **Additional information** provides information that supports the task.
 - b. **Task Table Types.** There are three basic types of task tables in this publication.
 - 1) **Construction tasks** are carried out at AFATDS and result in information added to the database or transmitted to other stations. Below is an example.

Task DB5: Construct Firing Battery/Platoon Unit Data.		
This task builds the fire unit in the current situation.		
Step	Action	Result/Explanation
1.	Click Units, New.	The Create New Unit window displays.
<i>NOTE: The Create New Unit window lists all units in the Master Unit List. This can be extremely long. The list can be reduced to more manageable size by selecting the Filter button and sorting by unit name, device type or master unit list number.</i>		

- 2) **Mission Tasks** involve the interaction of multiple stations. In these tasks, the AFATDS portion is detailed while the actions of other stations are descriptive only. Below is an example:

Task FM5: Process an Area Fire Mission			
Step	Station	Action	Result/Explanation
1	Observer	Composes and transmits call for fire.	The observer may be a human or sensor device. The call for fire may be transmitted to an FSE/FSCC or FA CP AFATDS. That AFATDS may then transmit a fire order to the battery/platoon AFATDS.
<i>If the mission is received via data communications, go to step 3.</i>			
2.	Btry/Plt AFATDS	Complete the Initiate Fire Mission window. Click Mission Processing, Initiate Fire Mission. See <i>TASK FM6. Initiate a Fire Mission at AFATDS.</i>	

- 3) **Description Tasks** provide information concerning windows and are related to AFATDS output. These tasks are designed to inform the operator of information provided by to the AFATDS. Below is an example.

Task FM7. Examine the Intervention Windows.		
Step	Action	Result/Explanation
2.	The following data is presented.	
	DATA	FUNCTION
a.	Tgt Number	Displays NATO target number for this mission.
b.	Find Target	Centers the Current window map on the target when selected. The target will display even if no overlay exists for active targets.

- c. **Fonts.** Fonts are used to indicate information as follows:
- 1) *Italics is used to provide notes and directions.*
 - 2) **Bold** text indicates an AFATDS field name, menu selection or window name.
- d. Chapter Table of Contents. Each chapter, if appropriate, will have a list of the topics covered in that chapter. Below is an example of table at the beginning of chapter 2.

Chapter 2 Contents for Initialization and System Procedures	
Section I	Initialization of Existing Software and Database.
Section II	System Procedures.
	S1. Load AFATDS Software.
	S2. Login in as an AFATDS User.
	S3. Start the AFATDS Application.
	S4. Set Time and Date.
	S5. Activate AFATDS.
	S6. Configure a Parallel Printer.
Section III	Additional System Procedures
	S7. Import a Master Unit List
	S8. Prepare a JAZ Disk for Use.
	S9. Archive the Database to Floppy Disk.
	S10. Restore a Database from a JAZ Disk.
	S11. Restore a Database from a Floppy Disk. (AFATDS Started)
	S12. Restore a Database from a Previous Software Version from a Floppy Disk.
Section IV	The AFATDS Desktop.
	AW1: Examine the AFATDS Desktop

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Table of Contents

CHAPTER 1. CAPABILITIES AND HARDWARE	9
SECTION I. CAPABILITIES	9
1. <i>General</i>	9
2. <i>AFATDS Software Load</i>	9
SECTION II. HARDWARE.....	10
CHAPTER 2. INITIALIZATION AND SYSTEM PROCEDURES	15
SECTION I. INITIALIZATION OF EXISTING SOFTWARE AND DATABASE	15
SECTION II. ADDITIONAL SYSTEM PROCEDURES.....	18
S1. Import a Master Unit List	18
S2 Archive the Database to Floppy Disk	19
SECTION III. THE AFATDS DESKTOP.....	20
AW1 Examine AFATDS Desktop.....	20
AW2 Describe AFATDS Menu Bar	23
AW3 Describe the Main Menu Bar	24
AW4 Describe the Current Situation Menu bar	30
AW5: Describe the AFATDS Current Situation Window (JMTK map)	41
CHAPTER 3. DATABASE CONSTRUCTION.	47
DB1. Load AFATDS Software.....	47
DB2 Establish Sysadmin User Profile.	48
DB3 Install the Joint Master Unit List (JMUL)	49
DB4 Login as an AFATDS user	50
DB5 Establish Afatds User Profile.	50
DB6. Start the AFATDS Application.	51
DB7 Restore AFATDS Database.....	51
DB8. Set Time and Date	52
DB9. Activate AFATDS.....	53
DB10. Configure a Parallel Printer	53
DB10. Display the Current Situation	54
DB11. Edit Map Setup.....	54
DB13. Create Overlays.....	56

MX-25-433X
Job Aids – Cannon (GDU)

DB14. Construct Firing Battery/Platoon Unit Data	59
DB15. Store Historical Muzzle Velocity	64
DB16. Store Fuze Inventory	64
DB17. Store Propellant Inventory.....	65
DB18. Store Munitions (Shell) Inventory.....	66
DB19. Store Movement Factors	67
DB20. Close Fire Unit Windows	68
DB22. Construct an Observer, Radar, Headquarters or Maneuver Unit	69
DB23. Construct Geometry (FSCMs and Map Graphics).....	73
DB24. Construct an Air Corridor Geometry.....	77
DB25. Establish Target Decay Time	79
DB26. Establish FS System Buffer Distance.....	80
DB27. Make Initial Report of Fire Unit Status to Higher and Supported Headquarters	80
DB28. Prepare a JAZ Disk for Use	81
DB29. Archive the AFATDS Database	82
DB30. Shutdown the AFATDS workstation.....	83
CHAPTER 4. AFATDS COMMUNICATIONS.....	84
C1 Create and Implement a Communications Configuration	84
C2 Create a Proxy Relay.....	93
C3 Send Communications Checks.....	95
C4 Direct a Gun to Establish Voice Comm with FDC (Ring Guns).....	96
C5 Compose and Transmit or Save a Freetext message.....	97
C6 Receive and Reply to a Freetext message.....	98
C7 React to a Failed Communications.....	98
C8 Construct Data Distribution.....	99
C9. Configure Message Setup.....	103
CHAPTER 5. FIRE MISSION PROCESSING.....	105
SECTION I. THE FIRE MISSION PROCESS.....	105
1. <i>General</i>	105
2. <i>Fire Requests and Fire Orders</i>	105
3. <i>Fire mission reception</i>	105
4. <i>Target Filter Checks</i>	106
5. <i>Determination of mission value</i>	107
6. <i>FSCM Checks</i>	108
7. <i>Assignment of mission precedence</i>	109
8. <i>Fire for Effect Shell, Fuze and Lot selection</i>	110
9. <i>Volume of fire determination</i>	111
10. <i>Weapon Selection</i>	111
11. <i>Propellant selection</i>	112
12. <i>Charge Selection. AFATDS selects the lowest charge capable of ranging the target</i>	112
13. <i>Application of Registration Data</i>	112
14. <i>Application of MVV Data</i>	112
15. <i>Near Crest Clearance (XO's min QE application)</i>	112
16. <i>Down range mask violations</i>	112
17. <i>Aimpoint placement in the sheaf</i>	113
18. <i>AFATDS Target lists</i>	117
SECTION II. BASIC FIRE MISSION PROCESSING.....	117
FM1. Limit Charge Selection in Training Exercises.....	117
FM2. Establish Target Number Block.....	118
FM3. Enable Audible Fire Mission Alert and Adjust Volume.....	119
FM5. Process an Area Fire Mission at AFATDS.....	121
FM6. Initiate a Fire Mission at AFATDS.....	125
FM7. Examine the Intervention Windows.....	128
FM8. Examine the Weapon Status GDU Window.....	132
FM9. React to a Denied Fire Mission.....	135
FM10. React to a Coordination Request.....	136
FM11. Process Observer Subsequent Corrections during Degraded Comm Operations.....	138

MX-25-433X
Job Aids – Cannon (GDU)

FM12. Process End of Mission during Degraded Comm Operations.....	140
FM13. React to GDU Comm Failure during a Fire Mission.....	141
FM14. Receive and Process Check Firing and Cancel Check Firing.....	144
FM15. Initiate and Cancel Check Firing.....	144
CHAPTER 6. IMPROVING FIRING DATA.....	146
SECTION I. GENERAL.....	146
1. <i>Standard Conditions</i>	146
2. <i>Errors</i>	146
3. <i>AFATDS Computational Technique</i>	146
4. <i>The Five Requirements for Accurate Predicted Fires</i>	147
5. <i>AFATDS determination and use of muzzle velocity data</i>	148
6. <i>AFATDS meteorological message processing</i>	149
7. <i>Registration</i>	149
SECTION II. ACCOUNTING FOR NON-STANDARD CONDITIONS.....	153
MR1. Conduct Calibration and Determine MVV using M94 and MCA.....	153
MR2. Conduct Calibration and Determine MVV using M94 without MCA.....	154
MR3. Enter a Computer Meteorological Message.....	155
MR4. Receive a Computer Meteorological Message.....	157
MR5. Conduct A Precision Registration.....	158
MR6. Conduct A Visual High Burst/Mean Point of Impact (HB/MPI) Registration.....	165
MR7. Conduct A Radar Observed High Burst/Mean Point of Impact Registration.....	169
MR8. Conduct A Laser Observed Mean Point of Impact Registration.....	172
MR9. Transfer Registration Corrections to Another Unit.....	175
MR10. Re-Compute Registration Corrections To Account For Errors In MV/MET/SURVEY.....	176
MR11. Delete Registration Corrections.....	177
CHAPTER 7. SPECIAL SITUATIONS.....	179
SS1 Process a Radar Fire Mission.....	179
SS2 Process a One, Two or Four Point Illumination Mission.....	182
SS3 Process a Coordinated Illumination Mission.....	186
SS4 Process a Continuous Illumination Mission.....	190
SS5 Process an Immediate Smoke Mission.....	192
SS6 Process an Immediate Suppression Mission.....	196
SS7 Process a Quick Smoke Mission.....	200
SS8 Process a FASCAM Mission.....	205
SS9 Process a Final Protective Fires Mission.....	210
SS10 Process a Copperhead Target of Opportunity Mission.....	214
SS11 Process a Copperhead Priority Mission.....	218
SS12. Assign a Known Point.....	223
SS13 Create a Target List.....	223
SS14. Create a Group.....	225
SS15. Create a Series.....	226
SS16. Create a Fire Plan.....	227
SS17. Determine the Reason Targets Were Not Scheduled.....	229
SS18. Manually Schedule Targets.....	231
SS19. Receive a Fire Plan from Higher Headquarters.....	232
SS20. Execute a Schedule of Fires.....	233
SS21. Trigger a Fire Plan Based on H-hour.....	234
CHAPTER 8. PLANNING AND COMMANDER'S GUIDANCE.....	237
SECTION I. PLANS AND ORDERS.....	237
Procedure PG1: Receive a Plan from Higher or Supported HQ.....	237
PG2 Implement a Plan from Higher or Supported HQ.....	238
PG3 Receive a Movement Order from Higher or Supported HQ.....	238
SECTION II. COMMANDER'S GUIDANCE.....	239
Procedure PG4: Explain the effect of Guidances on Fire Mission Processing.....	240
APPENDIX A. OPERATIONS OF THE FDC.....	243
SECTION I. OPERATIONS.....	243

MX-25-433X
Job Aids – Cannon (GDU)

OP1. Establish Minimum Firing Capability.....	243
OP2. Determine a HE one Plot GFT Setting and TGPCs.	243
SECTION II. COMMUNICATIONS.....	247
LG2. Design a 188-220 Package 11 or JVMF Net.....	247
SECTION III. TROUBLESHOOTING.....	250
APPENDIX B. JMTK MAP	253
MAP1 Load Map Products	253
MAP2 Display CDRG or CIB Map Products	253
MAP3 Use the JMTK Map	254
MAP4 Change the Map Type Displayed	255
MAP5 Change the Map Intensity.....	256
APPENDIX C. 13D TASKS CORRELATED TO JOB AIDS PROCEDURES	257
GLOSSARY	261
INDEX	263

MX-25-433X
Job Aids – Cannon (GDU)

Chapter 1. Capabilities and Hardware

Section I. Capabilities

1. **General.**

AFATDS is a multi-service fire support software application that is fielded from echelons above Corps or MEF to firing battery. At firing battery or platoon level, AFATDS is hosted on the Common Hardware Suite II Compact Computer Unit 2. This job aids addresses only AFATDS CCU2 operations as they pertain to battery/platoon fire direction center. Other menus and functionality are ignored.

2. **AFATDS Software Load.**

The AFATDS software load consists of the following:

- a. Solaris version 2.7 operating system.
- b. DII COE version 4.x. DII COE is a common services software provided by the US Government. The software is designed to minimize the size and cost of applications software by providing services such as communications and mapping to all applications.
- c. AFATDS application.

3. **AFATDS Software Capabilities.**

AFATDS provides the following capabilities.

- a. Store unit data for the battery, guns / launchers and ammunitions.
- b. Maintain situational awareness by receiving and distributing unit and geometry data.
- c. Conduct area fire missions.
- d. Locate targets by the grid coordinate, polar, laser polar, and shift from known point techniques.
- e. Compute firing data for high and low angle trajectories.
- f. Compute firing data for high explosive, illuminating, white phosphorous, smoke, chemical, dual-purpose ICM (DPICM), extended range DPICM, anti-personnel ICM, scatterable mines, Copperhead, SADARM, MLRS munitions, ATACMS Missiles, and cannon rocket assisted projectiles. (Note: AFATDS provides a tactical firing solution to launcher Fire Control System (FCS) for MLRS munitions.)
- g. Conduct precision, high burst or mean point of impact, and radar registrations. (cannon units)
- h. Conduct laser stationary target missions. (cannon units)
- i. Conduct time on target missions. (cannon and MLRS)
- j. Conduct quick smoke missions determining the number of rounds to fire to create and sustain the smoke screen. (cannon units)
- k. Conduct immediate suppression and immediate smoke missions. (cannon units)
- l. Conduct FSCM checks on fire missions and target lists.
- m. Create or receive and execute fire plans.
- n. Perform zone-to-zone and datum-to-datum transformation.
- o. Display and enter coordinates in UTM, geographic or MGRS form.
- p. Conduct priority (FPF and Copperhead priority) missions. (cannon units)
- q. Control the M94 chronograph via the MCA to automatically measure and store MV or manually input and correct M94 chronograph data for non-standard projectile weight, fuze weight, and propellant temperature. (cannon units)
- r. Conduct communications using:
 - 1) Up to four tactical communications channels using the SPTCIM. One of these is the GDU network.
 - 2) Up to 2 TCP/IP networks over LAN.
 - 3) JVMF (MIL STD 188-220B) protocol over wire, radio or LAN.
 - 4) Package 11 (MIL STD 188-220A) protocol over wire, radio or LAN.
 - 5) Tacfire protocol over wire or radio.
 - 6) NATO protocol over wire or radio.
 - 7) Up to 50 planned communications configurations, one of which may also be the current communications configuration.
- s. Relay messages, hopping over as many as eight intermediate AFATDS workstations or a single non-AFATDS, Relay capable system, to reach a remote destination.

- t. Receive and implement commander’s guidance, operations orders and future plans from higher headquarters equipped with AFATDS.
- u. Store and display map data from NIMA vector, compressed arc digital raster graphics and digital terrain elevation data products.

Section II. Hardware

1. AFATDS is hosted at the battery/platoon level on the Compact Computer Unit 2 (CCU). The front panel of the CCU2 is depicted in Figure 1-1 and hardware capabilities are depicted in Table 1-1.

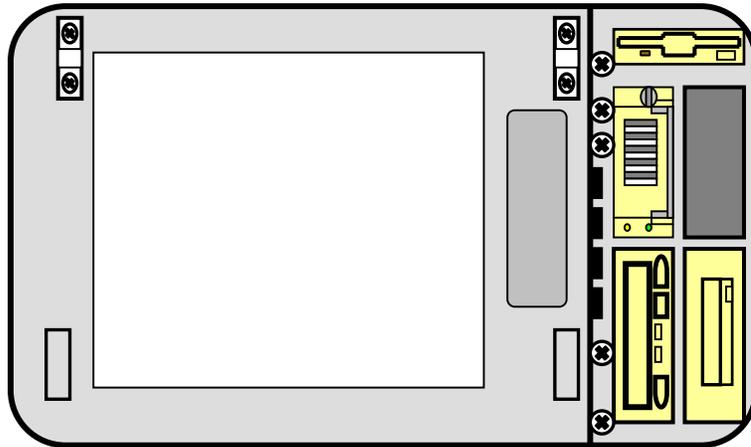


Figure 1-1. CCU2 Front Panel.

Table 1-1. CCU2 Capabilities.	
Aspect	Capability
System Type	Solaris Ultra Sparc 2.
Video Display	

2. A hinged panel closed by five hand screws covers the right front of the CCU2. This panel contains the hard disk drive and peripheral media drives. Figure 1-2 represents the drive bays. Table 1-2 describes the devices and their functions.

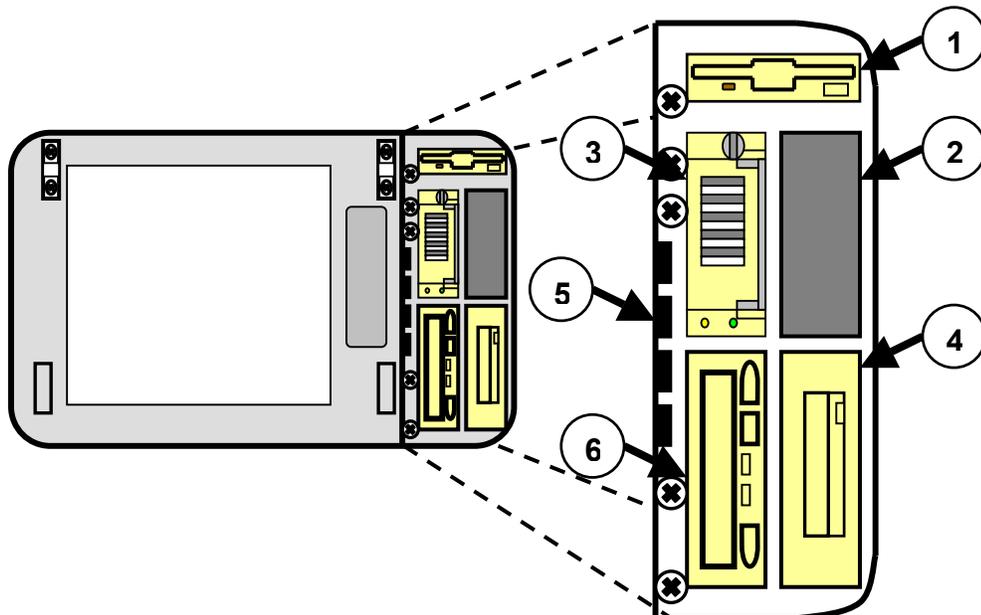


Figure 1-2. CCU2 Drive Bays.

Table 1-2. CCU2 Drive Bays.			
Key	Drive	Capability	
1	High density, 3.5-inch floppy drive.	Stores 1.44 Mb of data. Used to store a single AFATDS database.	
2.	Drive bay.	Allows second 18-gigabyte hard disk drive to be installed. This second drive is not used by AFATDS.	
3	18-gigabyte removable hard disk drive.	This hard disk drive stores the Solaris operating system, DII-COE and AFATDS. The drive must be an ultra-wide SCSI drive.	
4	JAZ disk drive.	Th JAZ disk drive accommodates 1 or 2 gigabyte JAZ disks. These disks are used to store the AFATDS database and any export files.	
5	SCSI Address Settings.	Four windows allow the assignment of SCSI addresses to AFATDS drives. From top to bottom the addresses are:	
		Address	Drive
		3	Removable hard disk drive.
		0	Unused drive bay.
		6	CDROM drive.
		2	JAZ Drive
6	CDROM Drive.	Used to load software and map products	

3. The left side of the CCU2 provides external cable connections and power input.

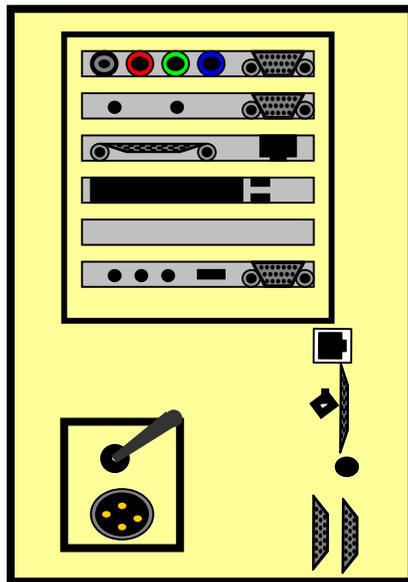


Figure 1-3. CCU2 left side.

a. The CCU2 supports a six card slots. These are displayed in Figure 3-4 and described in table 3-3.

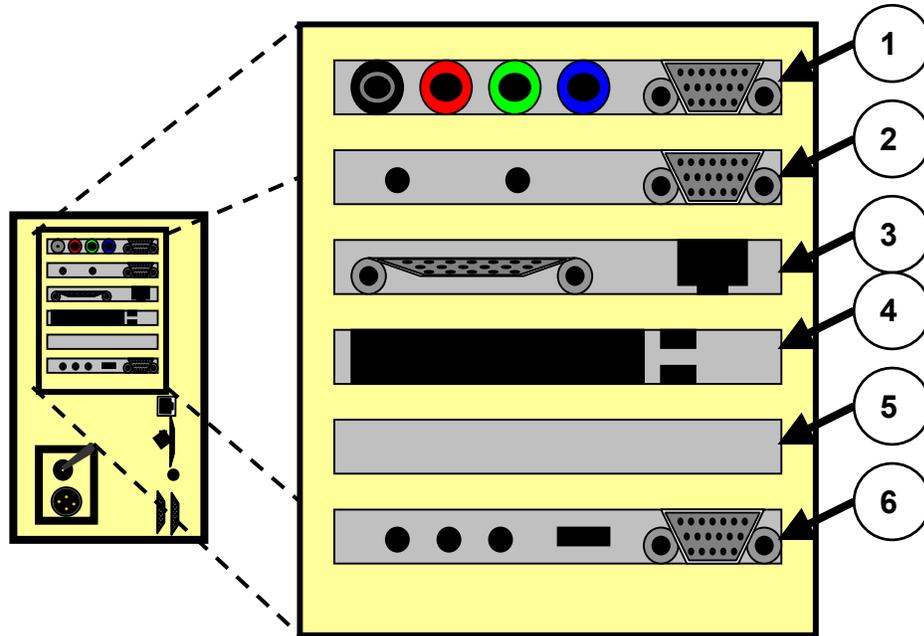


Figure 3-4. CCU2 card slots.

Table 1-3. CCU2 Card Slots.		
Key	Drive	Capability
1	Sound card.	Not used by AFATDS.
2.	Video Card.	Allows RGB signal output. A standard 15-pin connection on the right side of the card can be connected to an RGB capable monitor or flat panel display.
3.	Secondary LAN card.	LAN card used to create up to four external communications networks. Connections can be made by using RJ45 twisted pair cable using the plug-in socket on the right or transceiver connection on the left.
4.	PCMCIA cards.	Provides connection for two PCMCIA cards. The fielded application for these slot is support of Serial Port Tactical Communications Modules (SPTCIM). The lower SPTCIM card is assigned channels 5 and 6; the upper cards are assigned channels 7 and 8. These channels allow communications on wire and radio networks.
5.	Empty card slot.	This card slot is not used and is sealed by a metal cover.
6.	PC card.	Not used by AFATDS.

b. Additional connections are provided in the lower right corner of the CCU2 left side.

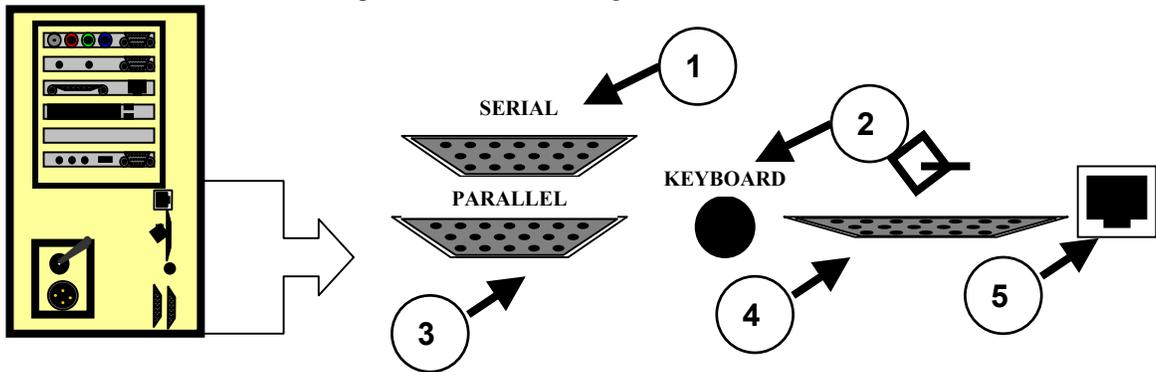


Figure 1-5. Additional connectors.

Table 1-4. CCU2 Additional Connectors.		
Key	Drive	Capability
1.	Serial connection.	Allows connection of serial printer.
2.	Keyboard connection.	Not used by AFATDS.
3.	Parallel connection.	Allows connection of parallel printer
4.	SCSI connection.	Allows connection of external TCIM.
5.	Primary LAN connection.	RJ45 port associated with the primary LAN. This port is configured as Permanent LAN during the boot-up process using the address assigned when software was loaded. Up to 3 additional LAN networks may also be assigned.

c. The left side of the CCU2 contains the power panel. The power panel contains the power connector and power switch. This is depicted in Figure 1-6 and Table 1-5.

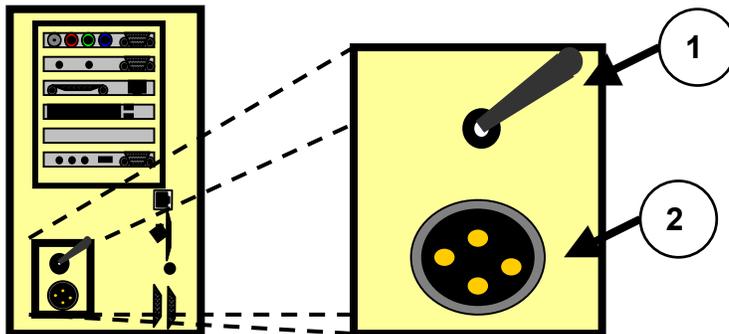


Figure 1-6. CCU2 power panel.

Table 1-5. CCU2 Power Panel.		
Key	Drive	Capability
1.	Power switch.	Toggles from OFF to ON to power the CCU2.
2.	Power connector.	AC power input.

4. The SPTCIM provides modem capabilities that allow the CCU2 and AFATDS software to access radio and wire communications. The first channel of the SPTCIM card is fully programmable for different protocols. The second channel supports only radio communications using NRZ encoding. The SPTCIM cable is depicted in Figure 1-7 and its capabilities are described in Table 1-6. The issued cable provides a standard six-pin radio connector for each of the two channels and a wire line adapter.

The wireline adapter supports connection of a two-wire line to the binding posts marked **CHANNEL 1 XMIT/RCV** or a four-wire line connection. The four-wire connection is established by connecting the a two-wire strand to the **CHANNEL 1 XMIT/RCV** binding posts and a two-wire strand to the **CHANNEL 1 RCV** binding posts. The transmit wire is connected to the destination device’s receive connection and the AFATDS receive wire to the destination’s transmit connection.

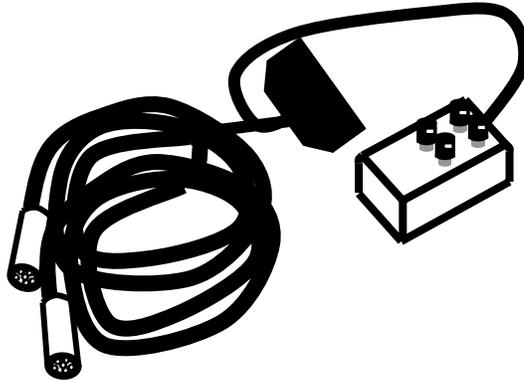


Figure 1-7. SPTICM Radio/Wireline Cable.

Table 1-6. SPTICM and Cable Capabilities by Channel.	
SP-TCIM Channel 1/ AFATDS Channel 5 or 7	SP-TCIM Channel 2/ AFATDS Channel 6 or 8
<i>Via radio cable:</i> SINGARS FSK or NRZ <i>Via wireline adapter:</i> CDP or FSK.	SINGARS NRZ

Chapter 2. Initialization and System Procedures

How to use this chapter. Chapter 2 describes the start up procedures for AFATDS. There are two methods described based on the situation.

- Section I. Initialization of Existing Software, provides a quick guide to prepare an AFATDS for action that is loaded with software and a database. This is the most common state of operation and is encountered each time an AFATDS is shutdown and restarted.
- Section II. Describes additional system tasks. These are primarily concerned with preparation of media (floppy or JAZ disk) and creation of archives of the database.
- Section III. Describes the AFATDS desktop and menu bars. This section provides a reference for definition of icons and menus and a summary of their use.

Chapter 2 Contents for Initialization and System Procedures	
Section I	Initialization of Existing Software and Database.
Section II	Additional System Procedures
	S1. Import a Master Unit List
Section III	The AFATDS Desktop.
	AW1: Examine the AFATDS Desktop
	AW2: Describe the AFATDS menu bar
	AW3: Describe the Main Menu Bar
	AW4: Describe the Current Situation Menu bar
	AW5: Describe the AFATDS Current Situation Window (JMTK map)

Section I. Initialization of Existing Software and Database.

AFATDS Preparation for Action Checklist.

Related 13D Task: Prepare the TAFCS for Operation 061-300-5000

Related 13D Task: Initialize the AFATDS 061-300-5033

Conditions: Given an AFATDS workstation loaded with AFATDS software...

Objective: Prepare AFATDS for operation.

Additional Information: Do not use this procedure if software must be loaded or a database must be constructed. In these events, go to Section II of this chapter.

AFATDS PREPARATION FOR ACTION CHECKLIST		
STEP	ACTION	RESULT
1. Power up.	Ensure POWER toggle switch on computer is set to ON. Press the POWER button on the keyboard.	System boots and prompts to allow operator to change permanent LAN IP.
a.	Click Yes to change the permanent LAN IP; click No to keep the address already assigned.	The system prompts to allow the operator to change the permanent LAN subnet mask.
b.	Click Yes to change the permanent LAN subnet mask; click No to keep the mask already assigned.	Wait for the Login screen.
<i>The permanent LAN address and mask may need to be changed to prepare to operate the JMCIS interface, the interface to IOS. See Appendix D for details.</i>		
2. Log in.	Type afatds1 in the login field. Press ENTER. Type afatds in the password field. Press ENTER.	The COE desktop displays.
3. Start AFATDS.	Click on the Start menu.	A pop up menu displays.
	Click on the AFATDS menu and click on the desired service (Army, Marine, Navy).	A black window indicating AFATDS is starting appears.

MX-25-433X
Job Aids – Cannon (GDU)

AFATDS PREPARATION FOR ACTION CHECKLIST		
STEP	ACTION	RESULT
		Ok the window. This is followed by a small window indicating CMP is starting. Wait for the MULTI-WORKSTATION OPFAC window to display.
	Click OK on the AFATDS MULTI-WORKSTATION OPFAC NAME window.	Wait for the AFATDS UNIT CONFIGURATION window to display.
<i>If a database is to be restored, go to step 4.</i>		
<i>If the database last used is to be continued in use go to step 5.</i>		
4. Restore the AFATDS database.	On the AFATDS main menu, click SYSTEM, ADMINISTRATION, RESTORE DATABASE	The RESTORE DATABASE window opens.
	Click the Archive Device name in the list at the top of the window. The archive device assigned the workstation name is the JAZ disk drive. Local Floppy is the 3.5” floppy drive.	The name highlights and the Restore... button becomes active.
	Click RESTORE.	A confirmation window displays.
	Click OK.	The confirmation closes and the database restores.
5. Time hack AFATDS.	Click SYSTEM, ADMINISTRATION, SET TIMES	The SET TIMES window displays.
	Enter the date time group of the hack in the Synchronize Time field.	The time displays.
	At the hack click on the Synchronize button	The system time is set.
	Click OK .	The window closes.
6. Activate AFATDS.	Insure Unit ID is correct and that the Unit Role is FU . Click Activate on the unit configuration window	The UNIT CONFIGURATION window grays out then displays Activated! In green text.
	Click OK.	The UNIT CONFIGURATION window closes. Wait for SITUATIONS on the AFATDS main menu bar to darken.
7. Turn on comm.	Click System, Configuration, Communications, Current .	The CURRENT NETWORKS window displays.
	Click on a network name in the networks list.	The network name highlights.
	Click Control, On .	The network displays a status of ENABLED.
	Repeat the process for each network.	
8. Send Comm checks.	Click OPTIONS, DESTINATION UNITS.	The DESTINATION UNITS window displays.
	Click on the unit name to which a Comm check will be sent.	The name highlights.
	Select TEST MESSAGES, ALL DIRECT VIA NET.	Test messages are sent to each unit on the net associated with the highlighted unit.

MX-25-433X
Job Aids – Cannon (GDU)

AFATDS PREPARATION FOR ACTION CHECKLIST		
STEP	ACTION	RESULT
9. Check test message status.	Click TEST MESSAGES, STATUS.	Each unit displays. Refresh until all display FAILED or SUCCESSFUL.
	Ok the STATUS, DESTINATION UNITS and CURRENT NETWORKS windows.	Windows close.
10. Display the current situation.	Click SITUATIONS, CURRENT.	The CURRENT window displays.
	On the CURRENT window menu bar, click MAP, DISPLAY MAP.	All unit, geometry and target symbols (in accordance with the overlays) are displayed.
11. Load RPF Maps.	Insert the CD-ROM with the RPF maps for your area of operations. The map CDs are available from the National Imagery and Mapping Agency (NIMA). The maps will be Compressed ARC Digitized Raster Graphics (CADRG).	A directory window will appear on the screen for files contained on the CD. Select File Manager on the lower menu bar, right click and close this window.
	Select Map Options Load CD on the JMTK map window in the Current Situation.	The RPF Loader window will appear.
	In the RPF Loader window enter a filename for the RPF map CD you are going to load.	The “filename” you enter will be used to create a directory on your hard drive to store the map data from the CD. Since each map CD has a unique name the item name for the CD may be used.
	OK the RPF loader window.	Wait for all of the maps to load. When the files have finished copying to your hard drive a message will be displayed “RPC CD “filename” Loaded. OK this window.
	Select Start AFATDS AFATDS Functions Eject CD ROM.	Remove and store the map CD.
12. Display RPF maps.	Select Map Options, Map Features, RPF Maps.	This action will display a list of all of the map files that were copied to you hard drive.
	Use the Shift or Control key to select the maps you wish to have active. If you want to turn on all of the maps in the list, Shift click left button at top of list and scroll to the bottom and Shift click left button again.	All of the selected map files will be highlighted. You may use the Control key with the left mouse button to select individual map files.
	Next select ON and all of the files you have selected will change to ON.	The first column will now indicate ON for all of the files that were highlighted.
	Now select APPLY and the map data will be loaded to the display.	This action will load the map data into the Current Situation map.
	Now select the EXIT button on this window. Then select Map Options, Map Types, RPF Maps by Tiles.	The RPF Maps window will close and you maps will be displayed. NOTE: If maps do

AFATDS PREPARATION FOR ACTION CHECKLIST		
STEP	ACTION	RESULT
		not display, check to insure you have loaded the correct maps to cover your area of operations.
13. Prepare CMP for use.	Click the Mailbox icon in the upper left of the upper menu bar.	The Messaging Main Menu window displays.
	Click Config on the menu bar.	A pulldown menu displays.
	Empty the check box at Connect to C2R Address Book ensuring the box is empty.	
	Click the minimize button on the upper right frame of the window.	The Messaging Main Menu window minimizes to the lower menu bar.

Section II. Additional System Procedures.

S1. Import a Master Unit List.

Related 13D Task: Supervise Operation of TAFCS 061-300-5019

Conditions: Given an AFATDS workstation with the AFATDS activated...

Objective: Import a master unit list.

Additional Information: The AFATDS master unit list (MUL) contains the AFATDS unit number (used by AFATDS to track unit data) and communications aliases that accommodate different communications protocol unit naming. The MUL is managed by a higher headquarters and is not normally edited below that level. However, an updated copy of the MUL may be disseminated on media. This procedure describes the import procedure.

Procedure S1: Import a Master Unit List.		
Step	Action	Result/Explanation
1.	On the Main Menu Bar , click the System, Administration, Master Unit List .	The Master Unit List window displays.
2.	Click Options, Import .	The Import Export Master Unit List window displays.
3.	Click the AFATDS computer name in the Archive Device list.	Because a multi-workstation possesses multiple archive devices, the workstation must be selected.
4.	Click the Import... button.	The Confirm Import window displays.
5.	Click the Backup button.	The Confirm Import window displays listing: UNITS NUMBERS NOT IN IMPORTED BUT IN CURRENT LIST, UNITS NUMBERS NOT IN CURRENT LIST BUT IN THE LIST TO BE IMPORTED, UNIT NUMBERS WHOSE DEVICE HAS CHANGED, UNITS WHOSE ID HAVE CHANGED, UNITS WHOSE MS_47001 UNIT NAME HAS CHANGES (this is VMF UNIT ID) and UNITS WHOSE MS_47001 URN HAS CHANGES (this is VMF URN)
6.	<i>Cancel or complete the import:</i>	

Procedure S1: Import a Master Unit List.		
Step	Action	Result/Explanation
<i>Warning: Importing a master unit list that does not contain or changes your unit or any unit you communicate with will normally result in communications and operational failures. If the received master unit list reflects such changes, the issuing headquarters should be notified before completing the import process.</i>		
a.	Click the Cancel button	The Confirm Import window closes and the Import Export Master Unit List window displays. <i>Go to step 8.</i>
Or		
b.	Click the Import button.	The Confirm Import window closes and the Import Export Master Unit List window displays with Operation completed Successfully.
8.	Click the Cancel button.	The Import Export Master Unit List window closes and the Master Unit List window displays.
9.	Click the Cancel button.	The Master Unit List window closes.

S2 Archive the Database to Floppy Disk

Related 13D Task: Supervise Operation of TAFCS 061-300-5019

Conditions: Given an AFATDS workstation with the AFATDS activated...

Objective: Archive the database to floppy disk.

Additional Information: The AFATDS database is automatically saved to the hard disk drive as the database changes. The AFATDS database can be saved to a floppy disk to preserve a copy for future use or to move the database between AFATDS workstations that possess different archive devices (JAZ disk on one and OD drive on another).

Procedure S2: Archive the database to floppy disk.		
Step	Action	Result/Explanation
1.	On the Main Menu Bar , click the System, Administration, Backup Database.	The Backup Database window displays.
2.	In the Archive Device list, click Local Floppy.	Local Floppy highlights.
3.	Click the Backup... button.	The Confirm Backup Database window displays.
4.	Click the Backup button.	The Floppy Backup – AFATDS Database window displays warning Preparing database for floppy backup. Wait for the window to prompt Insert Floppy into drive. Press “Backup” when ready.
5.	Insert the floppy disk and click the Backup button.	The Floppy Backup – AFATDS Database window displays warning Writing to Floppy. Please wait.
<i>Note If the database is large, the Floppy Backup – AFATDS Database window will prompt for a second floppy disk.</i>		
6.		Wait for the prompt Backup successful. Press ‘Backup’ to complete the backup.
7.	Click the Backup button.	Database windows close. Release the floppy disk by pressing the disk drive release button and label the database disk.

Procedure S2: Archive the database to floppy disk.		
Step	Action	Result/Explanation
<i>Note: The floppy disk is automatically classified to the same level as the AFATDS computer and should be handled as the classification requires. A database archived from a secret computer will not restore on a computer of lesser classification.</i>		

Section III. The AFATDS Desktop.

AW AFATDS Windows

Conditions: Given an AFATDS workstation that is powered, with all components and cables.

Objective: Basic understanding of the principal AFATDS windows and their usage.

Additional Information: Provide operator with explanation and some understanding of the principal windows found in AFATDS.

AW1: Examine the AFATDS Desktop
AW2: Describe the AFATDS menu bar
AW3: Describe the Main Menu Bar
AW4: Describe the Current Situation Menu bar
AW5: Describe the AFATDS Current Situation Window (JMTK map)

AW1 Examine AFATDS Desktop

Related 13D Task: No Specific Task

Conditions: Given an AFATDS workstation that is powered, with all components and cables.

Objective: Basic understanding of the principal AFATDS windows and their usage.

Additional Information: Provide operator with explanation and some understanding of the principal windows found in AFATDS.

Procedure AW1: Examine the AFATDS Desktop.		
This Procedure will examine the items on the AFATDS Desktop.		
Step	Action	Result/Explanation
1.	Click Start, AFATDS.	This action will display two options, Start AFATDS and AFATDS Functions.
By selecting Start AFATDS the operator is given three possible options, ARMY, NAVY, USMC. This allows the operator to start the AFATDS software. This is discussed in detail in the AFATDS Startup and Shutdown Procedures.		
2.	Click AFATDS Functions.	This will display a list of the functions that are available to the operator.
3.	Netscape Browser	Not used at this time.
4.	AFATDS Operator Notebook	Will display an electronic copy of the current AFATDS Operator Notebook.
5.	AFATDS Operator Manual	Will display the AFATDS Operator Manual if the CD is in the CD-ROM drive.
6.	View End of System Log	Allows operator view AFATDS software log. . This is a software diagnostic tool not used by the operator.
7.	View End of AAS Log	Allows operator view AFATDS server software log. This is a software diagnostic tool not used by the operator.

MX-25-433X
Job Aids – Cannon (GDU)

Procedure AW1: Examine the AFATDS Desktop.		
This Procedure will examine the items on the AFATDS Desktop.		
Step	Action	Result/Explanation
8.	Re-initialize Log DB	Erases FS Client database, used only when AFATDS acts as a FS Client server.
9.	Enable/Disable External Message Log	Causes AFATDS to write raw incoming message data to a log. This is a software diagnostic tool not used by the operator.
10.	Save Logs	Copies AFATDS logs to media. This is a software diagnostic tool not used by the operator.
11.	Save Backup Logs	Copies AFATDS logs created prior to re-booting to media. This is a software diagnostic tool not used by the operator.
12.	Execute Dump Utilities	Allows viewing and tuning of AFATDS system support software. This is a software diagnostic tool not used by the operator.
13.	Set System Log Filters.	Establishes the contents of various logs created in AFATDS. This is a software diagnostic tool not used by the operator.
14.	Remove Backup Logs	Deletes back-up logs created from previous AFATDS use. This is a software diagnostic tool not used by the operator.
15.	Set Operational Indicators	Selection allows operators to set Operational Indicator codes for Package 11 messages.
16.	Set Router Address	Selection allows the operator to define the IP address for the Default Route if the workstation is going to be on a Wide Area Network.
17.	Select DB Suite for Restore Databases	Allows the operator to select the database to restore from the OD Magazine.
18.	Database Utilities	This utility supports the Backup or Restore of databases from / to a floppy disk. This utility can be used to copy databases between the different AFATDS platforms.
19.	Access LAN Printer	Selection allows the operator to define the IP address and name for a network laser printer.
20.	Attach EOD Driver	Used to install a software driver. This is a software diagnostic tool not used by the operator.
21.	Mount OD	This selection mounts the optical disk to the drive. (Jaz disk for CCU2)
22.	Unmount OD	This selection unmounts and ejects the optical drive from the drive.
23.	Eject Floppy	This selection ejects floppy disks for the disk drive.
24.	Eject CDROM	This selection ejects the CDROM disk from the disk drive.
25.	TDS Setup	Classroom use only.
26.	Enable Audio Alerts	Selection turns on the function that gives the operator an audible alert when a fire mission is received. There is no indication given to the operator as to the state (on/off) of the function at the time of selection.
27.	Disable Audio Alerts	Selection turns off the function that gives the operator an audible alert when a fire mission is

Procedure AW1: Examine the AFATDS Desktop.		
This Procedure will examine the items on the AFATDS Desktop.		
Step	Action	Result/Explanation
		received. There is no indication given to the operator as to the state (on/off) of the function at the time of selection.
28.	Audio Alerts Volume Control	Selection opens the Volume Control window that is used to set the audio level for audio alerts. The window opens with this selection only if audio alerts are enabled.
29.	Xterm MCS	Not used.
30.	AFATDS Ping	This function allows the user to check the connectivity of remote hosts. The AFATDS Ping function uses an AFATDS test message to determine if communications are possible between AFATDS systems.
31.	USMTF Exercise Name	Selection opens the USMTF Exercise Name window. This window is used to input names associated with an operation or exercise. The operator is prompted to enter the number for the desired input and select <return>. The prompts that follow instruct the operator to enter the names within the listed parameters.
32.	Screen Saver ON	Selection turns the Screen Saver on.
33.	Screen Saver OFF	Selection turns the Screen Saver off.
34.	Unix Ping	This function allows the user to check the connectivity of remote hosts. The UNIX Ping function uses the UNIX 'ping' command to check at a fairly low level.
35.	Host Name Query	Selection opens the Host Name Query window. This window displays a list of IP addresses and associated hostnames within a specified domain and name server. The operator is prompted to enter a domain or use the default.
36.	Log Filter	This utility is used to allow AFATDS development personnel to collect, consolidate, and review logs generated elsewhere. Logs are generally generated in the field on many disks and must be consolidated to one disk for delivery to AFATDS development personnel or the maintenance facility.
37.	View Event Log Files	Various event log files may be viewed to assess the status of AFATDS software and messaging. All files may be viewed in the following order: a. all files in /afatds/event_log whose names end in "_Log" b. any other files in /afatds/event_log
38.	View LAN Status	LAN status may be assessed via two sets of information available via this function. The <i>arp</i> information indicates the Internet-to-Ethernet translations in use. The <i>lanscan</i> information indicates the configuration and status for each LAN device.

Procedure AW1: Examine the AFATDS Desktop. This Procedure will examine the items on the AFATDS Desktop.		
Step	Action	Result/Explanation
39.	View Scratch Files	View Scratch Files. Various scratch files may be viewed to assess the status of AFATDS software. All files may be viewed in the following order: <ol style="list-style-type: none"> a. /afatds/scratch/system_log b. /afatds/executables/afatds.log c. other files in /afatds/scratch whose names end in "_Log" d. any other files in /afatds/scratch

AW2 Describe AFATDS Menu Bar
Related 13D Task: No Specific Task

Conditions: Given an AFATDS workstation this is powered, with AFATDS started and activated.

Objective: Basic understanding of the AFATDS windows and their usage.

Additional Information: The items found on the AFATDS Menu bar will be examined.

Procedure AW2: Describe AFATDS Menu Bar. This Procedure describes the features of AFATDS menu bar.							
H: 0	M: 0	L: 0	N/A	16#0800208F8B24#	UNCLASSIFIED	FA CP/FDC AFATDS:afatds1@rtw10	ZULU: 251440Z Jul 2001 Local: 251440Z Jul 2001
Step	Action	Result/Explanation					
1.	View upper left corner of display.	There are 7 alert queue indicators which are labeled: H: M: L: U: Ge: Gu: C:					
a.	H: High-level alert message queue.	Alerts received will be displayed immediately.					
b.	M: Medium level alert message queue.	Operator will be alerted that an alert has been received and then can display the queue by selecting this icon.					
c.	L: Low level alert message queue.	Operator will see alert queue counter increment when low level alert messages are received. He can display these alerts by selecting the icon (L:).					
d.	U: Unit status alert list.	Operator will see this queue counter increment when new unit information is received. The operator can display the queue by selecting the (U:) icon.					
e.	Ge: Geometry alert list.	Operator will see this queue counter increment when new geometry data is received. The operator can display the queue by selecting the (Ge:) icon.					
f.	Gu: Guidance alert list.	Operator will see this queue counter increment when new guidance information is received. The operator can display the queue by selecting the (Gu:) icon.					
g.	C: Communication alert list.	Operator will see this queue counter increment when a communication alert message has been received. The operator can display the queue by selecting the (C:) icon.					

MX-25-433X
Job Aids – Cannon (GDU)

Procedure AW2: Describe AFATDS Menu Bar.			
This Procedure describes the features of AFATDS menu bar.			
H: 0	M: 0	L: 0	N/A
U: 0	Ge: 0	Gu: 0	C: 0
16#0800208F8B24#		UNCLASSIFIED	FA CP/FDC AFATDS:afatds1@rfw10
		ZULU: 251440Z Jul 2001	Local: 251440Z Jul 2001
Step	Action	Result/Explanation	
h.		The mailbox icon increments to indicate a message has been received in CMP. Click the icon to display the Messaging Main Menu .	
2.	Workstation Identification.	This is the information displayed in the field immediately to the right of the message queues on the AFATDS menu bar. It can be changed by entering a new information Workstation Name field of the Unit Configuration window.	
3.	Security Classification Banner.	The security classification of the workstation is displayed in the center of the AFATDS menu bar.	
4.	Workstation role and unit ID.	In the field immediately to the right of the security banner the information for the unit role and operator account is displayed. The following are examples. The top line is the unit role: FSE/FSCC/SACC The second line in this field is the operator account ID: AFATDS:afatds1@g027	
5.	ZULU and Local Time entries.	The upper right field of the AFATDS menu bar displays ZULU (GMT) and local time for this workstation. Setting these times are discussed in the system startup and initialization.	

AW3 Describe the Main Menu Bar

Related 13D Task: No Specific Task

Conditions: Given an AFATDS workstation this is powered, with AFATDS started and activated and the Current window displayed...

Objective: Basic understanding of the menu options found on the Main Menu Bar of the AFATDS workstation.

Additional Information: The items found on the Main Menu Bar will be examined.

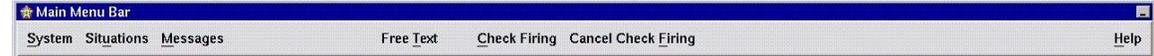
Procedure AW3: Describe the Main Menu Bar.		
This Procedure provides operator with an understanding of the menu items found on Main Menu Bar.		
		
Step	Action	Result/Explanation
1.	There are five major headings on the Main Menu Bar. View the Main Menu Bar.	The five major headings are, System, Situations, Messages, Check Firing, and Help. .

Procedure AW3: Describe the Main Menu Bar.		
This Procedure provides operator with an understanding of the menu items found on Main Menu Bar.		
		
Step	Action	Result/Explanation
a.	Select the System menu heading and the following list is displayed.	There are ten items associated with this menu, they are: Configuration, Administration, Assignments, Distribution, System Tools, Print Window, Quick Print Window, Disk Utilities, Emergency Purge, Exit.
b.	The Configuration submenu provides the operator with access for Unit setup, Communications setup, and Printer setup.	<p>The Unit submenu option will allow the operator to select Unit ID, Unit Role, and designate workstation ID. This configuration window is used to activate the AFATDS software after ID and Role have been selected. In addition it allows the operator to determine if attached archive devices and TCIM / SPTICM devices are working properly prior to activation.</p> <p>The Communications submenu option will allow the operator to select either a Planned or Current communication configuration if they were included with the database. Usage is discussed in detail in the communications chapter of this job aids.</p> <p>The Printers submenu is used to add or delete printers to the workstation in conjunction with access LAN printer function of the AFATDS functions menu.</p>
c.	The Administration submenu provides the operator with selections to Set Times, Master Unit List, Users, User Groups, Backup Database, Restore Database, and LMM Manager.	<p>The Set Times option is used to set the workstation time and time zone prior to activation. It may also be used to set times after activation of the AFATDS software, but, the operator will be limited adjustments that do not exceed a five (5) minutes correction to system time (+/-).</p> <p>The Master Unit List to view the list of units that have been stored to the Master Unit List. With AFATDS A99 the operator cannot add Users or Users Groups through this menu. This will be done through System Administrator account in the DII COE software.</p>
d.	The Administration submenu provides the operator with selections to Set Times, Master Unit List, Users, User Groups, Backup Database, Restore Database, and LMM Manager. (cont'd)	<p>The Backup Database option is used to backup the current database to a Jaz disk or floppy diskette.</p> <p>The Restore Database option may be used prior to activation from a Jaz diskette or floppy diskette.</p> <p>The LMM Manager is used to activate Loadable Munition Module software applications for ATACMS missiles.</p>

Procedure AW3: Describe the Main Menu Bar.		
This Procedure provides operator with an understanding of the menu items found on Main Menu Bar.		
		
Step	Action	Result/Explanation
e.	The Assignments function is not used with A99. These functions are available through the System Administrator account in the DII COE software.	Not applicable.
f.	The Distribution option is for data distribution between AFATDS workstations.	There are two submenu items for data distribution. They are Lists and Criteria . The Lists option allows the operator to select a pre-built distribution list to transmit data to other AFATDS workstations. The operator may also select new from the options menu in this window and create his own lists of units that will receive his data. The Criteria option allows the operator to select the type of messages that will be distributed to those units he has selected for receipt of his data.
g.	The System Tools option allows access to the Event Log and Disk Utilization menus.	The Event Log will store up to 9,999 system related events for the AFATDS system. When the event log reaches 80% of capacity the operator will receive an alert that his event log is 80% full. The operator will then need to delete entries from the event log. When the event log is full it tends to slow processing on the system. It is good practice to keep this log emptied out. The Disk Utilization will allow the operator to determine how much of his RHDD is being used for data.
h.	The Print Window is used to allow the operator a capability to capture a window from his screen. The next window selected by the operator will be sent to the printer if it has been connected and configured for the workstation.	With a A99 the operator also has the capability to use the Snapshot program found in the DII COE software by selecting START Programs Snapshot.
i.	The Quick Print Window will send the screen or window selected if a printer is connected and configured this workstation.	With a A99 the operator also has the capability to use the Snapshot program found in the DII COE software by selecting START Programs Snapshot.
j.	The Emergency Purge is used to clear data from the RHDD in a combat emergency.	Do not use this menu item unless instructed to do so by your supervisor.
k.	The Exit option is used to shutdown the AFATDS software.	Do not use this menu item unless instructed to do so by your supervisor.
2.	The Situations menu allows the operators access to Current and Planned situations for course of action development. There are other planning tools available on this menu.	The menus available are Current, New Plan, Open Plan, Transfer Current, Received Plans, Implement, Compare, Import, Print, FS Estimate, and JMCIS Interface.
a.	The Current option is used to display the current situation map.	The Current Situation is discussed thoroughly in section AW4 of this chapter.
b.	The New Plan allows the operator to create a new plan map in AFATDS.	See Open Plan (next paragraph).
c.	The Open Plan is used to open a newly or previously created plan	Self-explanatory.

Procedure AW3: Describe the Main Menu Bar.		
This Procedure provides operator with an understanding of the menu items found on Main Menu Bar.		
		
Step	Action	Result/Explanation
d.	The Transfer Current option is used to transfer selected items or entire current situation.	This option may be used by the operator to transfer all or selected part(s) of the Current Situation from your AFATDS workstation to another AFATDS workstation your can communicate with. You may also archive the Current Situation to a Jaz disk and provide it to the other workstation.
e.	The Transfer Plan option is used to transfer selected items or an entire plan situation.	This option may be used by the operator to transfer all or selected part(s) of a Plan Situation from your AFATDS workstation to another AFATDS workstation your can communicate with. You may also archive the Current Situation to a Jaz disk and provide it to the other workstation.
f.	The Received Plans/Current option is used to select current or plan situation to be incorporated into your workstation database.	From this window the operator can view any plans that have been received or loaded via archive media to his workstation. He may Preview, Save, or Delete the plan(s) stored at his workstation.
g.	The Implement Plan option is used in conjunction with the Received Plans/Current option.	From this window the operator will be able to select a plan or phase of a plan he wishes to implement on his workstation.
h.	The Compare Plans option allows the operator to compare the plans he has received at his workstation.	The operator must have a minimum of two plans stored at his workstation to use this tool.
i.	The Import Plan option is used to import a plan or current situation to your workstation.	The operator must have a plan stored on a JAZ disk that is inserted in the JAZ drive on his workstation to use this option.
j.	The Print Situation option allows the operator to current or planned situations if there is a printer configured to work with his workstation.	The operator can select the item he wishes print from the current or planned situation.
k.	The FS Estimate Text will print the Fire Support Estimate. It will also allow the operator to enter the information for each paragraph of the plan.	The operator will be able enter header and footer information on each page of the plan. The operator will be able to edit all of the paragraphs of the plan.
l.	The JMCIS Interface option is used to configure and activate the Joint Maritime Command Information System (JMCIS) interface.	AFATDS interfaces with Tactical Combat Operations (TCO) and Global Command and Control System Maritime (GCCS-M). This interface allows the AFATDS to pass unit data and geometries to TCO/GCCS-M and allows GCCS-M to pass unit data (called tracks in these systems) and geometries (referred to as overlays).
3.	The Messages menu is used to access the messages submenus on AFATDS.	The sub-menus for the Messages are, Cancel Check Firing, New, Edit, Received Messages, Message Log, Deferred Message Log, Configure Message Setup, Air Mission Messages, Free Text Messages, and Netscape.

Procedure AW3: Describe the Main Menu Bar.		
This Procedure provides operator with an understanding of the menu items found on Main Menu Bar.		
		
Step	Action	Result/Explanation
a.	The Cancel Check Firing option is used to permit the operator to Cancel Check Firing.	This sub-menu gives the operator the option to cancel check firing on either a specific target or all targets that are in a check firing status.
b.	The New option allows the operator to create new messages for transmission.	When the operator selects New , a list of all of the message templates available for creation is displayed. The operator will select from this list the message template he wishes to use. The next window displayed will display the device type he will be sending the message to. The operator will need to edit the header through the Options menu of the message to select destination addressee. The operator will need to complete the required entries for the message before he can send. When that is completed the SEND is used to transmit the message.
c.	The Edit option allows operator to edit messages that are stored in the message library.	When the operator selects Edit the message library of stored messages is displayed. The operator can highlight a message in this list and then select Option Edit and make changes to the message. The Options menu also permits the operator to Delete the selected message. The New button under the Options menu allows the operator the capability of creating a new message in the same manner as he did in paragraph b. using the New option.
d.	The Received Messages option allows the operator the ability to view a list of all of the plain text messages he has received at this workstation.	The messages stored in this queue will display the DTG received, who the message was from and the first 30 characters of the message text. The operator may print, view, or delete messages from this queue.
e.	The Deferred Message Log	This option allows the operator to search and then messages that he did not view when they were received. He can search the stored / deferred messages by DTG or type.
f.	The Configure Message Setup permits the operator to determine how each message that is received will be handled by his workstation.	The default for all messages that received at the workstation is for the message to be processed. This window will allow the operator configure messages to be, immediately printed, route to another workstation, sent to the deferred message log, or processed.
g.	The Air Mission Messages is a queue where all Air Tasking Order (ATO) and Airspace Control Order (ACO). Messages are stored.	The queue allows the operator the ability to view all ACOs and ATOs that have been received at this workstation. The operator can re-transmit these messages to other AFATDS workstations using the send button, view each message, or delete the message(s).

Procedure AW3: Describe the Main Menu Bar.		
This Procedure provides operator with an understanding of the menu items found on Main Menu Bar.		
		
Step	Action	Result/Explanation
h.	The Free Text Message option allows the operator to create a FREE TEXT message that he can transmit to other systems.	When the operator selects Free Text Message from the menu a window opens which displays a list of all device types the operator can create a free text message to send to. The operator selects the device and then selects the OK button. The System Plain Text Message window is displayed. The operator will enter a title for the message, type message he wishes to transmit, he then selects the Options Edit Header Add. He will be presented with a list of subscribers he can send the message. He selects the message recipient from the list and selects OK. He can then select the SEND button on the System Plain Text Message window to transmit his message.
i.	The Netscape will start the browser software.	This option is not used at the present time.
4.	The Check Firing menu is used to check fire missions.	This option will display the Check Firing window. The operator can use this window to check fire on one mission by target number or all fire missions. The operator must then select the SEND button and select the destination units he is sending the Check Fire message to.
5.	The Help menu on the far right end of the Main Menu Bar list several items.	The Help menu includes the following sub-menus, On Window, On Keys, Help Index, On Help, On AFATDS, On Version, and On Copyright.
a.	The On Window sub-menu provides a detailed description of the Main Menu Bar.	When the operator selects this sub-menu a text window is displayed that will give a brief explanation of all of the features of the Main Menu Bar.
b.	The On Keys sub-menu provides information for key commands.	When the operator selects this sub-menu a window is displayed with menu command and keystroke equivalents.
c.	The Help Index menu is a basic help information file.	When the operator selects this sub-menu item he will see window that allows him to from various menu topics and display the desired information (not fully implemented).
d.	The On Help is general information about the Help menu.	Self-explanatory.
e.	The AFATDS sub-menu is a brief description of the intended uses for AFATDS.	Self-explanatory.
f.	The On Version sub-menu displays version information.	This is the most important sub-menu to the operator. It allows him to determine which version of AFATDS software is currently loaded on his workstation.
g.	The On Copyright sub-menu provides the copyright information of all software that is installed on this workstation as part of the installed software package.	Self-explanatory.

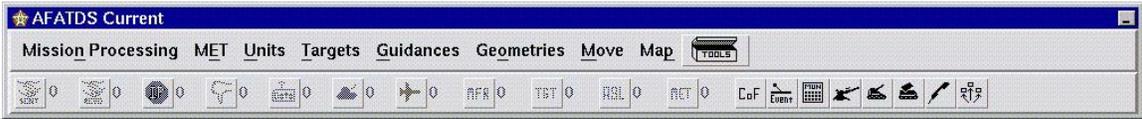
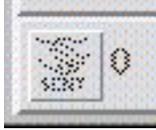
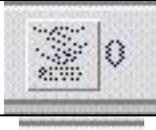
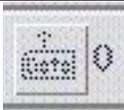
AW4 Describe the Current Situation Menu bar.

Related 13D Task: No Specific Task

Conditions: Given an AFATDS workstation this is powered, with AFATDS started and activated and the Current window displayed...

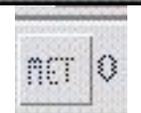
Objective: Basic understanding of the menu options found on the Current Situation Menu Bar of the AFATDS workstation.

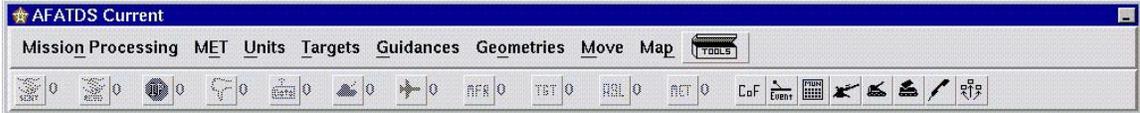
Additional Information: The items found on the Current Situation Menu Bar will be examined.

Procedure AW4: Describe the Current Situation Menu bar.		
This Procedure describes the various menu items of the Current Situation menu bar.		
		
Step	Action	Result/Explanation
1.	From the AFATDS Main Menu bar Select Situation and then select Current.	This action will display the Current Situation menu bar.
Tool Bar Icons		
a.		Coordination sent icon, darkens and counter increments when request for coordination of fires has been transmitted. Icon automatically grays-out and counter decrements when coordination response message is received. Allows access to coordination request if response is not received.
b.		Coordination received icon, darkens and counter increments when response to a request for coordination of fires has been received.
c.		Intervention Point icon, darkens and counter increments when a fire mission has been received and intervention for that mission is required. Clicking the icon displays the Intervention window or a selection window if multiple fire missions are awaiting operator intervention.
d.		Mission denied icon, darkens and counter increments when a mission that originated at the AFATDS has been denied or a mission has been denied and can be re-processed. Clicking the icon displays the Deny window or a selection list if multiple denied missions are awaiting resolution.
e.		More data icon, darkens and counter increments when a fire request is received with insufficient data for processing. Most commonly used in smoke and TOT missions. Clicking the icon opens a window based on the type data required.
f.		Active Mission Monitor icon, darkens and counter increments when FO commands such as “Shot”, “Ready”, etc., are received and the AFATDS is the originator of the mission.
g.		Air Mission Monitor icon, darkens and counter increments in response to air mission messages such as mission approved, etc.

Procedure AW4: Describe the Current Situation Menu bar.

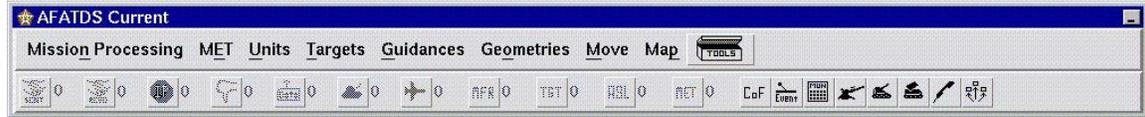
This Procedure describes the various menu items of the Current Situation menu bar.

Step	Action	Result/Explanation
h.		Mission fired report icon, darkens and counter increments when a mission fired report is received. Clicking the icon displays the Mission Fired Report window or a selection list if multiple MFRs are queued.
i.		Target list icon, darkens and counter increments when a target list is received.
j.		ASL icon, darkens and counter increments when an air support list is received.
k.		MET icon, darkens and counter increments when a meteorological message is received.
l.		Coordination of fires icon, when clicked, displays the Coordination status window. This window displays in colored indicators, the coordination status of active missions.
m.		Trigger events icon, when clicked, displays the Trigger Event List window. This window provides a list and access to all trigger events stored.
n.		Munitons calculator icon, when clicked, displays the Munitons Calculator window. This window allows JMEMS type calculation to be performed for planning.
o.		The GDU Weapon Status icon, when clicked, displays the Weapon Status GDU window. This window displays current mission and weapon status at GDU equipped fire units.
p.		The Paladin Weapon Status icon, when clicked, displays the Weapon Status Paladin window. This window displays current mission and weapon status at Paladin equipped fire units.
q.		The MLRS Weapon Status icon, when clicked, displays the Weapon Status MLRS window. This window displays current mission and weapon status at MLRS equipped fire units.
r.		The Current Comm Configuration icon, when clicked, displays the Current Networks window providing access to the current communications configuration.
s.		The Destination Units icon, when clicked, displays the Communications Unit Configuration window providing access to communications destination unit routes.

Procedure AW4: Describe the Current Situation Menu bar.		
This Procedure describes the various menu items of the Current Situation menu bar.		
		
Step	Action	Result/Explanation
Menus		
2.	There are eight menus on the Current Situation menu bar.	Those menus are, Mission Processing, MET, Units, Targets, Guidances, Geometries, Move, and Map.
a.	The Mission Processing menu has sixteen sub-menu items that used for fire mission processing, attack analysis, scheduling, mission intervention, setting attack options, clearance of fires, purging targets, and numerous other fire mission related options.	The sub-menus found under Mission Processing are, Initiate Fire Mission, Attack Analysis Level, Scheduling Queues, Intervention Points, Attack Option Ranking, SHSF, Clearance of Fires, Purging, ATI, Establish Target, Known Points, SASUM Report, Mission Routing, CONOPS Responses, Preferences, and Exit Current.
b.	The Initiate Fire Mission selection of the Mission Processing menu will display the Initiate Fire Mission window.	This window is used to initiate fire mission and is explained in greater detail in the chapter on Fire Mission Processing.
c.	The Attack Analysis Level selection allows the operator set the analysis level for his workstation.	There are three selections for Attack Analysis, they are FS System, Unit, and Detailed. Attack Analysis considers the various parameters of a given fire mission. FS System allows an FSE to perform analysis only to the level of detail to pick an FS System to attack the target. The Unit attack analysis option allows the OPFAC to conduct a more detailed analysis of the target and uses the unit “rollup” information. The Detailed attack analysis option allows an OPFAC to determine and evaluate all available individual fire units against a given target.
d.	The Scheduling Queues is used to view firing schedules that have been created or received at this workstation.	The operator is able to display and review schedules of fire (SOF) received or created. The operator will be able to modify schedules and make changes to schedules as needed. The operator can then SEND completed / corrected schedules to other workstations.
e.	The Intervention sub-menu is used to set the Intervention Criteria for all mission types.	The Intervention Criteria can be set for several elements of fire mission criteria. The criteria can be set for Mission Precedence, Battle Area, Mission Type, Target Type, Target Filter, Analysis Result, Attack Option, Caliber, and Munitions Category. Based upon how the intervention is configured will determine whether a mission will be displayed at the intervention point for operator action. Setting the criteria for missions to be displayed at the Intervention Point does slow the response time for the workstation and should be carefully configured to insure optimum response to fire missions.

Procedure AW4: Describe the Current Situation Menu bar.

This Procedure describes the various menu items of the Current Situation menu bar.

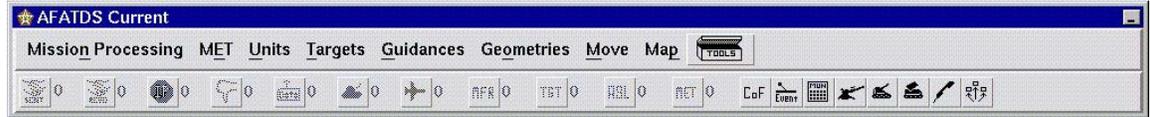


Step	Action	Result/Explanation
f.	The Attack Option Ranking sub-menu is used to tailor the selection of fire units to attack targets.	The Analysis Ranking window allows the operator to specify the order of preference for ranking attack options. The operator can re-order the rankings in this by selecting the item he wishes to move and click on the new location in the list.
g.	The SHSF sub-menu is used for “Stay Hot – Shoot Fast” functionality.	Selecting this sub-menu displays the Stay Hot Shoot Fast Processing menu. For SHSF to be active at this workstation, the operator must select the “SHSF Processing Enabled” checkbox. The operator must select the target category and designate the tolerance zones (1&2). Is intended for use by MLRS units with ATACMS missile capabilities.
h.	The Clearance of Fires sub-menu has two sub-menus which are Agency/Unit Mapping and Coordination Criteria .	The Agency/Unit Mapping sub-menu is used to assign Agency-Unit ID Mapping. This screen allows the operator to enter a battlefield agency "short name" (like BCD, ACE or some other acronym) and select a unit ID from the current situation unit list to associate with that name. For example, the operator could enter a name of "SOF" (Special Operating Force) and select a unit ID of "145 Sp Forces Det III Corps". The agency name (in this case "SOF") is the unit Identifier the operator will see on the coordination criteria and coordination status screen. The operator may establish Coordination Criteria that tells AFATDS what target types require coordination with specific battlefield elements. This capability supports the Corps FSE's need to coordinate missions among other agencies that have a "say" in when and if a given target should be fired.
i.	The Purging sub-menu is used purge inactive targets and Mission Fired Reports (MFR) from the database.	The operator can use this sub-menu to manually purge inactive targets and MFRs from the database. This menu can also be used to configure the purging to occur automatically for a specified time period or as a target number grouping.
j.	The Artillery Target Intelligence sub-menu window is used to record target information.	This window provides the operator with a means of creating ATI targets using shift from known point, polar / laser, or grid location. The operator may also designate target type, shape, strength, length, width, attitude, and degree of protection.

Procedure AW4: Describe the Current Situation Menu bar.		
This Procedure describes the various menu items of the Current Situation menu bar.		
		
Step	Action	Result/Explanation
k.	The Establish Target sub-menu is used to establish a target in the database.	The window used when establishing a target is identical to Initiate Fire Mission window with one exception being that the Analyze Target button has been replaced with a button labeled Establish Target.
l.	The Known Point sub-menu is not used.	Not applicable.
m.	The SASUM Report is used for USMC Supporting Arms Summary Report.	Not applicable.
n.	The Mission Routing option has two sub-menus which are Mission Info Routing and Air Mission Routing .	The Mission Info Routing window allows the operator to “route” copies of mission related messages to other AFATDS or ASAS workstations. The Air Mission Routing window allow the operator of the workstation to view and determine units to which air mission messages will be routed and whether operator intervention will be required for different types of air missions.
o.	The CONOPS Responses window allows the operator to view response status of units participating in CONOPS operations.	CONOPS operations for the backup and sharing of data between workstations will be determined by unit SOP.
p.	The Preferences window was added to AFATDS to provide a safety tool for indirect fire operations during peacetime firing exercises. The operator has the ability to over ride the settings selected from this window.	Because of the limitations posed by artillery safety, during training exercises firing is frequently restricted to a single charge and angle of fire. To address this need the Mission Processing Preferences was added to AFATDS logic. a. Click Mission Processing, Mission Processing Preferences. The Mission Processing Preferences window opens. b. This window allows the selection of an angle of fire and specific propellant model, lot and charge. If specified, AFATDS will use these values when determining ballistic solutions. The operator can over ride these values by specifying angle of fire, propellant model, or lot charge in the fire mission data. If AFATDS cannot determine a solution using specified parameters, it returns an incapable result.
q.	The Exit Current is used exit the current situation.	Self-explanatory.
3.	The MET menu on the Current Situation menu is used to view or request various MET data types.	The MET data types available through this menu are, CM, CFL, TA, TALL, SO, and FO . Detailed information for MET messages is provided in chapter 6 on Improving Firing Data. (cannon units)

Procedure AW4: Describe the Current Situation Menu bar.

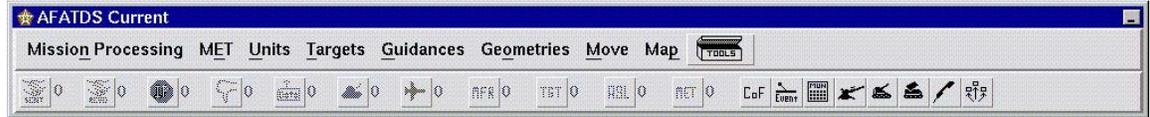
This Procedure describes the various menu items of the Current Situation menu bar.



Step	Action	Result/Explanation
4.	The Units menu provides the operator the necessary tools for creating and or receiving new units at his workstation.	The sub-menu items of the Units menu are, New, Edit, Edit This Unit, Description, Moves, Create Enemy Unit, Add Enemy Template, and MIDB Enemy Units.
a.	The New sub-menu on the Units menu allows the operator to place new units on his map if they already exist in the Master Unit List.	The operator must specify unit type when creating a new unit. Detailed instruction for building units is provided later in this chapter.
b.	The Edit sub-menu allows the operator a means to edit units already built on his current situation map.	Using this menu the operator can edit, copy, delete, print unit information. The operator has the capability to create “new” units from this window.
c.	The Edit This Unit sub-menu allows the operator to immediately display the unit information for his workstation.	Selecting this item from the Units menu will display the Basic Unit Data window for this unit.
d.	The Description sub-menu will display a window listing the units capability and additional information in the current situation.	The operator will then select a unit that is listed in the window and select the OK button for this window. This action will display a window that includes the Unit ID, Location, Unit Type, Service, MOPP Level, Last Update, Unit Role, and Operational Status. A four segment pie chart with status for weapons, ammo, POL, and Equipment is also displayed. The pie is colored coded the unit status for Green (go), Yellow (degraded), Red (critical), Black (no-go), and White (not-applicable).
e.	The Moves sub-menu allows the operator a capability to create unit moves.	The first window display when Moves is selected is the Select Unit window. The operator will select the unit he wishes to create a move order for and OK this window. This will display to the operator the Display Moves window. This window is used to create unit moves. By selecting new from this window the operator can enter the information required to move the unit. The operator can enter the start location, end location, time out the start point, time out of the release point, and DTG for the move. Once this window is complete the selects the NEXT button and completes the move information. When all entries are complete, the move information will be stored as an entry in the Display Moves window. The operator may edit stored moves by highlighting them from the list and selecting the edit button.

Procedure AW4: Describe the Current Situation Menu bar.

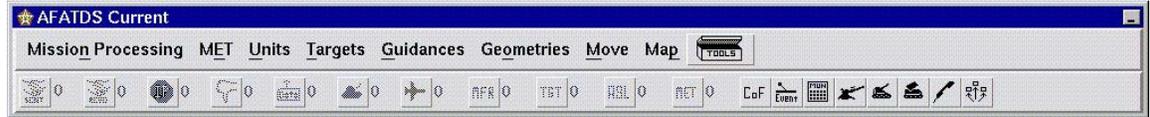
This Procedure describes the various menu items of the Current Situation menu bar.



Step	Action	Result/Explanation
f.	The Create Enemy Unit sub-menu will display an input window.	The Create Enemy Unit input window is displayed and the operator will enter enemy unit designation. The operator will OK this window and the Enemy Unit Data window will be displayed. In this window the operator can enter grid location and other unit information for the enemy unit.
g.	The Add Enemy Template allows the operator to place an enemy template on his Current Situation map.	The Add Enemy Template window allows the operator a means to place a doctrinal template for an enemy situation on his map. The template can be created as a regiment, division, army, or front. The operator will enter a center grid location and the attitude of the template. The situation pull-down menu will allow the operator to pick from standard enemy templates, such as, Movement to Contact, Meeting Engagement, Hasty River Crossing and several other possibilities.
h.	The MIDB Enemy Units sub-menu allows the operator to view, sort, purge, and print the MIDB enemy unit data. This information is received from TBMCS.	The Modernized Integrated Database (MIDB) serves as the central repository for military intelligence information and will provide updates to all organizations that host the MIDB v2.0 databases utilizing the Integrated Database Transaction Format (IDBTF). AFATDS will receive and process the MIDB data file via SendMail from TBMCS. For each MIDB facility received, the parsed data elements will be: BE number, Category, Coord (location), FAC Name, Osuffix and Status Indicator (create/update/delete). For each enemy MIDB unit received, the parsed data elements will be: Unit Name, Operational Status, Coord (location), Unit ID, Date/Time of last change, Role, Function, Echelon and Status Indicator (create/update/delete). The initial IDBTF will contain the complete MIDB download for the current theater of operation. Subsequent IDBTF files from TBMCS will be received and processed by AFATDS to indicate changed (update, add, or delete) data.
5.	The Targets menu of the Current Situation provides the operator with all of the processing functions to handle targets and targetting actions at the AFATDS workstation.	The following sub-menus are available through the Targets menu. They are, Target Numbering, ASR Numbering, Target Indicator Processing, Suspect Target Processing, Target Lists, Target Indicator List, Groups, Series, Fire Plans, Schedules of Fire, Known Points, Search, and MIDB Facilities.

Procedure AW4: Describe the Current Situation Menu bar.

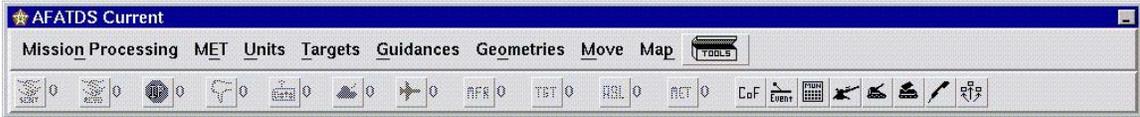
This Procedure describes the various menu items of the Current Situation menu bar.



Step	Action	Result/Explanation
a.	The Target Numbering sub-menu is used for target numbering at the AFATDS workstation.	The Target Numbers window allows the operator to define up to seven blocks of target numbers that will automatically be assigned to targets that are created at the workstation. The numbering is entered as two letter characters followed by four numbers. If more than one target number block is entered then the operator may use the allocated number button to designate the target block and range that will be used by a unit that is designated in this window.
b.	The ASR Numbering window is used to assign a target block for Air Support Request numbering.	The ASR Numbers window allows the operator to assign a numbering block for Air Support Requests that are generated at this workstation. The target numbering block consists of three letter characters followed by four numbers. The range of numbers can be from 0000 to 9999. The letter groupings can be from AAA to ZZZ. An example of an assigned ASR number block might be AAA0000 to AAA9999. This might be for a brigade headquarters. Then the brigade might assign one battalion AAA0000 to AAA2999. The next battalion might be assigned AAA3000 to AAA4999 for its ASR number block and so on. The operator is warned when he is about to use up all of his numbers and he has the option to recycle his numbers if desired.
c.	The Target Indicator Processing sub-menu is used to enable or disable target indicator processing at this workstation.	When the operator selects this option he will see a list that allows him to select ON or OFF for Target Indicator processing.
d.	The Suspect Target Processing sub-menu is used to enable or disable suspect target processing at this workstation.	When the operator selects this option he will see a list that allows him to select ON or OFF for Suspect Target Processing.
e.	The Target Lists option provides the operator access to all of the target lists on this workstation.	When the operator selects Target Lists he is provided with a drop down list that displays the available target lists and options for creating and editing new target lists. The display lists, Active, Inactive, On-Call, ATF, Planned, Suspect, New, New ASL, and Edit.
(1)	The Active target list is displayed by selecting Target Target Lists Active.	This will display the Active Target list. Active targets are those targets that are currently being processed and fired upon. The fire mission is in an active status.

Procedure AW4: Describe the Current Situation Menu bar.

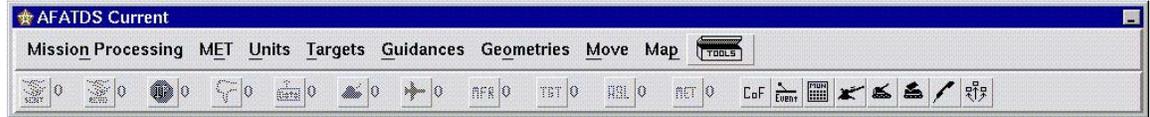
This Procedure describes the various menu items of the Current Situation menu bar.



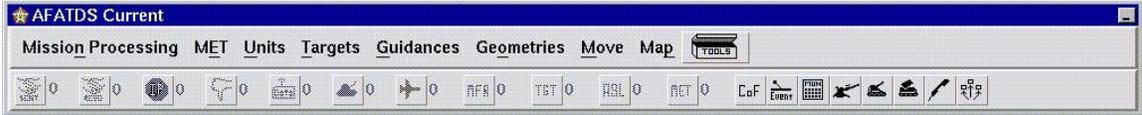
Step	Action	Result/Explanation
(2)	The Inactive target list is displayed by selecting Target Target Lists Inactive.	This will display the Inactive Target list. Inactive targets are those that have been previously processed and may have been fired on. When an Active Target has processed an End of Mission it is stored to the Inactive Target list.
(3)	The On-Call target list is displayed by selecting Target Target Lists On-Call.	The On-Call target list has targets that may be engaged as needed. A unique feature of the On-Call target list is that the operator can copy targets to this list from any of the other target lists. From the Target Lists at the bottom of the On-Call window the operator selects a list and then selects the OPEN button. He then selects the target(s) he wants to copy On-Call list and then selects the COPY button. This will place a copy of the target(s) that are selected on the ON-Call target list.
(4)	The ATF (Amphibious Task Force) target list is used by USMC for amphibious operations. This list is displayed by selecting Targets Target Lists ATF.	Target can be copied to this list in the same manner they are copied to the On-Call target list above.
(5)	The Planned target list is displayed by selecting Target Target Lists Planned.	Targets that are received as ATIs, pass TSS and have a precedence of Planned on the TMM are placed on this list. The operator can establish new targets on this list from the Mission Processing/Messages/Establish Target menu selection. Also targets can be copied from the current situation map using the Target/Add From Map menu selection, or the Add to Target List on an enemy symbol map popup menu. NNFP targets received from a TACFIRE, IFSAS, FED or FDMD will be placed on this list when the Plan name is not sent or does not match a plan alias in the receiving AFATDS database.
(6)	The Suspect target list is displayed by selecting the Target Target Lists Suspect.	Targets that are received as ATIs, and do not pass TSS are placed on this list. New suspect targets can be created from the Target/New menu selection.
(7)	The New option on the target list menu allows the operator to create his own target list. Select Target Target Lists New.	This action will open an empty target list on the screen. The name of the list is blank and the operator must enter a name in this field. The list must also have at least one target on it before it can be “saved.” The target list may be saved when the OK button becomes active. To view the list after you have saved it, select Target Target Lists Edit.

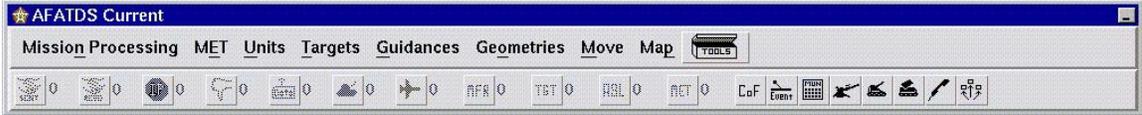
Procedure AW4: Describe the Current Situation Menu bar.

This Procedure describes the various menu items of the Current Situation menu bar.



Step	Action	Result/Explanation
(8)	The New ASL option will allow the operator to create a new Air Support List (ASL).	For information on using the air support list, refer to the operator's notebook. A separate job aid will be developed for air operations and using ASLs.
(9)	The Edit option will allow the operator the ability select, send, delete, create new, and create new ASL target lists. Select Target Target Lists Edit.	This action will display the Select Target Lists window. The operator can display any current target list from this window. If the operator has used the New target list option to create a new target list, that list will be among the selections. The operator may use this window to SEND, DELETE, or create NEW target lists.
f.	The Target Indicator List option is displayed by selecting Target Target Indicator List.	The Target Indicator List window allows the operator to maintain Target Indicators within a unified list. Target indicators can be created, viewed, copied, edited, or deleted.
g.	The Group option allows the operator to create or edit a target group. When this option is selected you can either create by using new or edit existing lists.	Groups are created by copying individual targets from target lists, groups and series, and by adding targets from the situation map, similar to copying targets into a target list.
h.	The Series option allows the operator to create or edit a target series. When this option is selected you can either create by using new or edit existing lists.	Groups are created by copying individual targets from target lists, groups and series, and by adding targets from the situation map, similar to copying targets into a target list.
i.	The Fire Plans option allows the operator to create or edit and existing fire plan. Select Targets Fire Plans then New or Edit.	If new Fire Plan is being created, the operator will see the Fire Plan window displayed. The operator must enter a name for his fire plan that he is creating. Detailed instructions for creating fire plans is provided in the chapter on Fire Planning in the Operator's Notebook.
j.	The Schedules of Fires option is used to display the fire plan target lists that have been scheduled for firing.	When this window is opened if a schedule of fire has been generated from a fire plan, the operator can select any of the schedules and display them. Detailed instructions for creating fire plans is provided in the chapter on Fire Planning in the Operator's Notebook.
k.	The Known Points list is displayed by selecting Targets Known Points.	This will display the Maintain Known Points window. From this window the operator can create or delete known points. A known point can be created by entering a target number that already has been established or by entering a location. You will also need to assign a known point number (1,2,3, etc.) the maximum number of known points is 99.
l.	The Search option allows the operator to find any target on any list that exists on his workstation. The Target Search is displayed by selecting Target Search.	This will display the Target Search window. From this window the operator can search for any target from any list based on the criteria that he selects on this window.

Procedure AW4: Describe the Current Situation Menu bar.		
This Procedure describes the various menu items of the Current Situation menu bar.		
		
Step	Action	Result/Explanation
m.	The MIDB Facilities option allows the operator to view the list of MIDB Facility target that have been received from TBMCS. To display the MIDB Facilities list select Target MIDB Facilities.	The MIDB Facility window allows the operator to view, filter, sort, purge, and print MIDB Facility data.
6.	The Guidances menu.	NOTE: Planning and using Guidances is a supervisory task. This is covered in detail in Chapter 8. (MLRS Chapter 6)
7.	The Geometries menu.	NOTE: Constructing Geometries is discussed in detail in Chapter 3 (DB13 & DB14).
8.	The Move menu.	NOTE: Unit moves are addressed in Chapter 7. (MLRS Chapter 6)
9.	The Map menu for the Current Situation is displayed by selecting Map from the Current Situation menu bar.	The sub-menu items on the Map menu are, Display Map, Hide Map, Overlays, Map Setup, Map Mod, Center Map, Find Symbol, and Filters.
a	The Display Map option allow the operator to display the Current Situation map. The operator will select Map Display Map.	This action will cause the Current Situation map to be displayed and the focus of the display will be on the Current tab. After the Current Situation has been displayed the operator can toggle between any of the JMTK map tabs by selecting them. (i.e. Current, System, etc.)
b.	The Hide Map option will allow the operator hide the Current Situation if it is displayed. To hide the map, the operator will select Map Hide Map.	This will hide the Current Situation map on the display.
c.	The Overlays menu allows the operator to build overlays that will selectively display items on the map.	Detailed information for configuring and building overlays is found in the operator's notebook. The Overlays used on the map do not actually contain the symbols and the information you see. Instead they are only filters which allow you to specify WHAT KIND of symbols you wish to view. For example, you can specify to see general KINDS of symbols: Fire Support Targets with Target Numbers AA0001 to AA9999 Enemy Cannon Units Friendly FSCM and Battle Area Geometries
d.	The Map Setup option allows the operator to set various options on the map. The operator can select the scale of the map, the center location of the map, and the overlays that will be used on map.	By selecting Map Map Setup the Map Setup window is displayed. The operator can edit the map setup for the Current Situation map or any plan map that has been created on the workstation.

Procedure AW4: Describe the Current Situation Menu bar.		
This Procedure describes the various menu items of the Current Situation menu bar.		
		
Step	Action	Result/Explanation
e.	The Map Mod window allows the operator to select the location of the map mod. The location may be the center, upper right, or lower left of the map mod. A map mod is defined as an area that measures 100 kilometers by 100 kilometers. The operator must also select the datum to be used. With the JMTK map the operator must always select WGS 84 for the map datum.	By selecting Map Map Mod which will display the Map Mod Guidance window. The operator will select whether he will enter his map mod grid location as the center, lower left corner, or upper right corner of the map mod which is defined 100 by 100 kilometer area. The operator must also select WGS 84 for the datum that will be used. When the operator OKs the window this info will become the map mod for the workstation.
f.	The Center Map option allows the operator to re-center the map that is displayed. The operator will select Map Center.	This action will display the Center on Grid window. The operator can either type in the grid location or use the [ctrl-3] and [ctrl-2] keys to copy and paste a grid location selected at the location of the cursor and pasting it into the window. When the operator selects APPLY on the window the map will be re-centered on the location that was selected.
g.	The Find Symbol option allows the operator to “center” the map on the location of the unit that was selected. Select Map Find Symbol.	This action displays the Find Symbol window. The operator can select between Target, Friendly Units, Enemy Units, Areas, Lines, Points, and Target Indicators. The operator selects what he is looking for from the “radio” button list, highlights it in the middle window, the selects the overlay to find it on. When he selects apply the map will re-center on the symbol that was selected.
h.	The Filters option the operator to hide or display symbols, range fans, and labels. Select Map Filters.	The Operator may then select the items he wishes to display or hide on his map. This works in conjunction with the overlays that have been selected. To display range fans, select the unit(s) whose fan(s) you wish to display then select Map Filters Show range fans.

AW5: Describe the AFATDS Current Situation Window (JMTK map)

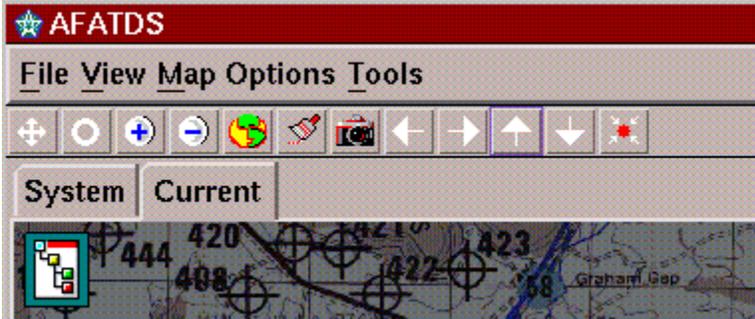
Related 13D Task: No Specific Task

Conditions: Given an AFATDS workstation this is powered, with AFATDS started and activated and the Current Situation window displayed...

Objective: Basic understanding of the menu options found on the Current Situation Window (JMTK Map) of the AFATDS workstation.

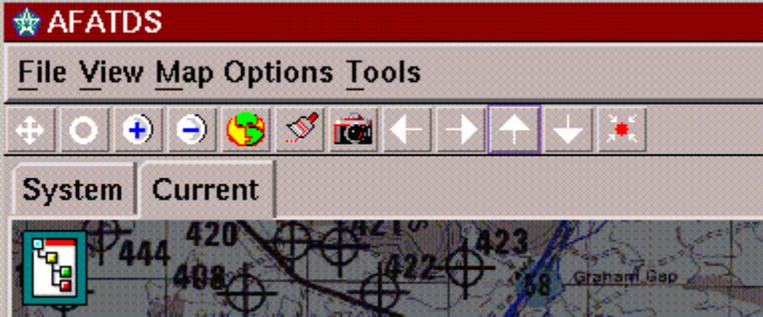
Additional Information: The items found on the Current Situation Window (JMTK Map) will be examined.

Procedure AW5: Describe the AFATDS Current Situation Window (JMTK map).
This Procedure describes the features and options of the Joint Mapping Tool Kit map.



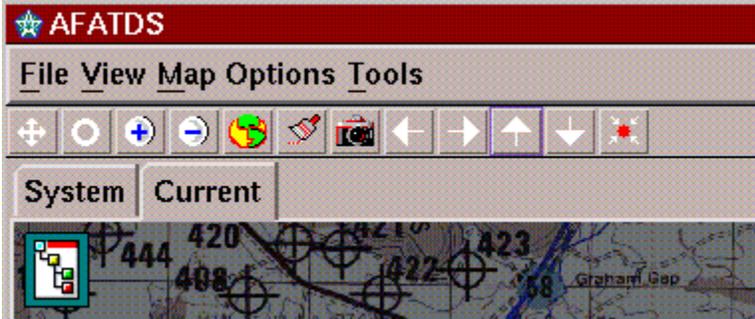
Step	Action	Result/Explanation
1.	The JMTK map is displayed when AFATDS has completed the activation process.	The map that will display will only have the System tab displayed.
2.	Open the Current Situation on your workstation by selecting Situations Current.	This action will display the Current Situation map. Before selecting display map, insure the datum selected for the map is set to WGS 84 . This can be accomplished by selecting Map Map Mod from the Current Situation menu bar. Insure that the datum has been set to WGS 84 . If not, select WGS 84 and OK the window. You will be prompted to close the Current Situation. Select Mission Processing Exit Current Exit . After that action you may re-open the Current Situation.
3.	When the Current Situation is selected, a tab labeled Current is added to the JMTK map. If the operator selects a tab other than Current (i.e. System) the Current Situation menu bar is removed from the display.	If a plan has been created the corresponding menu bar will be displayed for the plan. When the operator again selects the Current tab the Current Situation menu bar will be re-displayed.
4.	The AFATDS JMTK map has four major menus.	The menus are File, View, Map Options, and Tools . The Tools menu is not used.
a.	The File menu has seven sub-menus.	When the File menu is selected the following sub-menus will be displayed, Save Session, Save Map Area, Recall Map Area, View Saved Snapshots, Delete Saved Windows, Delete Saved Map Areas, and Delete Saved Snapshots .
b.	The Save Session option allows the operator to save his map session that is currently displayed.	This option will save map settings, tabs, other display data. This saves the entire map that is displayed.
c.	The Save Map Area is used to save a specific area with a name associated to it.	The operator will select this function and when the window is displayed he may provide a name for the specific area of the map and select OK to save that area.
d.	The Recall Map Area allows the operator to display any map area that he has previously saved to his workstation.	The operator will select Recall Map Area and then select from the list of saved Map Areas the one he wishes to display.
e.	The View Saved Snapshots is will display any map snapshots that were created by selecting the camera icon on the map menu bar.	Selecting this option will display the saved snapshots, if any were created.
f.	The Delete Saved Windows is not currently used.	Not applicable.

Procedure AW5: Describe the AFATDS Current Situation Window (JMTK map).
 This Procedure describes the features and options of the Joint Mapping Tool Kit map.



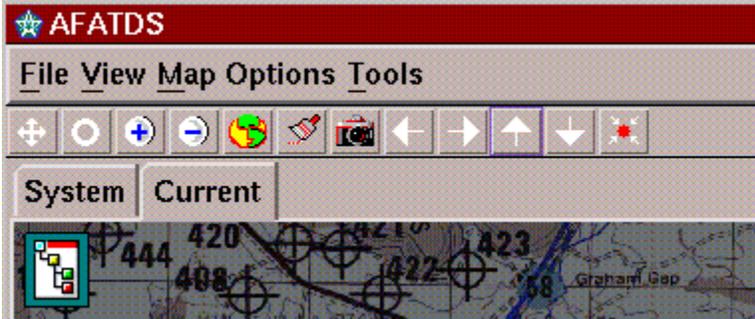
Step	Action	Result/Explanation
g.	The Delete Saved Map Areas displays the map areas that were previously saved by the operator, if any.	The operator selects File Delete Saved Map Areas. The operator may select the area(s) he wishes to delete from the list and selects OK.
h.	The Delete Saved Snapshots may be used to delete any map snapshots that were created.	Self-explanatory. (See previous paragraph.)
5.	The View menu has four sub-menus.	These sub-menus are, Coordinates, Status Bar Toggles, Reload Default Menus, and Toggle Raise.
a.	The Coordinates sub-menu allows the operator to define the coordinate system he wishes to use with his map.	The options available are, Lat/Lng, Military Grid Reference (MGR), Universal Transverse Mercator (UTM), Geographic Reference System (GEO), Lat Lng (To Seconds), and Lat Lng (To Decimal Seconds). The operator changes his coordinate system to be used with the map by selecting View Coordinates. The drop down list will appear and the operator will select the coordinate system and the map will switch to that coordinate system.
b.	The Status Bar Toggles allows the operator to turn on/off several different features. Most of these will not be used in normal operations.	One toggle switch should not be used with this release of the software. The Toggle Menubar should not be used. If you toggle the menus off, you will not be able to toggle them back on without shutting down and re-starting AFATDS.
c.	The Map Options menu controls many of map properties and controls in the JMTK Current Situation map.	Select MAP Options from the JMTK map window and the following list of sub-menus, Zoom, Map Properties, Recenter, Resize Pan Buffer, Center Marker, Center On Marker, Map Types, Scale Controls, Grid Controls, Toggle Country Labels, Map Color Control, Map Intensity, Map Colors, Map Palettes, Map Layers, Map Features, Load CD, and Load Products.

Procedure AW5: Describe the AFATDS Current Situation Window (JMTK map).
This Procedure describes the features and options of the Joint Mapping Tool Kit map.



Step	Action	Result/Explanation
d.	The Zoom allows the operator to enlarge (zoom-in) on selected area of the map.	When the Zoom option is selected a cursor with four arrowheads will appear. Use the trackball to move this cursor to the upper left corner of the area you want to enlarge. While the holding down the left trackball button move the trackball downward to the right. This will enlarge the zoom window. When you have reached the desired size release the left trackball button.
e.	The Map Properties displays the settings for the current map	Selecting this will display the current map scale and data window.
f.	The Recenter will recenter the map to the current location of the Center Marker.	Selecting this option will re-display the map centered on the location of the center marker.
g.	The Center Marker command will display a center marker that the operator can move.	When the operator moves this marker it will become the new center of the map.
h.	The Center on Marker command has the same effect as the recenter command.	The map display will center on the map Center Marker.
i.	The Map Types displays a list of the map types that can be displayed if they are stored for recall on the hard drive.	The map types available are, Solid Background Map, WVS Vector Map, WVS Plus Vector Map, RPF Map by Tiles, and RPF Map by Series.
j.	The Scale Controls allows the operator to change map scale.	The scales available are, 4x Scale In, 3x Scale In, 2x Scale In, ½ Scale Out, 1/3 Scale Out, ¼ Scale Out, and Whole World.
k.	The Grid Controls allow the operator to change grid line labels, lines, etc.	The controls available are, Map Grids, Grid Lines On, Grid Lines Off, Grid Labels On, and Grid Labels Off.
l.	The Toggle Country Labels turns country name labels on and off.	NOTE: This feature will only work if the map files loaded have been stored with country names.
m.	The Map Color Control is used to adjust map colors.	This action will display a menu that allows the operator to change the colors that will be displayed for general map features.
n.	The Map Intensity is used to adjust the display intensity of the map.	Self-explanatory.
o.	The Map Colors allows is similar to the Map Color Control menu.	Self-explanatory.
p.	The Map Palettes and Map Layers feature is not used with RPF type maps.	Self-explanatory.

Procedure AW5: Describe the AFATDS Current Situation Window (JMTK map).
 This Procedure describes the features and options of the Joint Mapping Tool Kit map.



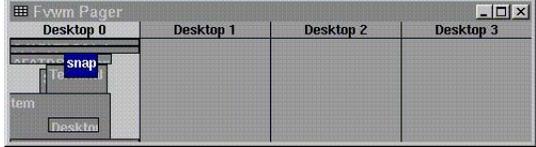
Step	Action	Result/Explanation
q.	The Map Features menu allows the operator to access display options for stored map files.	The operator can turn on/off stored map files and features. The sub-menus available are, Map Features, Raster Maps, RPF Maps, VPF Features, Terrain Shading, Bottom Contours, and Terrain Contours.
r.	The Load CD function is used to install JMTK map products.	Self-explanatory.
s.	The Load Products function is used to load CD map products by specific type.	This menu will operator to load specific map type. The available options are, Load RPF, Load DTED, Load ADRG, and Load VPF.

NOTE: The information displayed in the menus for the FDD and non-FDD JMTK maps do not include all the same menus and menu selections. The information described in this manual includes those features found in the non-FDD version.

Procedure AW6: Describe the Desktop Lower Menu Bar.

This Procedure describes the features and options of the Lower menu bar.

Step	Action	Result/Explanation
1.		The Start button accesses a pop-up menu with all programs loaded for the user.
2.		Each program or application that is open displays an icon on the lower bar. The file manager icon is an example. If the Icon appears as a depressed button, the application is open on the desktop; if the icon appears “out” the application is minimized and can be opened on the desktop by left clicking the icon. Right clicking the icon causes a pop-up menu with selections including Close .
3.		The tools section of the lower menu bar provide a number of icons.
a.		Four desktops are available to the user. These can be used to distribute windows and applications for easier management Double-clicking the number changes the desktop display to that desktop.

Procedure AW6: Describe the Desktop Lower Menu Bar.		
This Procedure describes the features and options of the Lower menu bar.		
		
Step	Action	Result/Explanation
b.		The Restart Window Manager , when double-clicked, refreshes the display.
c.		The Screen Lock icon, when double-clicked, locks the screen displaying a screen saver. When the display is locked, pushing any keyboard button or the trackball key, causes the display to prompt for a password to allow the desktop to re-display.
d.		The Desktop Pager icon, when double-clicked, displays the Fvwm Pager window. See step 1) below.
1)		The Fvwm Pager window provides a means to access the four desktops. A window can be moved from beneath a menu bar or dragged to another desktop by middle clicking the box representing the window and dragging.
e.		The Print Manager icon, when double-clicked, opens the Printer Jobs window. Because print jobs are managed by AFATDS, this application is not used.
f.		The File Manager icon, when double-clicked, accesses the DII-COE File Manager . This window allows examination of the file system.

Chapter 3. Database Construction.

How to use this chapter. This chapter provides detailed procedures for constructing a database. This procedure begins with establishing map setup data and ends with transmitting data to higher and supported headquarters. The procedures are ordered to allow the operator to move sequentially from the first to the last. Because the completeness of the database depends upon a number of factors (how much data will be received from higher headquarters, etc.), the heading of each table provides direction should any optional procedure be skipped. This chapter also provides instructions for constructing the firing battery/platoon battery data in an existing database, such as when the database has been received from higher headquarters.

Chapter 3 Contents for Database Construction	
DB1	Load AFATDS Software.
DB2	Establish Sysadmin User Profile.
DB3	Install the Joint Master Unit List
DB4	Login in as an AFATDS User.
DB5	Establish AFATDS User Profile.
DB6	Start the AFATDS Application.
DB7	Restore AFATDS Database.
DB8	Set Time and Date.
DB9	Activate AFATDS.
DB10	Configure a Parallel Printer.
DB11	Display Current Situation
DB12	Edit Map Setup
DB13	Edit The Map Mod
DB14	Create Overlays
DB15	Construct Firing Battery/Platoon Unit data
DB16	Store Historical Muzzle Velocity Data
DB17	Store Fuze Inventory
DB18	Store Propellant Inventory
DB19	Store Munitions (Shell) Inventory
DB20	Store Movement Factors
DB21	Close Fire Unit Windows
DB22	Store Mask Data
DB23	Construct an observer, radar, headquarters, or maneuver unit.
DB24	Construct Geometry (FSCMs and Map Graphics).
DB25	Construct an Air Corridor Geometry.
DB26	Establish target Decay Time.
DB27	Establish FS System Buffer Distance.
DB28	Make Initial Report of Fire Unit Status to Higher and Supported Headquarters.
DB29	Prepare a JAZ Disk for Use.
DB30	Archive the Database to Floppy Disk.
DB31	Shutdown the AFATDS Workstation.

***NOTE:** If you are adding fire unit data to an existing database, start at procedure DB4, Login as an AFATDS User.*

DB1. Load AFATDS Software

Related 13D Task: Prepare the TAFCS for Operation 061-300-5000
Related 13D Task: Load AFATDS Software and System Login 061-300-5048

Conditions: Given an AFATDS workstation that is powered and AFATDS software CDROM...

Objective: Load AFATDS software.

Additional Information: Loading AFATDS software is required when a new version of software has been issued. Though software may be loaded and reloaded at any time, this procedure should not be used as a troubleshooting step. During troubleshooting, AFATDS software should only be reloaded as a last resort. Experiences have proven that the majority of problems in processing are related to the database and not the software. Loading software loads the Solaris operating system, the DII COE and the AFATDS application.

Procedure DB1: Load AFATDS Software.		
If software is already loaded, go to Procedure S2. Login as an AFATDS User.		
Step	Action	Result/Explanation
1.	Power the CCU2 by pressing the power toggle switch on the lower right side to the up or “On” position.	The display illuminates.
2.	Press the <STOP> and the <A> keys simultaneously.	The system stops booting and displays a “>” prompt.
3.	Insert the AFATDS CDROM disk 1 of 2.	The access light on the CD drives blinks.
4.	Type boot cdrom and press the <enter> key.	
5.	Type afatds when prompted for a password,	When the first CDROM has loaded, it is ejected and the display prompts for the second disk. This process takes approximately 45 minutes.
6.	Insert the CDROM Disk 2 of 2	Wait for the screen to prompt for the IP address and hostname.
7.	At the prompt New Machine Name type the hostname for the internal LAN (Local Area Network).	This is the hostname associated with the LAN used in multi-workstation. This hostname should be unique and must start with a letter. This value cannot be changed without reloading software.
8.	At the prompt New Machine Address type the IP address for the internal LAN.	This is the IP address associated with the hostname entered in step 5. This value cannot conflict with the IP address used in a data base communications configuration for the external LAN or any 188-220 (Pkg 11 or JVMF) TCIM networks.
9.	At the prompt to reboot, select Yes .	The CCU2 reboots and displays the DII COE login screen.

DB2 Establish Sysadmin User Profile.

Related 13D Task: Prepare the TAFCS for Operation 061-300-5000
Related 13D Task: Load AFATDS Software and System Login 061-300-5048

Conditions: Given an AFATDS workstation that is powered but not turned on and with AFATDS software loaded...

Objective: Establish Sysadmin user profile.

Additional Information: This procedure is necessary to carry out Procedure DB3, Install the JMUL.

Procedure DB2: Establish Sysadmin User Profile.		
Step	Action	Result/Explanation
1.	Power the CCU2 by pressing the power toggle switch on the lower right side to the up or “On” position.	Progress in booting the system displays as scrolling text.
2.	At the prompt Start TOC boot control? Type n and press the <enter> key.	Non-FDD software will not produce this prompt. Go to step 3.

Procedure DB2: Establish Sysadmin User Profile.		
Step	Action	Result/Explanation
3.	System prompt to change Permanent LAN IP address.	
a.	Click Yes to change the permanent LAN IP; click No to keep the address already assigned.	The system prompts to allow the operator to change the permanent LAN subnet mask.
b.	Click Yes to change the permanent LAN subnet mask; click No to keep the mask already assigned.	Wait for the Login screen.
<i>The permanent LAN address and mask may need to be changed to prepare to operate the JMCIS interface, the interface to IOS. See Appendix D for details.</i>		
4.	Type the user name sysadmin and press the <enter> key.	The window prompts for a password. Note the user name is case sensitive.
5.	Type the user's password and press the <enter> key.	When software is loaded, all user passwords default to afatds . Note the password is case sensitive. Wait for the DII COE desktop to appear.
6.	Click Start, Settings, Profile Manager	The Profile Selector window displays.
7.	Double click SA Default in the Available Profiles list.	The SA Default profile move to the Selected Profiles list.
8.	Click the OK button.	The Profile Selector Results window displays.
9.	Click the Done button.	The windows close and the profile is established.

DB3 Install the Joint Master Unit List (JMUL)

Related 13D Task: Prepare the TAFCS for Operation 061-300-5000

Related 13D Task: Load AFATDS Software and System Login 061-300-5048

Conditions: Given an AFATDS workstation that is logged-on as the sysadmin user and with the sysadmin profile established...

Objective: Install the JMUL..

Additional Information: The JMUL is provided on a CDROM with the AFATDS software. It is installed as a COE segment using the COE segment installer.

Procedure DB3: Install the JMUL.		
Step	Action	Result/Explanation
1.	Insert the JMUL CDROM in the cdrom drive.	
2.	Click Start, Programs, CDE App Manager .	The Applications Manager window displays.
3.	Double-click the DII Apps folder.	The Applications Manager displays folders in the DII Apps directory.
4.	Double-click the Sys Admin folder.	The Applications Manager displays folders in the Sys Admin directory.
5.	Double-click the Segment Installer icon.	The Installer window displays.
6.	Click the Select Source	The Select Source window displays.
7.	Click the CDROM button.	The Select File window displays.
8.	In the Files list, click AFAMULSegment.tar and click the OK button.	The Installer window displays.
9.	Click the Read Source button.	The Working window displays briefly followed by the Installer window displays with AFATDS Master Unit List in the Select Segments to Install list.

Procedure DB3: Install the JMUL.		
Step	Action	Result/Explanation
10.	Click AFATDS Master Unit List in the Select Segments to Install list and click the Install button.	The Respond to the Question window prompts to insert cdrom.
11.	Click the OK button.	The Working window displays briefly followed by the Building Segment window followed by re-display of the Installer window.
At this point the segment has been installed.		
12.	Click Start, Log-off	The login screen displays.

DB4 Login as an AFATDS user.

Related 13D Task: Prepare the TAFCS for Operation 061-300-5000

Related 13D Task: Load AFATDS Software and System Login 061-300-5048

Conditions: Given an AFATDS workstation that is powered but not turned on and with AFATDS software loaded...

Objective: Login as an AFATDS user.

Additional Information: The login process requires a user to enter a user name and password. This process is required for the following:

1. The level of access and privileges granted the user is defined by the login.
2. Security is provided by restricting access and tracking the actions of users. DII COE, as configured on the AFATDS software load CDROM provides the following users.
 1. Sysadmin – System Administrator, designed for DII COE system level operation and maintenance. AFATDS fire support applications are not run from this user’s login.
 2. Secman – Security Manager, designed for security functions such as defining access and changing passwords. AFATDS fire support applications are not run from this user’s login.
 3. AFATDS1 through AFATDS 11 – allowing different users to operate the AFATDS application.

Procedure DB4: Login as an AFATDS User.		
Step	Action	Result/Explanation
<i>If the CCU2 is powered and booted, go to step 3.</i>		
<i>If the CCU2 is not powered, go to step 1.</i>		
1.	Power the CCU2 by pressing the power toggle switch on the lower right side to the up or “On” position.	Progress in booting the system displays as scrolling text.
2.	At the prompt Start TOC boot control? Type n and press the <enter> key.	Non-FDD software will not produce this prompt. Go to step 3.
3.	Type the user name (afatds1 through afatds11) and press the <enter> key.	The window prompts for a password. Note the user name is case sensitive.
4.	Type the user’s password and press the <enter> key.	When software is loaded, all user passwords default to afatds . Note the password is case sensitive. Wait for the DII COE desktop to appear.

DB5 Establish Afatds User Profile.

Related 13D Task: Prepare the TAFCS for Operation 061-300-5000

Related 13D Task: Load AFATDS Software and System Login 061-300-5048

Conditions: Given an AFATDS workstation that is powered but not turned on and with AFATDS software loaded...

Objective: Establish Afatds user profile.

Additional Information:

Procedure DB5: Establish Afatds User Profile.		
Step	Action	Result/Explanation
1.	Click Start, Settings, Profile Manager	The Profile Selector window displays.
2.	Double click afatds in the Available Profiles list.	The afatds profile move to the Selected Profiles list.
3.	Click the OK button.	The Profile Selector Results window displays.
4.	Click the Done button.	The windows close and the profile is established.

DB6. Start the AFATDS Application.

Related 13D Task: Prepare the TAFCS for Operation 061-300-5000

Related 13D Task: Initialize the AFATDS 061-300-5033

Conditions: Given an AFATDS workstation that is powered logged on as an AFATDS user...

Objective: Start the AFATDS application.

Additional Information: This procedure starts the AFATDS program.

Procedure DB6: Start the AFATDS Application.		
Step	Action	Result/Explanation
1.	Click the Start button on the menu bar.	A pop-up menu displays
2.	Click Afatds, Start AFATDS	A selection list displays.
3.	Click Army or Marine as desired.	A warning appears in indicating AFATDS is starting.
4.	Click the OK button.	Within two minutes the OPFAC Multi-Workstation Name window appears.
5.	Click the OK button.	Wait for the Unit Configuration window to display. The Unit Configuration window displays with the UNIT ID and UNIT ROLE last used and representing the database currently stored on the hard disk drive.

DB7 Restore AFATDS Database.

Related 13D Task: Prepare the TAFCS for Operation 061-300-5000

Related 13D Task: Load AFATDS Software and System Login 061-300-5048

NOTE: Skip this procedure unless you are restoring a database received from a higher headquarters to add the fire unit data.

Conditions: Given an AFATDS workstation that is powered but not turned on and with AFATDS software started...

Objective: Restore the AFATDS database.

Additional Information:

Procedure DB7: Restore AFATDS Database.		
Step	Action	Result/Explanation
1.	On the Main Menu Bar , click System, Administration, Restore Database.	The Restore Database window appears.
<i>To restore from floppy disks, go to step 2.</i>		
<i>To restore from a JAZ disk, go to step 3.</i>		

Procedure DB7: Restore AFATDS Database.		
Step	Action	Result/Explanation
2.	Insert the floppy disk in the disk drive.	If more than one floppy was required to backup the database, ensure disk 1 is entered.
a.	Highlight Local floppy in the Archive Device list of the Restore Database window and click the Refresh button.	The Unit ID and the backup time (DTG) of the floppy will be displayed.
b.	Highlight the Local floppy entry in the Restore Database window.	The Restore button becomes active.
c.	Click the Restore button on the Restore Database window.	The Confirm Database Restore window is displayed.
d.	Select the Restore button on the Confirm Restore Database window.	If the backup set has more than one diskette and diskette #1 is not in the drive, you will be prompted to insert disk number one.
e.	Select the Restore button on the Floppy Restore – AFATDS Database window.	The floppy restore begins and the message “Extracting Data...” is displayed.
f.	Operator will be prompted to insert next disk if appropriate.	When the data has been copied from the first disk, the disk is automatically ejected on a UCU. On a CCU2, the operator is prompted to eject the first disk and then insert disk number 2 (if appropriate – multiple disk set).
g.	When the data has been extracted and copied to the workstation – the operator is prompted “To complete the process select Restore.”	An alert message may be displayed with the message “Restored Master Unit List contains a different Unit ID for unit number...”
h.	Ok the window and delete the medium level alert.	The database is restored, go to Procedure DB 8 Set Time and Date.
3.	Insert the JAZ disk into the JAZ drive.	Wait for the access light to stop blinking before continuing.
a.	On the Main Menu Bar , click System, Administration, Restore Database.	The Restore Database window displays.
b.	Click the workstation name in the list at the top of the window.	The name highlights.
c.	Click Restore.	A confirmation window displays.
d.	Click OK.	The confirmation closes and the database restores. The Restore Database window closes automatically when the database restoration is complete. The Unit Configuration window displays the Unit ID of the restored database.

DB8. Set Time and Date.

Related 13D Task: Prepare the TAFCS for Operation 061-300-5000

Conditions: Given an AFATDS workstation with the AFATDS application started...

Objective: Set the time and date.

Additional Information: AFATDS time stamps all information received. AFATDS uses Zulu time zone for all time stamps. To perform correctly all digital devices that exchange information with AFATDS must have their time set to Zulu time zone and synchronized. *Note: After AFATDS is activated the time can be adjusted by five minutes only. Time synchronization must take place before activation.*

Procedure DB8: Set Time and Date.		
Step	Action	Result/Explanation
1.	Click System, Administration, Set Times	The Set Times window displays.

Procedure DB8: Set Time and Date.		
Step	Action	Result/Explanation
2.	Click the Local Time field and type the desired letter time zone designator.	An upper case letter must be used.
3.	Click the Set Zone button.	The local time zone is established.
4.	Enter the date time group of the hack in the Synchronize Time field.	The time displays.
5.	At the hack click the Synchronize button.	The system time is set.
6.	Click OK.	The window closes.

DB9. Activate AFATDS.

Related 13D Task: Configure the TAFCS Database 061-300-5001

Related 13D Task: Initialize the AFATDS 061-300-5033

Conditions: Given an AFATDS workstation with the AFATDS application started and the **Unit Configuration** window displayed...

Objective: Activate AFATDS.

Additional Information: In order to perform fire support and communications functions the AFATDS workstation must be assigned a role and identity and the software configured accordingly. This process occurs when the AFATDS operator activates the AFATDS application.

Procedure DB9: Activate AFATDS.		
Step	Action	Result/Explanation
1.	Ensure the Unit ID is that of the battery/platoon and Unit Role is set to FU .	
2.	On the Unit Configuration window, click the Activate button.	Activated! Appears at the bottom

DB10. Configure a Parallel Printer.

Related 13D Task: Incorporate the Printer into the TAFCS 061-300-5003

Conditions: Given an AFATDS workstation with the AFATDS application started and activated...

Objective: Configure a parallel printer.

Additional Information: The AFATDS application can access a parallel or network printer. A printer is not required by AFATDS to process any battery/platoon level fire direction tasks but may be desirable in light of record keeping.

Procedure DB10: Configure a Parallel Printer.		
Step	Action	Result/Explanation
1.	On the Main Menu Bar click System, Configuration, Printers, Printer Services .	The Printer Services window displays.
2.	Click Configuration, Add Printer...	The Add Printer window displays.
3.	Click the Printer Name: field and type a unique name for the printer.	AFATDS can operate a parallel printer and access LAN printers. The name is required to track printers.
4.	Click the Printer Model: field and PCL_Parallel_Port .	PCL Parallel is used for both the ruggedized Laserjet 5 and the 4000N Laser Printers. These printers are described as the V2 LP and V2 LLP (V2 Laser Printer and V2 Lightweight Laser Printer).

Procedure DB10: Configure a Parallel Printer.		
Step	Action	Result/Explanation
5.	Click the OK button.	The Add Printer window closes and the Printer Services window displays with the new printer added.
6.	Click the OK button.	The Printer Services window closes.

DB10. Display the Current Situation

Related 13D Task: No Specific Task

Conditions: Given an AFATDS workstation that is powered, with AFATDS started and activated...

Objective: Display the Current Situation.

Additional Information: AFATDS handles events in terms of “situations.” Planning for future operations is performed in planned situations and current operations are handled in the Current Situation. Each situation can possess drastically different data base information. Battery and platoon level operations are performed almost exclusively in the current situation.

Procedure DB10: Display the Current Situation.		
This Procedure opens and displays the Current Situation Menu Bar and map.		
Step	Action	Result/Explanation
1.	On the Main Menu Bar , click Situations, Current.	The Current menu bar displays and a Current tab is added to the AFATDS map.
The first time the AFATDS tab map displayed, the World Vector Shoreline map displays the entire world. After a database is constructed and the Current situation is displayed, the map is scaled to and centered on data stored in the Map, Map Setup window. See Procedure DB11 for details.		

DB11. Edit Map Setup

Related 13D Task: No Specific Task

Conditions: Given an AFATDS workstation that is powered, with AFATDS started and activated and the Current window displayed...

Objective: Edit the Map Setup.

Additional Information: The AFATDS Current tab map displays when the Current situation is displayed. The map is scaled and centered based on parameters established in the Map Setup window. Map Setup also determined what overlays are available for display on the map.

Procedure DB11: Edit Map Setup.		
This Procedure inputs parameters for the display of the Current situation map.		
Step	Action	Result/Explanation
1.	On the Current menu bar, click Map, Map Setup, In Use...	The Map Setup window displays.
2.	<i>Establish map center location.</i>	
a.	Click in the Map Center field and type the location upon which the map will center when the Current situation is displays.	

Procedure DB11: Edit Map Setup.		
This Procedure inputs parameters for the display of the Current situation map.		
Step	Action	Result/Explanation
b.	To enter UTM coordinates:	Type the complete coordinates in the form H EEEEE LLL NNNNN AAAA GGG where H is the higher order easting, EEEEE is the short easting coordinate, LLL is the higher order northing, NNNNN is the short northing coordinate, AAAA is the altitude in meters and GGG is the grid zone.
OR		
c.	To enter an LAT/LONG:	Point in the location field(s). Simultaneously press <SHIFT> and right click to change the input form of the location fields.
d.		Type the latitude and longitude to the nearest 0.1 seconds.
OR		
e.	To enter MGRS:	Point in the location field(s). Simultaneously press <SHIFT> and right click to change the input form of the location fields to Lat/Long. Perform this step again to change the form to MGRS.
f.		Type the location in the form GGXSSEEEEEENNNNN where GG is the grid zone number, X is the grid zone letter, SS is the 100,000 meter square, EEEEE is the five digit easting and NNNNN is the five digit northing.
3.	<i>Establish default map scale.</i>	
a.	Click the Map Scale button.	A menu displays map scales.
b.	Click the scale desired for the map when the current situation is displayed.	The scale displays in the Map Scale field.
4.	Click OK .	The Map Setup window closes.
<i>Note: The map setup data is applied when the Current situation is displayed. Changes made on the window are applied the <u>next time</u> the Current window is displayed.</i>		

DB12. Edit the Map Mod

Related 13D Task: No Specific Task

Conditions: Given an AFATDS workstation that is powered, with AFATDS started, activated and with the current situation displayed...

Objective: Edit the Map Mod.

Additional Information: The MAP MOD in AFATDS identifies a 100,000 meter square within short UTM coordinates will automatically expand to complete locations. This allows the AFATDS operator to enter short coordinates on forms and the AFATDS to receive fixed format Tacfire messages from devices such as the DCT or Q-36/Q-37 Firefinder Radar systems. *The map mod no longer defines the DATUM used for the display of the AFATDS map. All AFATDS maps are displayed based on WGS 84 datum!*

Procedure DB12: Edit the Map Mod.		
This Procedure establishes the 100,000-meter square in which short UTM coordinates May be entered.		
Step	Action	Result/Explanation
1.	Click Map, Map Mod .	The Map Mod window displays.

Procedure DB12: Edit the Map Mod.		
This Procedure establishes the 100,000-meter square in which short UTM coordinates May be entered.		
Step	Action	Result/Explanation
2.	Select the position of the reference location by clicking the button at by Upper Right, by Lower Left or by center.	The selection defines the position of the Location in reference to the 100,000-meter map mod.
3.	Type the reference grid in the Location field.	
a.	To enter UTM coordinates:	Type the complete coordinates in the form H EEEEE LLL NNNNN AAAA GGG where H is the higher order easting, EEEEE is the short easting coordinate, LLL is the higher order northing, NNNNN is the short northing coordinate, AAAA is the altitude in meters and GGG is the grid zone.
OR		
b.	To enter an LAT/LONG:	Point in the location field(s). Simultaneously press <SHIFT> and right click to change the input form of the location fields.
c.		Type the latitude and longitude to the nearest 0.1 seconds.
OR		
d.	To enter MGRS:	Point in the location field(s). Simultaneously press <SHIFT> and right click to change the input form of the location fields to Lat/Long. Perform this step again to change the form to MGRS.
e.		Type the location in the form GGXSSEEEEEENNNNN where GG is the grid zone number, X is the grid zone letter, SS is the 100,000 meter square, EEEEE is the five digit easting and NNNNN is the five digit northing.
4.	Allow Datum to default to WGS 84.	
<i>NOTE: If the datum is changed, a high level alert displays indicating the current situation must be closed and re-opened. Clear the alerts and procede</i>		
5.	On the Map Mod window, click OK.	The Map Mod window closes.
6.	Click Mission Processing, Exit Current	The Confirm Exit window displays.
7.	Click Exit.	The Confirm Exit window closes. The Current menu bar closes and the Current tab is removed from the AFATDS window.
8.	Click Situation, Current.	The Current menu bar displays and a Current tab is added to the AFATDS map. The map displayed centered at the location specified in the Map Setup and the Map Mod is applied.
9.	On the Current menu bar, click Map, Display Map.	This action causes AFATDS to display any applied overlays. No overlays exist at this time but as the are created, data from the overlay will appear.
<i>NOTE: If the map mod datum is other than WGS84, a medium alert appears “Map will be Displayed in WGS-84 Datum. This does not match the OPFAC Datum.” This alert indicates that the grids entered from the keyboard will be accepted in the map mod datum and converted to WGS 84 for display on the map.</i>		
Go to Procedure DB13. Create Overlays.		

DB13. Create Overlays
Related 13D Task: No Specific Task

Conditions: Given an AFATDS workstation that is powered, with AFATDS started and activated and the Current window displayed...

Objective: Create overlays.

Additional Information: The AFATDS database can be displayed on the Current tab map. The types of data displayed are filtered for display using overlays. AFATDS overlays equate to the acetate overlays used on paper situation maps. Symbols display on the Current tab map only if an overlay exists and is in use for that type of data. Though numerous overlays can be constructed, only eight can be in use at one time.

Procedure DB13: Create Map Overlays.		
This Procedure inputs parameters for the display of the data on Current situation map.		
Step	Action	Result/Explanation
1.	On the Current menu bar, click Map, Overlays, In Use...	The Overlay Settings window displays.
2.	Create a new overlay	
a.	Click the New button.	The Overlay window displays.
b.	Type a name for the overlay in the Name: field.	The name displays.
Four categories of data may be displayed on a single overlay. ANY SINGLE STEP OR COMBINATION OF STEPS 4 THROUGH 7 MAY BE USED depending on the data the overlay is to display.		
3.	To use the overlay to display all or some targets data, ensure the Targets button is selected.	Targets button appears depressed and displays in red.
a.	To display individual target categories, click the button(s) to the left of the desired categor(y)(ies) or click All button in the Target Categories list.	The buttons selected appear depressed.
b.	To display individual target lists, click the button next to the desired target list name or click the All button in the Statuses list.	The buttons selected appear depressed.
c.	To limit the display to one or two ranges of target block numbers, click the From field in the Target Numbers field, otherwise go to step d.	The From button appears depressed and the Target Number fields open for editing.
1)	Type at least one range of target block.	The target block fields are entered with target numbers in the form AA#### where AA are letters and #### are numbers. The range may cover multiple alphanumeric block, for example, AA0500 to AC1000.
d.	To display Gun-Target line for fire missions, click the Friendly Firing Vector button.	The buttons selected appear depressed.
e.	To display rays from radar ATI messages, click the Enemy Firing Vector button.	The buttons selected appear depressed.
f.	Click the Situation in View button.	The buttons selected appear depressed. This button allows AFATDS to apply the selected overlay parameters and retrieve the data described from the situation to which the overlay is applied. This makes the overlay usable in planned as well as current situation.
4.	To use the overlay to display all or some friendly unit data, click the Friendly Units button.	Friendly Units button appears depressed and displays in red. The list labels change to Unit Types and Echelons .
a.	To display specific types of units, click the button(s) to the left of the desired unit type(s) or click All button in the Unit Types list.	The buttons selected appear depressed.

Procedure DB13: Create Map Overlays.		
This Procedure inputs parameters for the display of the data on Current situation map.		
Step	Action	Result/Explanation
b.	To display specific echelons, click the button(s) to the left of the desired unit echelon(s) or click All button in the Echelons list.	The buttons selected appear depressed.
c.	Click the Situation in View button.	The buttons selected appear depressed. This button allows AFATDS to apply the selected overlay parameters and retrieve the data described from the situation to which the overlay is applied. This makes the overlay usable in planned as well as current situation.
5.	<i>To use the overlay to display all or some enemy unit data, click the Enemy Units button.</i>	Enemy Units button appears depressed and displays in red. The list labels change to a single list: Target Categories .
<i>NOTE: Enemy units are viewed as potential targets by AFATDS. Enemy units are sorted for display by target category.</i>		
a.	To display specific types of units, click the button(s) to the left of the units' target categor(y)(ies) or click All button in the Target Categories list.	The buttons selected appear depressed.
b.	Click the Situation in View button.	The buttons selected appear depressed. This button allows AFATDS to apply the selected overlay parameters and retrieve the data described from the situation to which the overlay is applied. This makes the overlay usable in planned as well as current situation.
6.	<i>To use the overlay to display all or some geometry data, click the Geometries button.</i>	Geometries button appears depressed and displays in red. The list labels change to Categories and Forces .
a.	To display specific geometry types, click the button(s) to the type(s) or click All button in the Categories list.	The buttons selected appear depressed. Categories are:
		Movement: All geometry affecting or controlling movement including FASCAM Safety Areas.
		NBC: All type of contaminated areas.
		FSCM & Target Areas: FSCMs and all target areas (TAI, build-up and value) as well as zones of responsibility and down range masks.
		Sensor Zones: Radar zones.
		Battle Areas: Close, rear and deep battle areas.
		Boundaries: Boundary lines.
		Situation Graphics: All other geometries.
b.	To display only friendly or only enemy measures, click the corresponding button or click All in the Forces list.	The buttons selected appear depressed.
c.	Click the Situation in View button.	The buttons selected appear depressed. This button allows AFATDS to apply the selected overlay parameters and retrieve the data described from the situation to which the overlay is applied. This makes the overlay usable in planned as well as current situation.

Procedure DB13: Create Map Overlays.		
This Procedure inputs parameters for the display of the data on Current situation map.		
Step	Action	Result/Explanation
7.	Additional data that may be displayed regardless of data type (Targets, Friendly Units, etc.) selected:	
a.	Route Segments & Obstructions button.	Causes movement order routes and obstruction to be displayed.
b.	SCPs button.	Causes survey control points to display.
c.	Target Indicators button.	Causes shell report and other directional target data rays to display on map.
8.	When editing is complete, click OK ,	The Overlay window closes and the Overlay Settings window displays.
<i>NOTE: A limit of 8 overlays can be assigned to the map setup. After the addition of the eighth overlay, the ADD button grays out.</i>		
<i>Repeat steps 2 through 8 until all desired overlays have been created.</i>		
10.	Click OK .	The Overlay Settings window closes.

DB14. Construct Firing Battery/Platoon Unit Data

Related 13D Task: Update Unit Data in TAFCS 061-300-5007

Conditions: Given an AFATDS workstation that is powered, with AFATDS started, activated and with the current situation displayed...

Objective: Construct Firing Battery/Platoon data.

Additional Information: AFATDS fire unit data is equivalent to the BCS AFU;UPDATE, BCS;PIECES and AFU;AMMO messages. This information provides a complete record of the battery/platoon and its weapons.

Procedure DB14: Construct Firing Battery/Platoon Unit Data.		
This Procedure builds the fire unit in the current situation.		
Step	Action	Result/Explanation
1.	Click Units, New .	The Create New Unit window displays.
<i>NOTE: The Create New Unit window lists all units in the Master Unit List. This can be extremely long. The list can be reduced to more manageable size by selecting the Filter button and sorting by unit name, device type or master unit list number.</i>		
2.	Click the name of the battery/platoon in the Unit ID list.	The name highlights.
3.	Click Unit Type button and select Cannon .	Cannon appears in the Unit Type field.
4.	Click OK .	The Unit ID: window displays.
5.	Complete the Identification section.	
a.	Click Service and select the branch of service.	Information is used in some AFATDS message interfaces and planning processes.
b.	Click Role and select Unit .	Used to construct map symbol.
c.	Click Echelon and select Battery or Platoon as appropriate.	Used to construct map symbol and to determine unit size in mission processing.
d.	Click Function and select the appropriate artillery type.	Used to construct map symbol.
e.	Click in the Lower Echelon ID: field and type the unit ID.	This becomes the label on the upper right of the unit's map symbol and is case sensitive.
f.	Click in the Higher Echelon ID: and enter the higher HQ ID.	This becomes the label on the lower right of the unit's map symbol and is case sensitive.
6.	Complete the Current Location section.	

Procedure DB14: Construct Firing Battery/Platoon Unit Data. This Procedure builds the fire unit in the current situation.		
Step	Action	Result/Explanation
a.	Click in the Current Location field and type the starting location.	Type the complete coordinates in the form H EEEEE LLL NNNNN AAAA GGG where H is the higher order easting, EEEEE is the short easting coordinate, LLL is the higher order northing, NNNNN is the short northing coordinate, AAAA is the altitude in meters and GGG is the grid zone. <i>NOTE: The location will update to the center-of-battery or average location of all pieces stored for the battery when lay data or location is entered for the guns.</i>
b.	Click on Datum: and enter the datum of the used in the survey of the gun position.	
c.	Click on the General Data file in General folder on upper left of the window.	General Unit information data appears in the Unit ID window.
7.	Complete the Command Support section.	
<i>NOTE: AFATDS uses Command and Supported Unit ID to determine what stations may task a unit with fire missions. Though not used at the local unit, this information is important to other units that receive the battery/platoon information. The commanding and supported unit ID cannot be entered at this stage</i>		
8.	Complete the Status section.	
a.	Click on Mission and select the battery's/platoon's or parent unit's tactical mission.	This information is not used locally but is used at DIVARTY/ARTY REGT level mission processing.
b.	Click on Operational Status and select.	Ready is reported if the unit is capable of receiving and executing fire missions. Otherwise, Out of Action should be entered.
c.	Click on the Detailed Data file in Detail folder on upper left of the window.	Detailed Unit information data appears in the Unit ID window.
8.	Complete the Detailed data.	
a.	Click on Weapon Model and select the nomenclature of the unit's weapon system.	Weapon system capability data in the window changes based on selection.
b.	Edit the following as required:	
b.1	Shift Time (min)	The time required to shift fires during a fire plan.
b.2	Response Time (min)	The time required to fire a mission measured from call for fire reception.
b.3	Max Range Rap (m)	The maximum achievable range for RAP.
b.4	Max Range (m)	The maximum achievable range for non-RAP.
b.5	Min Rnds per MVV	The least number of rounds from which a calibrated muzzle velocity can be determined.
b.6	Min Range (m)	Least range at which targets may be engaged.
b.7	Max Rate of Fire (RPM)	Not used in processing ¹ .
b.8	Sus. Rate of Fire	Not used in processing.
b.9.	Azimuth of Lay (mils)	The grid azimuth of lay of the fire unit.

¹ Maximum and sustained rates of fire are based on weapon system defaults. Changes made in the detailed unit information do not affect processing.

Procedure DB14: Construct Firing Battery/Platoon Unit Data.		
This Procedure builds the fire unit in the current situation.		
Step	Action	Result/Explanation
	b.10 Left Azimuth Limit (mils)	Displays the azimuth of the left traverse limit. To change, enter the traverse in mil from the azimuth of lay to the left limit. For example, with an Azimuth of Lay of 1200, entering 0400 for the Left Azimuth Limit will convert to a value 400 mils left of 1200 (or 0800) when the cursor is moved to another field.
	b.11 Right Azimuth Limit (mils)	Displays the azimuth of the right traverse limit. To change, enter the traverse in mil from the azimuth of lay to the right limit. For example, with an Azimuth of Lay of 1200, entering 0400 for the Right Azimuth Limit will convert to a value 400 mils right of 1200 (or 1600) when the cursor is moved to another field.
<i>NOTE: The minimum and maximum ranges are reported to higher FDCs and FSEs or FSCCs. These values are used to plot the fire unit's range fan and to determine range capabilities.</i>		
9.	Complete Weapon Data section.	
a.	Click in the Authorized field and type the number of weapons the unit is authorized.	This is a required entry but is not used in processing.
b.	Click in the Operational field and type the number of weapons up and in order.	This value is used in processing fire missions. A unit must have at least one operational weapon to be considered for fire mission assignment.
c.	Click the Apply button.	The unit is created on the map and in the database. In addition, the folder tree on the left of the window populates to allow additional unit information to be stored.
10.	Enter Cannon Weapon data.	
a.	Click on the Weapon file in Detail folder on upper left of the window.	The weapon folder displays with no weapon data.
b.	Click the New button.	The Cannon Weapon window displays.
<i>NOTE: The displayed data is for Gun 1. Data displayed is defaulted based on the weapon system. Rates of fire are not used in mission or fire plan processing. Location displays the location entered in the unit's basic unit information until lay data is entered. The following fields should be verified and edited as required:</i>		
1)	Max QE (mils)	Enter the max elevation achievable by the weapon as reported in the XO's report.
2)	Status	Defaults to Ready and should be edited to Out of Action if the gun is down.
3)	MCA	Check box defaults to blank. Click the box if the gun has an operational MCA and M94 chronograph.
4)	Copperhead Capable	Check box defaults to blank. Check the box if the gun has Copperhead projectiles.
5)	Propellant Temp (F)	Defaults to standard temp of 70F. Edit based on prop temp reported by gun.
6)	Azimuth of Lay	Type the azimuth of lay.
7)	Click the Apply button.	The gun data is stored and the Cannon Weapon window remains open to store another piece's data.
8)	Click Weapon Number field and select the next gun number.	The gun number displays in the Weapon Number field.

Procedure DB14: Construct Firing Battery/Platoon Unit Data. This Procedure builds the fire unit in the current situation.		
Step	Action	Result/Explanation
9)	Repeat steps 10.a. through 10.b. until all weapons have been entered.	
10)	When all weapons have been entered, click OK .	The Cannon Weapon window closes.
11.	Enter lay data.	
a.	Click on the Calc Weapon Loc file in Detail folder on upper left of the window.	The Unit ID window displays weapon location data.
b.	Click in the first field of Orienting Station A Loc: and enter the OS grid to the nearest meter.	Type the complete coordinates in the form H EEEEE LLL NNNNN AAAA GGG where H is the higher order easting, EEEEE is the short easting coordinate, LLL is the higher order northing, NNNNN is the short northing coordinate, AAAA is the altitude in meters and GGG is the grid zone.
NOTE: If a second OS was used to lay the battery/platoon, repeat step 11.b. for the Orienting Station B Loc .		
c.	Enter lay data for each gun as described below:	
1)	Click on the Group field for the gun and select the platoon assignment for the gun.	Platoon assignments are not required. Values are Left, Right and Center .
2)	Click on the Ref field and select location from which the weapon was laid.	Selections are Station A and Station B for OS A and B respectively and all gun numbers for reciprocal lay.
3)	Click the Azimuth field and enter the azimuth from the laying weapon or OS to the gun.	The azimuth is displayed.
<p>NOTE: The Lay deflection must be converted to an azimuth using the following math step: For an M100 series panoramic telescope:</p> <p style="text-align: center;">Azimuth of Lay <u>+Lay Deflection</u> Azimuth (if azimuth is greater than 6400, SUBTRACT 6400)</p> <p>For an M12 series panoramic telescope:</p> <p><i>The location of the weapon as viewed from the OS in reference to forward as the direction downrange must be considered:</i> <i>If the gun is right of or forward of the OS or laying weapon:</i></p> <p style="text-align: center;">Azimuth of Lay <u>+Lay Deflection</u> Azimuth (if azimuth is greater than 6400, SUBTRACT 6400)</p> <p><i>Or if the gun is behind or left of the OS or laying weapon:</i></p> <p style="text-align: center;">Azimuth of Lay 3200 <u>+Lay Deflection</u> Azimuth (if azimuth is greater than 6400, SUBTRACT 6400)</p> <p><i>This procedure may be assisted by using the calculator displayed by clicking Start, Programs, Calculator.</i></p>		
4)	Click the Range field and type the distance from the OS or laying piece to the gun.	The distance is displayed.

MX-25-433X
Job Aids – Cannon (GDU)

Procedure DB14: Construct Firing Battery/Platoon Unit Data. This Procedure builds the fire unit in the current situation.		
Step	Action	Result/Explanation
5)	Click the VA field and type the vertical angle from the OS or laying piece to the gun.	The vertical angle is displayed.
6)	Repeat steps c.1) through c.6) for each gun.	
d.	Click the Compute button.	The lay data is deleted, the Location field for each gun updates. The Center of Battery Location updates with the average of all gun locations.
e.	Click the Apply button.	
<p><i>NOTE: If the OS lies near the junction of two grid zones and the lay data averages to a location is the adjacent grid zone, the coordinates of the pieces, OS and Center of Battery will convert to values in the adjacent grid zone.</i></p>		
<p><i>Warning! The fire unit can be selected by clicking the map symbol and dragging the unit to a new location on the AFATDS map. If the unit is dragged, the gun location <u>will not</u> update. If the unit is dragged to a new location, click the Calc Weapon Loc file and recalculate weapons location.</i></p>		

DB15. Store Historical Muzzle Velocity

Related 13D Task: Update Unit Data in TAFCS 061-300-5007

Conditions: Given an AFATDS workstation that is powered, with the AFATDS Current situation displayed and a fire unit constructed with fire unit UNIT ID window displayed...

Objective: Store historical muzzle velocity data for the fire unit.

Additional Information: AFATDS provides the ability to determine and stored muzzle velocity data during the conduct of a calibration. This process is discussed in detail in chapter 6, Section III. Data previously determined from calibration, termed historical muzzle velocity data, is entered using the procedure described here.

Procedure DB15: Store Historical Muzzle Velocity data.		
This Procedure begins with fire unit's Unit ID window open as a continuation of Procedure DB 14 . If no historical muzzle velocity data is to be entered, go to Procedure DB 16 .		
Step	Action	Result/Explanation
1.	Click on the MVV Data file in Detail folder on upper left of the window.	The Unit ID window displays muzzle velocity data for gun 1. If data for another gun is to be entered, click the Wpn Number field and select the desired gun number.
2.	Click the Proj Model field in the first blank line and select the projectile calibrated ²	The selected projectile is displayed in the Proj Model field.
3.	Click the Prop Model field in the first blank line and select the propellant calibrated.	The selected propellant is displayed in the Prop Model field.
4.	Click the Prop Lot field and select or type the letter designator for the calibrated propellant lot.	The selected lot is displayed. This is a required entry but the lot does not need to be stored in ammunition inventory for the unit.
5.	Click the Prop Chg field in the first blank line and select the charge calibrated.	The charge calibrated is displayed. The list of available charge selections varies depending upon Prop Model selected in step 3. Charges with RKT preceding the charge increment number are used for RAP calibrated in a rocket-on mode.
6.	Click the MVV field in the first blank line and type the MVV determined in the calibration.	The MVV is displayed. Note: the MVV must have already been reduced to conditions of standard projectile weight and propellant temperature.
7.	Click the Type field in the first blank line and select the Historical .	Historical is displayed.
8.	Click the Apply button.	The Last Update field automatically stored the DTG MVV data was stored. The MVV is stored and available for use.
9.	<i>To store additional data for the selected gun, repeat steps 1 through 8. To store MVV data for another gun, click the WPN Number field and select the desired gun, then repeat steps 1 through 8.</i>	

DB16. Store Fuze Inventory

Related 13D Task: Update Unit Data in TAFCS 061-300-5007

² Muzzle velocity data is applied to the computation of firing data as described in Chapter 6, Section III. The actual projectile calibrated is entered with historical data and that data is applied according to transfer rules. No correction to MV data is applied based on the projectile weight when storing historical data. The projectile calibrated is used simply to determine the projectile family to which MVV data may be transferred.

Conditions: Given an AFATDS workstation that is powered, with the AFATDS Current situation displayed and a fire unit constructed with the fire unit’s UNIT ID window displayed...

Objective: Store fuze inventory for the fire unit.

Additional Information: AFATDS requires fuze data in order to process fire missions.

Procedure DB16: Store Fuze Inventory.		
This Procedure begins with fire unit’s Unit ID window open as a continuation of Procedure DB 15 . If no fuze inventory data is to be entered, go to Procedure DB 17 .		
Step	Action	Result/Explanation
1.	Click on the Fuzes file in Ammunition folder on left of the window.	The Unit ID window is a list of all valid fuzes for the unit’s weapon system.
2.	In the Model column, double-click on the desired fuze nomenclature.	The Fuze window displays.
3.	Click the Lot Code field in the first blank line and type the letter designator for the fuze lot.	This selected lot is displayed. Unlike BCS, AFATDS expects fuzes to be managed by lot.
4.	Click the Lot Number field in the first blank line and type the manufacturer’s lot for the fuzes.	The lot number is entered as printed on the fuze or its container. Only letters and numbers are entered. Other characters are omitted and blank space left in their place ³ . String is invalid displays in green text when non-alphanumeric characters are entered and the cursor is moved to another field.
5.	Click the On Hand field in the first blank line and type the number of fuzes on hand.	The quantity of fuzes is displayed.
6.	Click the OK button.	The Fuze window closes and the Unit ID window displays with the new fuze inventory data.
7.	To enter an Authorized Quantity of fuzes, click the Authorized Quantity field for a desired fuze type in the Category column.	The selected line highlights and the Authorized Quantity field displays a cursor.
8.	Type the authorized number for the fuze category.	The number appears in the field. When the cursor is moved to any other field, the authorized quantity is displayed for all fuze model in that same category.
9.	Click the Apply button to store all input data.	Fuze inventory data is stored.
10.	Repeat steps 2 through 9 for each fuze.	

DB17. Store Propellant Inventory

Related 13D Task: Update Unit Data in TAFCS 061-300-5007

Conditions: Given an AFATDS workstation that is powered, with the AFATDS Current situation displayed and a fire unit constructed with the fire unit’s Unit ID window ...

Objective: Store propellant inventory for the fire unit.

Additional Information: AFATDS requires propellant data in order to process fire missions.

Procedure DB17: Store Propellant Inventory.		
This Procedure begins with fire unit’s Unit ID window open as a continuation of Procedure DB 16 . If no propellant inventory data is to be entered, go to Procedure DB 18 .		

³ Special characters are omitted because they cannot be inserted in some messages.

Step	Action	Result/Explanation
1.	Click on the Propellants file in Ammunition folder on lower left of the window.	The Unit ID window is a list of all valid propellants for the unit's weapon system.
2.	In the Model column, double-click on the desired propellant nomenclature.	The Propellant window displays.
3.	Click the Lot Code field in the first blank line and type the letter designator for the propellant lot.	This selected lot is displayed.
4.	Click the Lot Number field in the first blank line and type the manufacturer's lot for the propellant.	The lot number is entered as printed on the fuze or its container. Only letters and numbers are entered. Other characters are omitted and blank space left in their place ⁴ . String is invalid displays in green text when non-alphanumeric characters are entered and the cursor is moved to another field.
5.	Click the On Hand field in the first blank line and type the number of propellants on hand.	The quantity of propellants is displayed.
6.	Click the OK button.	The Propellants window closes and the Unit ID window displays with the new propellant inventory data.
7.	To enter an Authorized Quantity of propellants, click the Authorized Quantity field for a desired propellant type in the Category column.	The selected line highlights and the Authorized Quantity field displays a cursor.
8.	Type the authorized number for the propellant category.	The number appears in the field. When the cursor is moved to any other field, the authorized quantity is displayed for all propellant models in that same category.
9.	Click the Apply button to store all input data.	Propellant inventory data is stored.
10.	To store additional propellants, repeat steps 2 through 9.	

DB18. Store Munitions (Shell) Inventory Related 13D Task: Update Unit Data in TAFCS 061-300-5007

Conditions: Given an AFATDS workstation that is powered, with the AFATDS Current situation displayed and a fire unit constructed with the Unit ID window displayed...

Objective: Store munitions inventory for the fire unit.

Additional Information: AFATDS requires munitions data in order to process fire missions.

Procedure DB18: Store Munitions Inventory.		
This Procedure begins with fire unit's Unit ID window open as a continuation of Procedure DB 17 . If no munitions inventory data is to be entered, go to Procedure DB19 .		
Step	Action	Result/Explanation
1.	Click on the Munitions file in Ammunition folder on lower left of the window.	The Unit ID window is a list of all valid projectiles for the unit's weapon system.
2.	In the Model column, double-click on the desired projectile nomenclature.	The Cannon Mortar Munition window displays.

⁴ Special characters are omitted because they cannot be inserted in some messages.

Procedure DB18: Store Munitions Inventory.		
This Procedure begins with fire unit's Unit ID window open as a continuation of Procedure DB 17 . If no munitions inventory data is to be entered, go to Procedure DB19 .		
Step	Action	Result/Explanation
3.	Click the Lot Code field in the first blank line and type the letter designator for the projectile lot.	This selected lot is displayed.
4.	Click the Lot Number field in the first blank line and type the manufacturer's lot for the projectile.	The lot number is entered as printed on the projectile or its container. Only letters and numbers are entered. Other characters are omitted and blank space left in their place ⁵ . String is invalid displays in green text when non-alphanumeric characters are entered and the cursor is moved to another field.
5.	Click the On Hand field in the first blank line and type the number of projectiles on hand.	The quantity of projectiles is displayed.
6.a	Click on the Projectile Weight (Pounds) field and type the projectile weight to the nearest 0.1 pounds.	The typed values displays
OR		
6.b	Click on the Projectile Weight (Squares) field and type the projectile weight to the nearest 0.5 square.	The typed values displays. When the Cannon Mortar Munitions window is closed and the data stored, the projectile weight is converted and stored in pounds.
7.	Click the OK button.	The Cannon Mortar Munition window closes and the Unit ID window displays with the new projectile inventory data.
8.	To enter an Authorized Quantity of projectiles, click the Authorized Quantity field for a desired projectile type in the Category column.	The selected line highlights and the Authorized Quantity field displays a cursor.
9.	Type the authorized number for the projectile category.	The number appears in the field. When the cursor is moved to any other field, the authorized quantity is displayed for all projectiles models in that same category.
10.	Click the Apply button to store all input data.	Propellant inventory data is stored.
11.	The Cannon Mortar Munition window displays. <i>To add additional projectiles, repeat steps 2 through 10.</i>	

DB19. Store Movement Factors

Related 13D Task: Update Unit Data in TAFCS 061-300-5007

Conditions: Given an AFATDS workstation that is powered, with the AFATDS Current situation displayed and a fire unit constructed with the Unit ID window displayed...

Objective: Store movement for the fire unit.

Additional Information: AFATDS at the artillery battalion or supported maneuver unit may be used to plan, deconflict and order unit movement. To perform this Procedure, the planning AFATDS requires information as route requirements and column length of a unit's convoy. The unit concerned provides this data.

⁵ Special characters are omitted because they cannot be inserted in some messages.

Procedure DB19: Store Movement Factors.		
This Procedure begins with fire unit's Unit ID window open as a continuation of Procedure DB 18 . If movement factors are not to be entered, go to Procedure DB20 .		
Step	Action	Result/Explanation
1.	Click on the Movement file in General folder on upper left of the window.	The Movement Factors window displays.
2.	Enter the following data:	
a.	Total Vehicle in March column	Enter the number of vehicles. Vehicles towing loads count as a single vehicle.
b.	Unit Bridge Classification	Enter the bridge classification required by the heaviest vehicle in the unit.
c.	Unit Daily Hauling Capacity	This value may be entered but is not used by other AFATDS in movement planning.
d.	Maximum Vehicle Width	Enter the width of the widest vehicle to the nearest 0.01 meters.
e.	Maximum Vehicle Height	Enter the height of the tallest vehicle to the nearest 0.01 meters.
f.	Maximum Vehicle Length	Enter the length of the longest tractor/towed load or vehicle to the nearest 0.01 meters.
g.	Maximum Fording Depth.	Enter the fording depth for the least capable vehicle of the unit to the nearest 0.01 meters.
3.	Click OK .	The Movement Factors window closes and the data entered are stored.

DB20. Close Fire Unit Windows

Related13D Task: Update Unit Data in TAFCS 061-300-5007

Conditions: Given an AFATDS workstation that is powered, with the AFATDS Current situation displayed and a fire unit constructed ...

Objective: Close the unit related windows and store the unit data.

Additional Information: This procedure closes unit related windows and completes the storage of unit data. Mask data, described in procedure 21, is described separately from other unit data.

Procedure DB20: Close Fire Unit Windows.		
This Procedure begins with Current window displayed.		
Step	Action	Result/Explanation
1.	On the Unit ID window, click OK	The Unit ID window is closes.
2.	On the Create New Unit window, click Cancel .	The Create New Unit window closes.
<i>To continue database construction, go to Procedure 12 below.</i>		

DB21. Store Mask Data

Related13D Task: Update Unit Data in TAFCS 061-300-5007

Conditions: Given an AFATDS workstation that is powered, with the AFATDS Current situation displayed and a fire unit constructed ...

Objective: Store mask data for a gun.

Additional Information: AFATDS automates the checking of XO's minimum quadrant elevation to ensure trajectories clear near masks reported in the XO's report during occupation. This is accomplished by storing each gun's reported site to crest and azimuth limits to the crests as masks.

Procedure DB21: Store Mask data.		
This Procedure begins with Current window displayed. If no mask data is to be entered, go to Procedure DB 22.		
Step	Action	Result/Explanation
1.	Click Units, Edit this Unit	The Unit ID window is displayed.
2.	Click the Weapon file of the Detail folder.	The Unit ID window displays weapons.
3.	Double-click the desired weapon in the Wpn No. column.	The selected line highlights.
4.	In the Mask/Azimuth Data section, click the Add button.	A new line of data is added to the mask data displayed.
5.	Click the Left Az (mils) column and type the azimuth to the left side of the crest.	If left limit of the crest is reported in firing deflection, this value is converted to azimuth using the following math step: $\begin{array}{r} \text{COMMON DEFLECTION} \\ - \text{DEFLECTION TO CREST} \\ \hline \text{DIFFERENCE IN MILS} \\ + \text{AZIMUTH OF LAY} \\ \hline \text{AZIMUTH TO CREST (if azimuth is greater} \\ \text{than 6400, SUBTRACT 6400)} \end{array}$
6.	Click the Right Az (mils) column and type the azimuth to the right side of the crest.	If right limit of the crest is reported in firing deflection, this value is converted to azimuth using the following math step: $\begin{array}{r} \text{COMMON DEFLECTION} \\ - \text{DEFLECTION TO CREST} \\ \hline \text{DIFFERENCE IN MILS} \\ + \text{AZIMUTH OF LAY} \\ \hline \text{AZIMUTH TO CREST (if azimuth is greater} \\ \text{than 6400, SUBTRACT 6400)} \end{array}$
7.	Click the Rng To Msk (m) column and type the range to crest.	The range to crest is displayed.
8.	Click the VA (mils) field and type the site to crest.	The site to crest is displayed.
9.	Click the OK button.	The Cannon Weapon window closes and the Unit ID window displays.
10.	Click the OK button.	The Unit ID closes and the new mask data is stored.

DB22. Construct an Observer, Radar, Headquarters or Maneuver Unit.

Related 13D Task: Update Unit Data in TAFCS 061-300-5007

Conditions: Given an AFATDS workstation that is powered, with AFATDS started, activated and with the current situation displayed...

Objective: Construct an observer, radar, headquarters or maneuver unit..

Additional Information: Unit data is required by AFATDS to maintain situational awareness. In addition, AFATDS requires unit data be stored in the current situation in order to communicate with that unit beyond the sending of simple freetext.

Procedure DB22: Construct an Observer, Radar, Headquarters or Maneuver Unit.		
This Procedure begins with current situation displayed. If units are not to be constructed, go to Procedure DB23.		
Step	Action	Result/Explanation
1.	Click Units, New.	The Create New Unit window displays.
<i>NOTE: The Create New Unit window lists all units in the Master Unit List. This can be extremely long. The list can be reduced to more manageable size by selecting the Filter button and sorting by unit name, device type or master unit list number.</i>		

MX-25-433X
Job Aids – Cannon (GDU)

Procedure DB22: Construct an Observer, Radar, Headquarters or Maneuver Unit.																				
This Procedure begins with current situation displayed. If units are not to be constructed, go to Procedure DB23.																				
Step	Action	Result/Explanation																		
2.	Click the name of the new unit in the Unit ID list.	The name highlights.																		
3.	Click Unit Type button and select the appropriate type.	The applicable types are:																		
		<table border="1" style="width: 100%;"> <tr> <td style="width: 20%;">Observer</td> <td>Use for arty, mortar, aerial, NGF and TACP spotters.</td> </tr> <tr> <td>Other</td> <td>Use for maneuver, met units and headquarters.</td> </tr> <tr> <td>Radar</td> <td>Use for counter battery and counter mortar radar as well as JSTARS ground station modules.</td> </tr> </table>	Observer	Use for arty, mortar, aerial, NGF and TACP spotters.	Other	Use for maneuver, met units and headquarters.	Radar	Use for counter battery and counter mortar radar as well as JSTARS ground station modules.												
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4.	Click OK .	The Unit ID: window displays.																		
5.	Complete the Identification section.																			
a.	Click Service and select the branch of service.	Information is used in some AFATDS message interfaces and planning processes.																		
b.	Click Role and make the appropriate selection.	Selection should be based on unit type:																		
		<table border="1" style="width: 100%;"> <tr> <td style="width: 20%;">UNIT TYPE:</td> <td>COMPATIBLE ROLE:</td> </tr> <tr> <td>Observer</td> <td>FO, FIST, Observer, Air Control Party</td> </tr> <tr> <td>Radar</td> <td>Radar</td> </tr> <tr> <td>Other</td> <td>Depends on function:</td> </tr> <tr> <td>Arty CP/FDC</td> <td>Command Post or Command Post Main, TAC or Rear</td> </tr> <tr> <td>FSE or FSCC</td> <td>FSE or FSE MAIN, TAC or Rear or FSCC or FSCB</td> </tr> <tr> <td>Headquarters</td> <td>Headquarters, Combat Operations Center or Rear Area Operations Center</td> </tr> <tr> <td>MET Station</td> <td>Met Station</td> </tr> <tr> <td>Maneuver Units</td> <td>Unit</td> </tr> </table>	UNIT TYPE:	COMPATIBLE ROLE:	Observer	FO, FIST, Observer, Air Control Party	Radar	Radar	Other	Depends on function:	Arty CP/FDC	Command Post or Command Post Main, TAC or Rear	FSE or FSCC	FSE or FSE MAIN, TAC or Rear or FSCC or FSCB	Headquarters	Headquarters, Combat Operations Center or Rear Area Operations Center	MET Station	Met Station	Maneuver Units	Unit
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MET Station	Met Station																			
Maneuver Units	Unit																			
c.	Click Echelon and select as appropriate.	Used to construct map symbol and to determine unit size in mission processing.																		
d.	Click Function and select the appropriate type.	Select based on unit type and role:																		
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e.	Click in the Lower Echelon ID: field and type the unit ID.	This becomes the label on the upper right of the unit's map symbol and is case sensitive.																		
f.	Click in the Higher Echelon ID: and enter the higher HQ ID.	This becomes the label on the lower right of the unit's map symbol and is case sensitive.																		
6.	Complete the Current Location section.																			

Procedure DB22: Construct an Observer, Radar, Headquarters or Maneuver Unit.		
This Procedure begins with current situation displayed. If units are not to be constructed, go to Procedure DB23.		
Step	Action	Result/Explanation
a.	Click in the Current Location field and type the starting location.	Type the complete coordinates in the form H EEEEE LLL NNNNN AAAA GGG where H is the higher order easting, EEEEE is the short easting coordinate, LLL is the higher order northing, NNNNN is the short northing coordinate, AAAA is the altitude in meters and GGG is the grid zone. Short coordinates may be used if the location plots inside the map mod.
OR		
b.	To enter an LAT/LONG:	Point in the location field(s). Simultaneously press <SHIFT> and right click to change the input form of the location fields.
c.		Type the latitude and longitude to the nearest 0.1 seconds.
OR		
d.	To enter MGRS:	Point in the location field(s). Simultaneously press <SHIFT> and right click to change the input form of the location fields to Lat/Long. Perform this action again to change the form to MGRS
f.		Type the location in the form GGXSSEEEEEENNNNN where GG is the grid zone number, X is the grid zone letter, SS is the 100,000 meter square, EEEEE is the five digit easting and NNNNN is the five digit northing.
g.	Click on Datum: and enter the datum of the used in the survey of the gun position.	
h.	Click on the General Data file in General folder on upper left of the window.	General Unit information data appears in the Unit ID window.
7.	Complete the Command Support section.	
a.	Click the Current Command Unit ID and select the unit that commands this unit.	The selection list displays only units already constructed.
b.	Click the Current Supported Unit ID and select the unit supported by this unit.	The selection list displays only units already constructed.
8.	Complete the Status section.	
a.	<i>For observer and radar units only:</i> Click on Mission and select the unit's tactical mission.	This information is not used in processing.
b.	Click on Operational Status and select.	Ready is reported if the unit is capable of operations. Otherwise, Out of Action should be entered.
c.	Click on the Detailed Data file in Detail folder on upper left of the window.	Detailed Unit information data appears in the Unit ID window.
<i>If the unit is an observer, go to step 9.</i>		
<i>If the unit is a radar, go to step 10.</i>		
<i>For all maneuver units, headquarters and Met stations, go to step 11.</i>		
9.	Complete the Detailed data for an observer.	
a.	Click on Observer Type and select the description of the observer.	
b.	Edit the following as required:	

Procedure DB22: Construct an Observer, Radar, Headquarters or Maneuver Unit.		
This Procedure begins with current situation displayed. If units are not to be constructed, go to Procedure DB23.		
Step	Action	Result/Explanation
	b.1 TLE (m)	Type the observer's accuracy in target location. This value is used in target processing and a default value will be used if not entered here.
	b.2 Laser Code	Enter the observer's laser PRF code. This is used in Copperhead mission processing.
	b.3 Max Range	The far edge of the observer's assigned sector of observation.
	b.4 Left Azimuth	The left most grid azimuth of the observer's assigned sector of observation.
	b.5 Right Azimuth	The right most grid azimuth of the observer's assigned sector of observation.
<i>NOTE: The Max Range and azimuth limits define a range fan that can be displayed on the map by clicking the observer's symbol on the map and then clicking Map, Filters, Show range fan.</i>		
	b.6 Cloud Height	The height of cloud cover above the observer in meters. This value is used in Copperhead mission processing.
	b.7 Visibility	The maximum distance the spotter can observe in meters. If received from an observer device 30% is assigned 2000m, 50% is assigned 4000m and 100% is assigned 7501m. Used in Copperhead mission processing.
	b.8 Laser Quantity, On Hand and Operational	Enter 1 if the observer is equipped with a laser.
c.	Go to step 12.	
<i>NOTE: In addition to TLE, the observer's reliability, accessed by selecting the Reliability file in the Detail folder, determines the ability of his targets to pass target selection standards checks during target processing. By default the observer is reliable for all target types. This can be edited and those targets for which the observer will is not reliable will fail TSS checks during fire mission processing..</i>		
10.	Complete Detailed Data section for a radar unit.	
a.	Click on Radar Model and select the radar nomenclature.	For JSTARS ground station module, select JSTARS.
b.	Edit the following as required:	
	b.1 Accuracy (m)	Type the radar's accuracy in target location. This value is used in target processing and a default value will be used if not entered here.
<i>NOTE: Steps 10.b.2 through 10.b.6 define the search fence and become part of the Radar Deployment Order used by AFATDS to control assigned radars.</i>		
	b.2 Direction of Search	Enter the reference direction for the radar's assigned search in mils grid.
	b.3 Left Azimuth	Enter the number of mils measured left of the direction of search to the left azimuth of the radar's search fan. When the cursor is moved to another field the angle entered is applied to the Direction of Search and the Left Azimuth field automatically displays the grid azimuth of the left azimuth limit. <i>The default is an azimuth 800 mils left of the Direction of Search.</i>

Procedure DB22: Construct an Observer, Radar, Headquarters or Maneuver Unit.		
This Procedure begins with current situation displayed. If units are not to be constructed, go to Procedure DB23.		
Step	Action	Result/Explanation
	b.4 Right Azimuth	Enter the number of mils measured right of the direction of search to the right azimuth of the radar's search fan. When the cursor is moved to another field the angle entered is applied to the Direction of Search and the Right Azimuth field automatically displays the grid azimuth of the right azimuth limit. <i>The default is an azimuth 800 mils right of the Direction of Search.</i>
	b.5 Lower Frequency Code	Enter the lower frequency code of the span of frequencies the radar is directed to scan. Codes range from 01 to 31.
	b.6 Upper Frequency Code	Enter the upper frequency code of the span of frequencies the radar is directed to scan. Codes range from 01 to 31.
	b.7 Max Range 1	Enter the max range the radar should search for artillery and mortars
	b.8 Max Range 2	Enter the max range the radar should search for rockets.
	b.9 Min Range	Enter the min range the radar should search.
	b.10 Authorized and On Hand Radars	Enter the number of radars the unit possesses by T/O and the actual number on hand. Authorized must be set to at least 1.
	b.11 Operational	Enter the number of operational radars assigned to the unit.
	b.12 Radar FFZ's	Selecting the Add... button allows the assignment of radar zones. The zones must have been constructed as geometries to be available for assignment. These are transmitted to the radar when the RDO is sent.
	b.13 Cueing Unit	Selecting the Add... button allows the assignment of units ranked by their order in access for cueing the radar. This is information and is not used in processing nor its it transmitted to the radar as part of the RDO.
c.	Go to step 12.	
11.	<i>Complete Detailed Data section for an other type units.</i>	
a.	There is no data on the Detailed Unit information of an other type unit that is required for entry at firing battery/platoon level. This data should be updated and distributed by the actual unit.	
b.	Go to step 12.	
12.	Click OK .	The UNIT ID window closes and the unit data is stored.

DB23. Construct Geometry (FSCMs and Map Graphics)

Related 13D Task: Process Geometry Data in the TAFCS 061-300-5006

Conditions: Given an AFATDS workstation that is powered, with AFATDS started, activated and with the current situation displayed...

Objective: Construct geometry.

Additional Information: AFATDS stores fire support coordination measures, movement control measures and map graphics as geometries. Some geometries are for display and situational awareness. However, a number of geometries, especially FSCMs, are used in fire mission processing. At battery/platoon level most geometries will be received from supported units or higher headquarters. However, the AFATDS operator should be familiar with a number of these. The table below lists a number of significant geometries and their use in AFATDS processing.

Geometry	Purpose
Air Corridor	Area geometry composed of legs defined with a width and altitudes of top and bottom. Each leg can be timed to activate and de-activate on a schedule. Fires through the corridor require coordination.
ACA	An area geometry for air movement. Fires through the geometry require coordination
Dead Space Area	An area behind masking terrain in which an associated fire unit cannot engage targets. Calls for fire that plot in a dead space area of a unit will result in no capable fire mission attack options for that unit.
Downrange Mask	An area geometry enclosing intervening terrain. Trajectories are check for mask violations when a technical firing solution is determined.
FSCMs	Area and linear geometries that apply doctrinal rules to determine a need for coordination of fires.
ZOR	An area geometry that defines the area within a unit's boundaries. Fires into this area require coordination unless appropriate FSCMs (such as CFL) are created.

Procedure DB23: Construct Geometry.		
This Procedure begins with the current situation displayed.		
If geometries (other than air corridors) are not to be entered, go to Procedure DB24.		
Step	Action	Result/Explanation
1.	Click Geometries, New	The New Geometry window displays.
2.	Click the Force/Shape button and select the appropriate entry.	Geometries can be entered as friendly or enemy and as points, line or areas.
3.	Click in the Name field and type the name of the geometry.	1 to 10 letters or numbers. Spaces may be included. Radar zones <i>cannot include spaces</i> and must end in a number 1-9.
4.	Click the desired geometry in the Geometry Type list.	The name highlights.
5.	Click OK	The Geometry Information or Air Geometry Information window displays depending on the type of geometry selected.
6.	On the Air Geometry or Geometry Information window, edit the following as required:	
a.	Establishing Unit ID	Defaults to the unit creating the geometry. For FSCMs, this selection determines the unit responsible for clearing fires violations of the measure.
b.	Responsible Unit ID	Applies only to zones of responsibility and determines the unit responsible for clearing fires violations of the measure.
c.	<i>For ACA only:</i> Min Altitude	Enter the lowest height of the ACA in feet above MSL. Legal entries are –32805 to 328081.
c.	<i>For ACA and Downrange Mask only:</i> Max Altitude	Enter the highest point of the downrange mask in meters or maximum height of the ACA in feet above mean sea level. Legal entries are – 32805 to 328081.

Procedure DB23: Construct Geometry.		
This Procedure begins with the current situation displayed. If geometries (other than air corridors) are not to be entered, go to Procedure DB24.		
Step	Action	Result/Explanation
c.	<i>For Dead Space Area only:</i> Unit Restricted from Firing	Clicking the Add... button allows a fire unit to be assigned. This unit will not be allowed to fire missions that plot inside the dead space.
d.	Establish effective times	
	d.1 Click the Absolute button and type the Effective Time: and Expiration Time:	Absolute timing requires entry of effective and end times for the measure. The measure is displayed as a planned measure and, for FSCMs and ZORs, are only checked for coordination is the timing of fires overlap the effective time span. Time is entered in the form DDHHHHZMMYY where DD is the day, HHHH is the Z is the time zone, MMM is the month and YY is the year.
OR		
	d.2 Click the On Call button and type the Effective Time: and Expiration Time:	On call timing leaves the measure in a planned state until the geometry is edited by the AFATDS operator and the Activate button is selected. At that instant, the number of minutes in the Effective Time is added to the current time to establish the absolute effective time. The number of minutes in the Expiration Time is added to the current time to establish the absolute expiration time.
7.	Enter coordinates.	
a.	For area measures, select the shape. For points and lines go to step 7.b	
	a.1 The Circle button is selected by default.	This requires the entry of a center coordinate and a radius when the Coordinates button is entered. NOTE: AFATDS allows radar zones to be built as circles. Firefinder radars will accept only irregular area zones.
OR		
	a.2 Click the Rectangular button.	The Confirm Area Shape Change window displays.
	a.3 Click the Delete button.	The Confirm Area Shape Change window closes and the Rectangle button changes to red.
OR		
	a.4 Click the Irregular button.	The Confirm Area Shape Change window displays.
	Click the Delete button.	The Confirm Area Shape Change window closes and the Irregular button changes to red.
b.	Click the Coordinates button.	The Edit Circle, Rectangle, Area, Line or Point window displays depending on the shape established in steps 2 and 7.
c.	To enter a Circle:	
	c.1 Location	The center grid.
	c.2 Radius	Type the radius of the circle from 1 to 9999 meters.
	c.3 Click the Apply button to display the geometry on the map.	The Edit Circle data can be changed and the Apply button used to change view the effect of changes.

Procedure DB23: Construct Geometry.			
This Procedure begins with the current situation displayed. If geometries (other than air corridors) are not to be entered, go to Procedure DB24.			
Step	Action	Result/Explanation	
	c.4	Click the OK button to save the coordinate/radius.	The Geometry Information window or Air Geometry Information window displays.
	c.5	Click the OK button.	The Geometry Information window or Air Geometry Information window closes and the geometry stores.
d.	To enter a Rectangle		
	d.1	Locations 1:	Enter a grid at one end of the center line of the rectangle.
	d.2	Locations 2:	Enter a grid at the opposite end of the center line of the rectangle.
	d.3	Width	Type the width of the rectangle in meters.
	d.4	Click the Apply button to display the geometry on the map.	The Edit Rectangle data can be changed and the Apply button used to change view the effect of changes.
	d.5	Click the OK button to save the coordinate/radius.	The Geometry Information window or Air Geometry Information window displays.
	d.6	Click the OK button.	The Geometry Information window or Air Geometry Information window closes and the geometry stores.
e.	To enter an Area		
	e.1	Locations 1:	Enter the first grid of the geometry. <i>AFATDS does not require any particular point be entered first for an area.</i>
	e.2	Click the Apply button	This action creates a new location field for entry of the next point. 3 to 30 points may be entered for areas except radar zones. Radar zones cannot possess more than 6 points.
	e.3	Repeat steps 7.e.1 through 7.e.2 for each additional location.	The geometry will appear on the map as the points are applied. When the geometry is complete, the Close Area button may be used to cause the first and last point to join.
	e.4	Click the OK button to save the coordinate/radius.	The Geometry Information window or Air Geometry Information window displays.
	e.5	Click the OK button.	The Geometry Information window or Air Geometry Information window closes and the geometry stores.
f.	To enter a Line		
	f.1	Locations 1:	Enter the first grid of the geometry. <i>Line are viewed by AFATDS as in reference to the enemy side. The first point is always on the friendly left. If the order is reversed, AFATDS will identify the reverse friendly and enemy sides. For example, if the CFL is reversed fires impact short of the line will be assumed to not require coordination.</i>
	f.2	Click the Apply button	This action creates a new location field for entry of the next point.
	f.3	Repeat steps 7.f.1 through 7.f.2 for each additional location.	The geometry will appear on the map as the points are applied.
	f.4	Click the OK button to save the coordinate/radius.	The Geometry Information window or Air Geometry Information window displays.

Procedure DB23: Construct Geometry.		
This Procedure begins with the current situation displayed. If geometries (other than air corridors) are not to be entered, go to Procedure DB24.		
Step	Action	Result/Explanation
	f.5 Click the OK button.	The Geometry Information window or Air Geometry Information window closes and the geometry stores.
	g. To enter a Point:	
	g.1 Location	The grid of the point.
	g.2 Click the Apply button to display the geometry on the map.	The Edit Point data can be changed and the Apply button used to change view the effect of changes.
	g.3 Click the OK button to save the coordinate/radius.	The Geometry Information window or Air Geometry Information window displays.
	g.4 Click the OK button.	The Geometry Information window or Air Geometry Information window closes and the geometry stores.

DB24. Construct an Air Corridor Geometry

Related 13D Task: Process Geometry Data in the TAFCS 061-300-5006

Conditions: Given an AFATDS workstation that is powered, with AFATDS started, activated and with the current situation displayed...

Objective: Construct an Air Corridor Geometry.

Additional Information: An air corridor is an area geometry that is composed of one or more legs. Each leg is assigned a width, minimum and maximum altitudes and an effective and expiration time. Unlike other geometries, parts of the air corridor can be effective while other legs are not. Fire missions for which the trajectory passes through an air corridor must be coordinated.

Procedure DB24: Construct an Air Corridor Geometry.		
This Procedure begins with the current situation displayed. If air corridors not to be entered, go to Procedure DB25.		
Step	Action	Result/Explanation
1.	Click Geometries, New	The New Geometry window displays.
2.	Click in the Name field and type the name of the geometry.	1 to 10 letters or numbers. Spaces may be included. Radar zones <i>cannot include spaces</i> and must end in a number 1-9.
3.	Click Air Corridor in the Geometry Type list.	The name highlights.
4.	Click OK	The Air Corridor Information window displays.
5.	On the Air Corridor Information window, edit the following as required:	
a.	Establishing Unit ID	Defaults to the unit creating the geometry. This selection determines the unit responsible for clearing fires violations of the measure.
b.	Establish effective times	
	d.1 Click the Absolute button and type the Critical Time:	Absolute timing requires entry of Critical Time entered in the form DDHHHHZMMYY where DD is the day, HHHH is the Z is the time zone, MMM is the month and YY is the year. Each leg of the air corridor is assigned an offset in minutes from the critical time for the leg's effective and expiration time.

Procedure DB24: Construct an Air Corridor Geometry. This Procedure begins with the current situation displayed. If air corridors not to be entered, go to Procedure DB25.		
Step	Action	Result/Explanation
OR		
	d.2 Click the On Call button and type the Critical Time:	On call timing leaves the measure in a planned state until the geometry is edited by the AFATDS operator and the Activate button is selected. At that instant, the number of minutes in the Critical Time is added to the current time to establish the absolute critical time.
6.	Enter coordinates.	
a.	Click the Coordinates button.	The Edit Area window displays.
	e.1 Locations 1:	Enter the first grid of the geometry. <i>AFATDS does not require any particular point be entered first for an area.</i>
	e.2 Click the Apply button	This action creates a new location field for entry of the next point. 3 to 30 points may be entered for areas except radar zones. Radar zones cannot possess more than 6 points.
	e.3 Repeat steps 6.e.1 through 6.e.2 for each additional location.	The geometry will appear on the map as the points are applied.
	e.4 Click the OK button to save the coordinate/radius.	The Air Corridor Information window displays.
7	Enter leg dimensions and time. For each leg displayed, edit the following:	
a.	Effective Time	Enter the number of minutes from the critical time that the leg will become effective. – or + sign must be included.
b.	Expiration Time	Enter the number of minutes from the critical time that the leg will expire. – or + sign must be included.
c.	Width	Enter the width of the leg in meters.
d.	Min Altitude	Enter the lowest height of the ACA in feet above mean sea level. Legal entries are –32805 to 328081.
e.	Max Altitude	Enter the maximum height of the ACA in feet above mean sea level. Legal entries are –32805 to 328081.
f.	Critical button and No Critical Segment check box.	A critical segment can be defined by clicking the No Critical Segment check box to remove the check and clicking the Critical button on a leg. The critical leg Effective Time becomes the time to which critical time is applied for scheduling all legs.

Procedure DB24: Construct an Air Corridor Geometry.		
This Procedure begins with the current situation displayed. If air corridors not to be entered, go to Procedure DB25.		
Step	Action	Result/Explanation
Critical Time Example		
Air Corridor OHIO is assigned three legs:		
LEG	EFFECTIVE TIME	EXPIRATION TIME
LEG 1	-7	+1
LEG 2	+0	+10
LEG 3	+10	+15
CRITICAL TIME IS 0400 and LEG 2 is designated the critical segment. LEG 2 becomes effective at the critical time, 0400 and expires 10 minutes later at 0410. LEG 1 will become effective at 0353 or the difference from -7 to +0 (the critical leg's start) added to the critical time. LEG 1 remains effective until 0401. LEG 3 becomes effective at 0410.		
g.	Click the OK button.	The Air Corridor Information window closes and the geometry stores.

DB25. Establish Target Decay Time

Related 13D Task: Enter the Commander's Guidance into the TAFCS 061-300-5013

Conditions: Given an AFATDS workstation that is powered, with AFATDS started, activated and with the current situation displayed...

Objective: Establish Target Decay Time.

Additional Information: Target Decay Time is the number of minutes a target type remains valid for attack after it is reported. To the DTG of the target report or CFF is added the Target Decay Time. This sum establishes the not-later-than DTG. If the target is engaged after the NLT DTG, AFATDS will recommend the target be denied. Normally, target decay time guidance is received from higher or supported headquarters and is based on analysis of enemy capabilities and tactics. However, in lieu of this, some value greater than "0" must be entered during database construction to ensure fire missions will be fired.

Procedure DB25: Establish Target Decay Time.		
This Procedure begins with the current situation displayed. If Target Decay Time guidance will be received from higher or support headquarters, go to Procedure DB26.		
Step	Action	Result/Explanation
1.	Click Guidances, Miscellaneous, Target Decay Time	The Target Decay Time window displays.
2.	Click the Target Category button and select one of the 13 displayed target categories.	The Target Type list displays target types of the selected category.
3.	For each target type, double click the Decay Time fields and type the desired number of hours and minutes the target remains valid for attack after discovery.	Separate fields are provided for hours and minutes. Time ranges from 0 hours and 0 minutes to 99 hours and 59 minutes.
4.	Repeat steps 2 and 3 for the remaining target categories and types.	
5.	Click OK	The Target Decay Time window closes and target decay times are stored.

DB26. Establish FS System Buffer Distance

Related 13D Task: Enter the Commander's Guidance into the TAFCS 061-300-5013

Conditions: Given an AFATDS workstation that is powered, with AFATDS started, activated and with the current situation displayed...

Objective: Establish FS System Buffer Distance.

Additional Information: By definition, an FSCM is violated if the target plots short a linear measure or inside an are measure *or the effects of the fires cross the line or into the area*. To account for the effects of fires, AFATDS “buffers” FSCMs with a buffer distance. Targets within the buffer distance of an FSCM are assumed to violate that measure. Normally, this guidance is received from higher or supported headquarters. In lieu of this, buffer distance should be entered as part of database construction to allow AFATDS to safely conduct fire support coordination.

Procedure DB26: Establish FS System Buffer Distance.		
This Procedure begins with the current situation displayed. If FS System Buffer Guidance will be received from higher or support headquarters, go to Procedure DB27.		
Step	Action	Result/Explanation
1.	Click Guidances, Miscellaneous, FS System Buffer Distances.	The FS System Buffer Distances window displays.
2.	Click the FA Cannon (m): field and type the desired FS System Buffer Distance.	The distance is displayed.
3.	Click OK	The FS System Buffer Distances window closes and target decay times are stored.

DB27. Make Initial Report of Fire Unit Status to Higher and Supported Headquarters

Related 13D Task: Disseminate Information Via Data Distribution 061-300-5012

Conditions: Given an AFATDS workstation that is powered, with AFATDS started, activated and with the current situation displayed...

Objective: Make an initial report of fire unit status to higher and supported headquarters.

Additional Information: Maintenance of unit data is the responsibility of the actual unit. After completion of the database and establishment of communications, the AFATDS operator reports the battery/platoon status and ammunition inventory.

Procedure DB27: Make Initial Report of Fire Unit Status to Higher and Supported Headquarters.		
This Procedure begins with the current situation displayed and after communications has been established.		
Step	Action	Result/Explanation
1.	<i>Correct Command and Supported relationships.</i>	This step was omitted during the construction of the fire unit because the commanding and supported units did not exist in the database at that time.
a.	Click on the fire unit's symbol on the Current map.	The fire unit symbol changes to white outline form.
b.	With the cursor over the selected unit, click and hold the right mouse button.	A pop-up menu displays.
c.	Release on Edit.	The Unit ID window displays.
d.	Click the General Data folder.	The Unit ID window displays general data.

Procedure DB27: Make Initial Report of Fire Unit Status to Higher and Supported Headquarters. This Procedure begins with the current situation displayed and after communications has been established.		
Step	Action	Result/Explanation
e.	Click Current Command Unit ID and select the unit that commands the fire unit.	This is normally the battalion FDC. See note at bottom of table.
f.	Click Current Supported Unit ID and select the unit that fire unit supports.	This is normally the battalion FDC. See note at bottom of table.
g.	Click the OK button.	The Unit ID window closes.
2.	Transmit unit data.	
a.	With the cursor over the selected unit, click and hold the right mouse button.	A pop-up menu displays.
b.	Release on Send Status .	The Send Status window displays.
c.	In the Send list, click all check boxes for all data types.	Checks appear in the checkboxes and the Send button activates.
d.	Click the Send button.	The Send Status window closes and the unit data is transmitted to all units in the distribution setup.
A low level alert indicating “Transmission Complete” is posted to the Low Level Alerts List.		
<p>NOTE ON COMMAND AND SUPPORT RELATIONSHIPS: Higher echelon AFATDS use the command and support data of units in their databases to determine what units may be tasked with fire missions. Entering the command and supported unit have the following effects:</p> <p>Your Command Unit ID:</p> <ul style="list-style-type: none"> - Indicates that the commanding unit can task you with fire missions. If your commanding unit is a BN FDC, this entry also allows the FSE/FSCC they support and the REGT/DIVARTY FDC to “see” your unit as available for them to task. - Provides you as a subordinate for data distribution. The subordinates list is automatically compiled from unit data in the AFATDS database. - Provides the command structure that is modified during CONOPS. CONOPS allows another AFATDS to assume the processing role of a station that loses comm or is destroyed. To assume control of operations, the back-up unit examines the command relationships to determine what units are available. <p>Your Supported Unit ID:</p> <ul style="list-style-type: none"> - Indicates the unit that you support. This is normally the BN FDC. If an FSE/FSCC were entered here and your unit data was transmitted to that FSE/FSCC, the FSE/FSCC could task you directly by transmitting fire missions to your unit without first transmitting the fire request to the BN FDC. The supported unit ID also provides the destination for any mission sent as unsupported (by clicking the Unsupported button on the Intervention window) by your station. - Provides you as a supported unit for data distribution. The support units list is automatically compiled from unit data in the AFATDS database. - Provides the command structure that is modified during CONOPS. To assume control of operations, the back-up unit examines the supported units to determine what units are available. 		

DB28. Prepare a JAZ Disk for Use.

Related 13D Task: Supervise Operation of TAFCS 061-300-5019

Conditions: Given an AFATDS workstation with the AFATDS activated...

Objective: Prepare a JAZ disk for use.

Additional Information: The AFATDS database, as well as export files such as communications configurations and plans, may be archived to a JAZ disk. In order to write data to the JAZ disk, the AFATDS file structure must be copied to the disk using the procedure described below. *This procedure need only be accomplished before the first use of the disk. The procedure does not have to be repeated for each use of the JAZ disk.*

Procedure DB28: Prepare a JAZ Disk for use.		
Step	Action	Result/Explanation
1.	Insert the JAZ disk in the JAZ drive.	Wait for the yellow drive access light to stop blinking.
2.	On the Main Menu Bar , click the System, Disk Utilities .	The Disk Utilities window displays.
3.	In the Operations list, click Initialize .	Initialize highlights.
4.	Click the Apply... button.	The Confirm Initialization window displays.
5.	Click the Initialize button.	The Disk Utilities window displays warning Initializing Disk . Wait for the window to prompt Initialization Successful .
<i>Note: The JAZ disk is now ready to use.</i>		

DB29. Archive the AFATDS Database

Related 13D Task: Supervise Operation of TAFCS 061-300-5019

Conditions: Given an AFATDS workstation with the AFATDS activated...

Objective: Archive the AFATDS database.

Additional Information: The AFATDS database is automatically saved to the hard disk drive as the database changes. The AFATDS database can be saved to a floppy disk or JAZ disk to preserve a copy for future use. In addition, floppy disk archives can be used to move the database between AFATDS workstations that possess different archive devices (JAZ disk on one and OD drive on another).

Procedure DB29: Archive the database to floppy disk.		
Step	Action	Result/Explanation
1.	On the Main Menu Bar , click the System, Administration, Backup Database .	The Backup Database window displays.
2.	In the Archive Device list, click on the media type to which the database will be backed-up..	Applicable selections are: Local Floppy – 3.5 inch high density floppy (<i>Workstation name</i>) – the workstation name associated with the JAZ drive. <i>If Local Floppy is selected, go to step 3.</i> <i>If a JAZ drive is selected, go to step 4.</i>
<i>NOTE: The archive device (JAZ drive) is listed by workstation name because in a multi-workstation OPFAC, any drive in any computer can be accessed. If no workstation name was established in System, Configuration, Unit the workstation primary LAN card ID, a string of letters and numbers are displayed.</i>		
3.	Click the Backup... button.	The Confirm Backup Database window displays.
a.	Click the Backup button.	The Floppy Backup – AFATDS Database window displays warning Preparing database for floppy backup . Wait for the window to prompt Insert Floppy into drive . Press “Backup” when ready.
b.	Insert the floppy disk and click the Backup button.	The Floppy Backup – AFATDS Database window displays warning Writing to Floppy . Please wait .
<i>Note If the database is large, the Floppy Backup – AFATDS Database window will prompt for a second floppy disk.</i>		
c.		Wait for the prompt Backup successful . Press ‘Backup’ to complete the backup.

Procedure DB29: Archive the database to floppy disk.		
Step	Action	Result/Explanation
d.	Click the Backup button.	Database windows close. Release the floppy disk by pressing the disk drive release button and label the database disk.
4.	Click the Backup... button.	The Confirm Backup Database window displays.
a.	Click the Backup button.	The Backup Database window grays-out. When the database backup is complete the window closes.
<p><i>Note: The disk is automatically classified to the same level as the AFATDS computer and should be handled as the classification requires. A database archived from a secret computer will not restore on a computer of lesser classification.</i></p>		

DB30. Shutdown the AFATDS workstation.

Related 13D Task: Prepare the TAFCS for Operation 061-300-5000

Conditions: Given an AFATDS workstation that is powered and AFATDS application has been started...

Objective: Shutdown the AFATDS workstation.

Additional Information: Shutdown of the AFATDS workstation is a three-part process. The AFATDS application is exited, stopping AFATDS. The operator logs off the afatds user and logs in as the sysadmin user. Finally, the AFATDS operator shuts down the and powers-off.

Procedure DB30: Shutdown the AFATDS workstation. AFATDS has been started.		
Step	Action	Result/Explanation
1.	Shutdown the AFATDS application.	
a.	Click System, Exit .	The Exit AFATDS window displays.
b.	Click the Exit... button.	The Confirm AFATDS Exit window displays.
c.	Click the Exit button.	AFATDS closes.
2.	Login in as the sysadmin user.	
a.	Click Start, Log-Off .	The QuitVerify window displays.
b.	Click the Log Off button.	The DII COE LOGIN window displays.
c.	Type sysadmin in the Please enter your user name field and press enter.	The window prompts for password.
d.	Type afatds in the Please enter your password window and press enter.	The sysadmin desktop displays.
3.	Shutdown.	
a.	Click Start, Shutdown.	The Logout window displays.
b.	Click the Shut down the computer? Button.	The button darkens.
c.	Click the Ok button.	The Shut down window displays.
d.	Click the Yes button..	Wait for the > prompt.
4.	Power-off.	
a.	Push the power switch to the off position.	

Chapter 4. AFATDS Communications.

C1 Create and Implement a Communications Configuration

Related 13D Task: Establish TAFCS Communications Configurations 061-300-5002

Conditions: Given an AFATDS workstation that is powered, with AFATDS started and activated...

Objective: Create and implement a Communications Configuration.

Additional Information: A communications configuration is a complete communications plan that contains both network information and address data for destination units. Multiple communications networks and destination units can be included. AFATDS allows the construction and storage of up to 99 communications configurations for planning purposes. One of these is selected as the “current” communications configuration. This is the communications plan that currently in operation. Creation of the communications configuration is a multi-step process. Some steps may be omitted depending upon the contents of the communications configuration.

Overview	
Task	Action
C1.1	Create a planned communications configuration (Required).
C1.2	Edit the planned communications configuration (Required).
C1.3.1	Create a JVMF or Pkg 11 Radio or Wire network (If comm plan requires comm with JVMF or Package 11 devices).
C1.3.2	Create a Tacfire Radio or Wire Network (If comm plan requires comm with Tacfire devices).
C1.3.3	Create a GDU network. (Required).
C1.4	Select a current communications configuration (Required).
C1.5	Assign a network to a communications channels (Required).
C1.6	Turn on a network (Required).
C1.7	Save the communications configuration (Required).

Task C1.1: Create a planned communications configuration. This task creates the communications configuration by giving it a name.		
Step	Action	Result/Explanation
1.	Click System, Configuration, Communications, Planned...	The Select Comm Configuration window displays.
2.	Click Options, New	The Planned Networks window displays.
3.	Type a unique name for the communications configuration in the Configuration field.	The name appears in the field. Only letters and numbers may be entered.
4.	Click OK .	The Select Comm Configuration window displays.

Task C1.2: Edit the planned communications configuration. This task opens the communications configuration for editing.		
Step	Action	Result/Explanation
1.	On the Planned Networks window, click the name of the new configuration in the Planned Configurations list.	The configuration name highlights.
2.	Click Options, Edit	The Planned Networks window displays.

Task C1.3.1: Create a JVMF or Pkg 11 Radio or Wire network. This task creates network parameters to operate a JVMF or Package 11 protocol network from the TCIM on radio or wireline..	
Information Required to Establish a JVMF or Package 11 network. This table provides a summary of the information necessary to construct and operate a LAN network.	

Task C1.3.1: Create a JVMF or Pkg 11 Radio or Wire network.		
This task creates network parameters to operate a JVMF or Package 11 protocol network from the TCIM on radio or wireline..		
Your AFATDS Master Unit List entry:	Requires only Unit ID, VMF Unit Reference Number and Device Type .	
Your AFATDS Unit Data	Must be stored in the Current Situation Units	
Network Information	Your IP address and subnet mask Your physical address Method and type of data encoding (NRZ, CDP or FSK) Method of net access delay Number of stations on the net Your station's rank on the net. Communications medium (Wire, Radio, etc)	
Information Required to Establish a JVMF or Package 11 network destination unit.		
This table provides a summary of the information necessary to communicate with a destination on a LAN network.		
The Destination Unit's Master Unit List entry:	Requires Unit ID, VMF Unit Reference Number, VMF Unit ID and Device Type .	
The Destination AFATDS Unit Data	Must be stored in the Current Situation Units	
Destination Unit Network Information	The IP address, physical address and hostname on the network	
Step	Action	Result/Explanation
1.	Create the Network.	
a.	On the Planned Networks window, click the Network .	The configuration name highlights.
b.	Click Network, New IP	The IP Network Information window displays.
c.	Enter the following:	
1)	Network Name	1 to 16 character network name with no spaces.
2)	Security	Establishes level of security for message transmission. Attempts to transmit data on a clear net to an AFATDS/AFATDS on s secure net causes a Transmission Failure at the sender and a comm alert at the receiver indicating "Clear data received on (net name)." Defaults to Secure , clear can be selected.
3)	Adapter	Select TCIM 188-220A .
4)	Hostname	Type the host name of the AFATDS on this net. Note: this hostname must be different from that entered during software load from cdrom and different from any LAN, PKG 11 or JVMF TCIM net hostname assigned on any other channel.
5)	Local IP Address	Type the IP address of the AFATDS on this net. This address must not be in the same subnet as the IP address entered during software load or any IP address on any LAN, PKG 11 or JVMF TCIM net.
6)	Subnet Mask	The subnet mask determined what part of the IP address represents the network and what part represents the computer's address. This defaults based on the values entered in the IP address and can be edited. Note that most package 11 devices use 255.255.0.0.
7)	Click the Next button.	The IP 188-220A Information window displays.

Task C1.3.1: Create a JVMF or Pkg 11 Radio or Wire network.		
This task creates network parameters to operate a JVMF or Package 11 protocol network from the TCIM on radio or wireline..		
e.	Enter the following	
1)	Local Physical Address	Type the address of the AFATDS on the net. This value ranges from 4 to 95 and is usually the 4 th value in the IP address entered in step 4.e. above.
2)	Device	Select the communications medium. The selection changes default values for many of the remaining setup parameters displayed. Selections are: SINGARS: AN/PRC-119, AN/MRC-145 or AN/SRC-54 radios KY-57: Vinson family crypto. Analog Radio: Unencrypted non-digital radio. 4-Wire: 4-wire duplex. 2-Wire: 2-wire line.
3)	Local Transmission Load	The communications load that this AFATDS places on the network expressed as Normal , Heavy or Light .
4)	Data Encoding	Select the method used by <u>all</u> stations on the network: NRZ: preferred method for digital radios and encrypted radio networks. CDP: preferred method for wire networks. FSK 188C and FSK 4202A: analogue methods that can be employed on wire or analogue radio. Limits data rate to a maximum of 1200 bps.
5)	COMSEC Mode	Applies only to SINGARS or KY-57 nets. Select the mode employed on the net and set on the radio or crypto. Selections are Cypher Text or Plain Text .
6)	Data Rate	Select the data rate that <u>all</u> stations on the network are directed to employ.
7)	Hop Mode	Applies only to SINGARS nets. Select the mode as directed for the net and set on the radio. Selections are Single Channel and Frequency Hopping .
8)	Method	Select the method of net access control that is employed by <u>all</u> stations on the net. Selections are: DAP – recommended, all stations achieve equal access, message priority is considered Random – stations randomly compute access delay times, can cause stations to attempt to access the net at the same time. Prioritized – rigid access control allowing prioritized stations to control the net. Hybrid - similar to random method but attempts to give priority to stations with higher priority messages awaiting transmission. Adaptive – similar to DAP.

Task C1.3.1: Create a JVMF or Pkg 11 Radio or Wire network.		
This task creates network parameters to operate a JVMF or Package 11 protocol network from the TCIM on radio or wireline..		
9)	Stations	Type the total number of stations using the network. If this entry is incorrect, communications alerts will accrue.
10)	Frequency of Access Ranking	Type the access value assigned to the AFATDS.
11)	Click the More button.	The IP Tuning Parameters window displays.
<i>Warning: The values displayed in this window govern communications timing and are preset based on the communications parameters selected in the preceding two windows. These values should only be changed if technical data for the network and communications media have been determined by communications technicians to differ from defaults.</i>		
a)	Customize	Selecting this button allows all parameters to be edited.
b)	Amplitude	Sets gain for amplitude modulated data transmissions.
c)	Net Usage	Allows selections of Data Only and Data and Voice .
d)	Forward Error Correction	Establishes the method of by which error correction data is introduced into transmissions. This “extra” data is used by the receiving system to determine errors in the received data that result from transmission through the atmosphere.
e)	Net Sensing	Provides selections of Normal and Noisy . Noisy is designed to allow transmission on circuits with high background noise that might otherwise be identified as a busy net. Selection of this parameter can defeat net access of other stations.
f)	Phasing	After the EPRE time, this is a period in which the TCIM send a pattern of zeros and one to allow the receiving radio to synchronize to incoming data.
g)	TURN	The amount of time necessary for both the receiving and transmitting
h)	Busy Detect	This is a network factor that measures the amount of time in seconds that begins when any station on the net transmits data. The time end when all stations until all stations know the net is busy.
i)	TOL	Provides a time allowance to account for the preparation of an acknowledgement.
j)	EPRE	This factor determines the amount of time the radio must be keyed before the data of the actual message is transmitted.
k)	DTEPROC	Provides a time delay to allow a receiving station to process received data. This inhibits the beginning of the next net access period so that all stations are ready when the access period begins.

Task C1.3.1: Create a JVMF or Pkg 11 Radio or Wire network.		
This task creates network parameters to operate a JVMF or Package 11 protocol network from the TCIM on radio or wireline..		
l)	ELAG	ELAG is another network related factor. This value is a measure of the time required for the TCIM to send the last bit of data to the radio or wire until the receiving device's TCIM or modem has received that last bit of data.
m)	DTEACK	Provides a time delay to allow a receiving station to process received data and transmit an acknowledgement. This inhibits the beginning of the next net access period so that all stations are ready when the access period begins.
n)	Click OK .	The IP Tuning Parameters window closes and the IP 188-220A Information window displays.
f.	Click OK .	The IP 188-220A Information window closes and the IP Network Information window displays.
g.	Click OK .	The IP Network Information window closes and the Planned Networks window displays with the network name displayed.
2. <i>Add destination units for the network.</i>		
a.	On the Planned Networks window, click the Options, Destination Units .	The Communication Unit Configuration window displays.
b.	Click Options, Add Unit	The Select List window displays. Access to the contents of the Master Unit List and all operator created distribution lists is provided.
c.	Select the list on which the desired destination units are found and click OK .	The Net Channel Settings window displays.
d.	Click on the desired unit(s) to be added as destination(s).	The unit(s) name(s) highlight(s).
e.	Click OK .	The unit(s) are added to the Communications Unit Configuration Destination Unit ID column with a red gumball in the Active Route Column .
3. For each unit added, perform the following:		
a.	Click the unit ID.	The name is enclosed in a blue box.
b.	Click Options, Edit Routes	The Edit Routes window displays.
c.	Enter the following:	
1)	Direct/Indirect	Defines the route as point to point (direct) or a relay through another station (indirect).
2)	Via	For a direct route, displays the Select Network window and allows selection of the network on which communications with the destination are established. For an indirect route, displays the Select Unit window and allows selection of the relaying unit. <i>For an indirect route, go to step 6) below.</i>
NOTE: AFATDS does not require addressing information for indirect routes. AFATDS uses the address information assigned to the relaying station to automatically assign correct address information for relayed messages.		
3)	Internet Address	Type the IP address of the destination unit.

Task C1.3.1: Create a JVMF or Pkg 11 Radio or Wire network.		
This task creates network parameters to operate a JVMF or Package 11 protocol network from the TCIM on radio or wireline..		
4)	Hostname	Type the Hostname of the destination unit. Hostname may contain letters or numbers but the first character must be a letter.
5)	Destination Address	Type the address of the destination. This is normally the last number (octet) of the IP address. This is the address used to transmit messages on tactical radio nets without routers. This value may be 4 to 95.
6)	FO Number	For observers and radars enter a two digit FO number between 01 and 98.
NOTE: Repeat steps 1) through 4) for a secondary and tertiary route if these are to be built. AFATDS will transition to the next route if the preceding route communications fail. AFATDS transitions to the preceding route if a communication is received via that route or if the operator selects (e.g., clicking Options, Activate Primary).		
5)	Click OK .	The Communication Unit Configuration window closes and the Planned Network window displays.

Task C1.3.2: Create a TACFIRE Radio or Wire network.		
This task creates network parameters to operate a TACFIRE protocol network from the TCIM on radio or wireline..		
Step	Action	Result/Explanation
Information Required to Establish a Tacfire network.		
This table provides a summary of the information necessary to construct and operate a LAN network.		
Your AFATDS Master Unit List entry:		Requires only Unit ID, Tacfire Alias and Device Type .
Your AFATDS Unit Data		Must be stored in the Current Situation Units
Network Information		Method and type of data encoding (NRZ or FSK) Your net access delay Network data rate Communications medium (Wire, Radio, etc)
Information Required to Establish a Tacfire network destination unit.		
This table provides a summary of the information necessary to communicate with a destination on a Tacfire network.		
The Destination Unit's Master Unit List entry:		Requires Unit ID, Tacfire Alias and Device Type .
The Destination AFATDS Unit Data		Must be stored in the Current Situation Units
Destination Unit Network Information		Physical address of the destination unit.
1.	Create the Network:	
a.	On the Planned Networks window, click the Network .	The configuration name highlights.
b.	Click Options, Edit	The Planned Networks window displays.
c.	Click Network, New	The Net Channel Settings window displays.
d.	Enter the following:	
1)	Network Name	1 to 16 character network name with no spaces.
2)	Local Address	Type the address of the AFATDS computer. Letters A-Z, numbers 0-9 and "+", ".", "?", "&", "-", "*", and "#" are valid. Only letters and numbers should be used on nets communicating with fixed format devices (DCT and Firefinder radar). The address must be unique on the net.

Task C1.3.2: Create a TACFIRE Radio or Wire network.		
This task creates network parameters to operate a TACFIRE protocol network from the TCIM on radio or wireline..		
Step	Action	Result/Explanation
3)	Data Encoding	Select the method used by <u>all</u> stations on the network: NRZ: preferred method for digital radios and encrypted radio networks. FSK 1200/2400 and FSK 1300/2100: analogue methods that can be employed on wire or analogue radio. Limits data rate to a maximum of 1200 bps.
4)	Security	Establishes level of security for message transmission. Attempts to transmit data on a clear net to an AFATDS/AFATDS on s secure net causes a Transmission Failure at the sender and a comm alert at the receiver indicating “Clear data received on (net name).” Defaults to Secure , clear can be selected.
5)	Media Device	Select the communications medium. The selection changes default values for many of the remaining setup parameters displayed. Selections are: SINGARS: AN/PRC-119, AN/MRC-145 or AN/SRC-54 radios KY-57: Vinson family crytpo. Analogue Radio: Unencrypted non-digital radio. 4-Wire: 4-wire duplex. 2-Wire: 2-wire line.
6)	Data Rate	Select the data rate employed by <u>all</u> stations on the net.
7)	Keytime	Type the keytime, in tenths of seconds used by <u>all</u> stations on the net.
e.	Click the More button.	The Tacfire Information window displays.
1)	Enter the following:	<i>Note: HOLD TIME is displayed but cannot be edited. This value is the time the computer waits for an acknowledgement after a message is sent.</i>
2)	Block Mode:	Select the button for the mode, Single or Double, that is used by <u>all</u> systems on the net. Single block is more efficient; double block provides redundancy to overcome jamming or very poor net quality.
3)	Error Control	Select the method of error control. EDC/TDC should be used on radio nets. None may be used on high quality wireline circuits.

Task C1.3.2: Create a TACFIRE Radio or Wire network.		
This task creates network parameters to operate a TACFIRE protocol network from the TCIM on radio or wireline..		
Step	Action	Result/Explanation
4)	Net Access Delay	Type the net access delay values for the AFATDS. These are in tenths of seconds and define the time the computer waits on a non-busy net before transmitting thus providing time for a higher access station to take the net. The values are set for HIGH priority message (Tacfire priority 1-4) and for LOW priority messages (Tacfire priority 5-8) for INITIAL attempt and SUBSEQUENT attempts.
5)	Click OK .	The Tacfire Information window closes and the Net Channel Settings window displays.
f.	Click OK .	The Net Channel Settings window closes and the Planned Network window displays.
2. Add destination units for the network:		
a.	On the Planned Networks window, click the Options, Destination Units .	The Communication Unit Configuration window displays.
b.	Click Options, Add Unit	The Select List window displays. Access to the contents of the Master Unit List and all operator created distribution lists is provided.
c.	Select the list on which the desired destination units are found and click OK .	The Net Channel Settings window displays.
d.	Click on the desired unit(s) to be added as destination(s).	The unit(s) name(s) highlight(s).
e.	Click OK .	The unit(s) are added to the Communications Unit Configuration Destination Unit ID column with a red gumball in the Active Route Column .
3. Establish routes.		
a.	Click the unit ID.	The name is enclosed in a blue box.
b.	Click Options, Edit Routes	The Edit Routes window displays.
c.	Enter the following:	
1)	Direct/Indirect	Defines the route as point to point (direct) or a relay through another station (indirect).
2)	Via	For a direct route, displays the Select Network window and allows selection of the network on which communications with the destination are established. For an indirect route, displays the Select Unit window and allows selection of the relaying unit.
<i>NOTE: AFATDS does not require addressing information for indirect routes. AFATDS uses the address information assigned to the relaying station to automatically assign correct address information for relayed messages.</i>		
3)	Address	The address may be a letter or number. Special characters #-+*& may be used but cannot be assigned to networks on which fixed format devices (USMC DCT, FED, etc.) communicate.

Task C1.3.2: Create a TACFIRE Radio or Wire network.		
This task creates network parameters to operate a TACFIRE protocol network from the TCIM on radio or wireline..		
Step	Action	Result/Explanation
4)	FO Number	For observers and radars enter a two-digit FO number between 01 and 98. This should be the same value as in the fourth subfield of the observer's TACFIRE alias stored in the Master Unit List.
<p>NOTE: Repeat steps 1) through 4) for a secondary and tertiary route if these are to be built. AFATDS will transition to the next route if the preceding route communications fail. AFATDS transitions to the preceding route if a communication is received via that route or if the operator selects (e.g., clicking Options, Activate Primary).</p>		
5)	Click OK .	The Communication Unit Configuration window closes and the Planned Network window displays.

Task C1.3.3: Create a GDU Radio or Wire network.		
This task creates network parameters to operate a GDU protocol network from the TCIM on radio or wireline. This task is required to communicate with the guns' GDUs and MCAs.		
Step	Action	Result/Explanation
1.	On the Planned Networks window, click the Network .	The configuration name highlights.
2.	Click Options, Edit	The Planned Networks window displays.
3.	Click Network, New	The Net Channel Settings window displays.
4.	Enter the following:	
a.	Network Name	1 to 16 character network name with no spaces.
b.	Protocol	Select GDU . The More button and all fields except Media Device and Preamble become inactive.
c.	Media Device	Choose the communications medium. Selections are: Local Radio: AN/PRC-68 or AN/PRC-12 Two-Wire-And-Radio: for wire line or wire line and radio
d.	Preamble	Preamble provides keying and setup time to an attached radio. For wire line communications allows this to default. If preamble must be great enough to allow the radio to power up before sending data. Preamble is set to the same value at AFATDS as is set at all GDUs.
5.	Click OK .	The Net Channel Settings window closes and the Planned Network window displays.
<p>NOTE: Individual GDU equipped guns are <u>not</u> added as destination units in the communications configuration. These are automatically identified when the Section Chief's Assembly is used to initialize the GDU with the gun number.</p>		

Task C1.4: Select a Current Communications Configuration.		
This task puts a planned communications configuration into use and replaces the old current configuration.		
Step	Action	Result/Explanation
1.	On the Main Menu bar, click Situations, Configuration, Communications, Current	The Current Networks window displays.
2.	Click Options, Select New Current	The Select Comm Configuration window displays.

Task C1.4: Select a Current Communications Configuration.		
This task puts a planned communications configuration into use and replaces the old current configuration.		
Step	Action	Result/Explanation
3.	Click on the name of the configuration to be put into use and click OK .	The Select Comm Configuration window closes and the Current Networks window displays with the networks of the new current communications configuration.
<i>Note: All networks must be disabled by selecting Control, All Off before the existing communications configuration can be replaced.</i>		

Task C1.5: Assign a Network to a Communications Channel.		
This task assigns networks to the appropriate TCIM or LAN.		
Step	Action	Result/Explanation
1.	On the Current Networks window, click Network, Assign Channels	The Net Channel Assignment window displays.
2.	Click the name of a network in the Unassigned Networks list.	The network name highlights.
3.	Click the TCIM or LAN channel to which the network is to be in the Workstation Channel list.	The channel highlights and up and down pointing arrows appear.
4.	Click the down pointing arrow.	The selected network is assigned to the selected channel.
5.	Click OK .	The Net Channel Assignment window closes

Task C1.6: Turn on a Network.		
This task changes the network assigned to a TCIM or LAN .		
Step	Action	Result/Explanation
1.	On the Current Networks window, click the desired Network name.	The Network name highlights.
2.	Click Control. On	The Network Status column displays Enabled .

Task C1.7: Save Changes to the Communications Configuration.		
This task saves changes such as channel assignments and copies any changes made on the current configuration to the planned copy of the configuration.		
Step	Action	Result/Explanation
1.	On the Current Networks window, click Options, Save .	The Saved field changes from No to Yes .

C2 Create a Proxy Relay

Related 13D Task: Establish TAFCS Communications Configurations 061-300-5002

Conditions: Given an AFATDS workstation that is powered, with AFATDS started and activated and a communications configuration ...

Objective: Create a proxy relay.

Additional Information: A proxy relay is created to allow a device, such as a FED or DCT, to transmit a message on a network with a given address and have that message relayed on another network with another address. This relay process is very similar to the addressing mechanism used in Tacfire protocol to relay fixed format message.

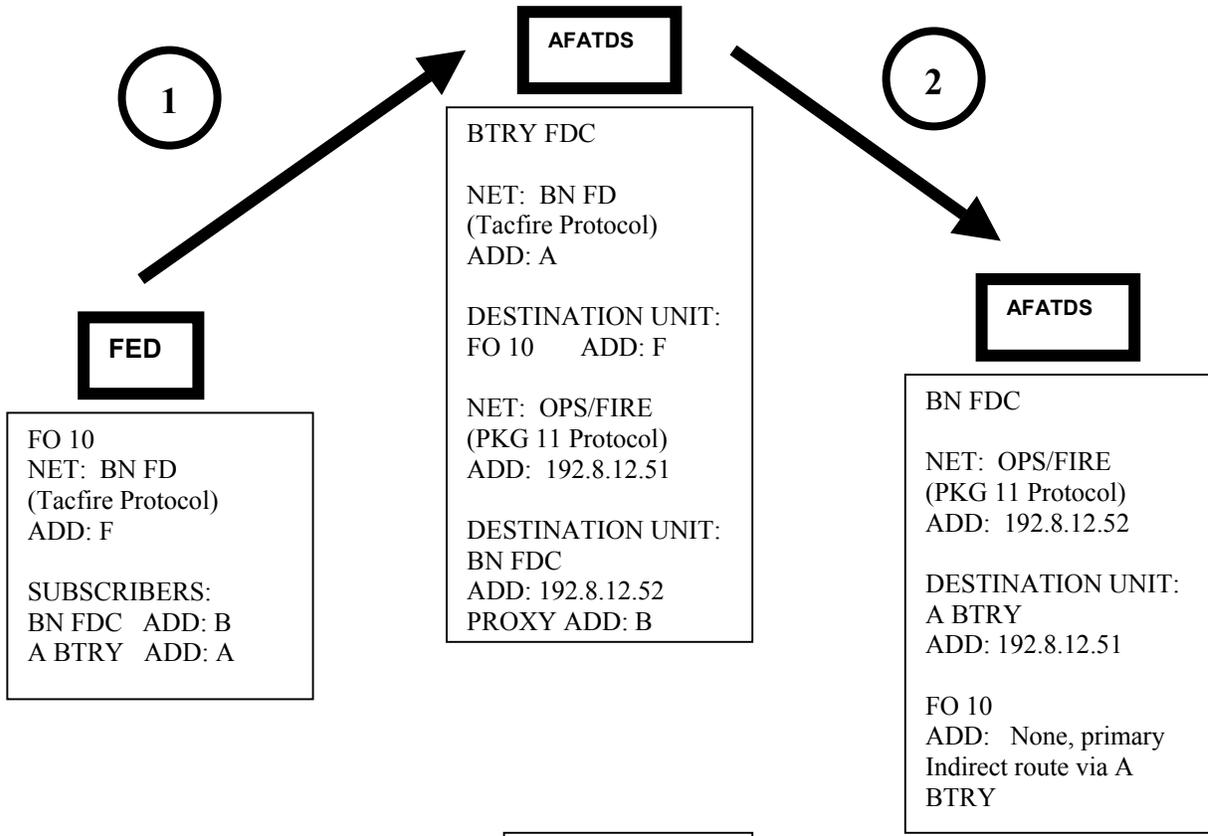


Figure 4-1.

Example: Figure 4-1 provides an example of proxy relay. FO 10, using a FED is transmitting data via a TACFIRE network to A BTRY. To allow FO 10 to communicate with the BN FDC, A BTRY creates a proxy relay for the BN FDC, assigning the BN FDC an address of B. A BTRY directs FO 10 to transmit messages to the BN FDC by assigning the same address, B. When the FO 10 FED sends a message to address B, the A BTRY AFATDS recognizes the address as an assigned proxy and processes the message as a relay. The relay message is re-addressed to the BN FDC AFATDS and re-transmitted by the A BTRY AFATDS.

Task C2: Create a proxy relay.		
This task creates the communications configuration by giving it a name.		
Step	Action	Result/Explanation
1.	Click System, Configuration, Communications, Current...	The Current Networks window displays.
2.	Click Options, Destination Units	The Communication Unit Configuration window displays.
3.	In the Destination Unit ID list, click on the name of the unit for which a proxy address is to be assigned.	A blue box appears around the unit name and route data.
4.	Click Options, Proxy, New.	The New Proxy window displays.

Task C2: Create a proxy relay.		
This task creates the communications configuration by giving it a name.		
Step	Action	Result/Explanation
5.	Click Network, Select	The Select Network window displays with a list of networks available for a proxy assignment. Because of the nature of proxy relay, networks on which the destination unit communicates via direct and indirect routes will not appear.
6.	Select the network on which the proxy address will be used and click OK .	The Select Network window closes and the New Proxy window displays.
7.	Type the proxy address for the destination unit in the Local Proxy Address field.	The address is displayed.
8.	Click OK .	The New Proxy window closes and the destination unit proxy address data is added to the Communications Unit Configuration window.
9.	Click OK .	The Communications Unit Configuration window closes and the Current Networks window displays.
10.	Click OK .	The Current Networks window closes.

C3 Send Communications Checks

Related 13D Task: Establish TAFCS Communications Configurations 061-300-5002

Conditions: Given an AFATDS workstation that is activated and with a Current communications configuration active...

Objective: Send communications checks.

Additional information: This procedure tests communications between the AFATDS computer and work subscriber. Carrying out this procedure causes the AFATDS to perform the test based on the network type and device type of the subscriber as described below.

LAN destinations are tested by transmitting a ping to the destination and receiving the ping back to indicate success.

AFATDS/AFATDS destination on a Radio or wire net is tested by a process similar to a ping. The destination AFATDS operator does not receive a message.

Other systems on a radio or wire net are tested by sending a freetext message and receiving an acknowledgement to indicate success. The operator of the destination system receives a freetext message that includes “Comm check from AFATDS” in the text of the message.

Test Communications Connectivity		
Step	Action	Result/Explanation
1	<i>Send the comm check</i>	
a.	Click System, Configuration, Communications, Current .	The Current Networks window displays.
b.	Click Options, Destination Units .	The Current Comm Configuration Units window displays.
c.	<i>To test a destination unit:</i>	
c.1	Click the unit name.	A blue box appears around the unit name.

Test Communications Connectivity			
Step	Action	Result/Explanation	
	c.2	Click the Send Test Message button.	The test message is transmitted.
	c.3	Go to step 2.	
d.	To test all destinations on a given net:		
	d.1	Click a unit on the net to be tested.	A blue box appears around the unit name.
	d.2	Click Test Message, All Direct Via Net .	Test messages are sent to all destinations on the net associated with the selected unit.
	d.3	Go to step 2.	
e.	To test all destinations for which communications are relayed through another destination:		
	e.1	Click the name of the relaying unit.	A blue box appears around the unit name.
	e.2	Click Test Message, All Indirect Via Unit .	Test messages are relayed through the destination to all indirect destinations associated with the unit selected.
	e.3	Go to step 2.	
2	Determine the result of a test message.		
a.	Click the Test Message Status window.	The Test Message Status window displays.	
<p>Each unit tested displays a row on the Test Message Status window. The status associated with the unit is initially “Pending.” The status will eventually change to “Successful” or “Failed.” The window does not refresh automatically. The operator must click the Refresh button to display changes. It is recommended that successful tests be deleted by clicking that row and selecting the Delete button. This action not only refreshes the display but also leaves only those units that require troubleshooting communications.</p>			

C4 Direct a Gun to Establish Voice Comm with FDC (Ring Guns).

Related 13D Task: Establish TAFCS Communications Configurations 061-300-5002

Conditions: Given an AFATDS workstation that is activated, with a Current communications configuration active and the **Current** situation displayed...

Objective: Direct a Gun to Establish Voice Comm with FDC (Ring Guns).

Additional information: This procedure test transmits a ring request (GDU Request For Data message) to the gun display unit (GDU) for all or selected guns. The ring request causes an audible alarm to sound at the GDU and displays “RING” in the section chief’s assembly display. This action directs the gun section to establish voice communications with the FDC.

Test Communications Connectivity			
Step	Action	Result/Explanation	
1.	Click the GDU Weapon Status on the Current menu bar.	The Weapon Status GDU window displays.	
2.	Click the Ring... button.	The Ring Guns GDU window displays.	
3.	Ring GDUs		
a.	To ring all GDUs:		
	a.1	Click the Select All button.	All gun checkboxes are checked. NOTE: <i>Select All will cause AFATDS to send ring commands to all 12 guns. If there are less than 12 guns a failed comm alert posts for the guns that do not exist.</i>
	a.2	Click the OK button.	The Ring Guns GDU window closes and ring requests are transmitted to all GDUs.
b.	To ring one or selected GDUs:		

Test Communications Connectivity			
Step	Action		Result/Explanation
	b.1	Click the checkbox next to each desired gun number.	Checks appear in the boxes selected.
	b.2.	Click the OK button.	The Ring Guns GDU window closes and ring requests are transmitted to selected GDUs.
<i>NOTE: If communications with the GDU fails during the ring, no alert is presented to the AFATDS operator.</i>			

C5 Compose and Transmit or Save a Freetext message.

Related 13D Task: Process Messages for Transmission 061-300-5011

Conditions: Given an AFATDS workstation that is activated and with a Current communications configuration active ...

Objective: Transmit a freetext message.

Additional information: This procedure composes and addresses a freetext message. The message is then either transmitted or saved for future use.

Procedure C4: Compose and Transmit or Save a Freetext Message.			
Step	Action		Result/Explanation
1.	On the Main Menu bar, click Freetext .		The FreeText - JMPS window displays.
2.	<i>Address the message.</i>		
a.	Click Address... button.		The Select Addresses window displays.
b.	Select a destination address from the list of units on the left side of the window.		The Select Addresses window displays.
c.	Click the To → button.		The selected unit is added as a destination address.
d.	Repeat steps 2.b and 2.c for each additional unit addressee.		
e.	Click the OK button.		The Select Addresses window closes and the destination units are added to the To: field of the FreeText – JMPS window.
3.	<i>Compose the message.</i>		
a.	Click the white text area and type the message.		
<i>To SEND the message, go to step 4.</i>			
<i>To SAVE the message for later use, go to step 5.</i>			
4.	<i>To send the message:</i>		
a.	Click the Send button.		The FreeText – JMPS window closes and the message is transmitted.
5.	<i>To save the message:</i>		
a.	Click the Save as Draft button.		The FreeText – JMPS window closes and the message is saved.
6.	<i>To send a saved message:</i>		
a.	Click the Mailbox icon in the upper right of the desktop.		The Messaging Main Menu displays.
b.	Click draft in the directory tree on the left side of the window.		Previously saved draft messages are displayed.
c.	Click the desired message.		The message highlights in blue and the User View of the Messaging Main Menu displays the message.
d.	On the menu bar, click Edit, Message		The FreeText – JMPS window displays.
e.	Click the Send button.		The message is sent. The Messaging Main Menu remains displayed.

Procedure C4: Compose and Transmit or Save a Freetext Message.		
Step	Action	Result/Explanation
f.	Click the Minimize button on the upper right of the Messaging Main Menu window frame.	The window reduces to an icon on the lower menu bar.

C6 Receive and Reply to a Freetext message.

Related 13D Task: Configure Received Message Types 061-300-5010

Conditions: Given an AFATDS workstation that is activated and with a Current communications configuration active ...

Objective: Receive a freetext message.

Additional information: This procedure is used to access a received freetext or view only message.

Procedure C5: Receive a Freetext Message.		
Step	Action	Result/Explanation
1.	<i>Message is received:</i>	The number at the Mailbox icon in the upper left of the display increments.
2.	<i>Access the message:</i>	
a.	Click the Mailbox icon.	The Messaging Main Menu displays.
b.	Click the desired message.	The message highlights and the contents are displayed in the User View section of the window.
3.	<i>To reply to the message:</i>	
a.	Click Compose, Reply	The FreeText – JMPS window displays with a message formatted for the appropriate device and protocol.
b.	Type the text in the Comments section.	
c.	Click the Send button.	The message is sent. The Messaging Main Menu remains displayed.
d.	Click the Minimize button on the upper right of the Messaging Main Menu window frame.	The window reduces to an icon on the lower menu bar.

C7 React to a Failed Communications.

Related 13D Task: Process Messages for Transmission 061-300-5011

Conditions: Given an AFATDS workstation that is activated, with a Current communications configuration active and a message transmitted...

Objective: React to a failed communications.

Additional information: When a message of any type is transmitted from AFATDS, some form of acknowledgement is expected from the receiving station. If the acknowledgement is not received, AFATDS will alert the operator to the fact that communications has failed.

Compose and Transmit or Save a Freetext Message.		
Step	Action	Result/Explanation
1.	<i>AFATDS determines communications have failed.</i>	AFATDS response to a failed communications depends on the state of the Medium Level Alerts List .
a.	<i>If the Medium Level Alerts List window is open:</i>	A beep sounds and the M: alerts indicator increments.

Compose and Transmit or Save a Freertext Message.			
Step	Action		Result/Explanation
	a.1	Click the Refresh button on the Medium Level Alerts List window.	The list refreshes to show alerts received since the window was opened or last refreshed.
	a.2	Select the new message alert.	The message alert will indicate Source: Tactical Support Operations and Description: Failed Transmission.
	a.3	Click the View button.	A Failed Transmission Alert window displays. Go to step 2.
	b.	<i>If the Medium Level Alerts List window is not open:</i>	A beep sounds, the M: alerts indicator increments and a Failed Transmission Alert window appears.
2.	The AFATDS operator can take three actions from the Failed Transmission Alert window:		
	a.	Click the Retry button.	The Failed Transmission Alert window closes and AFATDS attempts to transmit the message again.
	b.	Click the Defer button.	The Failed Transmission Alert window closes and the message is placed in the Messages, Deferred Message Log . The alert is queued in the log for later action.
	c.	Click on the OK button.	The Failed Transmission Alert window closes and the alert is left in the Medium Level Alerts List .

C8 Construct Data Distribution.

Related 13D Task: Disseminate Information Via Data Distribution 061-300-5012

Conditions: Given an AFATDS workstation that is activated...

Objective: Construct data distribution.

Additional information: Updates to unit and geometry data are automatically exchanged by AFATDS using a mechanism referred to as data distribution. The objective of data distribution is to maintain common pictures of unit and geometry at all digital devices that can receive this data. The data distribution scheme is constructed by the AFATDS operator and is based on lists of unit that require data and rules for the data's distribution. Data distribution works on received unit and geometry data and updates⁶. AFATDS examines the data to determine if it is newer than that last received. If so, the information is liable for distribution. The distribution rules, called distribution criteria, are checked to determine if the data should be distributed and, if so, to what list of units. During operations, the higher or supported headquarters should dictate what distribution is necessary. The battery/platoon FDC then builds this data and makes changes as necessary.

Construct Data distribution		
Step	Action	Result/Explanation
1.	<i>Construct a list.</i>	AFATDS automatically creates six lists. These are described below. Additional lists may be built as required. <i>If no additional lists are required, go to step 1.a.</i>

⁶ Note that data distribution only applies to data that is received via message. Changes made by the AFATDS operator at the keyboard are not distributed to minimize the chance of accidental error corrupting the common picture at other stations. Changes made to the unit or geometry database by the AFATDS operator must be transmitted by the operator.

Construct Data distribution		
Step	Action	Result/Explanation
	LIST	COMPOSITION
	Higher Hq	The unit stored in the FDC's general unit data as the FDC's Command Unit ID.
	JMCIS	The unit selected as the Interface Unit ID in the JMCIS Interface window. This function is not used at battery/platoon level FDCs.
	Primary Conops	The unit selected as the FDC's basic unit data Conops Information window as the Primary Backup OPFAC Unit ID .
	Secondary Conops	The unit selected as the FDC's basic unit data Conops Information window as the Secondary Backup OPFAC Unit ID .
	Subordinates	Other units in the database that possess the FDC in their general unit data as their Command Unit ID. This list is usually blank for a non-Paladin Cannon FDC.
	Supported Units	The unit stored in the FDC's general unit data as the FDC's Supported Unit ID.
	Supporting Units	Other units in the database that possess the FDC in their general unit data as their Supported Unit ID. This list is usually blank for a non-Paladin Cannon FDC.
a.	On the Main Menu Bar , click System, Distribution, Lists	The Select Distribution List window displays. <i>If no additional distribution lists are required, go to step 2.</i>
b.	Click Options, New...	The Create Distribution List window displays.
c.	Click the List: field and type the name of the list.	1 to 16 characters including letters, numbers, blanks or special characters.
d.	<i>To add the contents of an existing list to the new list:</i>	This is an optional step. This step may be combined with step e. to construct the list.
d.1	Click the Lists button.	The Subscriber Units list changes to Distribution Lists .
d.2	Click the desired lists the contents of which will be added to the new list.	The selected lists highlight and a down pointing arrow displays.
d.3	Click the down pointing arrow.	The contents of the selected list are added to the new lists and displayed in the Units in List frame.
e.	<i>To add the contents of an unit to the new list:</i>	This is an optional step. This step may be combined with step d. to construct the list.
e.1	Click the Units button.	Units is the default when the window is opened. If Lists was selected last, the Distribution List changes to Subscriber Units .
e.2	Click the desired units that will be added to the new list.	The selected units highlight and a down pointing arrow displays.
e.3	Click the down pointing arrow.	The selected units are added to the new lists and displayed in the Units in List frame.
f.	<i>Repeat steps d. and e. as required to complete list.</i>	When list is complete, go to step g. below.
g.	Click the OK button.	The Create Distribution List window closes and the Select Distribution List window displays with the new list added.

Construct Data distribution		
Step	Action	Result/Explanation
2.	<i>Establish rules for to trigger data distribution.</i>	
a.	On the Select Distribution List window, click Options, Distribution Criteria...	The Selection Lists window displays. An explanation of distribution follows below. Step 2.b. continues the distribution setup and follows the explanation.
<p>Explanation: <i>The Selection Lists window allows construction of eight sets of distribution rules. These eight sets are accessed by selections on the window. These selections are:</i></p> <p>Category: <i>establishes the window to provide distribution criteria for either Geometry or Unit Data. After selecting a category of information, four sub-divisions of this data can be established based on the ownership of the information. These are:</i></p> <p>This Unit <i>indicating distribution for data that belongs to the AFATDS. If Category: Geometries is selected, the window is setup to create distribution rules for geometry for which the AFATDS is the Establishing Unit ID; if Category: Unit Data is selected, the window is setup to create distribution rules for the AFATDS own unit data.</i></p> <p>Higher <i>indicating distribution for data that belongs to the unit the AFATDS has entered in its own unit data general information as its Command Unit ID; if Category: Geometries is selected, the window is setup to create distribution rules for geometry for which the AFATDS is the Establishing Unit ID; if Category: Unit Data is selected, the window is setup to create distribution rules for the AFATDS own unit data.</i></p> <p>Subordinates <i>indicating distribution for data that belongs to units in the AFATDS database that have the AFATDS entered as Command Unit ID for their General unit data folder; if Category: Geometries is selected, the window is setup to create distribution rules for geometry for which any of these subordinate units AFATDS is the Establishing Unit ID; if Category: Unit Data is selected, the window is setup to create distribution rules for the unit data of any of these units.</i></p> <p>Others <i>indicating distribution for data that belongs to units not covered in three cases above. This allows distribution of geometry or unit data for situational awareness when the data does not belong to a subordinate, higher or this unit.</i></p>		

Construct Data distribution		
Step	Action	Result/Explanation
<p>Example: Assume the AFATDS is A Battery and because of a non-standard tactical mission it has a RADAR SECTION 01 deployed with it as a subordinate. A Battery is commanded by BN FDC and has no command or support relationships with Recon Team 2. All these units are stored in the AFATDS database.</p> <p><u>Distribution Lists</u> The AFATDS' distribution lists would automatically contain: BN FDC in the Higher Hq list RADAR SECTION 01 in the Subordinates list RECON TEAM 2 in no list at all. To distribute to RECON TEAM 2 requires an additional unit list be constructed.</p> <p><i>Distribution of data</i> Assuming lists were assigned with distribution criteria for the data, the AFATDS would automatically distribute data based on the following: Unit data on BN FDC would be controlled by the distribution criteria established or viewed with Category: Unit Data and the Higher button selected for ownership. Geometry received with the BN FDC as the Establishing Unit ID would be distributed by the distribution criteria established or viewed with Category: Geometries and the Higher button selected for ownership. Unit data on RADAR SECTION 01 would be controlled by the distribution criteria established or viewed with Category: Unit Data and the Subordinate button selected for ownership. Geometry received with the RADAR SECTION 01 as the Establishing Unit ID would be distributed by the distribution criteria established or viewed with Category: Geometries and the Subordinate button selected for ownership. Unit data on RECON TEAM 2 would be controlled by the distribution criteria established or viewed with Category: Unit Data and the Other button selected for ownership. Geometry received with the RADAR SECTION 01 as the Establishing Unit ID would be distributed by the distribution criteria established or viewed with Category: Geometries and the Other button selected for ownership.</p>		
b.	Click the desired Category	Selections are Geometries and Unit Data ; the default is Geometries . The Subcategory list updates based on this selection.
c.	Click the desired information ownership under the Units heading.	Buttons provide selections This Unit, Higher, Subordinates and Other .
d.	Establish the desired distributions criteria.	Each Subcategory displays a default Distribution List and default Criteria .
d.(1)	Click the Distribution List field for the desired Subcategory .	A pulldown displays with a blank space and Select... Clicking the blank space deletes the previously selected or default list from this category and assigns nothing or blank.
d.(2)	Click Select...	The Select Distribution List window displays.
d.(3)	Click the desired distribution list and click the OK button.	The selected distribution list is assigned to the subcategory.
d.(4)	Click the Criteria field for the desired Subcategory .	A pulldown displays with selections Any Change, Thresholds (only available for unit equipment and ammunition subcategories) or None .
d.(5)	Select the desired criteria.	Any Change distributes data received from external sources if the data has changed from that stored. Thresholds distributes data that represents a change in quantity of ammunition or equipment and that change crosses a threshold. None turns off distribution.

Construct Data distribution		
Step	Action	Result/Explanation
e.	<i>Repeat steps 2.b to 2.d until all distribution criteria has been completed.</i>	
d.	<i>When all distribution criteria is complete, click the OK button.</i>	The Selection List window closes and the Select Distribution List window displays.
3.	Click the OK button.	The Select Distribution List closes.

C9. Configure Message Setup.

Related 13D Task: Configure Received Message Types 061-300-5010

Conditions: Given an AFATDS workstation with the AFATDS activated...

Objective: Configure Message Setup.

Additional Information: For example, the all types of met messages can be handled as a group named **Met Support**. Changing the **Level** from **Group** to **Type** allows individual types of met messages to be handled.

Procedure C9: Configure Message Setup.		
Step	Action	Result/Explanation
1.	On the Main Menu Bar , click Messages, Configure Message Setup .	The Configure Message Setup window displays.
2.	If the specific types of messages are to be handled, click Level and select Types	The default is Groups . The operator may switch between levels to complete message setup.
3.	Select the desired message by clicking the message type or group name.	The selected line row highlights.
4.	To configure the printing of the message, click Print .	A pulldown menu displays.
a.	Select the action that will trigger printing by clicking the action in the menu.	Selections are: Receive: print when message is received Transmit: print when message is transmitted Both: print when message is received or transmitted None: do not print the message. This is the default for all message types and groups. When the selection is made, the Print Actions column displays the selected value.
5.	To configure processing of the message, click Receive .	A pulldown menu displays.

MX-25-433X
Job Aids – Cannon (GDU)

Procedure C9: Configure Message Setup.		
Step	Action	Result/Explanation
a.	Select the level of processing to perform when the message is received.	<p>Selections are:</p> <p>Process: act on the mission when received. This is the default for all messages. If selected, go to step 5.c.</p> <p>Route: causes the message to be routed to another station. If selected, go to step 5.b.</p> <p>Process/Route: Causes the message to be actioned at AFATDS and a copy to be transmitted to another station. If selected, go to step 5.b.</p> <p>Defer: Placed the message in storage at Messages, Deferred Message Log to be acted upon at the operator's discretion. If selected, go to step 5.c.</p>
b.	Selecting Route or Route/Process	The Select Unit window displays.
1)	Click the Unit ID of the station to which the message should route.	The unit ID highlights.
2)	Click the OK button.	The Select Unit window closes and the Receive Action and Route to columns of the Configure Message Setup window updates.
c.	Selecting Process or Defer	The Receive Action column of the Configure Message Setup window updates
6.	Repeat steps 3 through 6 as required.	
7.	When editing is complete, click the OK button.	The Configure Message Setup window closes.

Chapter 5. Fire Mission Processing

Chapter 5 Contents for Fire Mission processing	
Section I	The Fire Mission Process
Table 5-1	Computation of Mission Value
Table 5-2	Computation of Priority of Fires Value
Table 5-3	Computation of Targeted Area of Interest Value
Table 5-4	Computation of On-Call Target Value
Table 5-5	Computation of Mission Value
Section II	Basic Fire Mission processing
FM1	Limit Charge Selection in Training Exercises.
FM2	Establish Target Number Block.
FM3	Enable Audible Fire Mission Alert and Adjust Volume.
FM4	Establish Fire Mission Intervention Criteria.
FM5	Process an Area Fire Mission at AFATDS.
FM6	Initiate a Fire Mission at AFATDS.
FM7	Examine the Intervention Windows.
FM8	Examine the Weapon Status GDU Window.
FM9	React to a Denied Fire Mission.
FM10	React to a Coordination Request.
FM11	Process Observer Subsequent Corrections during Degraded Comm Operations.
FM12	Process End of Mission during Degraded Comm Operations.
FM13	React to GDU Comm Failure During a Fire Mission.
FM14	Receive and Process Check Firing and Cancel Check Firing.
FM15	Initiate and Cancel Check Firing.

Section I. The Fire Mission Process

1. General.

AFATDS processes calls for fire at a battery or platoon FDC in much the same fashion as it does at higher level. The processing continues past that performed at an FSE/FSCC or FA CP role computer only in that technical fire direction is performed. This section describes the process by which AFATDS processes a receive call for fire or fire order.

2. Fire Requests and Fire Orders.

Fire requests are received from observer devices. Fire orders are received from supported or higher headquarters AFATDS. Though the AFATDS operator never sees the message format or structure of these messages, the type of message has some effect on mission processing.

3. Fire mission reception.

When a fire mission is received, the following actions are performed by AFATDS.

- a. Check for target number.
 - 1) If the mission is received with a target number assigned, that target number is maintained.
 - 2) If the mission does not have a target number, the next available is assigned from the AFATDS target block. If the AFATDS target block has not been entered, a medium level alert is presented to the operator.
- b. Check for target location.
 - 1) If the mission is received from a unit with a datum other than WGS-84 (as identified in the unit's Basic Unit Information), the location is translated to WGS-84 datum.
 - 2) If the mission is received without a target altitude, an altitude is assigned. Altitude is assigned based on best available data:
 - a) If the altitude of the observer or requestor is known, that altitude is assigned to the mission.
 - b) If the altitude of the observer is not known to AFATDS, the altitude of the COB location is assigned to the target.

***NOTE:** If the fire mission is entered by the AFATDS operator, the altitude must be entered to allow the Initiate fire mission window.*

- 3) Check the mission for missing data.
 - a) If the mission is a request for smoke and length of smoke screen, duration and smoke condition is not received in the call for fire, a request for this information is placed in the **More Data** icon of the **Current** menu bar.
 - b) If the mission is a TOT and time-on-target is not received, a request for this information is placed in the **More Data** icon of the **Current** menu bar.
4. **Target Filter Checks.**

Target filter is performed by AFATDS to ensure that the target requested should actually be engaged. The degree of filtering differs for fire requests and fire orders. This difference avoids duplication of processing already performed by other units in creating the fire order.

 - a. **Target Selection Standards** guidance is checked if the mission is received as a fire request and the **Check Calls for Fire against TSS** check box is checked in **Guidance, Target, Target Selection Standards**. This check is composed of two parts.
 - 1) The TLE of the requestor or that received in the fire request is compared to the max TLE of the Target Selection Standards.
 - 2) The time stamp of the target is compared to the current time. This difference is compared to the maximum report age in the Target Selection Standards.
 - 3) A TLE greater than the maximum or an age greater than the maximum report age results in a recommendation to deny the mission.
 - 4) The following mission types always pass TSS checks during fire mission processing:
 - Immediate smoke
 - Immediate suppression
 - Coordinated Illumination
 - Continuous illumination
 - Registration
 - Missions requesting illumination, FASCAM or smoke.
 - b. **Duplication** checks are based on the guidance found at **Guidance, Miscellaneous, Target Duplication**. This check is made for all fire missions received at the battery/platoon FDC. The check is comprised of two separate examinations. Missions that fail duplication generate options but with a recommendation of deny.
 - a) **ANY TARGETS WITH SEPARATION DISTANCE LESS THAN** is the radius from an existing active target that describes a circle. Inside this circle any new target will be considered a duplicate and the computer will recommend DENY.
 - b) **SIMILAR TARGETS WITH SEPARATION DISTANCE LESS THAN** provides the distance within which targets of the same type but differing detailed description will be considered duplicates. For example, ARTY, MED and ARTY, TOWED are similar targets.
 - c. **Target exclusion** prevents targets of specific types from being engaged. Fire requests on these type targets are recommended for denial. The types of targets excluded are listed in the Target Management Matrix found at **Guidance, Target, TMM**
 - d. **Target Build Up** geometries are checked as part of the filtering process. If a target plots inside a target build up geometry, the target type is checked against those established as thresholds. If the target is of one of the associated types and the number or strength of this new target and all previous targets plotting inside the area do not equal the threshold, the mission is recommended for denial. This geometry and filter check is designed to allow areas in which high target densities are probable. These areas are then not attacked until the target rich environment has been achieved. This check is only performed at the battery/platoon FDC if the mission is received as a fire request.
 - e. **IEW routing** is another filter function that is controlled by the Target Management Matrix guidance. This function causes the computer to request clearance on fire missions for the targets marked for IEW routing rather than recommending denial as with other filter failures. The purpose of this function is to cause electronic warfare assets to be alerted to the potential destruction of targets that may be intel sources or targets of intel operations. The destination of the routing must be established separately (found at **Mission Processing, Missions Routing, IEW**

Routing. The destination of IEW routing must be an ASAS. This check applies to missions received as fire requests only.

- f. It should be noted that failure of a single check does not prevent the remaining checks from being executed. Thus it is possible to have a fire mission fail multiple filters. The **Intervention** window provides a synopsis of filters checked and results.

5. **Determination of mission value.**

AFATDS ensures that fires are allocated to missions that meet commander’s intent as expressed in guidance. Conversely, missions of little effect or value to the main effort are denied to conserve fire support. The mechanism used to perform this prioritization of a fire mission uses the mission value. The mission value is computed by AFATDS from four aspects of target information. Though the AFATDS operator need not be able to compute mission value, an understanding the computation is necessary to manage guidance.

- a. **Target Value** is a measure of the target’s value to the enemy as an asset and the value to the supported commander of its engagement. Target value is computed using the following steps:

Table 5-1. Computation of Mission Value	
Step	Computation
1.	Check the target type against the Guidance, Target, TMM guidance High Payoff Target List. If the target is a High Payoff Target go to step 2; if not go to step 6.
2.	Determine the target value from the High Payoff Target List.
3.	Determine the highest value of <i>any</i> target category from Guidance, Target, High Value Target List .
4.	Add the values determined in steps 2 and 3.
5.	Divide the sum from step 4 by 2. The result is the Target Value.
6.	For a non-high payoff target, determine the value of target’s target category from Guidance, Target, High Value Target List .
7.	Divide the value in step 6 by 2. The result is the target value.

- b. **Priority of Fires.** When a fire request is received, the priority of fires of the requestor or his parent unit (which ever is available, or if both are available, the larger) is determined from **Guidance, Target, Mission Prioritization** guidance.

Table 5-2. Computation of Priority of Fires Value	
Step	Computation
1.	Check the requestor and the requestor’s command unit ID (as stored in the requestor’s unit data) against the Guidance, Target, Mission Prioritization guidance. Extract the priority of fires rank value. If both the requestor and his command unit Id are listed, take the higher value. If neither is listed, use a value of 0.
2.	Add 1 to the priority of fires rank determined in step 1.
3.	Subtract the number of ranked units found in the Mission Prioritization guidance from the value from step 2.
4.	Multiply the value in step 3 by 100.
5.	Add the priority of fires ranks of all units in the Mission Prioritization guidance.
6.	Divide the value determined in step 4 by the value from step 5. The result is the Priority of Fires value.

- c. **Targeted Area of Interest value.** Targeted Areas of Interest geometries can be established in AFATDS. These geometries can be ranked relative to each other. The objective is to create areas of interest for fire support. Targets located in these areas can then be assigned higher values than the same target found by the same observer but outside such a geometry.

Table 5-3. Computation of Targeted Area of Interest Value	
Step	Computation
1.	Check the plot of the target against existing TAI geometries. If the target plots in a TAI, get the rank value of the TAI from the Guidance, Target, Mission Prioritization guidance. If the target does not plot in a TAI, use a value of 0.
2.	Add 1 to the TAI rank determined in step 1.
3.	Subtract the number of ranked TAIs found in the Mission Prioritization guidance from the value

Table 5-3. Computation of Targeted Area of Interest Value	
Step	Computation
	from step 2.
4.	Multiply the value in step 3 by 100.
5.	Add the ranks of all TAIs in the Mission Prioritization guidance.
6.	Divide the value determined in step 4 by the value from step 5. The result is the TAI value.

- d. **On-Call value.** Missions on the AFATDS On-Call target list can be given greater value than other targets. The objective is to allow preplanned targets that can be called for by quick fire means, to achieve a greater precedence.

Table 5-4. Computation of On-Call Target Value	
Step	Computation
1.	Check the target number against the On-Call Target List. If the target is found, go to step 2; if not, the On-Call Target value is 0.
2.	Check the Guidance, Target Mission Prioritization guidance. If the OnCall Targets have Priority check box is checked, On-Call Target value is 100, otherwise the value is 0.

- e. **Mission Value.** Each of the four aspects of mission value are weighted or ranked against each other in the **Guidance, Target, Mission Prioritization** guidance. The weight is applied to the value for that specific aspect of the target computed above.

Table 5-5. Computation of Mission Value	
Step	Computation
1.	Determine the weight of Target Type from the Guidance, Target Mission Prioritization guidance.
2.	Multiply the Target Type value determined in table 5-1 by the value from step 1 above. The result is the normalized Target Type value.
3.	Determine the weight of Priority of Fires from the Guidance, Target Mission Prioritization guidance.
4.	Multiply the Priority of Fires value determined in table 5-2 by the value from step 3 above. The result is the normalized Target Type value.
5.	Determine the weight of TAI from the Guidance, Target Mission Prioritization guidance.
6.	Multiply the Priority of Fires value determined in table 5-3 by the value from step 5 above. The result is the normalized Target Type value.
7.	Determine the weight of OnCall from the Guidance, Target Mission Prioritization guidance.
8.	Multiply the On Call Target value determined in table 5-4 by the value from step 7 above. The result is the normalized Target Type value.
9.	Add the values from step steps 2, 4, 6 and 8. The sum is the mission value.

6. FSCM Checks.

The plot of the target and the trajectory are checked against fire support coordination measures. If a violation of a measure is determined, the missions solution will display a yellow option and when the operator selects to transmit fire commands a coordination request is transmitted to the affected agency and AFATDS waits for the response before allowing fire commands to transmit.

- a. **Effect of FS System Buffer Distance Guidance.** To account for the effects of fires, the FS Buffer System guidance distance is applied around the outside edge of the each target checked. For example, if a circular target 100 meters in radius is received, the **FA Cannon** buffer distance, found at **Guidances, Miscellaneous, FS System Buffer Distance**, is added to the radius. If this distance is 600, the total effects area of the attack on the target is 700m, the sum of the radius and the buffer distance. The assumption is that fires impacting at the very edge of the radius may have blast and fragmentation effect that extends through the buffer distance. The plot of the target violates any FSCM if the total effects area plots behind or intersect a line or plots inside of or intersects the boundary of an area measure.
- b. **The effect of time on FSCM violations.** Fires violate a ZOR or FSCM only if the measure is in effect during the period the fires may be delivered. Planned measures are never violated unless the fire unit response time (found in the unit's detailed information) plus the time it takes to fire

- the target (based on volume of fire and rate of fire) overlap the future **Effective DTG** assigned to the measure.
- b. **Effect of processing at other AFATDS.** If an AFATDS at another echelon has processed the mission before sending it to the battery/platoon FDC, and that AFATDS requested and received approval for an FSCM or ZOR violation, the fact that coordination has been achieved is sent to the battery/platoon FDC in the fire request or fire order. The battery/platoon FDC AFATDS will not identify that measure as violated again. This prevents duplicate violation checks. For example, an FO transmits a call for fire to the battalion FSE/FSCC. The battalion FSE/FSCC identifies a violation of an adjacent ZOR and requests and receives approval from the affected FSE/FSCC. The battalion FSE/FSCC passes the mission to the BDE or REGT FSE/FSCC. A green option is determined because the AFATDS at that station receives the approval indication, unseen by the AFATDS operator, with the fire request. The REGT/BDE transmits to the BN FDC and again a green option is determined. The mission is transmitted to the battery/platoon FDC as a fire order and processed. If the trajectory passes through an ACA, this violation is identified at the battery FDC and a yellow option is presented at intervention. The ACA violation is determined by the FDC because it is the first AFATDS at which sufficient data, the trajectory, is computed to determine if the ACA is violated. The coordination violation will indicate only the ACA because the ZOR violation was coordinated earlier.
 - c. **Zone of Responsibility and CFL and FSCL checks.** The CFL and FSCL are checked for violations based on the ownership of the measure and the zone of responsibility in which the target plots.
 - 1) **CFL check.** Fires short of the CFL are identified as **ZOR** violations of the ZOR in which the target or its effect area plots. Fires beyond the CFL do not require coordination within the **ZOR** of the establishing unit or **ZORs** of any of that unit's subordinates.
 - 2) **FSCL check.** Fires beyond the FSCL are identified as FSCL violations.
 - 3) **Free Fire area.** Targets with effects areas completely inside a free fire area do not violate the **ZOR** in which the free fire area plots.
 - d. **ACA and Air Corridor checks.** The battery/platoon FDC AFATDS checks the trajectories of each weapon against the shape and height of the ACA/Air Corridor. This check is performed in three dimensions. Trajectories over or under the ACA/Air Corridor are not violations. An ACA/air corridor is also violated if the target plot directly under the measure.
 - e. **RFA and NFA checks.** Targets with effects areas overlapping or inside NFAs are violations; RFA violations work in essentially the same manner except the fires must also be of the type restricted by the RFA.
 - f. **RFL checks.** An RFL is violated any time a gun-target line intersects the RFL.
7. **Assignment of mission precedence.**
If a mission precedence is received in the FR/FO, that precedence is used. Otherwise, the mission precedence is based on the target management matrix found at **Guidances, Target, TMM**. The following rules apply:
- a. **Priority** fire requests assigned a precedence of Priority. These missions are processed in the order they are received but ahead of all lesser priority missions.
 - b. **Immediate** missions are processed behind Priority missions and above As Acquired missions. If more than one immediate mission is processing, the immediate missions are processed in the order in which they were received.
 - c. **As Acquired** missions are processed after any immediate and priority missions. If multiple As Acquired missions are received, they are ordered based on their mission value.
 - d. **Urgent** fire requests are processed based on additional fire request information:
 - 1) If ammunition other than smoke or no ammunition is requested, the mission is assigned as an immediate suppression mission.
 - 2) If smoke ammunition is requested, the mission is assigned as an immediate smoke mission.
 - 3) If Assign is requested and no ammunition is requested, the mission is processed as an FPF.
 - 4) If Assign is requested and Copperhead is requested, the mission is processed as a Copperhead priority mission.
 - e. **Fire request prioritization is over-ridden by guidance** if a higher precedence exists in the **TMM** guidance than is received in the fire request.

8. **Fire for Effect Shell, Fuze and Lot selection.**
 - a. **Fire for Effect Shell/Fuze selection.** AFATDS uses rules to select the shell/ fuze combination to try for a solution.
 - 1) **Ordinary munitions.** If the first selection cannot produce a ballistic solution, then a next shell/ fuze combination is tried. If, after three attempts, a shell/ fuze has not been selected that produces a ballistic solution the computer recommends the mission be denied.
 - 2) **Special munitions.** If the fire request specifies Copperhead, Illumination, FASCAM or improved WP or smoke munitions only these munitions will be tried by AFATDS to produce a solution.
 - 3) **Ordinary munitions selection rules.**
 - a) The preferred shell/ fuze combination is that specified in the fire request.
 - b) If there is no shell/ fuze combination specified in the fire request, the **Guidances, FS Attack, FS System Tasks** list is checked for an operator entered rule that dictates a munitions.
 - c) The next order of selection is the shell/ fuze specified in the **Guidances, FA Attack, FA Cannon Attack Methods**.
 - d) If steps 1) through 3) do not provide a shell/ fuze, AFATDS will use the most effect munitions based on JMEM calculation (Super Qwiki II secret JMEM data has not been loaded).
 - e) The last resort for shell/ fuze selection is programmed mission characteristic tables.
 - b. **Fire for effect mission fire for effect projectile model and lot selection.** After shell/ fuze has been selected for an attempted solution, the specific shell model and lot are picked based on the rules.
 - 1) Select a range capable shell model and lot for which registration data is available.
 - a) If there are multiple possible registered lots, select the lot with the least range capability.
 - b) If there are multiple possible registered lots with the same range capability, select the lot with the greatest quantity.
 - 2) When there is no registration data applicable to the projectile type selected, pick a model and lot with the least range capability that can engage the target.
 - a) If there are multiple possible unregistered lots, select the lot with the least range capability.
 - b) If there are multiple possible unregistered lots with the same range capability, select the lot with the greatest quantity.
 - 3) **Fire for effect fuze model and lot selection.** Fuze model and lot selection is based on projectile and applies the following rules:
 - a) For time fuzes fired with a registered projectile, use the fuze model that was registered.
 - b) If registration data does not apply, use the model and lot with the greatest quantity.
 - c. **Adjust fire mission fire for effect shell/ fuze selection.** Adjust fire shell/ fuze selection reverses the fire for effect mission logic attempting to select unregistered ammunition since adjustment will correct any unaccounted for error.
 - 1) Select a range capable shell model and lot for which no registration data is available.
 - a) If there are multiple possible unregistered lots, select the lot with the least range capability.
 - b) If there are multiple possible unregistered lots with the same range capability, select the lot with the greatest quantity.
 - 2) When there is only registration data applicable to the projectile type selected, pick a model and lot with the least range capability that can engage the target.
 - a) If there are multiple possible registered lots, select the lot with the least range capability.
 - b) If there are multiple possible registered lots with the same range capability, select the lot with the greatest quantity.
 - 3) **Adjust fire mission, fire for effect fuze model and lot selection** uses the same rules as for fire for effect fuze model and lot selection described in para. 8.b.(3).
 - d. **Adjusting shell/ fuze model and lot selection.**
 - 1) **Adjusting projectile:**
 - a) Assign a projectile category legal for adjustment of the fire for effect projectile category.

- b) If the adjusting projectile category is the same as the fire for effect projectile category, the fire for effect model and lot will be the adjusting model and lot.
 - c) If the adjusting projectile category is different than the fire for effect category, select a compatible category projectile model. If multiple lots are available, select the lot with the greatest quantity.
- 2) **Adjusting fuze.**
- a) If the adjusting fuze category is the same as the fire for effect fuze category, the fire for effect model and lot will be the adjusting model and lot.
 - b) If the adjusting fuze category is different than the fire for effect category, select a compatible category fuze model. If multiple lots are available, select the lot with the greatest quantity.
9. **Volume of fire determination.**
The volume of fire is determined based on the following ordered rules:
- a. **For effects type targets.**
 - 1) If a volume of fire is specified in the fire request or order to fire, this is tried first.
 - 2) If the volume of fire was specified in the **Guidances, FA Attack, FA Cannon Attack Methods**, this volume of fire is tried next.
 - 3) Lastly, effects processing is tried.
 - b. **For volleys type targets.**
 - 1) If the fire request specifies a shell/fuze and volume of fire, this volume of fire is used.
 - 2) If the fire request is received with specified shell/fuze but no quantity, the volume of fire is set to 1 volley.
 - 3) If the fire request does not specify a shell/fuze or volume of fire, the **Guidances, FA Attack, FA Cannon Attack Methods** volume of fire, if stored, is tried next.
10. **Weapon Selection.**
AFATDS applies the following steps to select the weapons to fire.
- c. All available weapons with a status of Ready or Not Given are initially considered. The following further limit weapons used during the mission:
 - 1) If the pieces to FFE are specified, only these weapons are considered.
 - 2) If the mission is a Copperhead mission, the unit data is checked and only Copperhead capable weapons are considered.
 - 3) If the mission is a priority Copperhead mission, weapons that currently have a Copperhead priority mission assigned are removed from consideration.
 - 4) Rank weapons remaining based on weapon's mission load and state:
 - a) Weapons with no missions assigned.
 - b) Weapons with missions at EOM.
 - c) Weapons in Cease Loading.
 - d) Weapons with missions in Do Not Load status.
 - e) Weapons busy in fire mission.
 - d. Determine number of weapons required based on method of fire.
 - 1) If the mission is an illumination mission, select number of weapons from the rank ordered list based on mission type:
 - a) 1 GUN ILLUM mission is assigned one weapon.
 - b) 2 GUN ILLUM, LATERAL or RANGE SPREAD missions are assigned two weapons.
 - c) 4 GUN RANGE AND LATERAL SPREAD missions are assigned four weapons.
 - d) If illum is specified for the mission but no method of control is given, one weapon is assigned.
 - 2) For non-illum missions, select the required quantity of weapons from the ranked list.
 - a) If no weapons can be selected, display an incapable option at intervention, other wise check if an adjust mission.
 - b) If adjustment is not required send selected weapons to compute technical solution. If adjustment is required select an adjusting piece:
 - (1) If an adjusting piece is specified, assign that piece or
 - (2) if adjusting platoon is specified, assign that platoon, or
 - (3) if 2 gun, assign the highest ranked pieces.

- (4) If the adjusting piece is not specified, select from the highest ranking. This selection process will not select a piece adjusting another mission.
 - (5) If more than one piece is highest ranking, the process selects lowest numbered piece and this rotates through all pieces as subsequent missions are fired.
 - (6) If no adjusting piece can be selected, display an incapable option at intervention. Otherwise, compute technical solution for selected pieces.
- 3) The AFATDS operator can change the adjusting piece by recalculating the fire mission at intervention for the initial round or at intervention for any subsequent round.
 - a) The adjusting piece selected at recalculation is entered on the **Initiate Fire Mission** window **More Mission Data** tab in the **Adjusting Units**.
 - b) The adjusting piece selected must already be assigned to the mission as a piece to fire for effect.
11. **Propellant selection.**

Propellant selection is performed for all weapons of the fire unit. The selection process performs the following.

 - a. If the propellant model, lot and charge were specified, these are used in the ballistic solution. If these are specified and no capable solution can be determined, no further processing takes place and an incapable option is presented to the operator.
 - b. Otherwise, AFATDS examines all propellants for consideration that are on-hand at the fire unit in a quantity equal to or greater than the number of rounds required to engage the target.
 - c. AFATDS provides data on available propellants to NABK, which applies Fire Control Input (FCI) rules to select the optimum propellant model, lot, and charge for the mission.
 12. **Charge Selection.** AFATDS selects the lowest charge capable of ranging the target.
 13. **Application of Registration Data.**

AFATDS provides all registration data on file to NABK, which applies FCI rules to determine which registration corrections, if any, should be used in computing the ballistic solution for the mission. See Chapter 6 for a detailed explanation of registration correction applicability.
 12. **Application of Meteorological Data.**

AFATDS applies meteorological data from the current computer met message stored in the database. In lieu of valid meteorological data, a standard met is used as current. The standard met data stored in AFATDS reflects the International Civil Aviation Organization (ICAO) standard as it is used in all US fire control information. This data uses 0 meters for the altitude of the meteorological datum plane (altitude of the met station). It should be noted that tabular firing table standard conditions imply that there is no altitude difference between the MDP and battery altitude. To replicate standard met conditions in the firing data, the standard met MDP altitude should be edited to reflect the battery location altitude. See Chapter 6 for a detailed explanation of meteorological data applicability.
 14. **Application of MVV Data.**

MVV data on file is provided to NABK, which applies FCI rules to determine which MVV data, if any, should be used in calculating the ballistic solution. See Chapter 6 for a detailed explanation of MVV correction applicability.
 15. **Near Crest Clearance (XO's min QE application).**

Mask violations are checked by first determining the trajectory to the target.

 - a. A mask violation exists if the QE to fire does not clear the crest by 5 meters plus 2 values of fork for shells fuzed with all but VT fuzes.
 - 1) VT fuzed munitions are checked as for all other fuzes if the time of flight to the mask is more than 5.5 seconds less than the fuze setting to fire.
 - 2) If the difference between the time of flight to the mask and fuze setting is less than or equal to 5.5, the trajectory must clear the crest by 100 meters and 2 values of fork.
 - b. The QE computed for a gun is reduced by one value of fork. If this modified trajectory is computed to be lower than the mask at the piece to crest range, a mask violation is identified. If no solution results from a near mask violation, and the charge increment to fire was not operator specified, NABK recycles the mission trying the next lower charge.
 16. **Down range mask violations.**

Down range mask violations are checked by determining the trajectory to the target. The height of this trajectory is checked against down range mask geometries. If the trajectory violates the down range

mask, the option is marked as incapable and an N is placed in the Downrange Mask Capable column on the Attack Options tab of the **Intervention** window.

17. **Aimpoint placement in the sheaf.**

Aimpoint selection is based on the type mission and the munitions. Aimpoints are selected as follows.

- a. If the mission is a one-gun mission, the aimpoint is the center of the target.
- b. If the mission is a FASCAM or Copperhead mission, the sheaf defaults to converged.
- c. If the mission is an illumination mission, the direction is determined and the sheaf is oriented in respect to that direction. The following rules apply:
 - 1) If gun-target direction is specified or the observer-target line has been provided in the fire request, the sheaf is oriented with respect to that direction.
 - 2) If AFATDS does not know the direction from the fire request but does know the observer location, the OT direction is determined from the locations and used.
 - 3) If direction cannot be determined, AFATDS computes a GT direction from the center of the fire unit to the center of the target.
 - 4) The direction determined is the long axis of the sheaf for range spread mission with the two aimpoints 1 illumination width (500 meters for 155mm and 400 meters for 105 mm) either side of the center (Figure 5-1).

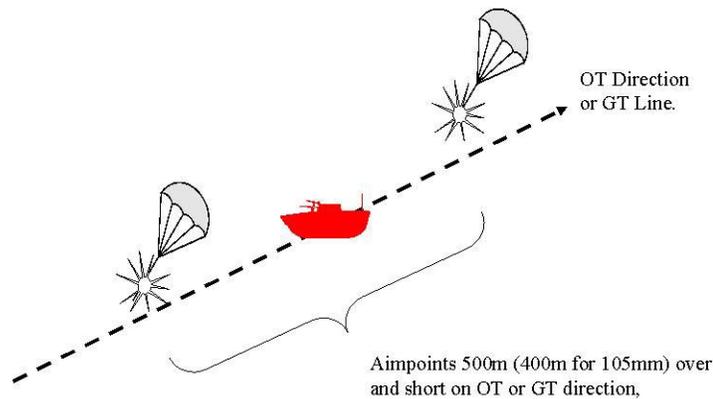


Figure 5- 1. Illumination Range Spread.

- 5) For a lateral spread mission the aimpoints are 1 illumination width left and right of the center on a line perpendicular to the direction.

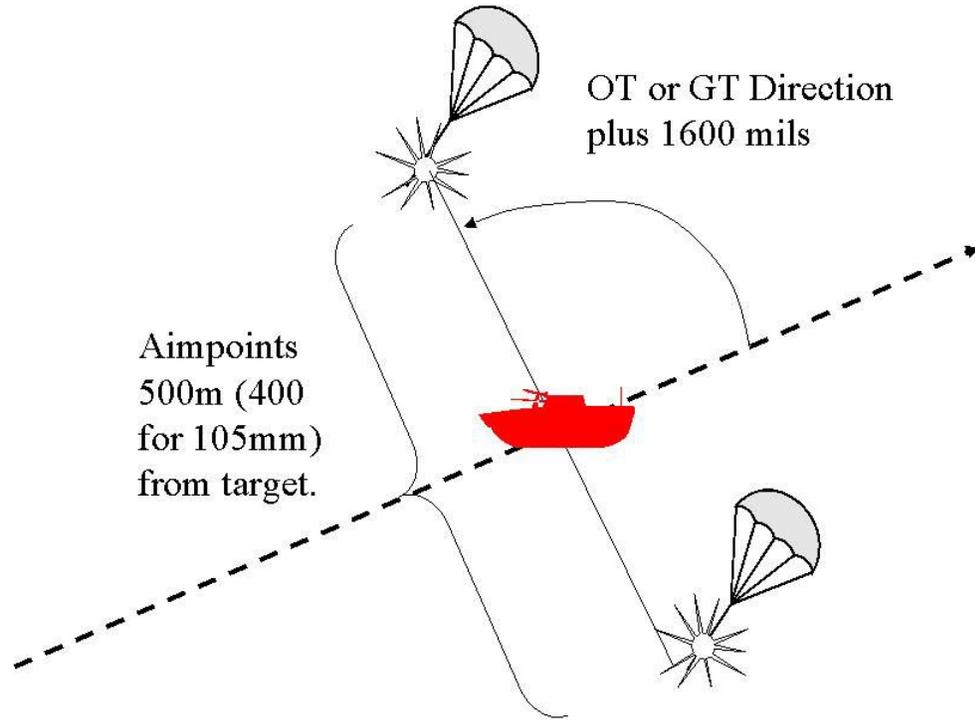


Figure 5-2. Lateral Illumination Sheaf.

- 6) A 2 gun mission creates a sheaf similar to a lateral spread, except the aimpoints are 1 HE burst width apart. This is not a normal illumination procedure but the sheaf is available.
- 7) In a 4 gun range and lateral spread mission aimpoints are 1 illum width (500 meters for 155mm and 400 meters for 105mm) over and short on the direction and one illum width left and right on a line perpendicular to the direction.

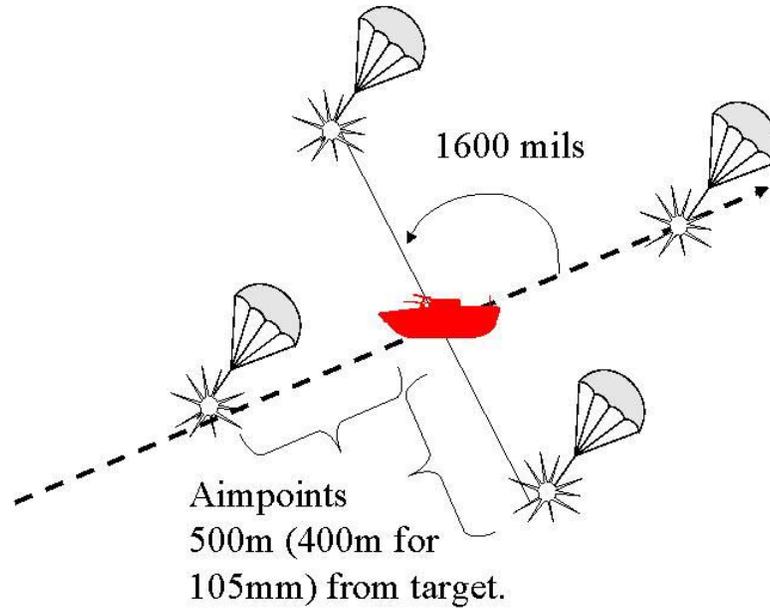


Figure 5-3. Range and lateral spread sheaf.

- d. For all other missions, the sheaf is dependent on the target dimensions and the number of weapons engaging the target.
 - 1) If the target is a circle, aimpoints are evenly distributed along the circumference of a circle one half the radius of the target from the target center. (See Figure 5-3.)

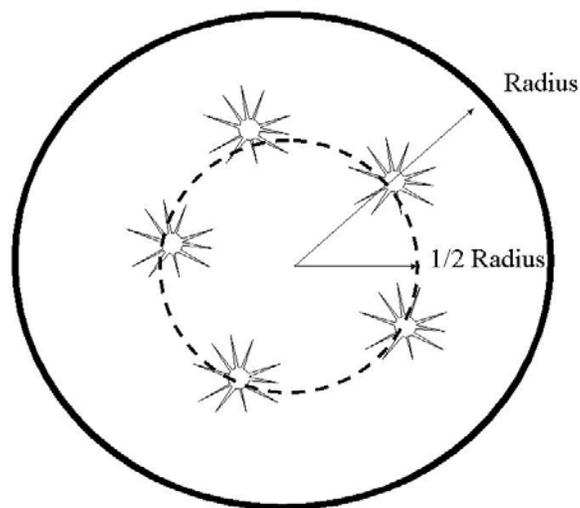
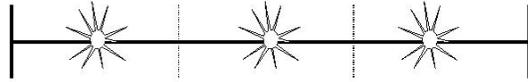


Figure 5-4. Circular Sheaf.

- 2) The target will be deemed a linear target if the target length is greater than or equal to 5 times the target width. In this instance, the target is divided into segments equal to the number of weapons firing and an aimpoint is assigned on target's attitude in the center of each segment. (See Figure 5-5.) For example, if the target is described as rectangular and the target length is 200 and width is 10, the length is 20 times the width. This meets the requirement for a linear target. If 6 guns are firing, the target is divided into six 33 meter long segments. An aimpoint is assigned to the center of each of these segments.

Divide target into segments equal to number of guns:

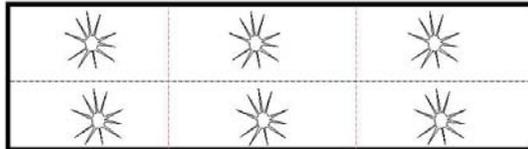


Assign an aimpoint in the center of each segment.

Figure 5- 5. Linear sheaf.

- 3) A rectangular target has a length less than 5 times the width. In this case two rows of bursts are applied to the target using the following logic (see Figure 5-6):
- Divide the width by 4 and assign a row of bursts the computed distance from the centerline of the target. Half the weapons firing are assigned to each row of bursts.
 - Divide the length by half the number of firing the weapons. Place an aimpoint in the center of each segment for each row.

Divide target width in half:



Divide target length by half the number of guns:

Assign an aimpoint in the center of each segment.

Figure 5- 6. Rectangular sheaf.

- c) For example, if the target is 300 meters long and 100 meters wide, aimpoints are placed in two parallel rows, each 25 (100/4) meters from the centerline. If 4 weapons are firing, two are assigned to each row. Each row is 300 meters long and is divided into two segments (because two guns are firing) of 150 meters. An aimpoint is assigned to the center of each of the segments.

18. AFATDS Target lists.

AFATDS maintains a number of automatically generated as well as operator created target lists. These assist in target management and storage.

- a. Automatically generated target lists. AFATDS always possesses several target lists that are embedded in the AFATDS software. These target lists can be edited but cannot be deleted.
 - 1) **Active Target List.** The Active Target List stores targets on which fire missions are in progress. This list contains both area and precision missions as well as all FPF and Copperhead priority missions.
 - 2) **Inactive Target List.** The Inactive Target List contains copies of targets that were processed as active missions and ended or denied. The list also contains any ATI targets that were received and passed target selection standards but did not become fire missions.
 - 3) **On-Call Target List.** The On-Call Target List is designed to store target for rapid attack. The firing of these targets may be requested by an observer's quick fire message. Targets are added to the On-Call Target List in the following events:
 - a) An active mission is ended with a request to "Record as Target."
 - b) A fire plan is created.
 - c) By selecting **Target, New** on the On-Call Target List.
 - d) By selecting **Mission Processing, Establish Target** from the **Current** menu bar.
 - 4) **ATF Target List.** The Amphibious Task Force Target List is a USMC targeting tool used in amphibious operations. The list is always available but blank by default. This list may be received at battery level but is not normally edited or created at this level.
 - 5) **Suspect Target List.** The Suspect Target List stores ATI information that fails target selection standards.
 - 6) **Target Indicator List.** The Target Indicator List is not a target list per se. The list stores directional target information such as shell reports.
- b. Operator created target lists. The AFATDS operator can create two types of lists.
 - 1) **Named Target Lists.** A named Target List is a list created at an AFATDS. Targets are added when the list is created. The list may be transmitted to other AFATDS and systems that are capable of receiving a target list.
 - 2) **Air Support Lists.** Air Support Lists contain target nominations for the air targeting cycle. These lists are not normally created or received at battery/platoon level.

Section II. Basic Fire Mission Processing.

FM1. Limit Charge Selection in Training Exercises.

Related 13D Task: Supervise Operation of TAFCS 061-300-5019

Conditions: Given an AFATDS workstation that is powered, with AFATDS started, activated and with the current situation displayed...

Objective: Enter Mission Processing Preferences.

Additional Information: Mission Processing Preferences provide a mechanism that supports peace-time training. The preferences limit the technical solution computed to a single trajectory, propellant model and charge. If Mission Processing Preferences are entered and a solution cannot be determined for the propellant, trajectory and charge selected, AFATDS will compute a red "no capable options" solution for that fire mission. The following should be considered:

1. This task should only be performed if technical solutions must be limited.
2. These preferences can be overridden by manually entering different propellant values in the **Initiate Fire Mission** window.

3. These preferences are examined each time a mission is recalculated and any change in preferences is considered.
4. An observer request for high angle will override the preference for low angle fire.

Task FM1: Limit Charge Selection in Training Exercises. This task creates enters Mission Processing Preferences.		
Step	Action	Result/Explanation
1.	On the Current menu bar, click Mission Processing, Preferences.	The Mission Processing Preferences window displays.
2.	Click the Angle of Fire: field and select the desired trajectory.	The default displayed when the window opens if Low angle.
3.	Click the Propellant Model: field and select the desired propellant model nomenclature.	All propellant models for all artillery weapons are displayed. When a selection is made the Propellant Lot and Propellant Charge fields becomes active for selection. If no propellant model is displayed, the only preference applied is the selected Angle of Fire.
4.	Click the Propellant Lot: field and select the propellant lot letter or the blank space at the top of the selection list if no lot preference is desired.	The default is a blank or no lot specified. Lot is not required but if specified, only that lot will be considered for fire mission processing.
5.	Click the Propellant Charge: field and select the desired charge or the blank space at the top of the selection list if no charge preference is desired.	
4.	Click OK.	The Select Comm Configuration window displays.

FM2. Establish Target Number Block.

Related 13D Task: Supervise Operation of TAFCS 061-300-5019

Conditions: Given an AFATDS workstation that is powered, with AFATDS started, activated and with the current situation displayed...

Objective: Establish the Target Number Block.

Additional Information: AFATDS stores the block of target numbers assigned to the battery/platoon. Target numbers are assigned to calls for fire received without a target number and to targets entered or generated at the AFATDS.

Task FM2: Establish Target Number Block. This task creates enters a range of target numbers for use by AFATDS.		
Step	Action	Result/Explanation
1.	On the Current menu bar, click Targets, Target Numbering.	The Target Numbers window displays.
2.	Click the first field in the From: column and type the first target number of the unit's target block.	The target number is typed in the form @@#### where @@ are the target block letters and #### are the four digits of the target number.
3.	Click the first field in the To: column and type the last target number of the unit's target block.	The last target number is typed in the form #### where #### are the four digits of the target number. The two-letter portion is assumed to be the same as for the first number in the block.
4.	Click OK.	The Target Numbers window displays.

FM3. Enable Audible Fire Mission Alert and Adjust Volume. Related 13D Task: Supervise Operation of TAFCS 061-300-5019

Conditions: Given an AFATDS workstation that is powered, with AFATDS started, activated and with the current situation displayed...

Objective: Enable Audible Fire Mission Alert and Adjust Volume.

Additional Information: AFATDS can be caused to alert the operator of a received fire mission by a recorded alert that announces “Fire Mission, Fire Mission!” By default, this alert is turned off. The AFATDS operator can turn the alert on and test and re-set the volume of the alert.

Task FM3: Enable Audible Fire Mission Alert and Adjust Volume.		
Step	Action	Result/Explanation
1.	<i>To enable audible fire mission alerts:</i>	
a.	On the lower menu bar, click Start, AFATDS, AFATDS Function.	A cascading menu appears.
b.	Select Enable Audio Alerts.	The menu closes and audio alerts are enabled and will sound at the reception of the next fire mission.
2.	<i>To adjust the volume of audible alerts:</i>	
a.	On the lower menu bar, click Start, AFATDS, AFATDS Function.	A cascading menu appears.
b.	Select Audio Alerts Volume Control.	The Audio Alerts Volume Control window opens.
c.	Test the current volume setting.: Type 2 and press the enter key.	A recorded voice announces “Testing, testing” and the menu redisplay in the Audio Alerts Volume Control window for the next operator selection.
d.	Set the volume: Type 1 and press the enter key.	A prompt Enter the volume number, 0 through 9 (9 is loudest): displays.
e.	Type the value of the volume and press the enter key.	The menu redisplay in the Audio Alerts Volume Control window for the next operator selection.
f.	Repeat steps 5 through 7 as required. When finished, type q and press the enter key.	The Audio Alerts Volume Control window closes.

FM4. Establish Fire Mission Intervention Criteria. Related 13D Task: Prepare the TAFCS for Fire Mission Processing 061-300-5014

Conditions: Given an AFATDS workstation that is powered, with AFATDS started, activated and with the current situation displayed...

Objective: Establish intervention criteria.

Additional Information: AFATDS receives calls for fire from the operator at the keyboard or from external communications. These are processed upon reception and the result is displayed at intervention for the operator’s action. Intervention is controlled by rules that determine if the mission solution should be displayed to the operator or if fire commands should be transmitted directly to the guns. By default, all missions are intervened upon by the operator as a result of a single rule. This rule can be deleted and, as a result, no operator intervention takes place. This last condition performs the same function as “Automatic

Transmission to Pieces” did in BCS. Further, intervention rules can be tailored so that some missions are intervened upon and others not.

Task FM4: Establish Fire Mission Intervention Criteria.		
Step	Action	Result/Explanation
1.	<i>To disable intervention:</i>	
a.	On the Current menu bar, click Mission Processing, Intervention Points.	The Intervention Criteria window displays.
b.	Click the Clear button.	The Delete Confirm window displays.
c.	Click the Delete button.	The Intervention Criteria window displays a blank list of rules and all existing rules are deleted.
d.	<i>To operate with no intervention,</i> go to step 3. <i>To tailor intervention for specific missions,</i> go to step 2.	
2.	<i>To create specific intervention rules:</i>	
a.	Click the New button.	The Rule Criteria window displays.
b.	Edit the following as required:	
1)	Mission Precedence	Allows intervention by mission precedence received in CFF or defaulted from the Guidances, TMM . If Immediate or As Acquired is selected, the Up to Value: field can be completed with the highest value for which intervention will occur.
2)	Battle Area	Allows intervention for missions in the All, Close, Rear or Deep battle areas.
3)	Mission Type	Allows intervention to be limited to missions of: Immediate Smoke Immediate Suppression Adjust Fire For Effect Assign FPF Assign Priority Tgt (Copperhead Pri Tgt) Continuous Illumination Coordinated Illumination All
4)	Target Type	Allows the intervention rule to be applied to a specific target type selected from on of the 13 target categories.
5)	Analysis result	Allows the intervention rule to apply to a particular type of solution. Of these only the following apply to battery/platoon operations. These are: Fire Order Deny
6)	Attack Option	Allows intervention to be applied to specific fire support assets. This aspect of intervention criteria does not apply to battery/platoon operations.
7)	Munitions Category	Opens the Select Munitions window allowing the intervention rule to apply to a specific shell.
8)	Click the OK button when editing is complete.	The Rule Criteria window closes and the rule is added to the Intervention Criteria window.
3.	Click OK .	The Intervention Criteria window closes.

Task FM4: Establish Fire Mission Intervention Criteria.		
Step	Action	Result/Explanation
<p>NOTE ON THE APPLICATION OF INTERVENTION CRITERIA: Each rule created acts independently. If a rule is established, each of the seven criteria in step 2 are treated like a question. For example, “Is the target of the selected precedence?” “Is the target of the selected battle area?” and so on. If the answer to all the questions pertaining to that rule are “Yes” then that mission is sent to intervention. If at least one answer is no, the next rule is checked.</p>		

FM5. Process an Area Fire Mission at AFATDS.

Related 13D Task: Supervise Operation of TAFCS 061-300-5019

Conditions: Given an AFATDS workstation that is activated and with a Current communications configuration active...

Objective: Process an area fire mission.

Additional information: An area fire mission is received via data communications from an FSE/FSCC AFATDS, an FA CP AFATDS, a sensor (such as a radar) or an observer. The mission may also be entered from the AFATDS keyboard. This task describes the basic mission process and acts a map to other tasks that may be required to carry out mission processing.

Task FM5: Process an Area Fire Mission			
Step	Station	Action	Result/Explanation
1	Observer	Composes and transmits call for fire.	The observer may be a human or sensor device. The call for fire may be transmitted to an FSE/FSCC or FA CP AFATDS. That AFATDS may then transmit a fire order to the battery/platoon AFATDS.
<i>If the mission is received via data communications, go to step 3.</i>			
2.	Btry/Plt AFATDS	Complete the Initiate Fire Mission window. Click Mission Processing, Initiate Fire Mission. See TASK FM6. Initiate a Fire Mission at AFATDS.	
<i>If intervention is set, the mission is placed in the IP icon of the Current window. The IP icon darkens and becomes selectable. . Go to step 3.</i>			
<i>If intervention is not set, the mission is processed and the Btry/Plt AFATDS determined solution is executed by sending the appropriate messages to observer and fire unit. Go to step 4.</i>			
3.	Btry/Plt AFATDS	Display the mission processing solution.	
a.		Click the IP icon on the Current window tool bar.	This task assumes a capable (green or yellow) option is determined. For a complete description of intervention, see Task FM7. Examine the Intervention Windows.
<i>NOTE: Ammunition reservation for a mission is created when the mission is transmitted to the weapons. If more than one mission is in intervention each mission was computed independently. In other words, if a mission is placed at intervention and a second mission is processed, ammunition assigned to the first mission is not reserved from assignment for the second mission. Avoid this problem, the AFATDS operator should display and transmit one of the missions. This causes that mission’s ammunition to be considered allocated and not available. The other mission should be displayed at intervention and recalculated.</i>			
b.		Click the Cannon Tech Soln tab.	Firing Commands are displayed.
c.		Click one of the following:	

Task FM5: Process an Area Fire Mission			
Step	Station	Action	Result/Explanation
		Accept Recommendation	<p><i>If coordination is required:</i> The coordination request:</p> <ol style="list-style-type: none"> 1. Is transmitted to the Establishing Unit ID (Responsible Unit ID) of the affected geometry. 2. Fails communications if no route exists, the affect unit does not possess a device that can receive a coordination request or Comm fails. 3. In all cases, copied to the Coordination icon on the Current window tool bar. This allows access to override the request if voice Comm is established. <p><i>If no coordination was required or coordination approval was received:</i> Transmits the solution displayed in the Recommendation to the GDUs and sends an MTO. The MTO:</p> <ol style="list-style-type: none"> 1. Is placed in the Active Mission Monitor icon of the Current menu tool bar if the mission was initiated at the AFATDS. 2. Is transmitted to the observer if AFATDS has a Comm route to that station, either direct or indirect. 3. Is presented to the AFATDS operator as an alert if no Comm route to the observer exists. Click the Send to Originator button on the alert to send the MTO back through the AFATDS that communicates with the observer.
		Send Selected	Send Selected is used by units performing tactical fire control. At the battery FDC or BOC, performing technical fire control, the mission is recalculated (see step below). Recalculation allows AFATDS to re-compute the technical solution for the desired weapons
		Recalculate	Displays a copy of the mission's Initiate Fire Mission window to allow changes to be made by editing and reprocessing. Mission is placed in Intervention icon with the new solution when Analyze Tgt button is selected.
		Unsupported	Transmits the mission as a fire request to Supported Unit ID for the btry/plt AFATDS.

		Deny	<p>If the mission was entered at the AFATDS: places a copy of the Deny message in the Active Mission Messages icon of the Current menu tool bar.</p> <p>If the mission was received from an FSE/FSCC or FA CP: sends Deny message to that AFATDS. Deny message is queued in that AFATDS's Active Mission Messages icon of the Current menu tool bar.</p> <p>If the mission was received directly from an observer: sends a denied MTO to observer.</p> <p>If the mission was received from a radar: no response is transmitted to the radar.</p>
4.	Guns	Receive fire commands.	The GDU alarm sounds and the mission data is displayed at the SCA ⁷ .
5.	Observer	Receives and stored the MTO.	
6.	Btry/Plt AFATDS	Track mission status of GDUs.	Click the GDU Weapon Status icon of the Current menu tool bar. The Weapon Status GDU window displays. <i>See Task FM8. Examine the Weapon Status GDU Window for details of mission tracking on the Weapon Status GDU window.</i>
<p>If the method of control is At My Command or TOT: <i>got to step 7.</i></p> <p>If communications with the GDUs fails: <i>see Task FM13. React to a GDU Comm Failure During Mission Processing.</i></p> <p>If the method of control is WR: <i>go to step 13.</i></p>			
7.	Guns	Transmit “Ready” report.	After cycling through the mission, the READY button on the SCA is selected.
8.	Btry/Plt AFATDS	Receive “Ready” report.	As “Ready” reports are received, the Ready indicator for the reporting gun changes from a * with a yellow background to  with a green background. When the last gun has reported, the “Ready” command is transmitted to the observer. <i>For a TOT, go to step 9.</i> <i>For an AMC mission, go to step 10.</i>
<p>If “Ready” is received via voice communications with the guns, display the Active Target List (Targets, Target Lists, Active). Highlight the target in the window’s list and click Options, Commands. On the displayed Commands window, click the Fire Status field and select Ready. Click the OK button.</p>			
9.	Btry/Plt AFATDS	Transmit “Fire” command for a TOT.	A timer, displayed in the GDU Weapon Status window counts down the time until the fire command is transmitted. At the expiration of the time, the command to fire is automatically transmitted to the GDUs. <i>Go to step 12.</i>
10.	Observer	Transmit “Fire” command.	The observer may command “Fire” any time after the “Ready” report is received.
11.	Btry/Plt AFATDS	Receive “Fire” command.	AFATDS receives the fire command and automatically transmits “Fire” to the GDUs.
12.	Guns	Receive “Fire” command.	The GDU alarm sounds and the command to fire the mission is displayed at the SCA.
13.	Guns	Report “Shot.”	The Shot button is depressed on the SCA.

⁷ AFATDS transmits the special instruction “Azimuth” (AZ in the SCA window) for each round fired. Azimuth is provided to allow weapons that receive deflections outside traverse limits to shift trails. The azimuth transmitted is the gun-target azimuth computed for the lowest numbered gun.

MX-25-433X
Job Aids – Cannon (GDU)

14.	Btry/Plt AFATDS	Receives “Shot” report.	On reception of the first gun’s “Shot” report: <i>If the mission was initiated at the Btry/Plt AFATDS</i> or received from a radar, the shot report is placed in the Active Mission Messages icon of the Current window tool bar. <i>If the mission was initiated at by an observer</i> , the shot report is automatically re-transmitted to the observer. As “Shot” reports are received, the Fire/Shot indicator for the reporting gun changes from a * with a yellow background to  with a green background.
15.	Observer	Receives “Shot” report.	This provides indication that the mission has been fired.
16.	Btry/Plt AFATDS	Transmit “Splash” report.	This report is sent 5 seconds before impact. The report <i>is not</i> sent for missile missions. The report is transmitted by clicking the Splash button on the Weapon Status GDU window.
17.	Observer	Receives “Splash” report.	This provides indication that the projectile impact is imminent.
18.	Guns	Transmit “Rounds Complete” report.	This report is sent the instant all rounds of fire for effect have been fired by pressing the RDS CMLPT button on the SCA.
19.	Btry/Plt AFATDS	Receives “Rounds Complete” report.	On reception of the last gun’s “Rounds Complete” report: <i>If the mission was initiated at the Btry/Plt AFATDS</i> or received from a radar, the “Rounds Complete” report is placed in the Active Mission Messages icon of the Current window tool bar. <i>If the mission was initiated at by an observer</i> , the “Rounds Complete” report is automatically re-transmitted to the observer. As “Rounds Complete” reports are received, the Rds Cmplt indicator for the reporting gun changes from a * with a yellow background to  with a green background.
20.	Observer	Receives “Rounds Complete” report.	This provides indication that fire for effect has been completed.
<i>If the observer adjusts fire: go to step 21.</i>			
<i>If the observer ends the mission: go to step 24..</i>			
21.	Observer	Transmit subsequent corrections.	The observer transmits an adjustment for an adjust fire mission or repeat fire for effect for a fire for effect mission.
22.	Btry/Plt AFATDS	Receives subsequent adjustment.	<i>If intervention rules do not apply</i> , the fire commands are transmitted to the GDUs. <i>If intervention rules apply</i> , the mission the Intervention icon on the Current window tool bar activates. If the adjustment places the point of aim in violation of an FSCM Btry/Plt AFATDS transmits a request for coordination before releasing the fire commands.
23.	All stations.	Steps 3 through 20 repeat as applicable.	
24.	Observer	Transmits end of mission.	

25.	Btry/Plt AFATDS	Receives end of mission.	Btry/Plt AFATDS retransmits end of mission to the GDUs. If the observer requests Record as Target: The adjusted target location is stored in the On-Call Target list . If the observer requests Record as Known Point: The adjusted location is stored in the Targets, Known Points and an MTO with the known point number is transmitted to the observer.
26.	Guns	Receive EOM.	The SCA displays EOM and the mission number.

FM6. Initiate a Fire Mission at AFATDS.

Related 13D Task: Supervise Operation of TAFCS 061-300-5019

Conditions: Given an AFATDS workstation that is activated and with a Current communications configuration active...

Objective: Initiate a fire mission.

Additional information: An observed fire mission is normally initiated by an observer. The AFATDS operator can input the mission from the keyboard based on a voice call for fire received from a spotter. This task describes the entry of the call for fire by the AFATDS operator. It should be noted that this is the slower and less preferred method.

Task FM6: Initiate a Fire Mission (Minimum required entries are shaded)		
Step	Action	Result/Explanation
1.	Display the Initiate Fire Mission window. Click Mission Processing, Initiate Fire Mission or, with the AFATDS Current menu bar active (framed in blue), simultaneously press <Control> and <I>	
a.	<i>Enter Call for fire Observer Identification and Warning Order. Enter the following:</i>	
b.	Observer	Select the Unit ID of the observer.
c.	Mission Type	Select the type of mission. Default is Fire For Effect .
2.	Enter the Target Location. For a grid location:	
<i>To enter a grid location, go to step 2.a. To enter a shift location, go to step 2.b. To enter a polar location, go to step 2.c. To enter a laser polar location, go to step 2.d.</i>		
a.	To enter a grid location:	
1)	To enter a UTM grid:	Click in the Current Location field and type the complete coordinates in the form H EEEEE LLL NNNNN AAAA GGG where H is the higher order easting, EEEEE is the short easting coordinate, LLL is the higher order northing, NNNNN is the short northing coordinate, AAAA is the altitude in meters and GGG is the grid zone.
OR		
2)	To enter an LAT/LONG:	Point in the location field(s). Simultaneously press <SHIFT> and right click to change the input form of the location fields.
3)		Type the latitude and longitude to the nearest 0.1 seconds. Go to step 3.

MX-25-433X
Job Aids – Cannon (GDU)

Task FM6: Initiate a Fire Mission (Minimum required entries are shaded)		
Step	Action	Result/Explanation
OR		
4)	<i>To enter MGRS:</i>	Point in the location field(s). Simultaneously press <SHIFT> and right click to change the input form of the location fields.
5)		Type the location in the form GGXSSEEEEEENNNN where GG is the grid zone number, X is the grid zone letter, SS is the 100,000 meter square, EEEE is the five digit easting and NNNN is the five digit northing. Go to step 3.
Or, for a shift location		
b.	Click the Shift tab.	The Shift window frame displays.
1)	Click the Target Number or Known Point number button and enter the ID.	
2)	Type the direction in the Observer-Target Azimuth	
3)	Click Deviation and select the direction of the lateral shift.	Selections are Left, Right and blank.
4)	Type the lateral shift in meters.	
5)	Click Range and select the direction of the range shift.	Selections are Add, Drop and blank.
6)	Type the range shift in meters.	
7)	Click HOB and select the direction of the vertical shift.	Selections are UP, Down and blank
8)	Type the vertical shift in meters.	
9)	Click the Apply button. <i>Go to step 3.</i>	The fields clear and the Location field on the IFM window populates.
Or, for a Polar Location		
c.	Click the Polar/Laser tab.	The Polar/Laser window frame displays.
1)	Click the Polar button.	The Polar button fills in black and the Laser button is gray.
2)	Type the OT distance in meters in the Distance field.	
3)	Type the OT direction in mils in the Direction field.	
4)	Click the HOB field and select the direction of the vertical shift.	Selections are None, Up and Down .
5)	Type the vertical shift in meters in the field to the right of HOB .	
6)	Click the Apply button. <i>Go to step 3.</i>	The fields clear and the Location field on the IFM window populates.
Or. For a Laser Location		
d.	Click the Polar/Laser tab.	The Polar/Laser window frame displays.
1)	Click the Laser button.	The Laser button fills in black and the Polar button is gray.
2)	Type the OT distance in meters in the Slant Distance field.	
3)	Type the OT direction in mils in the Direction field.	
4)	Click the vertical angle in the Vertical Angle field.	Legal entries are –1599 to 1599. + sign is omitted for positive VA.

MX-25-433X
Job Aids – Cannon (GDU)

Task FM6: Initiate a Fire Mission (Minimum required entries are shaded)		
Step	Action	Result/Explanation
6)	Click the Apply button. <i>Go to step 3.</i>	The fields clear and the Location field on the IFM window populates.
3.	<i>Enter Method of Control.</i>	
a.	Click Method of Control and select the desired MOC.	
4.	<i>Enter the Target Description.</i>	
a.	Select Category	13 target categories are available. Selection defines choices of Type . Default is LOC .
b.	Select Type	Allows selection of specific target type. Default is Terrain .
c.	Select Shape .	Default is Point .
		Selection: Requires:
		Circular Radius in meters.
		Rectangular Length in meters. Width in meters. Attitude in meters.
		Linear Length in meters. Attitude in meters
5.	<i>Enter the Size of the Element to Fire and Adjusting Piece .</i>	
a.	Click More Mission Data tab.	The More Mission Data frame displays.
b.	In the Fire Units section, click the Add button.	The Select Unit window displays listing available guns.
c.	Click a desired FFE piece and click the OK button.	The Select Unit window closes and the selected gun is added to the Fire Units list.
d.	Repeat steps 4.b. through 4.c. for each additional gun required.	
6.	<i>Enter Method of Engagement and Method of Fire and Control.</i>	
a.	Enter as required:	
b.	Type of Adjustment.	For adjust fire missions only; selections are Area and Destruction .
c.	Trajectory	Selections are Low , High and blank.
d.	Danger Close	
e.	Cannot Observe	
f.	Time of Flight	
g.	Splash	
h.	Click the Munitions tab.	The Munitions frame displays.
i.	Click FFE#1 and select the first FFE shell.	
j.	Type the volume of fire in the QTY field.	
k.	Click on Fuze and select the desired fuze.	
l.	Click FFE#2 and select the second FFE shell, rocket or missile.	
m.	Type the volume of fire in the QTY field.	
n.	Click on Fuze and select the desired fuze.	
7.	Click the Analyze Tgt button.	The Initiate Fire Mission window closes and the mission is processed.
<p><i>Note: If intervention is set, the mission is placed in the IP icon of the Current window. Otherwise, the mission is processed and the AFATDS determined solution is executed by sending the appropriate messages to observer and fire unit.</i></p>		

FM7. Examine the Intervention Windows.

Related 13D Task: Supervise Operation of TAFCS 061-300-5019

Conditions: Given an AFATDS workstation that is activated and with a fire mission at intervention...

Objective: Examine the intervention window.

Additional information: When a fire request or fire order is processed, AFATDS determines a tactical and technical solution. If intervention is set for this type of mission (see task FM4. Establish Fire Mission Intervention Criteria), the solution is presented to the operator. This task describes the presentation of the solution.

Task FM7. Examine the Intervention Windows.		
Step	Action	Result/Explanation
1	Display the Intervention Window. Click the IP icon on the Current window tool bar.	The Intervention window displays with the Intervention tab selected (Figure 5-1).

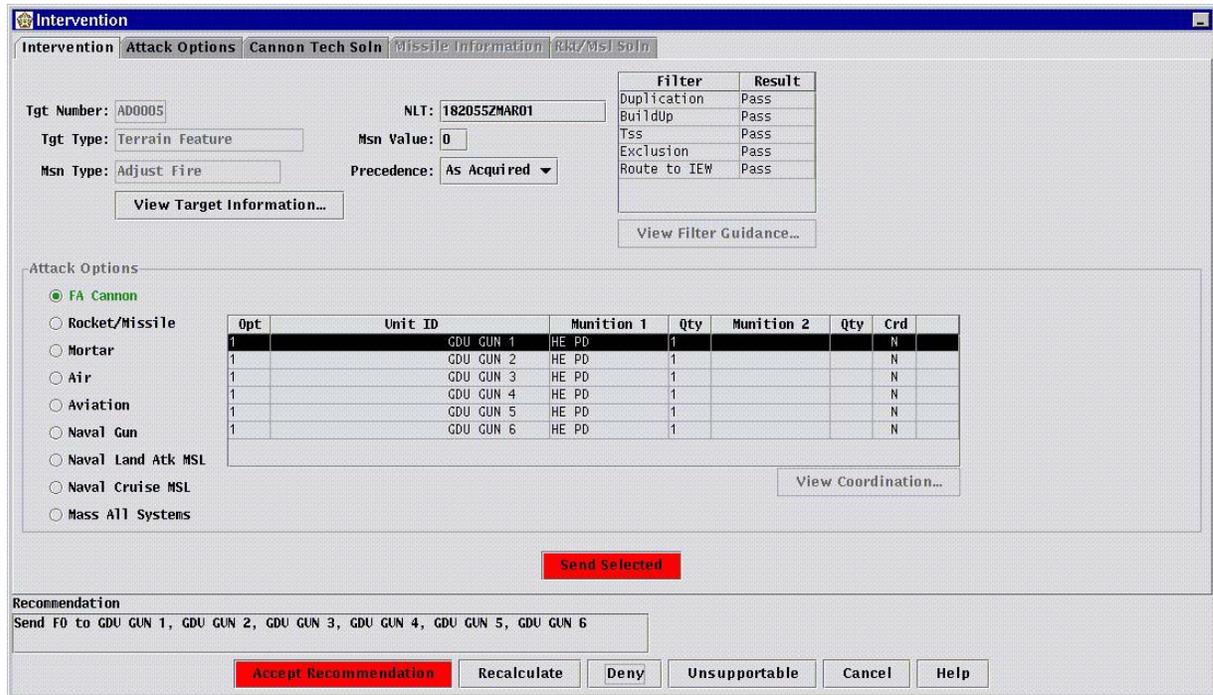


Figure 5- 1. Intervention Tab.

Task FM7. Examine the Intervention Windows.		
Step	Action	Result/Explanation
2.	The following data is presented.	
	DATA	FUNCTION
a.	Tgt Number	Displays NATO target number for this mission.
b.	Find Target	Centers the Current window map on the target when selected. The target will display even if no overlay exists for active targets.
c.	Tgt Type	Displays the target type from the fire request.
d.	NLT	Displays the Not Later Than time. This is the sum of the time the target was identified and the Target Decay guidance.

MX-25-433X
Job Aids – Cannon (GDU)

Task FM7. Examine the Intervention Windows.		
Step	Action	Result/Explanation
e.	Mission Type	Displays the mission type.
f.	Mission Value	Displays the mission value used to prioritize this mission (Chapter 6, Section 1 for an explanation of mission value).
g.	Mission Precedence	Displays the mission precedence requested in the call for fire or based on the TMM guidance. <i>Changing this value to P (planned) and clicking Accept Recommendation stores the target in the Planned Target List instead of processing as a fire mission and sends a denied MTO to the requestor.</i>
h.	View Target Information	Displays the Basic Target Information window for this target. Allows review of target data.
i.	Filter Result	Displays each filter checked and the result as Pass or Fail. <i>Selecting any filter activates the View Filter Guidance button.</i>
j.	View Filter Guidance	Button is active if a filter is selected in the list above. <i>Clicking this button displays the guidance associated with the filter.</i>
k.	Attack Options	Provide color-coded indicators for each fire support type. Color code is: Green: Fire support of this type can engage target within the limits of guidance and without coordination. Yellow: Fire support of this type can engage target within the limits of guidance but requires coordination. Red: Fire support of this type is available but cannot engage the target within the limits of guidance or is out of action or ammo. Black: Fire support of this type is not available.
l.	Opt Unit ID ...	For the Attack Option button selected, all capable options are listed. The list displays the following: Opt: each individual option displays a unique number. Mass fire options all display the same number. Unit ID: displays the gun number in this option. Munition1/Qty: displays the munitions and quantity for the first FFE shell/missile. Munition2/Qty: displays the munitions and quantity for the second FFE shell/missile. Crd: Displays Y if coordination is required; N if coordination is not required.
m.	View Coordination button	Activates if the selected option requires coordination. Selecting the button displays the Request Coordination window. (See task FM10. Process a Coordination Request.)
n.	Recommendation	Displays the recommended option. Selection of the recommended option is the product of Attack Option Ranking found under the Mission Processing menu on the Current window.
o.	Accept Recommendation	Closes the Intervention window and transmits the recommended solution as displayed in the Recommendation field. Any coordination request required is transmitted prior to the FO.

Task FM7. Examine the Intervention Windows.		
Step	Action	Result/Explanation
p.	Send Selected	Send Selected is used by units performing tactical fire control. At the battery FDC or BOC, performing technical fire control, the mission is recalculated (see step below). Recalculation allows AFATDS to re-compute the technical solution for the desired weapons
q.	Recalculate Fire Mission	Displays the Initiate Fire Mission window. This allows the operator to edit the fire mission and to cause the changes made to be considered when Analyze Tgt is selected. The Intervention window closes and the new solution is placed in the IP icon.
r.	Deny	Closes the Intervention window, transmits a denied MTO to the requestor and places the target in the Inactive Target List .
s.	Unsupportable	Closes the Intervention window, transmits the mission to the unit that commands this unit as indicated in this unit's Command Unit ID . This is a request for fire support from the next higher echelon.
3.	Click the Attack Options tab.	The following data is presented: (See Figure 5-2.)

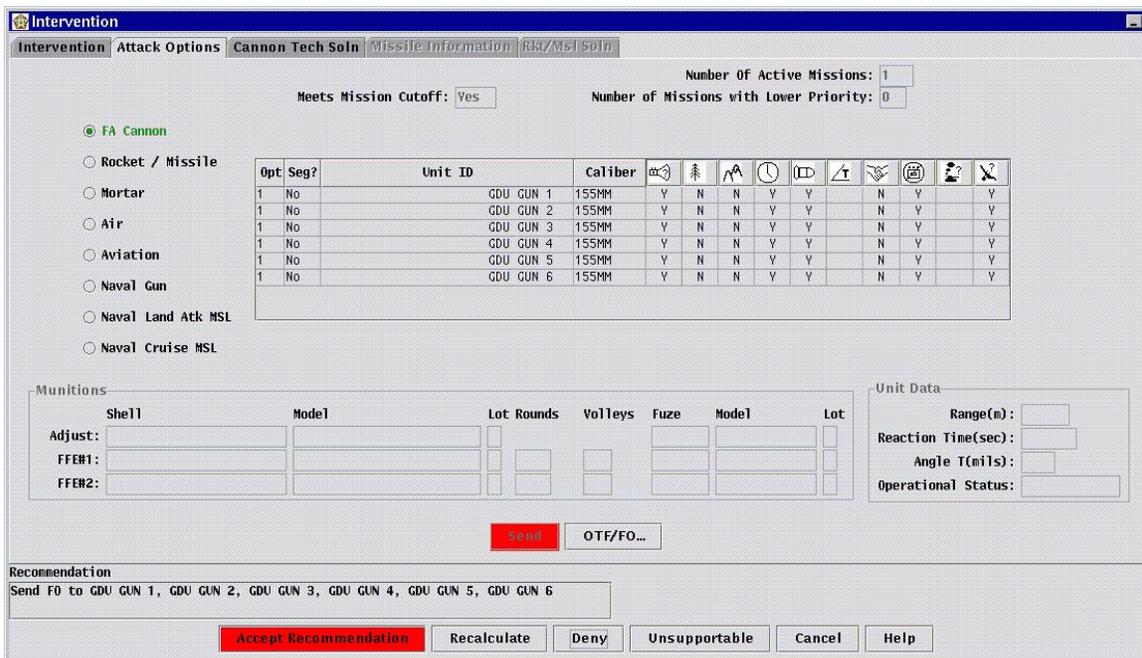
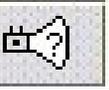


Figure 5- 2. Attack Options tab.

Task FM7. Examine the Intervention Windows.		
Step	Action	Result/Explanation
	DATA	FUNCTION
a.	Meets Mission Cutoff:	Indicates the mission meets the guidance in Guidances, Target, Mission Prioritization . This indication is relative to the fire support type selected to the left, or FA Cannon in figure 5-2.
b.	Number of Active Missions	Displays the total number of active missions assigned to the unit.

Task FM7. Examine the Intervention Windows.		
Step	Action	Result/Explanation
c.	Number of Missions with Lower Priority	Displays the number of active missions that are assigned to the unit with a lesser mission value than this mission.
d.	Opt Seg? Unit ID Caliber....	This list displays all capable and incapable options examined for the fire support type selected. This provides a diagnostic. The headings are:
1)	Tgt Seg?	“Y” indicates the target is segmented. “N” indicates the target is not segmented. <i>Note: Target segmentation occurs at the controlling OPFAC; other computers will display a blank.</i>
2)		Range Capable? “Y” indicates the weapons and ammunition can range the target; “N” indicates the target is outside range.
3)		Near Mask Violation? “Y” indicates a mask stored with the unit’s weapon data is violated by this option. “N” indicates no mask violation.
4)		Downrange Mask Violation? “Y” indicates a downrange mask geometry is violated by this option; “N” indicates no violation.
5)		Response Time Capable? “Y” indicates that considering the unit response time and all missions previously assigned of equal or greater mission value, the unit can engage before the NLT time expires.
6)		Munition Capable? “N” indicates the unit does not possess the ammunition for this option or the mission requires massing of fires and massing is prohibited by guidance entries.
7)		Angle T capable? Applies only to 155mm Copperhead missions. “N” indicates angle T is greater than 800 mils.
8)		Requires Coordination? “Y” requires coordination; “N” does not.
9)		Is the unit unrestricted? “N” indicates the unit is restricted from firing the mission in System Tasks guidance.
10)		Can the unit achieve desired effects? “N” indicates desired effects requested in the FR or in the TMM guidance cannot be achieved. This is blank if the target is a volleys type.
11)		Is the FS system appropriate for the mission? Air and rocket/missile units are inappropriate for adjust missions.
e.	Munitions section.	When an option is selected in the Unit ID list, the munitions data for that option is displayed. This may be blank if the gun was deemed incapable prior to selection of ammunition.
f.	Unit Data section	When a unit is selected in the Unit ID list, Range in meters, Reaction Time in minutes, Angle T in mils and Operational Status is displayed for that unit.
g.	Send button	Selecting this button sends the option selected in the Unit ID list and closes all intervention windows.
h.	OTF/FO... button	Displays the OTF/FO window. The operator can direct munitions and quantity and select a Send To: unit. Clicking Send transmits the mission as a fire request to the selected unit and closes all intervention windows.
4.	Click the Cannon Tech Soln tab.	The following data is presented. (See figure 5-3.)

MX-25-433X
Job Aids – Cannon (GDU)

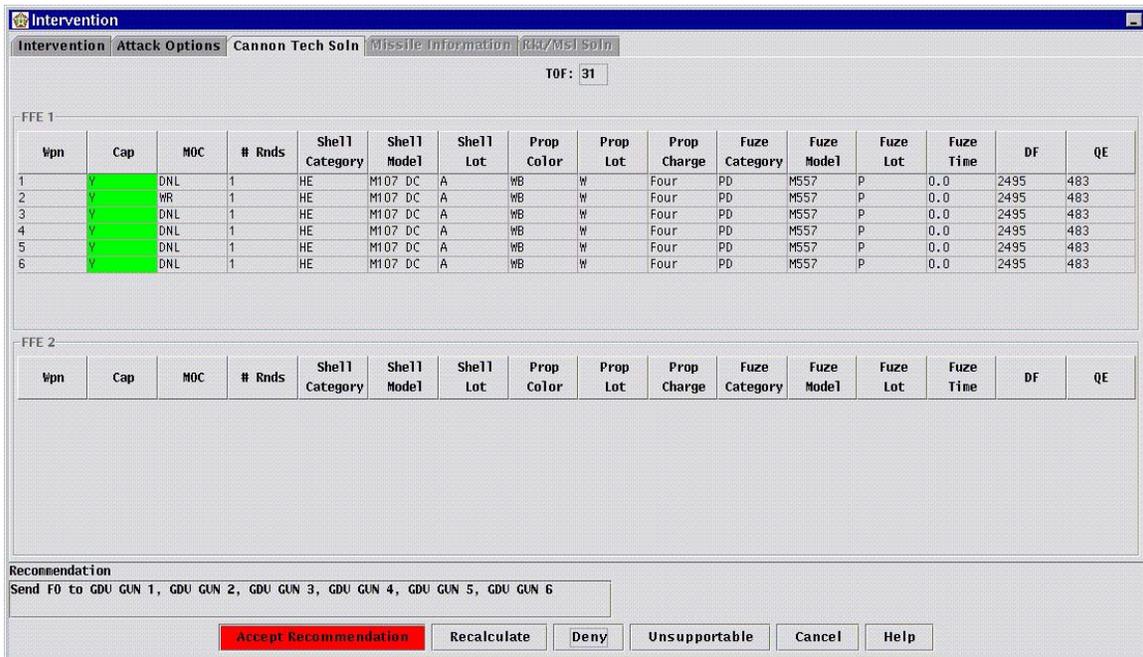


Figure 5- 3. Cannon Tech Soln tab.

Task FM7. Examine the Intervention Windows.		
Step	Action	Result/Explanation
4.	The following data is presented.	
	DATA	FUNCTION
a.	TOF	Displays the time of flight.
b.	FFE1 section.	Displays fire commands: <i>In an adjust fire mission:</i> adjusting piece data for all guns during the adjustment phase. The adjusting piece displays a MOC (method of control) of WR or AMC. The pieces to follow display MOC of DNL. In the fire for effect phase data for the first of two possible FFE shells. <i>In a fire for effect mission:</i> Data for each piece is displayed for the first FFE shell.
c.	FFE2 section.	Displays data for a second fire for effect shell if applicable.

FM8. Examine the Weapon Status GDU Window.

Related 13DTask: Supervise Operation of TAFCS 061-300-5019

Conditions: Given an AFATDS workstation that is activated and with a fire mission transmitted to the guns' GDUs...

Objective: Examine the Weapon Status GDU window.

Additional information:. The **Weapon Status GDU** window maintains status of each fire mission with respect to mission messages sent to the GDUs and their responses. This window also allows entry of fire mission reports received by voice from guns with GDUs that are down.

MX-25-433X
Job Aids – Cannon (GDU)

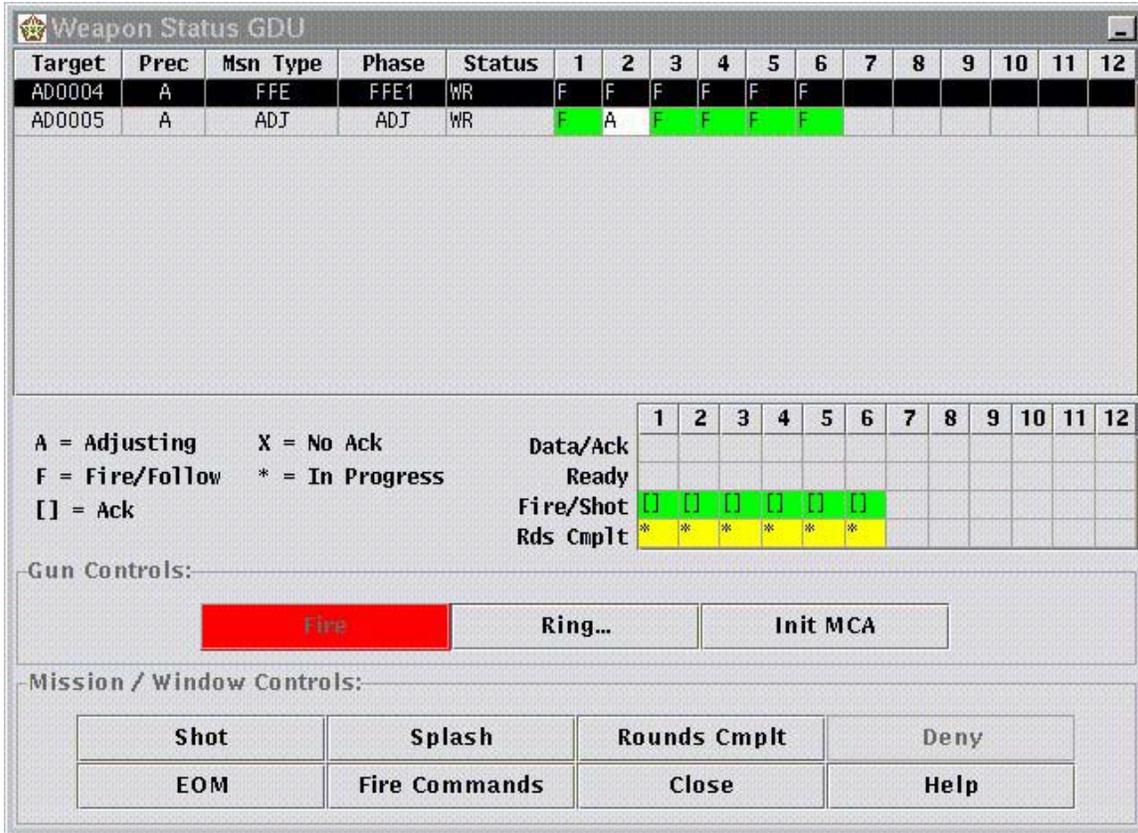


Figure 5- 4

Task FM8. Examine the Weapon Status GDU Window.		
Step	Action	Result/Explanation
1	<i>Display the GDU Weapon Status Window.</i> Click the GDU Weapon Status icon on the Current window tool bar.	The Weapon Status GDU window displays (Figure 5-4). The window displays the following:
2	Weapon and Missions Section	The top portion of the window displays the status of each active fire mission and those guns assigned.
a.	Target	The target number assigned to the mission.
b.	Prec	The precedence assigned to the mission: A = as acquired I = immediate Pr = priority
c.	Mission Type	Mission type: FFE = fire for effect ADJ = adjust fire
d.	Phase	Phase of mission that is being executed: ADJ = adjustment FFE1 = fire for effect phase, first shell/fuze in effect FFE2 = fire for effect phase, second shell/fuze in effect
e.	Status	Time of opening fire: WR = when ready AMC = at my command Timer counting down minutes and seconds is displayed for TOT missions.

MX-25-433X
Job Aids – Cannon (GDU)

f.	1 through 12	The status of each numbered gun assigned to the mission: A = adjusting piece F = piece following the adjustment during the adjustment phase or piece firing during the fire for effect phase.
3.	GDU status section.	The middle section of the window displays the GDU status for the mission selected in the Weapon and Missions Section. (In Figure 5-4, status is displayed for the highlighted mission AD0004.)
a.	Data/Ack	* indicates fire commands have been transmitted to the GDU but not acknowledged. ■ displays when the Cycle button on the SCA is pressed, acknowledging the fire commands, or ❌ displays if communications fail or the GDU does not acknowledge.
b.	Ready	Displays only for AMC and TOT missions: * indicates fire commands have been acknowledged but “Ready” has not been received from the GDU. ■ displays when the Ready button on the SCA is pressed, transmitting “Ready” to AFATDS, or ❌ displays if communications fail or the GDU does not respond with “Ready.”.
c.	Fire/Shot	* indicates fire commands have been acknowledged or “Ready” has been received from the GDU and AFATDS is waiting for “Shot.” ■ displays when the Shot button on the SCA is pressed, transmitting “Shot” to AFATDS, or ❌ displays if communications fail or the GDU does not respond with “Shot.”
d.	RDS Cmplt	* indicates “Shot” has been received from the GDU and AFATDS is waiting for “Rounds Complete.” ■ displays when the RC button on the SCA is pressed, transmitting “Rounds Complete” to AFATDS, or ❌ displays if communications fail or the GDU does not respond with “Rounds Complete.”
4.	Buttons	The following button allows the described actions to be performed.
a.	Fire	Transmits the command “Fire” for the mission selected in the Weapons and Missions section of the window.
b.	Ring...	Rings the GDU to alert the gun sections to establish voice communications with the FDC. See Task C4 Direct a Gun to Establish Voice Communications with the FDC.
c.	Init MCA	Sends ammunition initialization data to the MCA and M94 chronograph. See procedure MR1 “Conduct Calibration and Determine MVV using M94 and MCA.”
d.	Shot	Enters shot for the selected mission. Causes the shot command to be transmitted to the observer and updates the mission status on the window. Used when GDU communications fail and voice reports are received.
e.	Splash	Enters splash for the selected mission. Causes the splash command to be sent to the observer.
f.	Rounds Cmplt	Enters rounds complete for the selected mission. Causes the rounds complete command to be transmitted to the observer and updates the mission status on the window. Used when GDU communications fail and voice reports are received.

g.	EOM	Ends the selected mission and transmits end of mission to the GDUs.
h.	Fire Commands	Displays the fire commands for the selected mission.
1)	<i>From the fire commands window, the following actions can be taken:</i>	
	Select any gun and...	
	Click the Send button.	This action retransmits fire commands to the selected gun.
	Click the Delete button.	This action sends EOM to the gun and removes this piece from the fire mission.

FM9. React to a Denied Fire Mission.

Related 13D Task: Supervise Operation of TAFCS 061-300-5019

Conditions: Given an AFATDS workstation that is activated and with an active fire mission...

Objective: React to a denied fire mission.

Additional information: During firing battery/platoon operations fire missions may be denied by the AFATDS operator or as a result of medium level communications failure alerts that are aborted by the operator. This procedure describes operator actions in these events.

Task FM9: React to a Denied Fire Mission.		
Step	Action	Result/Explanation
1.	<i>If the AFATDS operator denies the missions selecting the DENY button at intervention or accepting a recommendation of deny:</i>	
a.	<i>If the mission was received from an observer or another OPFAC:</i>	The Intervention window closes and a denied MTO is transmitted. If the sender is an AFATDS OPFAC, the mission is placed in that AFATDS's Deny icon on the Current menu tool bar for that station to take action.
b.	<i>If the mission was initiates from the keyboard or was received from a RADAR.</i>	The Deny icon on the Current menu tool bar becomes active and its counter increments.
1)	Click the Deny icon.	The Mission Denied window displays. (If multiple denied missions remain unresolved, a selection list displays and the appropriate target number's request must be selected.)
2)	Click the OK button. (No other action is allowed.)	The Mission Denied window closes. The mission is moved from the Active Target List to the Inactive Target List .
2.	<i>If the mission fails communications to the GDU and the operator selects Abort on the medium level failed communications alert:</i>	
a.		The Deny icon on the Current menu tool bar becomes active and its counter increments.
b.	Click the Deny icon.	The Mission Denied window displays. (If multiple denied missions remain unresolved, a selection list displays and the appropriate target number's request must be selected.)
c.	<i>To recompute the mission:</i> Click the Reprocess button.	The Mission Denied window closes and the mission is recomputed and the solution placed in the IP icon of the Current menu tool bar. No message is sent to the observer until the a decision is executed by the operator for the mission at intervention.

Task FM9: React to a Denied Fire Mission.		
Step	Action	Result/Explanation
d.	<i>To deny the mission:</i> Click the OK button.	The Mission Denied window closes and a denied MTO is transmitted to the observer. The mission is moved from the Active Target List to the Inactive Target List .

FM10. React to a Coordination Request.

Related 13D Task: Supervise Operation of TAFCS 061-300-5019

Conditions: Given an AFATDS workstation that is activated and with a fire mission requiring coordination...

Objective: React to a coordination request.

Additional information: AFATDS identifies a need for coordination of fires if FSCMs, ZORs or operator established coordination of fires rules are violated (see Chapter 5, para. 6. for a more detailed explanation). When coordination is required, indicated by a yellow option at intervention, AFATDS automatically formats and attempts to transmit the coordination request before transmitting the fire commands to the GDU. The operator may be required to take additional action in the following cases:

1. The coordination request cannot be sent to the coordinating agency because that agencies digital device cannot accept a coordination request.
2. The coordinating agency does not possess a digital device.
3. Data communications with the coordinating agency have failed.

This procedure describes those actions available to the operator in the event coordination of the mission is required.

Task FM10: React to a Coordination Request.		
Step	Action	Result/Explanation
1.	<i>With a fire mission at intervention, determine the violation.</i>	
a.	Click the IP icon on the Current menu tool bar.	The Intervention window displays.
b.	Click the View Intervention window.	The Request Coordination window displays (Figure 5-5).

MX-25-433X
Job Aids – Cannon (GDU)

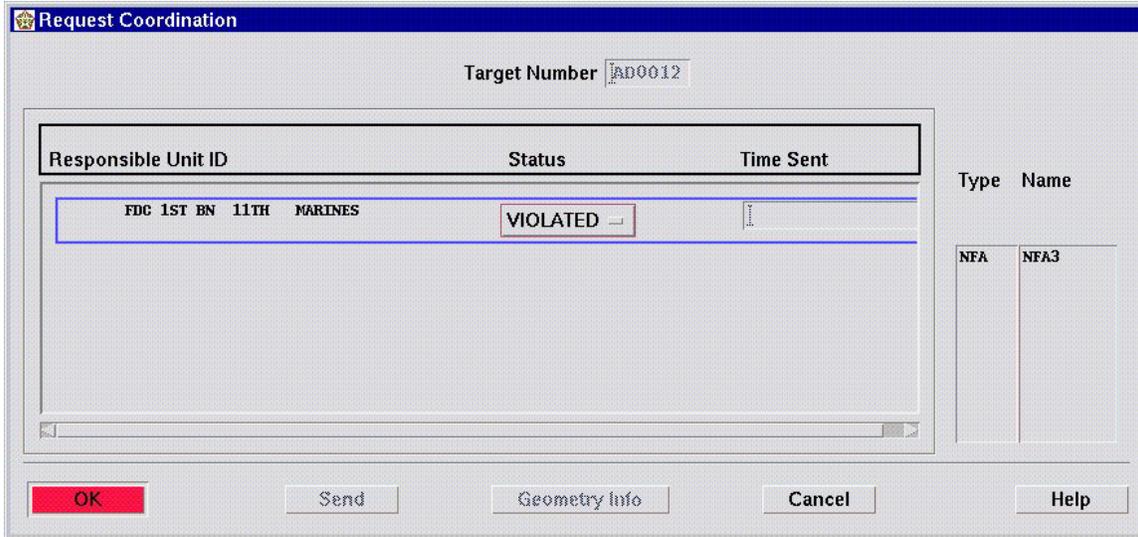


Figure 5- 5

Task FM10: React to a Coordination Request.		
Step	Action	Result/Explanation
c.	Click a unit name Responsible Unit ID list.	A blue box appears around the name. All measures or rules violated and requiring coordination by the selected unit appears in the Type and Name columns. Type displays the type of measure or COF for violations of clearance of fires rules. Name displays the name of the violated measure. <i>Note that more than one unit ID may appear if geometry belonging to several units are violated.</i>
d.	Possible operator actions at this point are:	
1)	View the violated geometry.	Click the geometry name in the Name list and then click the Geometry Info button.
2)	Override coordination and continue mission.	This action is accomplished by clicking the Status button and selecting Override in place of Violated . When the window is OK'd and the mission at intervention is sent to the GDUs, AFATDS assumes coordination has been achieved. WARNING: This action should only be taken when directed by a proper coordinating agency since overriding coordination may threaten friendly troops.
3)	Deny the mission.	This action is accomplished by clicking the Status button and selecting Deny in place of Violated .
3)	Transmit the coordination request to the affected unit(s).	Click the Send button. AFATDS will not send the fire commands to the GDU until coordination response is received.
4)	Take no action.	This is accomplished by clicking OK . The Intervention window displays.

Task FM10: React to a Coordination Request.		
Step	Action	Result/Explanation
2	Transmit the coordination request.	This action can occur by selecting Send from the Request Coordination window or selecting Accept Recommendation or Send from the Intervention window. A copy of the Request Coordination window is preserved in the Coordination icon of the Current menu tool bar.
3.	<i>If coordination request fails communications:</i>	
a.	A failed communication alert displays:	Click Retry to re-send the message or Abort to manually react.
b.	Click the Coordination icon.	The Request Coordination window displays. (If multiple coordination requests remain unresolved, a selection list displays and the appropriate target number's request must be selected.)
c.	<i>Possible operator actions at this point:</i>	
1)	Approve the mission locally.	Click the Status button and select Override in place of Requested . WARNING: This action should only be taken when directed by a proper coordinating agency since overriding coordination may threaten friendly troops. The fire commands and MTO are transmitted.
2)	Deny the mission.	Click the Status button and select Deny in place of Requested . This causes the mission to be placed in the Denied icon in the Current menu tool bar.

FM11. Process Observer Subsequent Corrections during Degraded Comm Operations.

Related 13D Task: Supervise Operation of TAFCS 061-300-5019

Conditions: Given an AFATDS workstation that is activated and with an active fire mission and failed data communications with the observer...

Objective: Process a subsequent correction.

Additional information: In the event that data communications with the observer are lost or the observer does not possess a digital device, the AFATDS operator can receive voice subsequent corrections and apply them to a fire mission in AFATDS.

Task FM11: Process Observer Subsequent Corrections during Degraded Comm Operations.		
Step	Action	Result/Explanation
1.	On the Current menu bar, click Targets, Target Lists, Active .	The Target List window displays the Current Active Target List .
2.	Select the desired active target by clicking the target data in the Target Type column.	The target data is surrounded by a blue box.
3.	On the Target List window menu bar, click Target, Target Commands .	The Commands window displays.
4.	Click Options, Adjust .	The Adjust window displays.

Task FM11: Process Observer Subsequent Corrections during Degraded Comm Operations.		
Step	Action	Result/Explanation
<p><i>To enter a laser correction</i>, go to step 5. <i>To adjust by coordinates</i>, go to step 6. <i>To enter a visually spotted correction</i>, go to step 7</p>		
5.	Click the Laser Sensings button.	The Laser Registration/Adjust window displays.
a.	Click the Type Of Location field and select type of observation.	Selections are: Burst: Lased burst, apply correction to move impact to original target location. New Target: Lased new target location, apply previous corrections and compute data for new target location. Not Observed Or Ignore: Ignore spottings and repeat.
b.	Click the button to the left of the Polar Data section.	Polar data fields become active.
c.	Click the Azimuth and type the direction reported in the observer's correction.	Legal entries are 0 to 6399.
d.	Click the Slant Distance field and type the slant distance to the burst reported in the observer's correction	Legal entries are 1 to 2147483646.
e.	Click the Vertical Angle field, select the direction of the shift and type the observer's reported VA to the burst.	Legal entries are: None, Up and Down and 0 to 1600 mils.
e.	Click Apply .	The correction is applied. The Laser Registration/Adjust window closes and the Adjust window displays. Go to step 8.
6.	Click the Laser Sensings button.	The Laser Registration/Adjust window displays.
a.	Click the Type Of Location field and select Burst .	
b.	Click the button to the left of the Laser Location section.	The coordinate field activates
c.	Type the coordinates of the burst location.	Type coordinates in the form H EEEEE LLL NNNNN AAAA GGG where H is the higher order easting, EEEEE is the short easting coordinate, LLL is the higher order northing, NNNNN is the short northing coordinate, AAAA is the altitude in meters and GGG is the grid zone.
d.	Click Apply .	The correction is applied. The Laser Registration/Adjust window closes and the Adjust window displays. Go to step 8.
7.	Click the Azimuth field and select direction on which corrections are referenced.	Selections are Observer-Target and Gun-Target .
a.	Click the field left of Azimuth and type the direction reported in the observer's correction.	Legal entries are 0 to 6400.
b.	Click the Deviation Correction field and select the direction of the shift.	Selections are Left, Right and None .
c.	Click the field to the right of Deviation Correction field and type the lateral shift.	Legal entries are 0 to 9999 meters.
d.	Click the Range Correction field and select the direction of the shift.	Selections are Add, Drop and None .

Task FM11: Process Observer Subsequent Corrections during Degraded Comm Operations.		
Step	Action	Result/Explanation
e.	Click the field to the right of Range Correction field and type the range shift.	Legal entries are 0 to 9999 meters.
8.	Edit as required:	
a.	Mission Type:	Selections are: Adjust Fire Fire For Effect
b.	Method of Control	Selections are: Do Not Load When Ready AMC By Shell AMC On Call TOT Cease Loading Check Firing Continuous Fire Repeat Cancel AMC Warning Order
9.	Click Apply .	The correction is applied and the Adjust window clears of data entered but remains open. <i>If intervention applies</i> the mission is placed in the Intervention icon of the Current menu tool bar for operator action. <i>If intervention does not apply</i> fire commands are transmitted to the GDUs.
<i>NOTE: For a complete explanation of the fire mission process, see Task FM5 Process an Area Fire Mission.</i>		

FM12. Process End of Mission during Degraded Comm Operations.

Related 13DTask: Supervise Operation of TAFCS 061-300-5019

Conditions: Given an AFATDS workstation that is activated and with an active fire mission and failed data communications with the observer...

Objective: Process a end of mission.

Additional information: In the event that data communications with the observer are lost or the observer does not possess a digital device, the AFATDS operator can receive voice subsequent corrections and apply them to a fire mission in AFATDS. This includes the reception and applications of end of mission.

Task FM12: Process End of Mission during Degraded Comm Operations.		
Step	Action	Result/Explanation
1.	On the Current menu bar, click Targets, Target Lists, Active .	The Target List window displays the Current Active Target List .
2.	Select the desired active target by clicking the target data in the Target Type column.	The target data highlights.
3.	On the Target List window menu bar, click Target, End Of Mission .	The End Of Mission window displays.

Task FM12: Process End of Mission during Degraded Comm Operations.		
Step	Action	Result/Explanation
4.	Click Disposition and select the observed BDA, if any.	Selections are: (blank space representing “unknown”) Neutralized Burning Destroyed No Effects Neutralized Burning Suppressed
5.	Click the Casualties field and type the reported number of casualties.	Legal entries are 0 to 9999.
<i>To end the mission and record as target, go to step 6.</i>		
<i>To end the mission without recording as a target, go to step 7.</i>		
6.	Click the Record as Target check box.	A check appears in the box and the Refinement selections in the Options menu becomes active.
a.	Click Options, Refinement.	The Shift window displays. The Shift From: Last Round button is selected by default causing the refinement to plot from the last reported aimpoint.
b.	Click the Deviation button and select the direction of the lateral refinement.	Selections are: Left, Right or blank space representing “None”.
c.	Click the field to the right of Deviation field and type the lateral shift.	Legal entries are 0 to 9999 meters.
d.	Click the Range field and select the direction of the shift.	Selections are Add, Drop and blank space representing “None.”
e.	Click the field to the right of Range field and type the range refinement.	Legal entries are 0 to 9999 meters.
f.	Click the HOB field and select the direction of the height of burst refinement.	Selections are Up, Down and blank space representing “None.”
g.	Click the field to the right of HOB field and type the height of burst refinement.	Legal entries are 0 to 9999 meters.
h.	Click OK.	The Shift window closes and the End of Mission window displays.
7.	Click OK.	The End of Mission window closes. The following occur: <ol style="list-style-type: none"> 1. End of mission is transmitted to the GDUs. 2. A Mission Fired Report is created and placed in the Active Mission Messages icon. 3. The mission is moved from the Active Target list to the Inactive Target List or to the On Call Target List, if RAT was selected. 4. The target stored on the Inactive Target List possesses the original location. 5. If the target was recorded to the On Call Target List, the location reflects total corrections determined during the mission.

FM13. React to GDU Comm Failure during a Fire Mission.

Related 13D Task: Supervise Operation of TAFCS 061-300-5019

Conditions: Given an AFATDS workstation that is activated and with an active fire...

Objective: React to GDU Comm failure during a fire mission.

Additional information: In the event that data communications with the GDU fails during a fire mission, voice communications can be used to continue the mission. The following procedures describe the process used to continue the mission using voice communications to the guns.

Task FM13: React to GDU Comm Failure During a Fire Mission.			
Step	Station	Action	Result/Explanation
1	Btry/Plt AFATDS	Transmits fire commands to the GDU. Communications with the GDU fails.	A beep sounds. The M: field of the alerts panel increments and a medium level alert is queued. <i>If the Medium Level Alerts are Suspended:</i> the operator must click the M: field to access the Medium Level Alert List and click the alert and View . <i>If the Medium Level Alert List is already displayed:</i> the operator clicks Refresh , selects the alert and clicks View . <i>If the Medium Level Alert list is not displayed and medium level alerts are not Suspended:</i> The alert opens on the screen.
2.	Btry/Plt AFATDS	React to the displayed Failed Transmission Alert.	The alert states: “Transmission of (<i>tgt #</i>) Gdu Message to (<i>btry/plt AFATDS name</i>) failed.”
a.		Click the OK button.	The alert remains in the Medium Level Alert List . If Abort is selected, the mission is placed in the Deny icon of the Current menu tool bar and must be re-processed.
b.		Click OK on the Medium Level Alert List .	The Medium Level Alert List closes.
2.	Btry/Plt AFATDS Operator	Establish voice communications with the guns.	
3.	Btry/Plt AFATDS	Announce fire commands.	
a.		Click the GDU Weapon Status icon on the Current menu tool bar.	The Weapon Status GDU window displays.
b.		In the Target Number column, click the fire mission’s target number.	The target data highlights and the current GDU status for the mission displays.
c.		Click the Fire Commands button.	The Fire Command (TGT #) window displays.
d.		Announce the fire commands and click Close .	The Fire Command (TGT #) window closes and the Weapon Status GDU window displays.
4.	Gun section.	Report “Shot.”	
5.	Btry/Plt AFATDS	Click the Shot button on the Weapon Status GDU window.	The shot report is transmitted to the observer. The GDU status for the mission updates on the Weapon Status GDU window.
6.	Gun section	Report “Rounds Complete.”	
7.	Btry/Plt AFATDS	Click the Rounds Cmpl button on the Weapon Status GDU window.	The rounds complete report is transmitted to the observer. The GDU status for the mission updates on the Weapon Status GDU window.

MX-25-433X
Job Aids – Cannon (GDU)

Task FM13: React to GDU Comm Failure During a Fire Mission.			
Step	Station	Action	Result/Explanation
8.	Btry/Plt AFATDS	Process the remainder of the mission.	Complete the mission. At EOM, display the Medium Level Alert List and delete all GDU communications alerts that accrued during the mission.

FM14. Receive and Process Check Firing and Cancel Check Firing.

Related 13DTask: Supervise Operation of TAFCS 061-300-5019

Conditions: Given an AFATDS workstation that is activated and communications configured...

Objective: Receive and process check firing and cancel check firing.

Additional information: In the event that data communications with the GDU fails during a fire mission, voice communications can be used to continue the mission. The following procedures describe the process used to continue the mission using voice communications to the guns.

Task FM14: Receive and Process Check Firing and Cancel Check Firing.			
Step	Station	Action	Result/Explanation
1	Btry/Plt AFATDS	Receives Check Firing Command from another station.	The following occur: 1. A beep sounds. 2. An Information Message displays indicating: “(DTG) Check Fire All” or “(DTG) Check Fire (TGT #)” 3. Check firing is transmitted to the GDUs. 4. For Check Firing All commands only, Check Firing All displays on the Current menu tool bar.
a.		Click OK on the Information Message .	The Information Message window closes.
Warning! If the AFATDS operator transmits fire commands (as described in steps 4.b. through 4.e.) the GDU will receive the commands despite the check firing status of the AFATDS.			
3.	Guns.	Alarm on GDU sounds and SCA displays Check Fire.	
4.	Btry/Plt AFATDS	Receives Cancel Check Firing Command from another station.	The following occur: 1. A beep sounds. 2. An Information Message displays indicating: “(DTG) Cancel Check Fire All” 3. Nothing is transmitted to the GDUs. 4. For Cancel Check Firing All commands only, Check Firing All is removed from the Current menu tool bar.
a.		Click OK on the Information Message .	The Information Message window closes.
b.		Click the GDU Weapon Status icon on the Current menu tool bar.	The Weapon Status GDU window displays.
c.		In the Target Number column, click the fire mission’s target number.	The target data highlights and the current GDU status for the mission displays.
d.		Click the Fire Commands button.	The Fire Command (TGT #) window displays.
e.		Click the fire commands for each gun and select Send .	Fire Commands are transmitted to the GDUs.
NOTE: Missions received while in a check firing all status do not display at intervention. When Cancel Check Firing All is received, these missions are then queued at intervention.			

FM15. Initiate and Cancel Check Firing.

Related 13DTask: Supervise Operation of TAFCS 061-300-5019

MX-25-433X
Job Aids – Cannon (GDU)

Conditions: Given an AFATDS workstation that is activated and with an active fire mission

Objective: Initiate and cancel check firing.

Additional information: The AFATDS operator can initiate and cancel two forms of check firing. “Check Firing All” places all mission in the computer in a check firing status. Any missions received during this period are added to the active target list but not processed to intervention until the check firing is lifted. In addition, the operator may check firing a specific target.

Task FM15: Initiate and Cancel Check Firing.		
Step	Action	Result/Explanation
<i>To initiate check firing</i> , go to step 1.		
<i>To cancel check firing</i> , go to step 2.		
1.	On the Main Menu bar , click Check Firing .	The Check Firing window displays.
a.	<i>To check fire all</i> , click the All button and click OK .	Check firing is transmitted to the GDUs.
b.	<i>To check fire a specific target</i> , click the Target Number field and type the target number and click OK .	Check firing is transmitted to the GDUs.
2.	On the Main Menu bar , click Cancel Check Firing .	The Cancel Check Firing window displays.
a.	<i>To cancel check fire all</i> , click the All button and click OK .	Nothing is transmitted to the GDUs. Fire commands can now be re-transmitted. Any missions received while the AFATDS was in check firing will be placed at intervention.
b.	<i>To cancel check fire a specific target</i> , click the Target Number field and type the target number and click OK .	Nothing is transmitted to the GDUs. Fire commands can now be re-transmitted.

Chapter 6. Improving Firing Data

Chapter 6 Contents for Improving Firing Data	
Section I	General
	1. Standard Conditions
	2. Errors
	3. AFATDS Computational Technique
	4. Five Requirements for Accurate Predicted Fire
	5. AFATDS determination and use of muzzle velocity data.
	6. AFATDS meteorological message processing.
	7. Registration.
Section II	Accounting for Non-Standard Conditions.
	MR1 Conduct Calibration and Determine MVV using M94 and MCA.
	MR2 Conduct Calibration and Determine MVV using M94 without MCA.
	MR3 Enter a Computer Meteorological Message.
	MR4 Receive a Computer Meteorological Message.
	MR5 Conduct a Precision Registration.
	MR6 Conduct a Visual High Burst/Mean Point of Impact Registration.
	MR7 Conduct a Radar Observed High Burst / Mean Point of Impact Registration.
	MR8 Conduct a Laser Observed Mean point of Impact Registration.
	MR9 Transfer Registration Corrections to Another Unit.
	MR10 Re-compute Registration Corrections to Account for Errors in MV/MET/Survey.
	MR11 Delete Registration Corrections.

Section I. General.

1. Standard Conditions.

Fire control information is provided for weapons and ammunition based on the assumption that a fixed set of conditions in position, materiel and atmosphere exist. These conditions are called *standard conditions*. Though this precise set of conditions could never occur simultaneously, they provide a starting point for the computation of data. Accurate fires can only be produced when these conditions are accounted for and corrections applied to the firing data.

2. Errors.

It must be understood that non-standard conditions are only one of three categories of errors that effect accuracy. These are:

- a. Human Error. These errors result from human mistakes. These mistakes can range from improperly cut charges, errors in sight settings, errors in the construction of the data base etc.... Human errors are eliminated through training and supervision.
- b. CONSTANT ERROR. Constant error is that degradation of accuracy caused by constant non-standard factors influencing the firing of the round, i.e.. Weather, MVV's, propellant temperature, etc. It is these constant errors that are compensated for by registration and by using corrections to firing data.
- c. INHERENT ERROR. Inherent errors are beyond control and are impractical to measure. Examples of these errors are conditions in the bore, conditions in the carriage and conditions in flight. Inherent errors cause dispersion and ARE NOT CORRECTABLE! Inherent error is, however, taken into account in the conduct of registration by bracketing and refinement methods use in precision registration and the number of rounds fired in both precision registration and high burst/MPI registration.

3. AFATDS Computational Technique.

Firing data computed by AFATDS incorporates corrections for all non-standard conditions that are accounted for in the database. As such, AFATDS solutions are MET+VE solutions. The more non-standard conditions that are accounted for, the more accurate the solution. AFATDS automatically

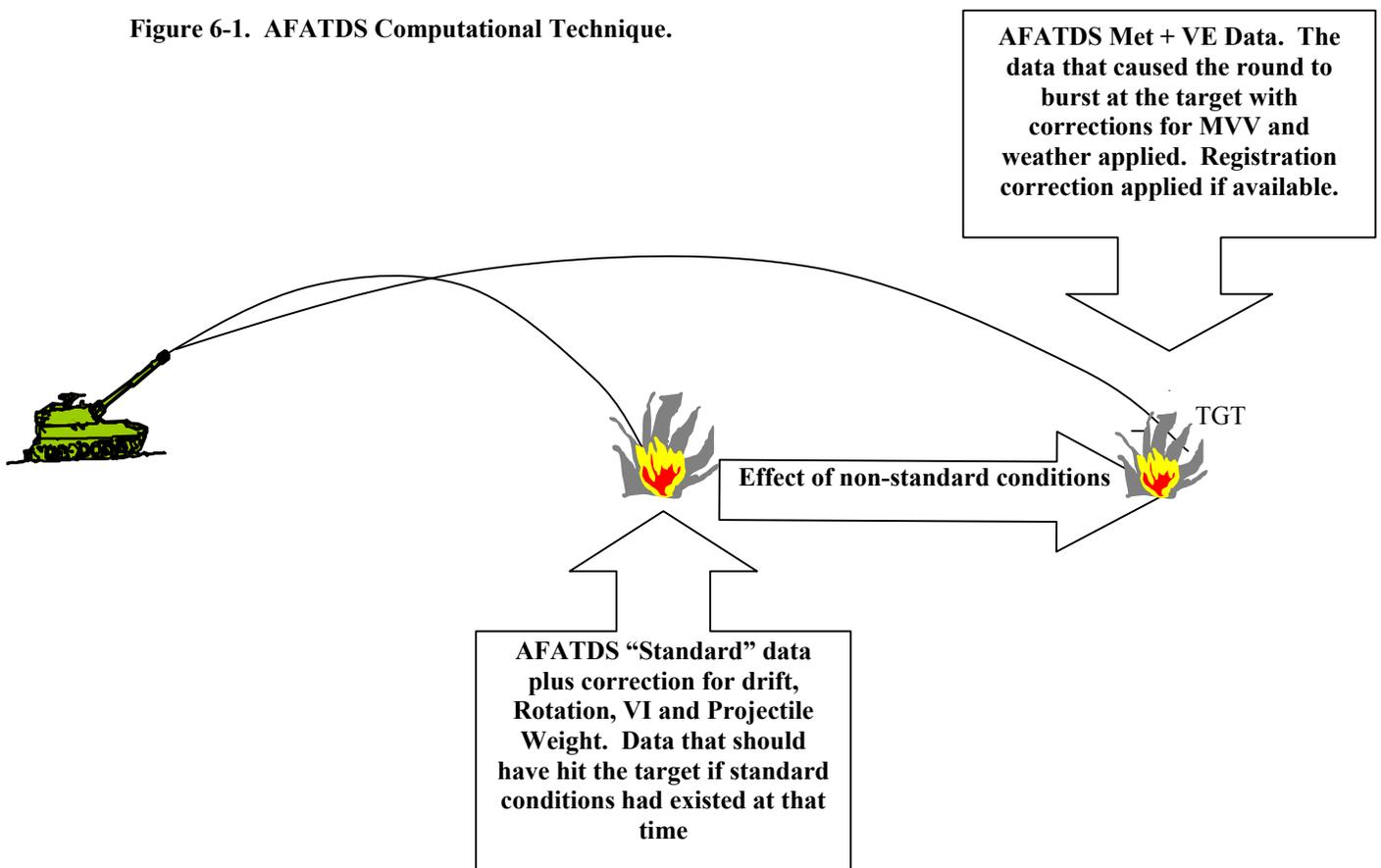
incorporates corrections for drift, rotation and projectile weight since these are part of the database⁸. Additional correction may be applied based on the condition of the database (Figure 6-1).

4. **The Five Requirements for Accurate Predicted Fires.**

The AFATDS computational technique can be related to the five requirements for accurate predicted fires.

- a. **Accurate Weapon Location.** AFATDS computes data for each individual piece based on the range and direction to from the gun location to an aimpoint at the target. A number of points apply:
 - 1) Error in survey or map spotted battery location and azimuth of lay will carry through as accuracy error in point of impact.
 - 2) Map spot error can be corrected by recalculating gun locations after survey control has been carried forward to the battery position.
 - 3) In addition, registration corrections determined from the map spot location should be recalculated after survey control has been established in the battery position.
 - 4) Rotation corrections to range and direction of fire are automatically applied to all firing data based on the battery location.
- b. **Accurate Target Location.** As with battery location, AFATDS cannot correct for errors in target location in the fire request. However:
 - 1) AFATDS will correct location for differences in map datum used by the observer or sensor and that used at AFATDS.
 - 2) If target area survey becomes available, AFATDS allows registration corrections determined from inaccurate target locations to be corrected.

Figure 6-1. AFATDS Computational Technique.



⁸ AFATDS computes firing data that approximates data determined from the TFT if all inputs (projectile weight, propellant temperature and MVV) are set to standard and if the gun, target and MDP are at the same altitude. The last condition exists only if the AFATDS operator edits the standard computer met stored in AFATDS and changes the altitude to match that of the gun.

- c. **Accurate Weapon and Ammunition Data.** AFATD provides correction for non-standard weapon and ammunition performance.
 - 1) Projectile weight is stored and corrected for during computation.
 - 2) Propellant performance is corrected for if MVV data is stored.
 - 3) The effect of propellant temperature is accounted for.
 - 4) Lot management is used to ensure the same lots of ammunition is used throughout adjustment and during fire for effect within the limits of MVV transfers.
 - 5) Registration corrections determined before calibration can be recalculated after MVV data has been determined.
 - d. **Meteorological Data.** AFATDS applies meteorological data from the stored, current MET;CM message. In lieu of a met message, AFATDS applies standard atmosphere data. It should be noted that one of the standard conditions states that “Battery, Target and MDP are at the same altitude.” The AFATDS standard met use 0 meters for the MDP altitude. If no met is available, the AFATDS operator should change the MDP altitude in the standard met to that of the COB grid.
 - e. **Accurate Computational Techniques.** The computational technique is applied accurately and consistently to all missions computed. Unlike manual gunnery procedures that sacrifice accuracy for speed with short cuts in techniques such as immediate suppression, AFATDS applies the same computerized MET+VE technique ensuring this requirement is always met. The Computation of the Gunnery solution is consistently determined, however like any automated system; Bad data into the system will generate only bad data out. Only user practice and familiarity with the AFATDS will prevent human error.
5. **AFATDS determination and use of muzzle velocity data.**
- a. **M94 and MCA calibration.** AFATDS supports the use of the M94 chronograph coupled with the MCA. The MCA is connected to the GDU communications by assembling the device between the SCA and CA of one of the GDUs. AFATDS initializes the MCA with ammunition data and transmits requests to calibrate. The MCA queries the M94s and returns the MVV data to AFATDS. See Procedure MR1. Conduct Calibration and Determine MVV Using the M94 and MCA.
 - b. **M94 calibration.** The M94 chronograph can be used independently of the MCA. In this case, the gun section initializes the M94 allowing projectile weight and propellant temperature to default to standard values. The MV measured for each round is recorded and the reported to the FDC where the correction for non-standard conditions is accomplished to compute the MVV. The AFATDS allows entry of projectile weight, compensates for additional fuze weight and average propellant temperature measured during the calibration.
 - c. **Application of MVV data.** MVV data is applied during the computation of firing data based on the following rules.
- Check #1. Is the MVV for the weapon assigned to the fire mission?**
- If yes, go to check #2.
 - If no, do not apply the MVV.
- Check #2. Does the calibrated projectile family match the mission projectile family?**
- If yes, go to check #3.
 - If no, do not apply the MVV.
- Check #3. Does calibrated propellant lot match the mission propellant lot?**
- If no, do not apply MVV.
 - If yes, is the calibrated charge one increment higher?
 - If yes, go to check #4.
 - If no, is the calibrated charge one increment lower?
 - If yes, go to check #4.
 - If no, is the calibrated charge two increments higher?
 - If yes, go to check #4.
 - If no, is the calibrated charge two increments lower?
 - If yes, go to check #4.

- If no, is the calibrated charge three increments higher?
 - If yes, go to check #4.
- If no, is the calibrated charge three increments lower?
 - If yes, go to check #4.
 - If no, do not apply the MVV?

Check #4. Is the calibrated charge a restricted charge?

- If no, apply the MVV.
- If yes, does the fire mission charge match the calibrated charge?
 - If yes, apply the MVV.
 - If no, do not apply the MVV.

6. AFATDS meteorological message processing.

- a. Other AFATDS distribute meteorological messages to units stored in their databases based on the entry in the stored units' MET Unit ID field found in the units' General Data file. This field is not transmitted with unit data. Thus the distribution has to be setup by the distribution unit.
 - 1) For example, the battalion FDC is supported by MET 01 and has three battery FDCs, A, B and C. The battalion FDO directs that met messages received from MET 01 are transmitted to each of the batteries. The battalion AFATDS operator displays the unit data for each of the batteries and enters MET 01 in each battery's MET Unit ID field. (The battery AFATDS operators do not enter the MET Unit ID field because this data is not transmitted by AFATDS when unit data is sent.)
 - 2) When a met message is received at the battalion FDC from MET 01, the battalion AFATDS automatically retransmits the met message to all stations with MET 01 in their MET Unit ID field.
- b. When the met message is entered, AFATDS does not check for drastic differences in wind speed and direction from line to line nor for the same pressure on the ID line. These checks were designed to locate errors introduced in the manual plotting and encoding of the met. Electronic measurement of the met has eliminated these as checks. MMS, in fact, uses two different measurements for ID line and surface pressure, invalidating that check.

7. Registration.

When the isolation of non-standard conditions by measurement is impossible the five requirements for accurate predicted fires cannot be met. The FDO may decide to conduct a registration.

- a. Registration allows the correction for all unaccounted-for non-standard conditions. These corrections are called *total corrections*. In the traditional sense, total corrections are determined by comparing the should-hit data (under standard conditions) to the did-hit data (data observed to hit the target under the prevailing, non-standard conditions). AFATDS modifies this traditional approach by applying corrections by applying correction for all non-standard conditions accounted for in its database to the should-hit data.
- b. Registration corrections account for non-standard conditions that prevailed at the time of the registration. As time passes and weather changes these conditions change. This change renders the registration correction invalid unless the effects of changing non-standard conditions can be isolated. To correctly determine registration corrections and the effects of non-standard conditions as they change over time, the "five steps to improved firing data" are applied.
- c. FIVE STEPS TO IMPROVED FIRING DATA.
 - 1) Registration involves the following three steps:
 - a) Rounds burst at a point of known location. One of the two types of registration (precision or high burst/mean point of impact) is fired.
 - b) Determine should-hit and did-hit data. The data that was fired to cause the rounds to impact at the point of known location (adjusted or did hit data {DHD}) is compared to the data the fire control equipment (TFT) predicted would hit the target (should hit data {SHD}).
 - c) Determine Total Corrections (Registration Corrections). Total corrections are determined by comparing should-hit and did-hit data (Total Corrections = DHD – SHD). These are applied to firing data to achieve first round fire for effect. Total corrections are the sum of met correction and position constants.

- 1) Met corrections are corrections for all measurable non-standard conditions that can be accounted for.
 - 2) Position constants are all non-standard conditions that are difficult to identify, relatively small in magnitude and remain relatively constant.
 - d) Isolate Position Constants. The fourth step is to isolate position constants. The unit must account for the nonstandard conditions in effect while the registration was being fired. These are used to isolate the position constants by performing the concurrent met technique ($TOTAL\ CORR - MET\ CORR = POS\ CONST$).
 - e) Determined New Total Corrections. As time passes, the weather changes and corrections determined through registration begin to degrade. The FDC is faced with either firing another registration or, preferably, applying met techniques mentioned above. New MET corrections are computed based on new measurement of the atmosphere and added to the old POSITION CONSTANTS to determine new TOTAL corrections that are valid under the new conditions that prevail ($New\ Met\ Corr + Pos\ Const = New\ Total\ Correction$).
- d. THE FIVE STEPS TO IMPROVED FIRING DATA IN PRACTICE.
- 1) Met + VE solutions. The preferred gunnery solution utilizes the MET+VE technique. MET+VE eliminates the need to register by measuring all non-standard conditions. These measurements are entered into the AFATDS database. AFATDS determines and applies corrections to firing data for these conditions. Registration is not required if:
 - a) Correct projectile weights and propellant temperatures are stored.
 - b) MVV data has been determined and stored for the ammunition and weapons.
 - c) Valid, concurrent meteorological data is stored.
 - d) Accurate position and target area survey exists.If these requirements are met, AFATDS computes accurate firing data. As non-standard conditions change, the gunnery solution becomes less accurate. The FDC must ensure that those conditions are accounted for on an ongoing basis. The elements most changeable over periods of hours are propellant temperature and weather. Ongoing reporting of propellant temperature by the gun sections allows this variable to be changed in AFATDS. Periodic computer meteorological messages received from a local met station answers the second requirement.
 - 2) Registration and Concurrent MET procedure. If sufficient aspects of non-standard conditions cannot be measured, accuracy may be degraded to the point that the FDC can only account for these factors by corrections determined by firing. AFATDS supports precision and HB/MPI registration. Unlike manual methods that initiate the registration by firing standard conditions data, AFATDS computes the firing data for the registration accounting for all known non-standard conditions. However, AFATDS does not apply registration corrections previously determined to a new registration. The corrections determined at the end of the registration correct all unaccounted for errors in the AFATDS database. In manual gunnery terms, these corrections are similar to the positions constants derived from a concurrent met computation. Two situations arise during registration.
 - a) Registration conducted with a valid computer meteorological message and accurate database. If the registration is conducted with all measurable non-standard conditions accounted for in the database, concurrent met procedures are automatically carried out by AFATDS (Figure 7-2). The AFATDS registration correction compensates primarily for error in measurement of non-standard conditions. As time passes and non-standard conditions change, this portion of the correction varies but the registration correction remains the same.
 - b) Registration conducted with less than all measurable non-standard conditions accounted for in the database. When all non-standard conditions cannot be quantified, registration corrections still provide accuracy in the determination of firing data. However, as time passes and non-standard conditions change, the registration corrections become invalid. The FDC is left with two choices.

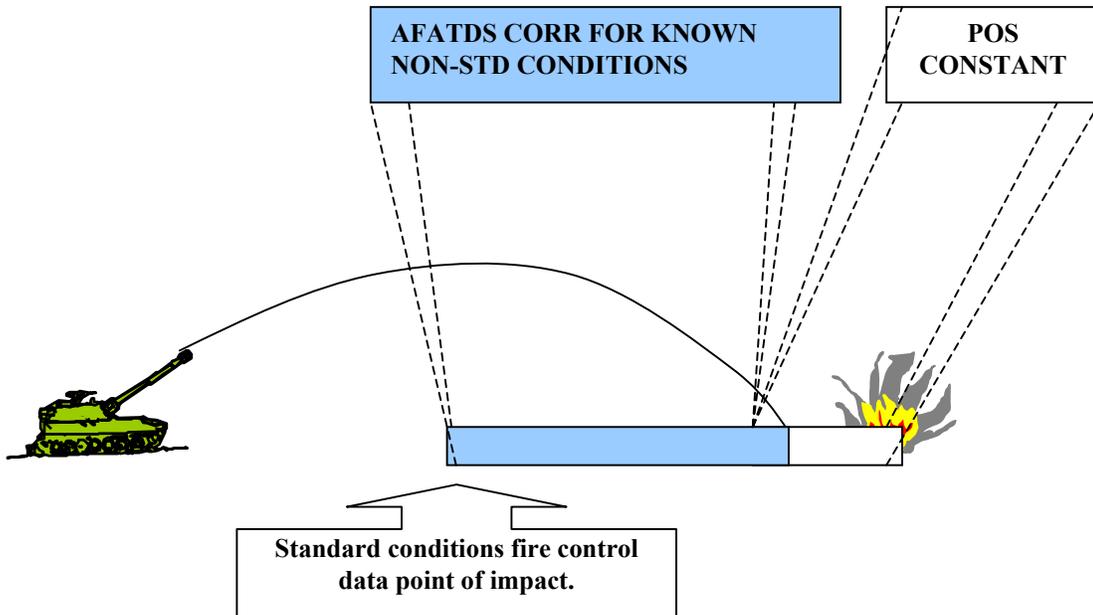


Figure 6-2.

- i. Conduct new registrations to determine corrections for the new prevailing conditions. This action is required because the position constant has not been isolated. For example, in figure 6-3, the correction for weather and MVV, as well as that quantity of correction determined in the registration and not able to be attributed to any measurable effect are all part of the registration correction.

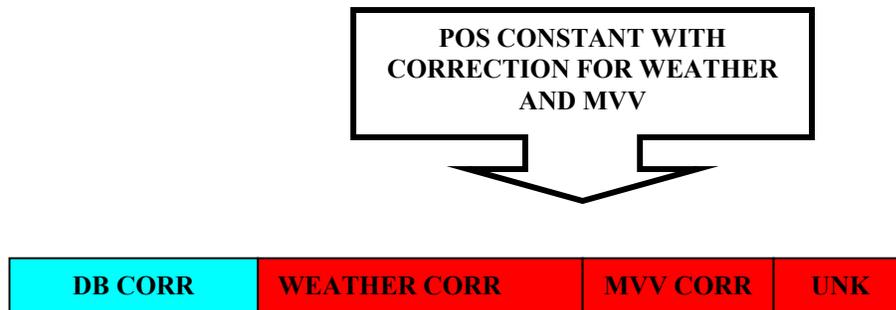


Figure 6-3.

- ii. Acquire measurements of the non-standard conditions that prevailed at the time of the registration. These measurements are usually computer meteorological message measured during or close to the time of the registration and MVV data for the ammunition registered. When these measurements are made and the data stored in AFATDS, the registration is recomputed. The result is to reduce the registration correction to a true position constant composed of correction for errors that cannot be attributed to any specific cause. Figure 6-4 reflects the condition of the registration correction from figure 6-3 after concurrent met procedure has been carried out.

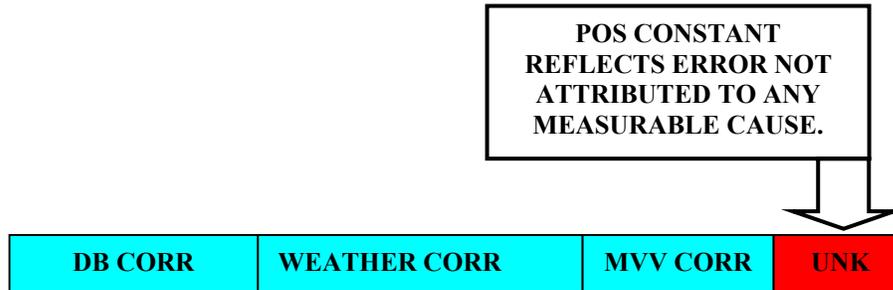


Figure 6-4.

- 3) Subsequent MET procedure. After isolation of the position constant, subsequent meteorological messages are entered and made current at AFATDS. These met messages automatically contribute to the database correction. The position correction, in the form of AFATDS registration correction, is applied to compute new firing data for each mission.
- e. AFATDS APPLICATION OF REGISTRATION CORRECTIONS. AFATDS will apply the registration corrections based on a preferential matching. The parameters used are the following.
 - Check #1: Does the angle of fire of the registration match that for the fire mission?**
 - If no, do not apply the registration correction.
 - If yes, go to check #2.
 - Check #2: Does the met type (standard or current) match the met type in use for the mission?**
 - If no, do not apply the registration correction.
 - If yes, is the met type standard for both registration and mission?
 - If yes, go to check #3.
 - If no, is the met message DTG within four hours of the current time?
 - If no, do not apply the registration.
 - If yes, is the current DTG within the time span defined by the met message DTG plus the met message duration?
 - If no, do not apply the registration.
 - If yes, go to check #3.
 - Check #3: Does the registration projectile lot match the mission projectile?**
 - If yes, go to check #4.
 - If no, does the registration projectile family match the mission projectile family⁹?
 - If no, do not apply the registration correction.
 - If yes, go to check #4.
 - Check #4: Does the registration propellant lot match the fire mission lot?**
 - If yes, go to check #5.
 - If no, does the registration propellant model match the mission propellant model?
 - If yes, go to check #5.
 - If no, do not apply registration.
 - Check #5: Does the registered charge match the fire mission charge?**
 - If yes, go to check #6.
 - If no, is the registered charge one increment higher?
 - If yes, go to check #6.
 - If no, is the registered charge one increment lower?
 - If yes, go to check #6.
 - If no, is the registered charge two increments higher?
 - If yes, go to check #6.

⁹ 155mm HE M107 registration corrections may be applied to DPICM M483A1 firing data if DPICM registration data is not available. 105mm HE M1 corrections, however, are not applied to DPICM M916 firing data.

- If no, is the registered charge two increments lower?
 - If yes, go to check #6.
- If no, is the registered charge three increments higher?
 - If yes, go to check #6.
- If no, is the registered charge three increments lower?
 - If yes, go to check #6.
 - If no, do not apply the registration correction?

Check #6: Is standard met in use for both the registration and the fire mission?

- If no, **apply the registration correction.**
- If yes, is the distance between the registered piece (at the time of registration) and the gun location for the mission within 2000 meters?
 - If no, do not apply the registration.
 - If yes, is the difference in altitude between the registration point and target within 1000 meters?
 - If no, do not apply the registration.
 - If yes, is the registration range and the fire mission range within 2000 meters?
 - If no, do not apply the registration.
 - If yes, is the registration direction of fire within 500 mils of the mission direction of fire?
 - If no, do not apply the registration correction.
 - If yes, **apply the registration correction.**

Section II. Accounting For Non-Standard Conditions.

MR1. Conduct Calibration and Determine MVV using M94 and MCA.

Related 13D Task: Compute Muzzle Velocity Information 061-280-5006

Related 13D Task: Process Muzzle Velocity Information Using AFATDS 061-300-5072

Conditions: Given an AFATDS workstation that is powered, with AFATDS started, activated and with the current situation displayed and communications with a gun equipped with operating GDU, MCA and M94 chronograph...

Objective: Conduct calibration.

Additional Information: The Muzzle Velocity Communications Adapter (MCA) acts as an interface between AFATDS and the M94 Chronograph at each gun. The MCA is attached to the GDU at one of the guns. It receives ammunition data from AFATDS and passes this information to the M94. The MCA automatically conducts calibration in an ongoing fashion.

1. When fire commands are transmitted to the GDUs and the number of rounds to fire for effect is equal to or greater than the number of rounds specified in the unit's **Detailed Data, Min Rounds per MVV**, a request is automatically transmitted to the MCA to collect MVV data for this mission.
2. At the end of the mission, the MVV data is retrieved from the M94s and transmitted to AFATDS as an MVV.
3. AFATDS automatically stores the MVV data for the weapons reported. No alerts are posted at the AFATDS to indicate this has occurred.

Procedure MR1: Conduct Calibration and Determine MVV using the M94 and MCA.		
Step	Action	Result/Explanation
1.	On the Current menu bar, click Unit, Edit this Unit.	The Unit ID window displays with Basic Data.
2.	Click the Detailed Data file.	Detailed data is displayed in the Unit ID window.

Procedure MR1: Conduct Calibration and Determine MVV using the M94 and MCA.		
Step	Action	Result/Explanation
3.	Click the Min Rnds per MVV field and type the minimum desired number of rounds for a calibration.	Enter the number of rounds that must be measured to ensure a valid calibration. This value is based on the Assurance of Validity Tables (Table 6-1).
4.	Click OK .	The Unit ID window closes and the data is stored.
5.	On the Current menu bar, click the GDU Weapon Status icon.	The Weapon Status GDU window displays.
6.	Click the Init MCA button.	Ammunition data for all weapons is transmitted to the MCA .
7.	Click the Close button.	
<p>Conduct Calibration: Calibration becomes an ongoing process at this point. Reduction of chronograph measured velocity to MVV under standard conditions of propellant temperature and projectile weight occurs at the M94. If guns do not respond with a MVV data, a medium level alert posts “MVV data for weapon (gun number) of unit (Unit ID) received an MCA Comm Failure. Information being purged.” Only incomplete data for the failed weapon and any remaining requests are purged. Any reporting weapons’ data are stored.</p>		

Table 6-1. Assurance of Validity Table						
Number of Rounds Fired	1	2	3	4	5	6
Probability Mean is Within 1 PE	50%	66%	76%	82%	87%	90%
Probability Mean is Within 2 PE	82%	94%	99%	99%	99%	99%

MR2. Conduct Calibration and Determine MVV using M94 without MCA.

Related 13D Task: Compute Muzzle Velocity Information 061-280-5006

Related 13D Task: Process Muzzle Velocity Information Using AFATDS 061-300-5072

Conditions: Given an AFATDS workstation this is powered, with AFATDS started, activated and with the current situation displayed and communications with a gun equipped with operating GDU and M94 chronograph...

Objective: Conduct calibration.

Additional Information: If the MCA is not used to digitally transmit MV data to AFATDS, this data can be recorded at the M94 chronograph and manually entered at AFATDS. This procedure describes that procedure. The following rules apply:

1. This procedure assumes measured MV data is corrected for projectile weight and propellant temperature at AFATDS. The gun section allows the M94 chronograph to default projectile weight to standard weight and propellant temperature to default to 70.0°F.
2. The AFATDS MVV calculator allows a correction to be applied for the number of equivalent full charges (EFC) fired from the calibrating piece. During the calculation of MVV that will be stored and used to compute firing data, the EFC entry should always be set to the number of EFC rounds that have been fired by the tube. FDC can get this data from the weapon’s logbook entry. Weapon Record Data, (DA Form 2408-4 or NAVMC 10558A).

Procedure MR2: Conduct Calibration and Determine MVV using the M94.		
Step	Action	Result/Explanation
1.	On the Current menu bar, click Unit, Edit this Unit .	The Unit ID window displays with Basic Data .
2.	Click the MVV Data file.	MVV data is displayed for the first gun in the unit in the Unit ID window.
3.	Click the Weapon Number field and select them gun for which MV was measured.	MVV data for that gun is displayed.
4.	Click the MVV Calculator button.	The MVV Calculator window displays.
5.	The following data must be entered:	
a.	Select Projectile Model	Select the nomenclature of the projectile calibrated.
b.	Type the Projectile Wt	Enter the projectile weight to the nearest 0.1 pounds. This value is used to correct the MV reported to the equivalent at standard projectile weight.
c.	Select the Propellant Model	Select the nomenclature of the propellant calibrated.
d.	Select the Propellant Lot	Select the lettered propellant lot. This lot need not be stored in the units ammunition inventory.
e.	Select the Propellant Charge	Select the charge number calibrated.
f.	Type the Powder Temperature	Type the propellant temperature reported during the calibration. This value is used to correct the MV reported to the equivalent at 70°F propellant temp.
g.	Select the Fuze Model	Select the fuze fired during calibration. Fuze model allows AFATDS to compensate for weight during the MVV calculation.
h.	Type the measured MVV in the MV column for each round fired.	Enter the MV to the nearest 0.1 m/s.
6.	When all rounds' MV have been entered, click the Compute button.	The change in MV from standard MV is calculated and displayed in the Calculated MVV (m/s) field.
If the number of measured MVs entered is less than that required for calibration (as indicated in the unit's Detailed folder Min Rnds per MVV) a Continue? window displays prompting "You have not entered the minimum recommended number of MV values (# or more). Would you like to continue?" Selecting Yes proceeds to step 7 below. Selecting No displays the MVV Calculator for additional entries.		
7.	Click the Store button.	The MVV Calculator window closes and the Unit ID window displays with the MVV stored.
8.	Click OK to store the MVV and close the Unit ID window or Apply to store the MVV and leave the Unit ID window open.	

MR3. Enter a Computer Meteorological Message.

Related 13D Task: No Related 13D Task

Related 13D Task: Input Met Data 061-300-5146

Conditions: Given an AFATDS workstation this is powered, with AFATDS started, activated and with the current situation ...

Objective: Enter a computer meteorological message.

Additional Information: AFATDS uses a current computer meteorological message for the computation of firing data. The preferred method of met message entry is reception via digital communications (see Procedure MR4. Receive A Computer Meteorological Message). When digital communications are not possible, the met message can be received by voice communications and manually entered into AFATDS.

Procedure MR3: Enter a Computer Meteorological Message.		
Step	Action	Result/Explanation
1.	On the Current menu bar, click Met, View CM .	The View CM MET window displays with the current met message data.
2.	Click the Name field and type a unique name for the met message.	Multiple met messages can be stored. A unique name assists the operator in identifying the met message.
3.	Type the beginning of the period of validity in the Valid from: field.	The DTG is entered in the form DDHHMMZMONYY where DD is the date, HH is the hours, MM is minutes past the hour, Z is the time zone, MON is the month and YY is the year.
4.	Type the end of the period of validity in the Valid to: field.	The DTG is entered in the form DDHHMMZMONYY where DD is the date, HH is the hours, MM is minutes past the hour, Z is the time zone, MON is the month and YY is the year.
5.	Type the latitude of the Met station in the Latitude field.	The latitude is entered in tenths of degrees. For example, 34.5° is entered as 345. Location of the latitude in the North or South hemisphere is determined by the entry in Global Octant .
6.	Type the longitude of the Met station in the Longitude field.	If the longitude is greater than 100, 100 is subtracted to encode. The remaining value is entered in tenths of degrees. For example, 128.7° is entered as 287. Location of the latitude in the East or West hemisphere is determined by the entry in Global Octant .
7.	Type the altitude of the Met station in the Altitude field.	The altitude is entered in tens of meters. For example, a met station altitude of 640 meters is entered as 064.
<p><i>NOTE: Correct entry of met station altitude is crucial to the computation of safe and accurate firing data. AFATDS compares the met station and battery altitudes and adjusts the meteorological data to the altitude of the battery. Gross errors in height result in errors in correction computed for non-standard atmospheric conditions.</i></p>		
8.	Type the MDP pressure in the Atmospheric Pressure field.	Pressure is entered in millibars. If the pressure exceeds 1000 millibars, only the last three digits are entered.
9.	Click the Global Octant field and select the appropriate octant in which the met station is located.	Octant further defines the Lat/Long location of the Met station allowing for shorter encoding of met messages.
10.	For each line, enter the following	
a.	Wind Dir	Type the wind direction in tens of mils true azimuth. For example, an azimuth of 3210 is entered as 321.
b.	Wind Speed	Type the wind speed on knots.
c.	Air Temp	Type the air temp in tenths of degrees Kelvin. For example, a temperature of 270.9 degrees K is entered as 2709.

Procedure MR3: Enter a Computer Meteorological Message.		
Step	Action	Result/Explanation
d.	Air Press	Type the air pressure in millibars. Unlike the ID line pressure, all four digits may be entered for values over 1000.
11.	Repeat step 10 for each additional line of met. AFATDS will use standard atmosphere values for all lines for which no data is entered.	
12.	<i>To enable an alert an alert indicating met data validity is becoming suspect:</i>	This is an optional step.
a.	Click the Enable Alert button.	A check appears in the box.
b.	Click the Alert Hours field and type the number of hours before the end of the valid DTG the alert will appear.	
13.	Click the Make Current button.	The met data is stored and placed in use.
<p>The AFATDS operator should perform the following:</p> <p><i>If the new met message replaces a standard met in use and is not concurrent to registrations stored:</i> Delete any registrations conducted using the standard met.</p> <p><i>If the new met is concurrent to any registration stored:</i> Re-compute that registration correction. See Procedure MR11. Re-Compute Registration Corrections To Account For Errors In MV/MET/SURVEY.</p> <p><i>If the new met is a subsequent met, replacing an existing current met and all registration corrections stored were conducted with current met in use or were re-computed with met:</i> No additional action is required.</p>		

MR4. Receive a Computer Meteorological Message.

Related 13D Task: Configure Received Message Types 061-300-5010

Conditions: Given an AFATDS workstation this is powered, with AFATDS started, activated, with the current situation displayed and digital communications established ...

Objective: Receive a computer meteorological message.

Additional Information: Meteorological messages are received directly from an MMS or distributed by another AFATDS.

Procedure MR4: Receive a Computer Meteorological Message.			
Step	Station	Action	Result/Explanation
1	Met Station or Higher HQ AFATDS	Transmit the computer met message to the Btry/Plt FDC AFATDS.	
2.	Btry/Plt AFATDS	Receive the computer met message.	The MET icon on the AFATDS Current menu bar darkens and the counter increments.
<p>If a fire mission is currently active, the received computer met message should be left in the MET icon list until completion of the mission. This prevents a change to firing data and an unexpected change in point of impact during the course of the mission. For example, if an adjustment were being conducted and the new met was put into effect, the next round fired would incorporate the observer's correction as well as a change in meteorological correction applied to the firing data. This may change the point of impact.</p>			
3.	Btry/Plt AFATDS	Click the MET icon.	The CM MET Received window displays for review. The AFATDS operator can examine, but not edit, the met message.
a.		Click the Name field and type a name for the met message.	

Procedure MR4: Receive a Computer Meteorological Message.			
Step	Station	Action	Result/Explanation
b.		Click the Make Current button.	The computer met message is stored and put into use as the current met. The met message previously stored as current is renamed Previous Current . If met message distribution is established (see procedure MR3 above), the METCM is transmitted to the howitzers.
<p>The AFATDS operator should perform the following:</p> <p><i>If the new met message replaces a standard met in use and is not concurrent to registrations stored:</i> Delete any registrations conducted using the standard met.</p> <p><i>If the new met is concurrent to any registration stored:</i> Re-compute that registration correction. See Procedure MR10, Re-Compute Registration Corrections To Account For Errors In MV/MET/SURVEY.</p> <p><i>If the new met is a subsequent met, replacing an existing current met and all registration corrections stored were computed with current met in use or were re-computed with met:</i> No additional action is required.</p>			

MR5. Conduct A Precision Registration.

Related 13D Task: No Related 13D Task

Conditions: Given an AFATDS workstation this is powered, with AFATDS started, activated and with the current situation displayed ...

Objective: Conduct a precision registration.

Additional Information:

1. OBJECTIVE OF PRECISION REGISTRATION: The objectives of the precision registration are divided between the forward observer and the FDC.
 - a) The observer has two objectives.
 - 1) OBJECTIVE OF IMPACT PHASE (PREC REG): The objective of the impact phase of a precision registration is to establish spottings of two overs and two shorts along the observer-target (OT) line from rounds fired with the same data or from rounds fired with data 25 meters apart or 50 meters apart when probable error in range (PER) is greater than or equal to 25 meters.
 - 2) OBJECTIVE OF THE TIME PHASE (PREC REG): The objective of the time phase of the precision registration is to correct the mean height of burst of four rounds fired with the same data to 20 meters above the target point.
 - b) FIRE DIRECTION CENTER'S OBJECTIVE (PREC REG): The FDC'S objective in a precision registration is to determine Total Corrections, (Total Range, Deflection, and Fuze). With the Registration Corrections properly applied, it is possible to fire for effect without an adjustment phase on accurately located targets within transfer limits.
2. Advantages of the precision registration.
 - a) Only a single observer is required.
 - b) The observer does not require additional instruments to measure very accurate direction and vertical angle.
 - c) A surveyed observation point is not required.
3. Disadvantages of the precision registration are:

MX-25-433X
Job Aids – Cannon (GDU)

- a) Eight rounds are required¹⁰ to bracket and determine the HOB. This are in addition to those fired in adjustment.
- b) A registration point on common survey with the battery is required.

Procedure MR5: Conduct a Precision Registration.			
Step	Station	Action	Result/Explanation
1	FDO	Issues fire order to FDC.	
2.	Btry/Plt AFATDS	Complete the Initiate Fire Mission window.	
a.		Click Mission Processing, Initiate Fire Mission.	The Initiate Fire Mission window displays.
b.		Click the Mission Type button and select and select Precision Registration or Precision Quick and Time Registration.	Select Precision Registration if only the impact phase of the registration will be fired.
c.		Click the Observer field and select the Unit ID of the observer.	The observer Unit ID appears in the field.
e.		Enter the Location.	
1)		To enter the registration point grid:	Type the registration point grid and altitude in the location field. <i>Go to step e.</i>
2)		To enter a known point as the registration point:	
a)		Click the Shift tab.	Shift data displays.
b)		Click the button to the left of Known Point Number.	The Known Point Number field becomes active.
c)		Type the known point number in the Known Point Number field.	
d)		Click the Apply button.	The IFM tab redisplay with the grid and altitude of the known point in the Location field.
e)		Click the Munitions tab.	The Initiate Fire Mission window displays munitions data.
f)		Click the FFE#1 Shell and select the shell type issued in the fire order.	If the registration type selected was Precision Quick and Time Registration , the FFE#2 Shell displays the same selection.
g)		Click the FFE#1 Shell Model field and select the corresponding model.	If the registration type selected was Precision Quick and Time Registration , the FFE#2 Shell Model displays the same selection. <i>NOTE: All shell models of the selected category display. Ensure the model selected is appropriate for weapon and ammunition inventory.</i>
h)		Click the FFE#1 (Shell) Lot field and select the lot issued in the fire order.	If the registration type selected was Precision Quick and Time Registration , the FFE#2 Shell Lot displays the same selection.
i)		Click the FFE#1 Fuze field and select the fuze issued in the fire order for the impact phase..	The Model field activates.

¹⁰ It is possible, but improbable, that the impact phase bracket could be established with spottings of only 2 rounds. A spotting of “range correct” satisfies the requirement for both an over and a short spotting.

MX-25-433X
Job Aids – Cannon (GDU)

Procedure MR5: Conduct a Precision Registration.			
Step	Station	Action	Result/Explanation
j)		Click the FFE#1 (Fuze) Model field and select the corresponding model.	The Lot field becomes selectable.
k)		Click the FFE#1 (Fuze) Lot field and select the lot issued in the fire order.	All possible letters display. The lot selected must be one stored or the mission will not produce a solution when the Analyze Tgt button is selected.
		<i>If the registration type selected was Precision Registration</i> , go to step o. <i>If the registration type selected was Precision Quick and time Registration</i> , go to step l.	
l)		Click the FFE#2 Fuze field and select the fuze issued in the fire order for the time phase.	The Model field activates.
m)		Click the FFE#2 (Fuze) Model field and select the corresponding model.	The Lot field becomes selectable.
n)		Click the FFE#2 (Fuze) Lot field and select the lot issued in the fire order.	All possible letters display. The lot selected must be one stored or the mission will not produce a solution when the Analyze Tgt button is selected.
o)		Click the Propellant Model and select the model issued in the fire order.	The Lot field becomes selectable.
p)		Click the (Propellant) Lot and select the lot issued in the fire order.	All possible letters display. The lot selected must be one stored or the mission will not produce a solution when the Analyze Tgt button is selected.
q)		Click the Charge field and select the charge issued in the fire order.	The charge displays.
r)		Click the More Mission Data tab.	
s)		Click the Fire Units Add button.	The Select Unit window displays with a list of all guns.
t)		Select the registering piece and click the OK button.	The unit ID of the registering piece displays in the list.
u)		Click Analyze Tgt .	The following occur:
v)		The Registration window displays with firing data, orienting data and probable error data. The registration mission MTO is automatically transmitted to the observer. <i>If digital communications with the observers:</i> go to step 3. <i>If voice communications with the observers:</i> go to step 2.	
2.	Btry/Plt AFATDS	Medium level failed communications alert displays for the observer.	Click OK but do not delete the alerts until the registration is completed.
a.		Compose and transmit voice MTO.	Establish voice communications with the observers. The MTO format is: <i>Register on (location), fuze quick (and time).</i>
3.	Observer	Report “Ready.”	The observer reports ready to observe.
4.	Btry/Plt AFATDS	Receive “Ready” from the observers:	

MX-25-433X
Job Aids – Cannon (GDU)

Procedure MR5: Conduct a Precision Registration.			
Step	Station	Action	Result/Explanation
a.		<i>If received digitally:</i>	The Ready to observe check box for the observer displays a check. The Send Fire Commands button activates.
b.		<i>If received voice:</i>	Click the Ready to observe check box for the reporting observer. The Send Fire Commands button activates.
<i>Note: If coordination is pending the Send Fire Commands button will not become available until the coordination has been resolved.</i>			
5.	Btry/Plt AFATDS	Click the Send Fire Commands button.	Fire commands are transmitted to the GDUs. If the MCA is attached and operating, a request to measure MV is also transmitted.
6.	Gun	Responds with “Shot”	The SHOT/RC button on the SCA is depressed to send shot
7.	AFATDS	Receives “Shot”	Weapon Status GDU window updates. Reception of shot starts a splash timer. 10 seconds prior to the expiration of the time of flight, AFATDS sends “Splash.”
		<i>If digital comm with observers:</i>	Automatically transmits “Shot” to the observer.
		<i>If voice comm with observers:</i>	Observer Weapon Status GDU window for “Shot” and announce to the observer. Splash must be manually determined and announced.
8.	Observer	Receive “Splash.”	Observer spots burst and determines spotting.
9.	Gun	Responds with “Rounds Complete”	The SHOT/RC button on the SCA is depressed to send “Rounds Complete.” This is necessary to allow the GDU to receive the next command.
10.	Observer	Transmit correction.	The observer converts spotting to correction and sends as a subsequent adjustment.
11.	Btry/Plt AFATDS	Receive correction.	
a.		<i>If received digitally:</i>	The Sensings Rnd 1 data appears displaying the aimpoint location based on the correction. <i>Go to step 12.</i>
b.		<i>If received voice:</i>	The correction is entered by the AFATDS operator using the following steps:
1)		Click the Enter Sensings... button.	The Adjust window displays.
2)		Click the Azimuth button and select Observer-Target	The Azimuth field becomes active.
3)		Type the OT direction in the Azimuth field.	The azimuth displays.
4)		<i>To enter a lateral shift:</i> click the Deviation Correction button and select the direction of the shift.	Default is None ; selections are Left and Right .
i.		Type the magnitude of the shift in the Deviation Correction field.	
5)		<i>To enter a range shift:</i> click the Range Correction button and select the direction of the shift.	Default is None ; selections are Add and Drop .

MX-25-433X
Job Aids – Cannon (GDU)

Procedure MR5: Conduct a Precision Registration.			
Step	Station	Action	Result/Explanation
i.		Type the magnitude of the shift in the Range Correction field.	
6)		<i>To change the volume of fire:</i> click the Registration Commands: field and select the correct volume of fire.	When the observer can achieve a spotting of over and short with a 25m (50m if PE _R is 38 or greater) correction, he changes the volume of fire. Applicable selections are: Registration 2 Round to fire two rounds at the same firing data, and Registration 1 Round to change the volume of fire to 1 round to complete the bracket.
6)		Click the Apply button.	The Sensings Rnd (#) data appears displaying the aimpoint location based on the correction.
7)		Click the Cancel button.	The Adjust window closes.
Repeat steps 5. Through 11. for each additional round fired in the impact phase.			
12.	<i>For a Precision Registration (no time phase):</i> go to step 13. <i>For a Precision Quick and Time Registration:</i> go to step 15.		
13.	Observer	Transmits refinement data.	The observer evaluates the bracket and determines a refinement correction that places the MPI on the registration point. This correction is transmitted to the FDC with a request to record as registration point and end the mission.
14.	Btry/Plt AFATDS	Receives refinement data.	The following occur: 1. The Sensings Rnd (#) data appears displaying the aimpoint location based on the correction. 2. The Record as Reg Point check box automatically displays a check. <i>Go to step 26.</i>
a.		<i>If received voice:</i>	
1)		Click the Enter Sensings... button.	The Adjust window displays.
2)		Click the Azimuth button and select Observer-Target	The Azimuth field becomes active.
3)		Type the OT direction in the Azimuth field.	The azimuth displays.
4)		<i>To enter a lateral refinement shift:</i> click the Deviation Correction button and select the direction of the shift.	Default is None ; selections are Left and Right .
i.		Type the magnitude of the shift in the Deviation Correction field.	
5)		<i>To enter a range refinement shift:</i> click the Range Correction button and select the direction of the shift.	Default is None ; selections are Add and Drop .
i.		Type the magnitude of the shift in the Range Correction field.	

MX-25-433X
Job Aids – Cannon (GDU)

Procedure MR5: Conduct a Precision Registration.			
Step	Station	Action	Result/Explanation
6)		Click the Registration Commands: field and select the Record as Registration Point .	
7)		Click the Apply button.	The Sensings Rnd (#) data appears displaying the aimpoint location based on the correction.
8)		Click the Cancel button.	The Adjust window closes. <i>Go to Step 26.</i>
15.	Observer	Transmits refinement data and requests fuze time.	The observer evaluates the bracket and determines a refinement correction that places the MPI on the registration point. This correction is transmitted to the FDC with a request to fire fuze time.
16	Btry/Plt AFATDS	Receives refinement data.	The following occur: 1. The Sensings Rnd (#) data appears displaying the aimpoint location based on the correction. 2. The Record as Reg Point check box automatically displays a check. 3. Fuze Time firing data is computed.
a.		<i>If received voice:</i>	
1)		Click the Enter Sensings... button.	The Adjust window displays.
2)		Click the Azimuth button and select Observer-Target	The Azimuth field becomes active.
3)		Type the OT direction in the Azimuth field.	The azimuth displays.
4)		<i>To enter a lateral refinement shift:</i> click the Deviation Correction button and select the direction of the shift.	Default is None ; selections are Left and Right .
i.		Type the magnitude of the shift in the Deviation Correction field.	
5)		<i>To enter a range refinement shift:</i> click the Range Correction button and select the direction of the shift.	Default is None ; selections are Add and Drop .
i.		Type the magnitude of the shift in the Range Correction field.	
6)		Click the Registration Commands: field and select the Record as Registration Point .	
7)		Click the Time Repeat check box.	
8)		Click the Apply button.	The Sensings Rnd (#) data appears displaying the aimpoint location based on the correction.
9)		Click the Cancel button.	The Adjust window closes.
17.	Btry/Plt AFATDS	Click the Send Fire Commands button.	Fire commands are transmitted to the GDUs. If the MCA is attached and operating, a request to measure MV is also transmitted.

MX-25-433X
Job Aids – Cannon (GDU)

Procedure MR5: Conduct a Precision Registration.			
Step	Station	Action	Result/Explanation
18.	Gun	Responds with “Shot”	The SHOT/RC button on the SCA is depressed to send shot
19.	AFATDS	Receives “Shot”	Weapon Status GDU window updates. Reception of shot starts a splash timer. 10 seconds prior to the expiration of the time of flight, AFATDS sends “Splash.”
a.		<i>If digital comm with observers:</i>	Automatically transmits “Shot” to the observer.
b.		<i>If voice comm with observers:</i>	Observer Weapon Status GDU window for “Shot” and announce to the observer. Splash must be manually determined and announced.
20.	Observer	Receive “Splash.”	Observer spots burst and determines spotting.
21.	Gun	Responds with “Rounds Complete”	The SHOT/RC button on the SCA is depressed to send “Rounds Complete.” This is necessary to allow the GDU to receive the next command.
22.	Observer	Transmit correction.	The observer converts spotting to correction and sends as a subsequent adjustment.
23.	Btry/Plt AFATDS	Receive correction.	
a.		<i>If received digitally:</i>	The Sensings Rnd (#) data appears displaying the aimpoint location based on the correction.
b.		<i>If received voice:</i>	The correction is entered by the AFATDS operator using the following steps:
1)		Click the Enter Sensings... button.	The Adjust window displays.
2)		Click the Azimuth button and select Observer-Target	The Azimuth field becomes active.
3)		Type the OT direction in the Azimuth field.	The azimuth displays.
4)		<i>To enter an HOB correction:</i> click the HOB Correction button and select the direction of the shift.	Default is None ; selections are Up and Down .
i.		Type the magnitude of the shift in the Deviation Correction field.	
5)		<i>To change the volume of fire:</i> click the Registration Commands: field and select the correct volume of fire.	When the observer spots an air burst, he requests “3 rounds repeat.” Applicable selections are: Registration 3 Round to fire three rounds at the same firing data.
24.	Observer	Transmit refinement.	The observer evaluates the time spottings. He determines refinement to adjust the HOB to 20m and requests to record as time registration point.
25.	Btry/Plt AFATDS	Receives refinement data.	The following occur: 1. The Sensings Rnd (#) data appears displaying the aimpoint location based on the correction. 2. The Record as Time Reg Point check box automatically displays a check. 3. Fuze Time firing data is computed.
a.		<i>If received voice:</i>	

Procedure MR5: Conduct a Precision Registration.			
Step	Station	Action	Result/Explanation
1)		Click the Enter Sensings... button.	The Adjust window displays.
2)		Click the Azimuth button and select Observer-Target	The Azimuth field becomes active.
3)		Type the OT direction in the Azimuth field.	The azimuth displays.
4)		<i>To enter a HOB refinement shift:</i> click the HOB Correction button and select the direction of the shift.	Default is None ; selections are Left and Right .
i.		Type the magnitude of the shift in the HOB Correction field.	
5)		Click the Registration Commands: field and select the Record as Time Registration Point .	
6)		Click the Apply button.	The Sensings Rnd (#) data appears displaying the aimpoint location based on the correction.
7)		Click the Cancel button.	The Adjust window closes.
26.	Btry/Plt AFATDS	Click the Compute Corrections button.	Registration Correction is computed and displayed in the Corrections section of the Registration Information window.
27.	Btry/Plt AFATDS	Click the Store Corrections button.	Registration corrections are stored in the unit's data.
28.	Btry/Plt AFATDS	Click the End Of Mission button.	End of mission is transmitted to the GDUs.

MR6. Conduct A Visual High Burst/Mean Point of Impact (HB/MPI) Registration.

Related 13D Task: Process HB/MPI Registration Using AFATDS 061-300-5077

Conditions: Given an AFATDS workstation this is powered, with AFATDS started, activated and with the current situation ...

Objective: Conduct a visually observed high burst or mean point of impact registration.

Additional Information: The HB/MPI registration offers an alternative to precision registration. Two observers will report directions and vertical angle to a group of rounds fired at the same data. The data fired becomes the "did hit data". Using the reported directions and vertical angle from the observers, the AFATDS determines the location of the mean point of impact and is then able to determine should-hit data and total corrections. The HB/MPI registration has a number of advantages over the precision registration:

1. Advantages.
 - a) Only six usable rounds are required (less than six rounds constitute an abbreviated registration).
 - b) Because all six rounds are used in the determination of the mean burst location, the assurance of validity is greater.
 - c) An accurately located, well-defined registration point is not required.
 - d) The HB registration is easier to observe at night without illumination.
 - e) Has the potential for greater accuracy since measurement is made with an instrument vice visual estimation in precision registration.
2. Disadvantages. The disadvantages of the HB/MPI registration are:

- a) Requires two surveyed observers.
- b) Each observer must be able to accurately measure direction and vertical angle.

Procedure MR6: Conduct a Visual Observed High Burst/Mean Point of Impact registration.			
Step	Station	Action	Result/Explanation
1	FDO	Issues fire order to FDC.	The location and altitude of the orienting point must be selected to allow line-of-site from the observers. The apex angle between the lines-of-site at the orienting point should be at least 150 mils and preferably 300 mils.
2.	Btry/Plt AFATDS	<i>Complete the Initiate Fire Mission window.</i>	
a.		Click Mission Processing, Initiate Fire Mission.	The Initiate Fire Mission window displays.
b.		Click the Mission Type button and select and select HB Registration or MPI Registration.	The selection causes the Observer 2: field to activate.
c.		Click the Observer field and select the Unit ID of the observer who will measure the VA.	The observer Unit ID appears in the field.
d.		Click the Observer 2 field and select the Unit ID of the observer who will measure only azimuth.	The observer Unit ID appears in the field.
e.		Enter the Location.	Type the grid and altitude of the orienting point in the location field.
f.		Click the Munitions tab.	The Initiate Fire Mission window displays munitions data.
g.		Click the FFE#1 Shell and select the shell type issued in the fire order.	The Shell Model field displays.
h.		Click the FFE#1 Shell Model field and select the corresponding model.	All shell models of the selected category display. Ensure the model selected is appropriate for weapon and ammunition inventory.
i.		Click the FFE#1 (Shell) Lot field and select the lot issued in the fire order.	The lot may be selected or typed in the space. All possible letters display. The lot selected must be one stored or the mission will not produce a solution when the Analyze Tgt button is selected.
j.		Click the FFE#1 Fuze field and select the fuze issued in the fire order.	The Model field activates.
k.		Click the FFE#1 (Fuze) Model field and select the corresponding model.	The Lot field becomes selectable.
l.		Click the (Fuze) Lot field and select the lot issued in the fire order.	All possible letters display. The lot selected must be one stored or the mission will not produce a solution when the Analyze Tgt button is selected.
m.		Click the Propellant Model and select the model issued in the fire order.	The Lot field becomes selectable.

MX-25-433X
Job Aids – Cannon (GDU)

Procedure MR6: Conduct a Visual Observed High Burst/Mean Point of Impact registration.			
Step	Station	Action	Result/Explanation
n.		Click the (Propellant) Lot and select the lot issued in the fire order.	All possible letters display. The lot selected must be one stored or the mission will not produce a solution when the Analyze Tgt button is selected.
o.		Click the Charge field and select the charge issued in the fire order.	The charge displays.
p.		Click the More Mission Data tab.	
q.		<i>For HB registration only:</i> Click the Height of Burst field and type the HOB issued in the fire order.	The height of burst displays.
r.		Click the Fire Unit Add button.	The Select Unit window displays with a list of all guns.
s.		Select the registering piece and click the OK button.	The registering piece Unit ID is added to the list.
t.		Click Analyze Tgt.	The following occur:
u.	The Registration window displays with firing data, orienting data and probable error data. The Orienting data is automatically transmitted to the two observers as MTOs.		
<i>If digital communications with the observers:</i> go to step 3.			
<i>If voice communications with the observers:</i> go to step 2.			
2.	Btry/Plt AFATDS	Medium level failed communications alerts display for both observers.	Click OK but do not delete the alerts until the registration is completed.
a.		Compose and transmit voice orienting data.	Establish voice communications with the observers. The MTO format is: Observe HB (MPI) Registration (01 call sign) direction: (Observer Orienting Data 1: Azimuth), vertical angle: (Observer Orienting Data 1: Va), measure the vertical angle. (02 call sign) direction: (Observer Orienting Data 2: Azimuth), vertical angle: (Observer Orienting Data 2: Va). Report when ready to observe.
3.	Observers	Report “Ready.”	Each observer orients to observe and reports ready.
4.	Btry/Plt AFATDS	Receive “Ready” from the observers:	
a.		<i>If received digitally:</i>	The Ready to observe check box for the reporting observer displays a check.
b.		<i>If received voice:</i>	Click the Ready to observe check box for the reporting observer.
c.		<i>When both observers have reported:</i>	The Send Fire Commands button activates.
Note: <i>If coordination is pending the Send Fire Commands button will not become available until the coordination has been resolved.</i>			
5.	Btry/Plt AFATDS	Click the Send Fire Commands button.	Fire commands are transmitted to the GDUs. If the MCA is attached and operating, a request to measure MV is also transmitted.

MX-25-433X
Job Aids – Cannon (GDU)

Procedure MR6: Conduct a Visual Observed High Burst/Mean Point of Impact registration.			
Step	Station	Action	Result/Explanation
6.	Gun	Responds with “Shot”	The SHOT/RC button on the SCA is depressed to send shot
7.	AFATDS	Receives “Shot”	Weapon Status GDU window updates. Reception of shot starts a splash timer. 10 seconds prior to the expiration of the time of flight, AFATDS sends “Splash.”
		<i>If digital comm with observers:</i>	Automatically transmits “Shot” to the observers.
		<i>If voice comm with observers:</i>	Observer Weapon Status GDU window for “Shot” and announce to observers. Splash must be manually determined and announced.
8.	Observers	Receive “Splash.”	Observers spot burst and measure azimuths and VA.
9.	Gun	Responds with “Rounds Complete”	The SHOT/RC button on the SCA is depressed to send “Rounds Complete.” This is necessary to allow the GDU to receive the next command.
10.	Observers	Transmit sensings.	01 observer sends azimuth and vertical angle; 02 observer sends azimuth.
11.	Btry/Plt AFATDS	Receive sensings.	
a.		<i>If received digitally:</i>	The Sensings Rnd 1 data appears displaying the azimuths and vertical angle and the computed grid and altitude of the burst.
b.		<i>If received voice:</i>	The sensings are entered by the AFATDS operator using the following steps:
1)		Click the Enter Sensings... button.	The Registration Sensings window displays.
2)		Click the button to the left of Azimuth/VA Data .	The Azimuth/VA Data section of the window becomes active.
3)		Click the Observer 1 VA: field and select the direction of the VA.	Default is None , selections are Up and Down .
4)		Type the magnitude of the VA in the Observer 1 VA: field.	
5)		Type the 01 direction in the Observer 1 Azimuth field.	
6)		Type the 02 direction in the Observer 2 Azimuth field.	
7)		Click the apply field.	The Sensings Rnd 1 data appears displaying the azimuths and vertical angle and the computed grid and altitude of the burst.
8)		Click the Cancel button.	The Registration Sensings window closes.
12.	Repeat steps 5. Through 11. for each additional round fired. When the number of rounds fired equals the number of rounds issued in the FDO’s fire order, proceed to step 13. . NOTE: When a new sensing is received, AFATDS automatically ‘checks’ the accept checkbox. AFATDS does not assess the viability of any sensings until the operator selects “comp corrections.”		
13	Btry/Plt AFATDS	Click the Comp Corrections button.	The mean burst location is computed and the plot of each round is compared to that location. The following may occur:
a.		<i>If one or more rounds plot beyond 4 PE from the MBL:</i>	The Bad Rounds window displays indicating “Round(s) # should be rejected.” Go to step 14.

Procedure MR6: Conduct a Visual Observed High Burst/Mean Point of Impact registration.			
Step	Station	Action	Result/Explanation
b.		<i>If all rounds are within 4 PE of the MBL:</i>	The Corrections section of the window displays registration corrections. Go to step 15.
14.	Btry/Plt AFATDS	Click OK .	The Bad Rounds window closes.
a.		<i>To compute the registration correction using only the good rounds:</i>	
1)		Click the Accept check box next to each rejected round.	The check is removed from the box.
2)		Click the Comp Corrections button.	The Corrections section of the window displays registration corrections. Go to step 15.
b.		<i>To fire additional rounds:</i>	
1)		Click the Accept check box next to each round recommended for rejection.	The check is removed from the box. This “deselects” the sensing per previous warning message.
2)		Repeat steps 5. Through 13. To fire the additional rounds. Operator must “comp corrections” again to consider additional sensings.	
15.	Btry/Plt AFATDS	Click the Store Corrections button.	Registration corrections are stored
16.	Btry/Plt AFATDS	Click the End Of Mission button.	End of mission is transmitted to the GDUs.
17.	Btry/Plt AFATDS	Transmit EOM to observers.	Construct a freetext message to inform the observers that the mission is complete. (or notify them by voice)

MR7. Conduct A Radar Observed High Burst/Mean Point of Impact Registration.

Related 13D Task: Process HB/MPI Registration Using AFATDS 061-300-5077

Conditions: Given an AFATDS workstation this is powered, with AFATDS started, activated and with the current situation ...

Objective: Conduct a radar registration.

Additional Information: A radar registration is observed by a Firefinder radar operating in the friendly fire mode. The registration is a form of HB/MPI registration in which the radar reports the actual location and altitude of each bursting round to AFATDS. To track the rounds, the radar requires orienting data, specifically, the maximum ordinate, quadrant elevation and time of flight. AFATDS transmits this data as an MTO to the radar.

Procedure MR7: Conduct a Radar Observed High Burst/Mean Point of Impact registration.			
Step	Station	Action	Result/Explanation
1	FDO	Issues fire order to FDC.	The location and altitude of the orienting point must be selected to allow electrical line-of-site from the radar.
2.	Btry/Plt AFATDS	<i>Complete the Initiate Fire Mission window.</i>	
a.		Click Mission Processing, Initiate Fire Mission .	The Initiate Fire Mission window displays.

MX-25-433X
Job Aids – Cannon (GDU)

Procedure MR7: Conduct a Radar Observed High Burst/Mean Point of Impact registration.			
Step	Station	Action	Result/Explanation
b.		Click the Mission Type button and select and select Radar HB Registration or Radar MPI Registration .	The selection causes AFATDS to create an MTO with radar orienting data.
c.		Click the Observer field and select the Unit ID of the radar.	The radar Unit ID appears in the field.
d.		Enter the Location .	Type the grid and altitude of the orienting point in the location field.
e.		Click the Munitions tab.	The Initiate Fire Mission window displays munitions data.
f.		Click the FFE#1 Shell and select the shell type issued in the fire order.	The Shell Model field displays.
g.		Click the FFE#1 Shell Model field and select the corresponding model.	All shell models of the selected category display. Ensure the model selected is appropriate for weapon and ammunition inventory.
h.		Click the FFE#1 (Shell) Lot field and select the lot issued in the fire order.	The lot may be selected or typed in the space. All possible letters display. The lot selected must be one stored or the mission will not produce a solution when the Analyze Tgt button is selected.
i.		Click the FFE#1 Fuze field and select the fuze issued in the fire order.	The Model field activates.
j.		Click the FFE#1 (Fuze) Model field and select the corresponding model.	The Lot field becomes selectable.
k.		Click the (Fuze) Lot field and select the lot issued in the fire order.	All possible letters display. The lot selected must be one stored or the mission will not produce a solution when the Analyze Tgt button is selected.
l.		Click the Propellant Model and select the model issued in the fire order.	The Lot field becomes selectable.
m.		Click the (Propellant) Lot and select the lot issued in the fire order.	All possible letters display. The lot selected must be one stored or the mission will not produce a solution when the Analyze Tgt button is selected.
n.		Click the Charge field and select the charge issued in the fire order.	The charge displays.
o.		Click the More Mission Data tab.	
q.		<i>For HB registration only:</i> Click the Height of Burst field and type the HOB issued in the fire order.	The height of burst displays.
r.		Click the Fire Unit Add button.	The Select Unit window displays with a list of all guns.
s.		Select the registering piece and click the OK button.	The registering piece Unit ID is added to the list.
t.		Click Analyze Tgt .	The following occur:

MX-25-433X
Job Aids – Cannon (GDU)

Procedure MR7: Conduct a Radar Observed High Burst/Mean Point of Impact registration.			
Step	Station	Action	Result/Explanation
u.	The Registration window displays with firing data, orienting data and probable error data. The Orienting data is automatically transmitted to the radar as an MTO.		
<i>If digital communications with the radar:</i> go to step 3. <i>If voice communications with the radar:</i> go to step 2.			
2.	Btry/Plt AFATDS	Medium level failed communications alert displays for the radar.	Click OK but do not delete the alerts until the registration is completed.
a.		Compose and transmit voice orienting data.	Establish voice communications with the observers. The MTO must contain: <i>Time of flight:</i> displayed in the Time of Flight field. <i>Max Ord:</i> must be determined from table G of the appropriate TFT. Entry argument is the Quadrant Elevation . <i>Quadrant Elevation:</i> displayed in the Quadrant Elevation field. Go to step 4.
3.	Radar	Receive MTO.	The radar receives an MTO with the following data in the message: Time of flight Max Ord Quadrant Elevation Radar Submode Control: <i>For an HB Reg:</i> Artillery Air Burst <i>For an MPI Reg:</i> Artillery Datum Plane
4.	Radar	Reports “Ready.”	
5.	Btry/Plt AFATDS	Receive “Ready” from the radar:	
a.		If received digitally:	The Ready to observe check box for the radar displays a check. The Send Fire Commands button activates.
b.		If received voice:	Click the Ready to observe check box for the radar. The Send Fire Commands button activates.
Note: <i>If coordination is pending the Send Fire Commands button will not become available until the coordination has been resolved.</i>			
6.	Btry/Plt AFATDS	Click the Send Fire Commands button.	Fire commands are transmitted to the GDUs. If the MCA is attached and operating, a request to measure MV is also transmitted.
7.	Gun	Responds with “Shot”	The SHOT/RC button on the SCA is depressed to send shot
8.	AFATDS	Receives “Shot”	Weapon Status GDU window updates. Shot reports are not transmitted to radars.
9.	Gun	Responds with “Rounds Complete”	The SHOT/RC button on the SCA is depressed to send “Rounds Complete.” This is necessary to allow the GDU to receive the next command.
10.	Radar	Transmit spotting.	The radar predicts the impact point and location and reports these.
11.	Btry/Plt AFATDS	Receive sensings.	
a.		If received digitally:	The Sensings Rnd 1 data appears displaying the grid and altitude of the burst.

Procedure MR7: Conduct a Radar Observed High Burst/Mean Point of Impact registration.			
Step	Station	Action	Result/Explanation
b.		<i>If received voice:</i>	The sensings are entered by the AFATDS operator using the following steps:
1)		Click the Enter Sensings... button.	The Registration Mission Information window displays.
2)		Click the Burst Location field and type the grid and altitude reported by the radar.	The location displays in the field.
3)		Click the apply field.	The Sensings Rnd 1 data appears displaying the grid and altitude of the burst.
4)		Click the Cancel button.	The Registration Sensings window displays.
12.	Repeat steps 6. through 11. for each additional round fired. When the number of rounds fired equals the number of rounds issued in the FDO's fire order, proceed to step 13. NOTE: When a new sensing is received, AFATDS automatically 'checks' the accept checkbox. AFATDS does not assess the viability of any sensings until the operator selects " comp corrections. "		
13	Btry/Plt AFATDS	Click the Comp Corrections button.	The mean burst location is computed and the plot of each round is compared to that location. The following may occur:
a.		<i>If one or more rounds plot beyond 4 PE from the MBL:</i>	The Bad Rounds window displays indicating " Round(s) # should be rejected. " Go to step 14.
b.		<i>If all rounds are within 4 PE of the MBL:</i>	The Corrections section of the window displays registration corrections. Go to step 15.
14.	Btry/Plt AFATDS	Click OK .	The Bad Rounds window closes.
a.		<i>To compute the registration correction using only the good rounds:</i>	
1)		Click the Accept check box next to each round recommended for rejection per previous warning message.	The check is removed from the box. This "deselects" the sensing.
2)		Click the Comp Corrections button.	The Corrections section of the window displays registration corrections. Go to step 15.
b.		<i>To fire additional rounds:</i>	
1)		Click the Accept check box next to each rejected round.	The check is removed from the box.
2)		Repeat steps 6. Through 13. To fire the additional rounds. Operator must "comp corrections" again to consider additional sensings.	
15.	Btry/Plt AFATDS	Click the Store Corrections button.	Registration corrections are stored
16.	Btry/Plt AFATDS	Click the End Of Mission button.	End of mission is transmitted to the GDUs.
17.	Btry/Plt AFATDS	Transmit EOM to the radar.	Construct a freetext message to inform the radar that the mission is complete (or notify by voice radio).

MR8. Conduct A Laser Observed Mean Point of Impact Registration.

Related 13D Task: Process HB/MPI Registration Using AFATDS 061-300-5077

Conditions: Given an AFATDS workstation this is powered, with AFATDS started, activated and with the current situation ...

Objective: Conduct a laser observed mean point of impact registration.

Additional Information: The laser observed MPI registration is very similar to a visually observed MPI. Using a laser allows a single observer to provide accurate lased data for the location of each burst, thus eliminating a need for a second observer. AFATDS uses the lased data to determine a location and altitude for each burst. These are averaged to determine the mean burst location. This technique is applied to graze burst projectiles due to the impracticality of lasing an air burst.

Procedure MR8: Conduct a Laser Observed Mean Point of Impact registration.			
Step	Station	Action	Result/Explanation
1	FDO	Issues fire order to FDC.	
2.	Btry/Plt AFATDS	<i>Complete the Initiate Fire Mission window.</i>	
a.		Click Mission Processing, Initiate Fire Mission.	The Initiate Fire Mission window displays.
b.		Click the Mission Type button and select and select Laser Registration.	
c.		Click the Observer field and select the Unit ID of the observer.	The observer Unit ID appears in the field.
d.		Enter the Location.	Type the grid and altitude of the orienting point in the location field.
e.		Click the Munitions tab.	The Initiate Fire Mission window displays munitions data.
f.		Click the FFE#1 Shell and select the shell type issued in the fire order.	The Shell Model field displays.
g.		Click the FFE#1 Shell Model field and select the corresponding model.	All shell models of the selected category display. Ensure the model selected is appropriate for weapon and ammunition inventory.
h.		Click the FFE#1 (Shell) Lot field and select the lot issued in the fire order.	The lot may be selected or typed in the space. All possible letters display. The lot selected must be one stored or the mission will not produce a solution when the Analyze Tgt button is selected.
i.		Click the FFE#1 Fuze field and select the fuze issued in the fire order.	The Model field activates.
j.		Click the FFE#1 (Fuze) Model field and select the corresponding model.	The Lot field becomes selectable.
k.		Click the (Fuze) Lot field and select the lot issued in the fire order.	All possible letters display. The lot selected must be one stored or the mission will not produce a solution when the Analyze Tgt button is selected.
l.		Click the Propellant Model and select the model issued in the fire order.	The Lot field becomes selectable.
m.		Click the (Propellant) Lot and select the lot issued in the fire order.	All possible letters display. The lot selected must be one stored or the mission will not produce a solution when the Analyze Tgt button is selected.

MX-25-433X
Job Aids – Cannon (GDU)

Procedure MR8: Conduct a Laser Observed Mean Point of Impact registration.			
Step	Station	Action	Result/Explanation
n.		Click the Charge field and select the charge issued in the fire order.	The charge displays.
o.		Click the More Mission Data tab.	
s.		Click the Fire Unit Add button.	The Select Unit window displays with a list of all guns.
t.		Select the registering piece and click the OK button.	The registering piece Unit ID is added to the list.
u.		Click Analyze Tgt.	The following occur:
v.	The Registration window displays with firing data, orienting data and probable error data. The MTO is automatically transmitted to the observer.		
<i>If digital communications with the observer:</i> go to step 3.			
<i>If voice communications with the observer:</i> go to step 2.			
2.	Btry/Plt AFATDS	Medium level failed communications alert displays for the observer.	Click OK but do not delete the alerts until the registration is completed.
a.		Compose and transmit voice MTO.	Establish voice communications with the observers. The MTO must contain: Direction to orienting point. Distance to orienting point. Vertical angle to orienting point.
3.	Observer	Receive MTO.	The observer receives the MTO.
4.	Observer	Reports “Ready.”	
5.	Btry/Plt AFATDS	Receive “Ready” from the observer:	
a.		<i>If received digitally:</i>	The Ready to observe check box for the observer displays a check. The Send Fire Commands button activates.
b.		<i>If received voice:</i>	Click the Ready to observe check box for the observer. The Send Fire Commands button activates.
6.	Btry/Plt AFATDS	Click the Send Fire Commands button.	Fire commands are transmitted to the GDUs. If the MCA is attached and operating, a request to measure MV is also transmitted.
7.	Gun	Responds with “Shot”	The SHOT/RC button on the SCA is depressed to send shot
8.	AFATDS	Receives “Shot”	Weapon Status GDU window updates. Shot reports are not transmitted to observers.
9.	Gun	Responds with “Rounds Complete”	The SHOT/RC button on the SCA is depressed to send “Rounds Complete.” This is necessary to allow the GDU to receive the next command.
10.	Observer	Transmit spotting.	The observer lases the burst and transmits the laser data to the FDC.
11.	Btry/Plt AFATDS	Receive sensings.	
a.		<i>If received digitally:</i>	The Sensings Rnd 1 data appears displaying the grid and altitude of the burst.
b.		<i>If received voice:</i>	The sensings are entered by the AFATDS operator using the following steps:
1)		Click the Enter Sensings... button.	The Laser Registration/Adjust window displays.

MX-25-433X
Job Aids – Cannon (GDU)

Procedure MR8: Conduct a Laser Observed Mean Point of Impact registration.			
Step	Station	Action	Result/Explanation
2)		Click the button left of the Polar Data field.	Polar data fields become available.
3)		Type the observer's direction in the Azimuth field.	
4)		Type the observer's distance in the Slant Distance field.	
5)		Click the Va button and select the direction of the vertical angle.	Selections are None, Up and Down.
6)		Type the magnitude of the observer's vertical angle in the Va field.	
7)		Click the Apply button.	The Sensings Rnd 1 data appears displaying the grid and altitude of the burst.
8)		Click the Cancel button.	The Registration Mission Information window displays.
12.	Repeat steps 6. through 11. for each additional round fired. When the number of rounds fired equals the number of rounds issued in the FDO's fire order, proceed to step 13.		
13	Btry/Plt AFATDS	Click the Comp Corrections button.	The mean burst location is computed and the plot of each round is compared to that location. The following may occur:
a.		<i>If one or more rounds plot beyond 4 PE from the MBL:</i>	The Bad Rounds window displays indicating "Round(s) # should be rejected." Go to step 14.
b.		<i>If all rounds are within 4 PE of the MBL:</i>	The Corrections section of the window displays registration corrections. Go to step 15.
14.	Btry/Plt AFATDS	Click OK .	The Bad Rounds window closes.
a.		<i>To compute the registration correction using only the good rounds:</i>	
1)		Click the Accept check box next to each rejected round.	The check is removed from the box.
2)		Click the Comp Corrections button.	The Corrections section of the window displays registration corrections. Go to step 15.
b.		<i>To fire additional rounds:</i>	
1)		Click the Accept check box next to each rejected round.	The check is removed from the box.
2)		Repeat steps 6. through 13. To fire the additional rounds.	
15.	Btry/Plt AFATDS	Click the Store Corrections button.	Registration corrections are stored
16.	Btry/Plt AFATDS	Click the End Of Mission button.	End of mission is transmitted to the GDUs.
17.	Btry/Plt AFATDS	Transmit EOM to the observer.	Construct a freetext message to inform the observer that the mission is complete (or notify them by voice).

MR9. Transfer Registration Corrections to Another Unit.

Related 13D Task: No Related 13D Task

Conditions: Given an AFATDS workstation this is powered, with AFATDS started, activated and with the current situation displayed and a registration correction stored ...

Objective: Transfer registration corrections to another unit.

Additional Information: AFATDS views the transfer of registration corrections as a communications action. In other words, AFATDS simply transmits or receives the registration correction. Application of the registration correction is governed by the rules described below. The FDC should only transfer registration corrections if:

- 1) Both registered and receiving units are on common survey.
- 2) Both registering and receiving units are using a valid met or both are using standard met. If both units use standard met, the receiving unit's azimuth of lay must be within the same octant as the registering unit's azimuth to the registration point.

Procedure MR9: Transfer Registration Correction to Another Unit.		
Step	Action	Result/Explanation
1.	On the Current menu bar, click Units, Edit this Unit.	The Unit ID window displays with Basic Data.
2.	Click the Registration file.	A summary of all registration data is displayed in the Unit ID window.
3.	Click the desired registration.	The selected registration highlights and the Send... button activates.
4.	Click the Send... button.	The Select Unit window displays.
5.	Click the desired unit ID.	The unit ID highlights.
6.	Click the OK button.	The registration correction is transmitted.

MR10. Re-Compute Registration Corrections To Account For Errors In MV/MET/SURVEY

Related 13D Task: No Related 13D Task

Conditions: Given an AFATDS workstation this is powered, with AFATDS started, activated, with the current situation displayed, a registration correction stored and provided a correction to a database error that existed during the registration...

Objective: Re-compute registration corrections to account for errors in MV, MET or Survey.

Additional Information: This procedure is used to isolate position constants when a registration has been conducted with a database that did not account for all measurable non-standard conditions that existed at the time of the registration. It is imperative that this procedure is used only when a condition that existed during the time of the registration has been accounted-for in the database after the registration has been computed. This condition could be any non-standard condition or error in survey. When these errors exist during the computation of the registration correction, the effect of the inaccuracy cannot be predicted by AFATDS. As a result, some part of the registration range, deflection and time corrections actually correct for this error. If the database is improved, for example by reception of a computer met message concurrent with the registration, a correction from both the database and the registration is now applied to firing data. This procedure causes AFATDS to re-compute the registration correction based on the database as it exists now. **It should be noted that the registration target must be in the data base when the registration is updated. Purging of this inactive target is not advised.**

Procedure MR10: Re-compute registration corrections to account for errors on MV/MET/SURVEY		
Step	Action	Result/Explanation
1.	On the Current menu bar, click Units, Edit this Unit.	The Unit ID window displays with Basic Data.

Procedure MR10: Re-compute registration corrections to account for errors on MV/MET/SURVEY		
Step	Action	Result/Explanation
2.	Click the Registration file.	A summary of all registration data is displayed in the Unit ID window.
3.	Double click the desired registration.	The Edit Registration window. Registrations requiring correction for survey or met can be selected based on the DTG in the Reg Time . Any registration conducted before the DTG of the survey update require correction. Any registration with a DTG concurrent with that of the met message requires update. Registrations requiring MVV update can be selected based on the ammunition lots and projectile family.
4.	Click the Update button.	The ammunition, gun data and did-hit firing data are compared to non-standard conditions known in the database and the registration corrections are recomputed.
5.	Click the OK button.	The Edit Registration window closes.
6.	Click the OK button.	The Unit ID window closes.

MR11. Delete Registration Corrections.

Related 13D Task: No Related 13D Task

Conditions: Given an AFATDS workstation this is powered, with AFATDS started, activated, with the current situation displayed, and a registration correction stored ...

Objective: Delete a registration correction.

Additional Information: None.

Procedure MR11: Delete Registration Corrections.		
Step	Action	Result/Explanation
1.	On the Current menu bar, click Units, Edit this Unit .	The Unit ID window displays with Basic Data .
2.	Click the Registration file.	A summary of all registration data is displayed in the Unit ID window.
3.	Click the desired registration.	The selected registration highlights and the Delete... button activates.
4.	Click the Delete... button.	A Warning! window displays.
5.	Click the Yes button.	The selected registration is deleted.

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Chapter 7. Special Situations.

Chapter 7 Contents for Special Situations	
SS1	Process a Radar Fire Mission
SS2	Process a One, Two or Four Point Illumination Mission.
SS3	Process a Coordinated Illumination Mission.
SS4	Process a Continuous Illumination Mission.
SS5	Process an Immediate Smoke Mission.
SS6	Process an Immediate Suppression Mission.
SS7	Process a Quick Smoke Mission.
SS8	Process a FASCAM Mission.
SS9	Process a Final Protective Fires Mission.
SS10	Process a Copperhead Target of Opportunity Mission.
SS11	Process a Copperhead Priority Mission.
SS12	Assign a Known Point.
SS13	Create a Target List.
SS14	Create a Group.
SS15	Create a Series.
SS16	Create a Fire Plan.
SS17	Determine the Reason Targets Were Not Scheduled.
SS18	Manually Schedule Targets.
SS19	Receive a Fire Plan from Higher Headquarters.
SS20	Execute a Schedule of Fires.
SS21	Trigger a Fire Plan Based on H-hour.

SS1 Process a Radar Fire Mission.

Related 13D Task: Supervise Operation of TAFCS 061-300-5019

Conditions: Given an AFATDS workstation that is powered, with AFATDS started, activated and with the current situation displayed ...

Objective: Process a radar mission.

Additional Information: Firefinder radars locate enemy indirect fire weapons by operating the radar in the hostile fire mode. Weapons are located by tracking rounds the weapons fire and extrapolating the trajectory to its origin. The Firefinder will only generate fire requests in one of two situations:

1. The trajectory originates from a call for fire zone assigned to the radar, or
2. The trajectory terminates in a critical friendly zone assigned to the radar.

Procedure SS1: Process a Radar Fire Mission			
Step	Station	Action	Result/Explanation
1	Radar	Locates a target.	Transmits a call for fire message.
<i>If the mission is received via data communications, go to step 3.</i>			
2.	Btry/Plt AFATDS	Complete the Initiate Fire Mission window. Click Mission Processing, Initiate Fire Mission. See <i>PROCEDURE FM6. Initiate a Fire Mission at AFATDS.</i>	
a.		<i>Complete the Initiate Fire Mission window.</i> Enter the following:	
b.		Observer	Select the Unit ID of the radar.
c.		Allow Mission Type to default to Fire For Effect.	
d.		Location	Enter the grid and altitude provided by the radar.
e.		Select Category	13 target categories are available. Selection defines choices of Type. Default is LOC.

MX-25-433X
Job Aids – Cannon (GDU)

Procedure SS1: Process a Radar Fire Mission			
Step	Station	Action	Result/Explanation
f.		Select Type	Allows selection of specific target type. Default is Terrain .
g.		Click Analyze Target .	
<p><i>If intervention is set, the mission is placed in the IP icon of the Current window. The IP icon darkens and becomes selectable. . Go to step 3.</i></p> <p><i>If intervention is not set, the mission is processed and the Btry/Plt AFATDS determined solution is executed by sending the appropriate messages to observer and fire unit. Go to step 4.</i></p>			
3.	Btry/Plt AFATDS	Display the mission processing solution.	
a.		Click the IP icon on the Current window tool bar.	This procedure assumes a capable (green or yellow) option is determined. For a complete description of intervention, see Procedure FM7. Examine the Intervention Windows.
b.		Click the Cannon Tech Soln tab.	Firing Commands are displayed.
c.		Click one of the following:	
		Accept Recommendation	<p><i>If coordination is required:</i> The coordination request:</p> <ol style="list-style-type: none"> 1. Is transmitted to the Establishing Unit ID (Responsible Unit ID) of the affected geometry. 2. Fails communications if no route exists, the affected unit does not possess a device that can receive a coordination request or comm fails. 3. In all cases, copied to the Coordination icon on the Current window tool bar. This allows access to override the request if voice comm is established. <p><i>If no coordination was required or coordination approval was received:</i> Transmits the solution displayed in the Recommendation to the GDU. If the mission was entered at AFATDS, an MTO is placed in the Active Mission Monitor icon of the Current menu tool bar if the mission was initiated at the AFATDS since AFATDS becomes the observer. Otherwise, no MTO is generated. Go to step 4.</p>
		Send Selected	Send Selected is used only by units performing tactical fire control. At the battery/platoon FDC, performing technical fire control, the mission is recalculated (see step below). Recalculation allows AFATDS to re-compute the technical solution for the desired weapons
		Recalculate	Displays a copy of the mission's Initiate Fire Mission window to allow changes to be made by editing and reprocessing. Mission is placed in Intervention icon with the new solution when Analyze Tgt button is selected. Go to step 2.a.

MX-25-433X
Job Aids – Cannon (GDU)

		Unsupportable	Transmits the mission as a fire request to Supported Unit ID for the btry/plt AFATDS. The mission is completed by another OPFAC.
		Deny	<i>If the mission was entered at the AFATDS:</i> places a copy of the Deny message in the Active Mission Messages icon of the Current menu tool bar. <i>If the mission was received from a radar:</i> no MTO is transmitted to the radar.
4.	Guns	Receive fire commands.	The GDU alarm sounds and the mission data is displayed at the SCA.
5.	Btry/Plt AFATDS	Track mission status of GDUs.	Click the GDU Weapon Status icon of the Current menu tool bar. The Weapon Status GDU window displays. <i>See Procedure FM8. Examine the Weapon Status GDU Window for details of mission tracking on the Weapon Status GDU window.</i>
<i>If communications with the GDUs fails: see Procedure FM13. React to a GDU Comm Failure During Mission Processing.</i>			
6.	Guns	Report “Shot.”	The Shot button is depressed on the SCA.
7.	Btry/Plt AFATDS	Receives “Shot” report.	On reception of the first gun’s “Shot” report: <i>If the mission was initiated at the Btry/Plt AFATDS</i> or received from a radar, the shot report is placed in the Active Mission Messages icon of the Current window tool bar. <i>If the mission was initiated by digital comm with the radar,</i> nothing is transmitted to the radar. As “Shot” reports are received, the Fire/Shot indicator for the reporting gun changes from a * with a yellow background to  with a green background.
8.	Guns	Transmit “Rounds Complete” report.	This report is sent the instant all rounds of fire for effect have been fired by pressing the RDS CMPLT button on the SCA.
9.	Btry/Plt AFATDS	Receives “Rounds Complete” report.	On reception of the last gun’s “Rounds Complete” report: <i>If the mission was initiated at the Btry/Plt AFATDS,</i> the “Rounds Complete” report is placed in the Active Mission Messages icon of the Current window tool bar. <i>Go to step 11.</i> <i>If the mission was initiated by digital comm from the radar,</i> the “Rounds Complete” report causes AFATDS to transmit EOM to the GDU and move the mission from the Active Target List to the Inactive Target List. <i>This procedure ends here.</i>
10.	Btry/Plt AFATDS	Manually end a mission received by voice comm from the radar.	
a.		After receiving “Rounds Complete” from all guns, click the EOM button on the Weapon Status GDU window.	EOM is transmitted to the GDU and the mission is moved from the Active Target List to the Inactive Target List.

SS2 Process a One, Two or Four Point Illumination Mission.

Related 13D Task: Supervise Operation of TAFCS 061-300-5019

Conditions: Given an AFATDS workstation that is powered, with AFATDS started, activated and with the current situation displayed ...

Objective: Process a one, two or four point illumination mission

Additional Information:

Procedure SS2: Process a One, Two or Four Point Illumination Mission.			
Step	Station	Action	Result/Explanation
1	Observer	Composes and transmits call for fire.	The call for fire may be transmitted to an FSE/FSCC or FA CP AFATDS. That AFATDS may then transmit a fire order to the battery/platoon AFATDS.
<i>If the mission is received via data communications, go to step 3.</i>			
2.	Btry/Plt AFATDS	Complete the Initiate Fire Mission window. Click Mission Processing, Initiate Fire Mission. See <i>PROCEDURE FM6. Initiate a Fire Mission at AFATDS.</i>	
a.		<i>Complete the Initiate Fire Mission window.</i> Enter the following:	
b.		Observer	Select the Unit ID of the observer.
c.		Mission Type	Select the type of mission. Default is Fire For Effect. Adjust Fire may be selected for this type mission if required.
d.		Click the Munitions tab.	The Munitions form displays.
e.		Click the FFE#1 Shell and select the Illum.	Selecting the shell type before making other entries ensures illumination type entries are provided on all other menus.
f.		Click the IFM tab.	The IFM form displays.
		Click the Method of Fire button and select the appropriate illumination sheaf.	Applicable selections are: One Gun, Two Gun Lateral Spread, Two Gun Range Spread and Four Gun Range and Lateral Spread. See Chapter 5, paragraph 15 for a description of illumination aimpoint selection.
g.		Location	Enter a method of target location. See Procedure FM 6: Initiate a Fire Mission for details.
h.		Select Category	13 target categories are available. Selection defines choices of Type. Default is LOC.
i.		Select Type	Allows selection of specific target type. Default is Terrain.
j.		Click Analyze Target.	
<i>If intervention is set, the mission is placed in the IP icon of the Current window. The IP icon darkens and becomes selectable. . Go to step 3.</i>			
<i>If intervention is not set, the mission is processed and the Btry/Plt AFATDS determined solution is executed by sending the appropriate messages to observer and fire unit. Go to step 4.</i>			
3.	Btry/Plt AFATDS	Display the mission processing solution.	
a.		Click the IP icon on the Current window tool bar.	This procedure assumes a capable (green or yellow) option is determined. For a complete description of intervention, see Procedure FM7. Examine the Intervention Windows.
b.		Click the Cannon Tech Soln tab.	Firing Commands are displayed.

Procedure SS2: Process a One, Two or Four Point Illumination Mission.			
Step	Station	Action	Result/Explanation
c.		Click one of the following:	
		Accept Recommendation	<p><i>If coordination is required:</i> The coordination request:</p> <ol style="list-style-type: none"> 1. Is transmitted to the Establishing Unit ID (Responsible Unit ID) of the affected geometry. 2. Fails communications if no route exists, the affected unit does not possess a device that can receive a coordination request or comm fails. 3. In all cases, copied to the Coordination icon on the Current window tool bar. This allows access to override the request if voice comm is established. <p><i>If no coordination was required or coordination approval was received:</i> Transmits the solution displayed in the Recommendation to the GDUs and sends an MTO. The MTO:</p> <ol style="list-style-type: none"> 4. Is placed in the Active Mission Monitor icon of the Current menu tool bar if the mission was initiated at the AFATDS. 5. Is transmitted to the observer if AFATDS has a comm route to that station, either direct or indirect. 6. Is presented to the AFATDS operator as an alert if no comm route to the observer exists. Click the Send to Originator button on the alert to send the MTO back through the AFATDS that communicates with the observer. <p>Go to step 4.</p>
		Send Selected	Send Selected is used only by units performing tactical fire control. At the battery/platoon FDC, performing technical fire control, the mission is recalculated (see step below). Recalculation allows AFATDS to re-compute the technical solution for the desired weapons.
		Recalculate	Displays a copy of the mission's Initiate Fire Mission window to allow changes to be made by editing and reprocessing. Mission is placed in Intervention icon with the new solution when Analyze Tgt button is selected. Go to step 2.a.

MX-25-433X
Job Aids – Cannon (GDU)

		Unsupportable	Transmits the mission as a fire request to Command Unit ID for the btry/plt AFATDS. The mission is completed by another OPFAC.
		Deny	<p>If the mission was entered at the AFATDS: places a copy of the Deny message in the Active Mission Messages icon of the Current menu tool bar.</p> <p>If the mission was received from an FSE/FSCC or FA CP: sends Deny message to that AFATDS. Deny message is queued in that AFATDS's Active Mission Messages icon of the Current menu tool bar.</p> <p>If the mission was received directly from an observer: sends a denied MTO to observer.</p> <p>If the mission was received from a radar: no response is transmitted to the radar.</p>
4.	Guns	Receive fire commands.	The GDU alarm sounds and the mission data is displayed at the SCA.
5.	Observer	Receives and stored the MTO.	
6.	Btry/Plt AFATDS	Track mission status of GDUs.	Click the GDU Weapon Status icon of the Current menu tool bar. The Weapon Status GDU window displays. <i>See Procedure FM8. Examine the Weapon Status GDU Window for details of mission tracking on the Weapon Status GDU window.</i>
<p>If the method of control is At My Command or TOT: <i>got to step 7</i></p> <p>If communications with the GDUs fails: <i>see Procedure FM13. React to a GDU Comm Failure During Mission Processing.</i></p> <p>If the method of control is WR,: <i>go to step 13.</i></p>			
7.	Guns	Transmit “Ready” report.	After cycling through the mission, the READY button on the SCA is selected.
8.	Btry/Plt AFATDS	Receive “Ready” report.	As “Ready” reports are received, the Ready indicator for the reporting gun changes from a * with a yellow background to ■ with a green background. When the last gun has reported, the “Ready” command is transmitted to the observer. <i>For a TOT, go to step 9</i> <i>For an AMC mission, go to step 10.</i>
9.	Btry/Plt AFATDS	Transmit “Fire” command for a TOT.	A timer, displayed in the GDU Weapon Status window counts down the time until the fire command is transmitted. At the expiration of the time, the command to fire is automatically transmitted to the GDUs. <i>Go to step 12.</i>
10.	Observer	Transmit “Fire” command for an AMC mission.	The observer may command “Fire” any time after the “Ready” report is received.
11.	Btry/Plt AFATDS	Receive “Fire” command.	AFATDS receives the fire command and automatically transmits “Fire” to the GDUs.
12.	Guns	Receive “Fire” command.	The GDU alarm sounds and the command to fire the mission is displayed at the SCA.
13.	Guns	Report “Shot.”	The Shot button is depressed on the SCA.

MX-25-433X
Job Aids – Cannon (GDU)

14.	Btry/Plt AFATDS	Receives “Shot” report.	On reception of the first gun’s “Shot” report: <i>If the mission was initiated at the Btry/Plt AFATDS</i> or received from a radar, the shot report is placed in the Active Mission Messages icon of the Current window tool bar. <i>If the mission was initiated by an observer</i> , the shot report is automatically re-transmitted to the observer. As “Shot” reports are received, the Fire/Shot indicator for the reporting gun changes from a * with a yellow background to  with a green background.
15.	Observer	Receives “Shot” report.	This provides indication that the mission has been fired.
16.	Btry/Plt AFATDS	Transmit “Splash” report.	This report is sent 10 seconds before impact. The report is transmitted by clicking the Splash button on the Weapon Status GDU window.
17.	Observer	Receives “Splash” report.	This provides indication that the projectile impact is imminent.
18.	Guns	Transmit “Rounds Complete” report.	This report is sent the instant all rounds of fire for effect have been fired by pressing the RDS CMPLT button on the SCA.
19.	Btry/Plt AFATDS	Receives “Rounds Complete” report.	On reception of the last gun’s “Rounds Complete” report: <i>If the mission was initiated at the Btry/Plt AFATDS</i> , the “Rounds Complete” report is placed in the Active Mission Messages icon of the Current window tool bar. <i>If the mission was initiated by an observer</i> , the “Rounds Complete” report is automatically re-transmitted to the observer. As “Rounds Complete” reports are received, the Rds Cmplt indicator for the reporting gun changes from a * with a yellow background to  with a green background.
20.	Observer	Receives “Rounds Complete” report.	This provides indication that fire for effect has been completed.
<i>If the observer adjusts fire: go to step 21.</i>			
<i>If the observer ends the mission: go to step 24.</i>			
21.	Observer	Transmit subsequent corrections.	The observer transmits an adjustment for an adjust fire mission or repeat fire for effect for a fire for effect mission.
<i>If subsequent corrections are received via voice comm with the observer, see Procedure FM 11 for entry of subsequent corrections.</i>			
22.	Btry/Plt AFATDS	Receives subsequent adjustment.	<i>If intervention rules do not apply</i> , the fire commands are transmitted to the GDUs. <i>If intervention rules apply</i> , the mission the Intervention icon on the Current window tool bar activates. If the adjustment places the point of aim in violation of an FSCM Btry/Plt AFATDS transmits a request for coordination before releasing the fire commands.
23.	All stations.	Steps 3 through 20 repeat as applicable.	

24.	Observer	Transmits end of mission.	
25.	Btry/Plt AFATDS	Receives end of mission.	Btry/Plt AFATDS retransmits end of mission to the GDUs. <i>If the observer requests Record as Target:</i> The adjusted target location is stored in the On-Call Target list . <i>If the observer requests Record as Known Point:</i> The adjusted location is stored in the Targets, Known Points and an MTO with the known point number is transmitted to the observer.
26.	Guns	Receive EOM.	The SCA displays EOM and the mission number.

SS3 Process a Coordinated Illumination Mission.

Related 13D Task: Supervise Operation of TAFCS 061-300-5019

Conditions: Given an AFATDS workstation that is powered, with AFATDS started, activated and with the current situation displayed ...

Objective: Process a coordinated illumination mission.

Additional Information: Coordinated illumination fire requests or orders to fire cause the controlling FDC or BOC to generate a second mission on the illumination grid. Both missions are automatically assigned a method of control of At My Command. This allows the observer to control the time of opening fire and alleviates the need to mark the illumination.

Procedure SS3: Process a Coordinated Illumination Mission.			
Step	Station	Action	Result/Explanation
1	Observer	Composes and transmits call for fire.	The call for fire may be transmitted to an FSE/FSCC or FA CP AFATDS. That AFATDS may then transmit a fire order to the battery/platoon AFATDS.
<i>If the mission is received via data communications, go to step 3.</i>			
2.	Btry/Plt AFATDS	<i>Complete the Initiate Fire Mission window.</i> Click Mission Processing, Initiate Fire Mission. See PROCEDURE FM6. Initiate a Fire Mission at AFATDS.	
a.		<i>Complete the Initiate Fire Mission window.</i> Enter the following:	
b.		Observer	Select the Unit ID of the observer.
c.		Click the Munitions tab.	The Munitions form displays.
d.		Click the FFE#1 Shell and select the Illum.	Selecting the shell type before making other entries ensures illumination type entries are provided on all other menus.
e.		Click the IFM tab.	The IFM form displays.
f.		Mission Type and select Coordinated Illum.	
g.		Click the Method of Fire button and select the appropriate illumination sheaf.	Applicable selections are: One Gun, Two Gun Lateral Spread, Two Gun Range Spread and Four Gun Range and Lateral Spread. See Chapter 5, paragraph 15 for a description of illumination aimpoint selection.
g.		Location	Enter a method of target location. See Procedure FM 6: Initiate a Fire Mission for details.
h.		Select Category	13 target categories are available. Selection defines choices of Type . Default is LOC .

Procedure SS3: Process a Coordinated Illumination Mission.			
Step	Station	Action	Result/Explanation
i.		Select Type	Allows selection of specific target type. Default is Terrain .
j.		Click Analyze Target .	When the mission is processed a second target is created at the same location for the HE mission. Both illumination and HE missions are assigned a method of control of At My Command. The HE target number assigned by the Btry/Plt AFATDS.
<p><i>If intervention is set, the mission is placed in the IP icon of the Current window. The IP icon darkens and becomes selectable. . Go to step 3.</i></p> <p><i>If intervention is not set, the mission is processed and the Btry/Plt AFATDS determined solution is executed by sending the appropriate messages to observer and fire unit. Go to step 4.</i></p>			
3.	Btry/Plt AFATDS	Display the mission processing solution.	
a.		Click the IP icon on the Current window tool bar.	This procedure assumes a capable (green or yellow) option is determined. For a complete description of intervention, see Procedure FM7. Examine the Intervention Windows.
b.		Click the Cannon Tech Soln tab.	Firing Commands are displayed. The HE mission data is displayed as the second shell FFE data.
c.		Click one of the following:	
		Accept Recommendation	<p><i>If coordination is required:</i> The coordination request:</p> <ol style="list-style-type: none"> 1. Is transmitted to the Establishing Unit ID (Responsible Unit ID) of the affected geometry. 2. Fails communications if no route exists, the affected unit does not possess a device that can receive a coordination request or comm fails. 3. In all cases, copied to the Coordination icon on the Current window tool bar. This allows access to override the request if voice comm is established. <p><i>If no coordination was required or coordination approval was received:</i> Transmits the solution displayed in the Recommendation to the GDUs and sends an MTO. The MTO:</p> <ol style="list-style-type: none"> 1. Is placed in the Active Mission Monitor icon of the Current menu tool bar if the mission was initiated at the AFATDS. 2. Is transmitted to the observer if AFATDS has a comm route to that station, either direct or indirect. 3. Is presented to the AFATDS operator as an alert if no comm route to the observer exists. Click the Send to Originator button on the alert to send the MTO back through the AFATDS that communicates with the observer. <p>Go to step 4.</p>

Procedure SS3: Process a Coordinated Illumination Mission.			
Step	Station	Action	Result/Explanation
		Send Selected	Send Selected is used only by units performing tactical fire control. At the battery/platoon FDC, performing technical fire control, the mission is recalculated (see step below). Recalculation allows AFATDS to re-compute the technical solution for the desired weapons.
		Recalculate	Displays a copy of the mission’s Initiate Fire Mission window to allow changes to be made by editing and reprocessing. Mission is placed in Intervention icon with the new solution when Analyze Tgt button is selected. Go to step 2.a.
		Unsupportable	Transmits the mission as a fire request to Command Unit ID for the btry/plt AFATDS. The mission is completed by another OPFAC.
		Deny	If the mission was entered at the AFATDS: places a copy of the Deny message in the Active Mission Messages icon of the Current menu tool bar. If the mission was received from an FSE/FSCC or FA CP: sends Deny message to that AFATDS. Deny message is queued in that AFATDS’s Active Mission Messages icon of the Current menu tool bar. If the mission was received directly from an observer: sends a denied MTO to observer. If the mission was received from a radar: no response is transmitted to the radar.
4.	Guns	Receive fire commands.	The GDU alarm sounds and the mission data is displayed at the SCA.
5.	Observer	Receives and stored the MTO.	MTOs for both Illum and HE missions are transmitted.
6.	Btry/Plt AFATDS	Track mission status of GDUs.	Click the GDU Weapon Status icon of the Current menu tool bar. The Weapon Status GDU window displays. <i>See Procedure FM8. Examine the Weapon Status GDU Window for details of mission tracking on the Weapon Status GDU window.</i>
<i>If communications with the GDUs fails: see Procedure FM13. React to a GDU Comm Failure During Mission Processing.</i>			
7.	Guns	Transmit “Ready” report.	After cycling through the mission, the READY button on the SCA is selected.
8.	Btry/Plt AFATDS	Receive “Ready” report.	As “Ready” reports are received, the Ready indicator for the reporting gun changes from a * with a yellow background to  with a green background. When the last gun has reported, the “Ready” command is transmitted to the observer.
9.	Observer	Transmit “Fire” command.	The observer may command “Fire” any time after the “Ready” report is received.
10.	Btry/Plt AFATDS	Receive “Fire” command.	AFATDS receives the fire command and automatically transmits “Fire” to the GDUs.
11.	Guns	Receive “Fire” command.	The GDU alarm sounds and the command to fire the mission is displayed at the SCA.
12.	Guns	Report “Shot.”	The Shot button is depressed on the SCA.

MX-25-433X
Job Aids – Cannon (GDU)

Procedure SS3: Process a Coordinated Illumination Mission.			
Step	Station	Action	Result/Explanation
13.	Btry/Plt AFATDS	Receives “Shot” report.	On reception of the first gun’s “Shot” report: <i>If the mission was initiated at the Btry/Plt AFATDS</i> or received from a radar, the shot report is placed in the Active Mission Messages icon of the Current window tool bar. <i>If the mission was initiated at by an observer</i> , the shot report is automatically re-transmitted to the observer. As “Shot” reports are received, the Fire/Shot indicator for the reporting gun changes from a * with a yellow background to  with a green background.
14.	Observer	Receives “Shot” report.	This provides indication that the mission has been fired.
15.	Btry/Plt AFATDS	Transmit “Splash” report.	This report is sent 5 seconds before impact. The report <i>is not</i> sent for missile missions. The report is transmitted by clicking the Splash button on the Weapon Status GDU window.
16.	Observer	Receives “Splash” report.	This provides indication that the projectile impact is imminent.
17.	Guns	Transmit “Rounds Complete” report.	This report is sent the instant all rounds of fire for effect have been fired by pressing the RDS CMPLT button on the SCA.
18.	Btry/Plt AFATDS	Receives “Rounds Complete” report.	On reception of the last gun’s “Rounds Complete” report: <i>If the mission was initiated at the Btry/Plt AFATDS</i> , the “Rounds Complete” report is placed in the Active Mission Messages icon of the Current window tool bar. <i>If the mission was initiated at by an observer</i> , the “Rounds Complete” report is automatically re-transmitted to the observer. As “Rounds Complete” reports are received, the Rds Cmplt indicator for the reporting gun changes from a * with a yellow background to  with a green background.
19.	Observer	Receives “Rounds Complete” report.	This provides indication that fire for effect has been completed.
<i>If the observer adjusts fire: go to step 20.</i>			
<i>If the observer ends the mission: go to step 23.</i>			
20.	Observer	Transmit subsequent corrections.	The observer transmits an adjustment for an adjust fire mission or repeat fire for effect for a fire for effect mission.
21.	Btry/Plt AFATDS	Receives subsequent adjustment.	<i>If intervention rules do not apply</i> , the fire commands are transmitted to the GDUs. <i>If intervention rules apply</i> , the mission the Intervention icon on the Current window tool bar activates. If the adjustment places the point of aim in violation of an FSCM Btry/Plt AFATDS transmits a request for coordination before releasing the fire commands.

Procedure SS3: Process a Coordinated Illumination Mission.			
Step	Station	Action	Result/Explanation
<i>If subsequent corrections are received via voice comm with the observer, see Procedure FM 11 for entry of subsequent corrections.</i>			
22.	All stations.	Steps 3 through 19 repeat as applicable.	
23.	Observer	Transmits end of mission.	The observer transmits end of mission for each mission.
24.	Btry/Plt AFATDS	Receives end of mission.	Btry/Plt AFATDS retransmits end of mission to the GDUs. If the observer requests Record as Target: The adjusted target location is stored in the On-Call Target list . If the observer requests Record as Known Point: The adjusted location is stored in the Targets, Known Points and an MTO with the known point number is transmitted to the observer.
25.	Guns	Receive EOM.	The SCA displays EOM and the mission number.

SS4 Process a Continuous Illumination Mission.

Related 13D Task: Supervise Operation of TAFCS 061-300-5019

Conditions: Given an AFATDS workstation that is powered, with AFATDS started, activated and with the current situation displayed ...

Objective: Process a continuous illumination mission.

Additional Information:

Procedure SS4: Process a Continuous Illumination Mission.			
Step	Station	Action	Result/Explanation
1	Observer	Composes and transmits call for fire.	The call for fire may be transmitted to an FSE/FSCC or FA CP AFATDS. That AFATDS may then transmit a fire order to the battery/platoon AFATDS.
<i>If the mission is received via data communications, go to step 3.</i>			
2.	Btry/Plt AFATDS	Complete the Initiate Fire Mission window. Click Mission Processing, Initiate Fire Mission. See <i>PROCEDURE FM6. Initiate a Fire Mission at AFATDS.</i>	
a.		<i>Complete the Initiate Fire Mission window.</i> Enter the following:	
b.		Observer	Select the Unit ID of the observer.
c.		Mission Type	Select Continuous Illumination
d.		Click the Munitions tab.	The Munitions form displays.
e.		Click the FFE#1 Shell and select the Illum.	Selecting the shell type before making other entries ensures illumination type entries are provided on all other menus.
f.		Click the IFM tab.	The IFM form displays.
		Click the Method of Fire button and select the appropriate illumination sheaf.	Applicable selections are: One Gun, Two Gun Lateral Spread, Two Gun Range Spread and Four Gun Range and Lateral Spread. See Chapter 5, paragraph 15 for a description of illumination aimpoint selection.
g.		Location	Enter a method of target location. See Procedure FM 6: Initiate a Fire Mission for details.

Procedure SS4: Process a Continuous Illumination Mission.			
Step	Station	Action	Result/Explanation
h.		Select Category	13 target categories are available. Selection defines choices of Type . Default is LOC .
i.		Select Type	Allows selection of specific target type. Default is Terrain .
j.		Click Analyze Target .	
<p><i>If intervention is set, the mission is placed in the IP icon of the Current window. The IP icon darkens and becomes selectable. . Go to step 3.</i></p> <p><i>If intervention is not set, the mission is processed and the Btry/Plt AFATDS determined solution is executed by sending the appropriate messages to observer and fire unit. Go to step 4.</i></p>			
3.	Btry/Plt AFATDS	Display the mission processing solution.	
a.		Click the IP icon on the Current window tool bar.	This procedure assumes a capable (green or yellow) option is determined. For a complete description of intervention, see Procedure FM7. Examine the Intervention Windows.
<p><i>If the weapons are in a degraded status and AFATDS computes the technical solution, go to step b. Otherwise, go to step c.</i></p>			
b.		Click the Cannon Tech Soln tab.	Fire commands are displayed. The method of control is continuous fire.
c.		Click one of the following:	
		<p>Accept Recommendation</p>	<p><i>If coordination is required:</i> The coordination request:</p> <ol style="list-style-type: none"> 1. Is transmitted to the Establishing Unit ID (Responsible Unit ID) of the affected geometry. 2. Fails communications if no route exists, the affected unit does not possess a device that can receive a coordination request or comm fails. 3. In all cases, copied to the Coordination icon on the Current window tool bar. This allows access to override the request if voice comm is established. <p><i>If no coordination was required or coordination approval was received:</i> Transmits the solution displayed in the Recommendation to the howitzer(s) and sends an MTO. The MTO:</p> <ol style="list-style-type: none"> 1. Is placed in the Active Mission Monitor icon of the Current menu tool bar if the mission was initiated at the AFATDS. 2. Is transmitted to the observer if AFATDS has a comm route to that station, either direct or indirect. 3. Is presented to the AFATDS operator as an alert if no comm route to the observer exists. Click the Send to Originator button on the alert to send the MTO back through the AFATDS that communicates with the observer. <p>Go to step 4.</p>

	Send Selected	Send Selected is only used by units performing tactical fire control. At the battery FDC or BOC, performing technical fire control, the mission is recalculated (see step below). Recalculation allows AFATDS to re-compute the technical solution for the desired weapons	
	Recalculate	Displays a copy of the mission's Initiate Fire Mission window to allow changes to be made by editing and reprocessing. Mission is placed in Intervention icon with the new solution when Analyze Tgt button is selected. Go to step 2.a.	
	Unsupportable	Transmits the mission as a fire request to Command Unit ID for the btry/plt AFATDS. The mission is completed by another OPFAC.	
	Deny	<p>If the mission was entered at the AFATDS: places a copy of the Deny message in the Active Mission Messages icon of the Current menu tool bar.</p> <p>If the mission was received from an FSE/FSCC or FA CP: sends Deny message to that AFATDS. Deny message is queued in that AFATDS's Active Mission Messages icon of the Current menu tool bar.</p> <p>If the mission was received directly from an observer: sends a denied MTO to observer.</p> <p>If the mission was received from a radar: no response is transmitted to the radar.</p>	
4.	Guns	Receive fire commands.	
5.	Observer	Receives and stored the MTO.	
6.	Btry/Plt AFATDS	Track mission status of guns.	Click the GDU Weapon Status icon of the Current menu tool bar. The Weapon Status GDU window displays. <i>See Procedure FM8. Examine the Weapon Status GDU Window for details of mission tracking on the Weapon Status GDU window.</i>
The mission continues until the observer requests end of mission. Guns receive EOM			

SS5 Process an Immediate Smoke Mission.

Related 13D Task: Supervise Operation of TAFCS 061-300-5019

Conditions: Given an AFATDS workstation that is powered, with AFATDS started, activated and with the current situation displayed ...

Objective: Process an immediate smoke mission.

Additional Information: The following differences exist in immediate smoke mission processing over other area missions:

1. The volume of fire and munitions for immediate smoke missions are determined from the fire request, **Guidances: FA Attack Methods, FA Immediate Attack Methods**, or programmed mission characteristics, in that order.
2. The immediate smoke mission is assigned a priority of Immediate without regard to the target type specified.

MX-25-433X
Job Aids – Cannon (GDU)

3. The immediate smoke mission always passes TSS, IEW, and target build-up area, duplication and target exclusion checks.
4. If more than one capable unit is determined, selecting a fire unit is based on a set of prioritized rules (i.e. the attack option ranking criteria used for "normal" (non-immediate & non priority missions) missions does not apply. First, assign the mission to a unit that does not have an active immediate fire mission. Second, assign the mission to the unit specified in the immediate mission routing guidance. Third, assign the mission to the unit which was least recently assigned a mission by your OPFAC. Fourth, assign the mission to the unit closest to the target. Fifth, (as a tie breaker) assign to the first unit listed.

Procedure SS5: Process an Immediate Smoke Mission.			
Step	Station	Action	Result/Explanation
1	Observer	Composes and transmits call for fire.	The call for fire may be transmitted to an FSE/FSCC or FA CP AFATDS. That AFATDS may then transmit a fire order to the battery/platoon AFATDS.
<i>If the mission is received via data communications, go to step 3.</i>			
2.	Btry/Plt AFATDS	<i>Complete the Initiate Fire Mission window.</i> Click Mission Processing, Initiate Fire Mission. See <i>PROCEDURE FM6. Initiate a Fire Mission at AFATDS.</i>	
a.		<i>Complete the Initiate Fire Mission window.</i> Enter the following:	
b.		Observer	Select the Unit ID of the observer.
c.		Click Mission Type and select Immediate Smoke	
d.		Location	Enter a method of target location. See Procedure FM 6: Initiate a Fire Mission for details.
e.		Select Category	13 target categories are available. Selection defines choices of Type . Default is LOC .
f.		Select Type	Allows selection of specific target type. Default is Terrain .
g.		Click Analyze Target .	
<i>If intervention is set, the mission is placed in the IP icon of the Current window. The IP icon darkens and becomes selectable. . Go to step 3.</i>			
<i>If intervention is not set, the mission is processed and the Btry/Plt AFATDS determined solution is executed by sending the appropriate messages to observer and fire unit. Go to step 4.</i>			
3.	Btry/Plt AFATDS	<i>Display the mission processing solution.</i>	
a.		Click the IP icon on the Current window tool bar.	This procedure assumes a capable (green or yellow) option is determined. For a complete description of intervention, see Procedure FM7. Examine the Intervention Windows.
b.		Click the Cannon Tech Soln tab.	Firing Commands are displayed.
c.		Click one of the following:	

Procedure SS5: Process an Immediate Smoke Mission.			
Step	Station	Action	Result/Explanation
		Accept Recommendation	<p><i>If coordination is required:</i> The coordination request:</p> <ol style="list-style-type: none"> 1. Is transmitted to the Establishing Unit ID (Responsible Unit ID) of the affected geometry. 2. Fails communications if no route exists, the affected unit does not possess a device that can receive a coordination request or comm fails. 3. In all cases, copied to the Coordination icon on the Current window tool bar. This allows access to override the request if voice comm is established. <p><i>If no coordination was required or coordination approval was received:</i> Transmits the solution displayed in the Recommendation to the GDUs and sends an MTO. The MTO:</p> <ol style="list-style-type: none"> 1. Is placed in the Active Mission Monitor icon of the Current menu tool bar if the mission was initiated at the AFATDS. 2. Is transmitted to the observer if AFATDS has a comm route to that station, either direct or indirect. 3. Is presented to the AFATDS operator as an alert if no comm route to the observer exists. Click the Send to Originator button on the alert to send the MTO back through the AFATDS that communicates with the observer. <p>Go to step 4.</p>
		Send Selected	Send Selected is used by units performing tactical fire control. At the battery/platoon FDC, performing technical fire control, the mission is recalculated (see step below). Recalculation allows AFATDS to re-compute the technical solution for the desired weapons.
		Recalculate	Displays a copy of the mission's Initiate Fire Mission window to allow changes to be made by editing and reprocessing. Mission is placed in Intervention icon with the new solution when Analyze Tgt button is selected. Go to step 2.a.
		Unsupportable	Transmits the mission as a fire request to Command Unit ID for the btry/plt AFATDS. The mission is completed by another OPFAC.

MX-25-433X
Job Aids – Cannon (GDU)

		Deny	<p><i>If the mission was entered at the AFATDS:</i> places a copy of the Deny message in the Active Mission Messages icon of the Current menu tool bar.</p> <p><i>If the mission was received from an FSE/FSCC or FA CP:</i> sends Deny message to that AFATDS. Deny message is queued in that AFATDS's Active Mission Messages icon of the Current menu tool bar.</p> <p><i>If the mission was received directly from an observer:</i> sends a denied MTO to observer.</p> <p><i>If the mission was received from a radar:</i> no response is transmitted to the radar.</p>
3.	Guns	Receive fire commands.	The GDU alarm sounds and the mission data is displayed at the SCA.
5.	Observer	Receives and stored the MTO.	
6.	Btry/Plt AFATDS	Track mission status of GDUs.	Click the GDU Weapon Status icon of the Current menu tool bar. The Weapon Status GDU window displays. <i>See Procedure FM8. Examine the Weapon Status GDU Window for details of mission tracking on the Weapon Status GDU window.</i>
7.	Guns	Report "Shot."	The Shot button is depressed on the SCA.
8.	Btry/Plt AFATDS	Receives "Shot" report.	On reception of the first gun's "Shot" report: <i>If the mission was initiated at the Btry/Plt AFATDS</i> or received from a radar, the shot report is placed in the Active Mission Messages icon of the Current window tool bar. <i>If the mission was initiated at by an observer,</i> the shot report is automatically re-transmitted to the observer. As "Shot" reports are received, the Fire/Shot indicator for the reporting gun changes from a * with a yellow background to  with a green background.
9.	Observer	Receives "Shot" report.	This provides indication that the mission has been fired.
10.	Btry/Plt AFATDS	Transmit "Splash" report.	This report is sent 5 seconds before impact. The report <i>is not</i> sent for missile missions. The report is transmitted by clicking the Splash button on the Weapon Status GDU window.
11.	Observer	Receives "Splash" report.	This provides indication that the projectile impact is imminent.
12.	Guns	Transmit "Rounds Complete" report.	This report is sent the instant all rounds of fire for effect have been fired by pressing the RDS CMPLT button on the SCA.

13.	Btry/Plt AFATDS	Receives “Rounds Complete” report.	On reception of the last gun’s “Rounds Complete” report: If the mission was initiated at the Btry/Plt AFATDS or received from a radar, the “Rounds Complete” report is placed in the Active Mission Messages icon of the Current window tool bar. If an observer initiated at the mission , the “Rounds Complete” report is automatically re-transmitted to the observer. As “Rounds Complete” reports are received, the Rds Cmpltd indicator for the reporting gun changes from a  with a yellow background to  with a green background.
14.	Observer	Receives “Rounds Complete” report.	This provides indication that fire for effect has been completed.
<i>Note: If a second shell/fuze combination is fired, upon reception of rounds complete from all weapons AFATDS automatically transmits fire commands for the second FFE shell/fuze. Steps 6 through 14 repeat for the second shell/fuze.</i>			
15.	Observer	Transmits end of mission.	
16.	Btry/Plt AFATDS	Receives end of mission.	Btry/Plt AFATDS retransmits end of mission to the GDUs. If the observer requests Record as Target: The adjusted target location is stored in the On-Call Target list . If the observer requests Record as Known Point: The adjusted location is stored in the Targets, Known Points and an MTO with the known point number is transmitted to the observer.
26.	Guns	Receive EOM.	The SCA displays EOM and the mission number.

SS6 Process an Immediate Suppression Mission.

Related 13D Task: Supervise Operation of TAFCS 061-300-5019

Conditions: Given an AFATDS workstation that is powered, with AFATDS started, activated and with the current situation displayed ...

Objective: Process an immediate suppression mission.

Additional Information: None.

Procedure SS6: Process an Immediate Suppression Mission			
Step	Station	Action	Result/Explanation
1	Observer	Composes and transmits call for fire.	The call for fire may be transmitted to an FSE/FSCC or FA CP AFATDS. That AFATDS may then transmit a fire order to the battery/platoon AFATDS.
<i>If the mission is received via data communications, go to step 3.</i>			
2.	Btry/Plt AFATDS	Complete the Initiate Fire Mission window. Click Mission Processing, Initiate Fire Mission . See <i>PROCEDURE FM6. Initiate a Fire Mission at AFATDS.</i>	
a.		<i>Complete the Initiate Fire Mission window.</i> Enter the following:	
b.		Observer	Select the Unit ID of the observer.
c.		Click Mission Type and select Immediate Suppression	Default is Fire For Effect .

Procedure SS6: Process an Immediate Suppression Mission			
Step	Station	Action	Result/Explanation
d.		Location	Enter a method of target location. See Procedure FM 6: Initiate a Fire Mission for details.
e.		Click Analyze Target .	Go to step 4.
<p><i>If intervention is set, the mission is placed in the IP icon of the Current window. The IP icon darkens and becomes selectable. . Go to step 3.</i></p> <p><i>If intervention is not set, the mission is processed and the Btry/Plt AFATDS determined solution is executed by sending the appropriate messages to observer and fire unit. Go to step 4.</i></p>			
4.	Btry/Plt AFATDS	Display the mission processing solution.	
a.		Click the IP icon on the Current window tool bar.	This procedure assumes a capable (green or yellow) option is determined. For a complete description of intervention, see Procedure FM7. Examine the Intervention Windows.
b.		Click the Cannon Tech Soln tab.	Firing Commands are displayed.
<p>NOTE: The selection of shell/fuze and volume of fire is dictated by the entries in Guidances, FA Attack, Immediate Attack Methods. If this guidance has not been entered, normal fire mission selection routines are used base on the target type.</p>			
c.		Click one of the following:	
		Accept Recommendation	<p>If coordination is required: The coordination request:</p> <ol style="list-style-type: none"> 1. Is transmitted to the Establishing Unit ID (Responsible Unit ID) of the affected geometry. 2. Fails communications if no route exists, the affected unit does not possess a device that can receive a coordination request or comm fails. 3. In all cases, copied to the Coordination icon on the Current window tool bar. This allows access to override the request if voice comm is established. <p>If no coordination was required or coordination approval was received: Transmits the solution displayed in the Recommendation to the GDUs and sends an MTO. The MTO:</p> <ol style="list-style-type: none"> 1. Is placed in the Active Mission Monitor icon of the Current menu tool bar if the mission was initiated at the AFATDS. 2. Is transmitted to the observer if AFATDS has a comm route to that station, either direct or indirect. 3. Is presented to the AFATDS operator as an alert if no comm route to the observer exists. Click the Send to Originator button on the alert to send the MTO back through the AFATDS that communicates with the observer. <p>Go to step 5.</p>

MX-25-433X
Job Aids – Cannon (GDU)

		Send Selected	Send Selected is used by units performing tactical fire control. At the battery/platoon FDC, performing technical fire control, the mission is recalculated (see step below). Recalculation allows AFATDS to re-compute the technical solution for the desired weapons
		Recalculate	Displays a copy of the mission’s Initiate Fire Mission window to allow changes to be made by editing and reprocessing. Mission is placed in Intervention icon with the new solution when Analyze Tgt button is selected. Go to step 2.a.
		Unsupportable	Transmits the mission as a fire request to Command Unit ID for the btry/plt AFATDS. The mission is completed by another OPFAC.
		Deny	If the mission was entered at the AFATDS: places a copy of the Deny message in the Active Mission Messages icon of the Current menu tool bar. If the mission was received from an FSE/FSCC or FA CP: sends Deny message to that AFATDS. Deny message is queued in that AFATDS’s Active Mission Messages icon of the Current menu tool bar. If the mission was received directly from an observer: sends a denied MTO to observer. If the mission was received from a radar: no response is transmitted to the radar.
5.	Guns	Receive fire commands.	The GDU alarm sounds and the mission data is displayed at the SCA.
6.	Observer	Receives and stored the MTO.	
7.	Btry/Plt AFATDS	Track mission status of GDUs.	Click the GDU Weapon Status icon of the Current menu tool bar. The Weapon Status GDU window displays. <i>See Procedure FM8. Examine the Weapon Status GDU Window for details of mission tracking on the Weapon Status GDU window.</i>
8.	Guns	Report “Shot.”	The Shot button is depressed on the SCA.
9.	Btry/Plt AFATDS	Receives “Shot” report.	On reception of the first gun’s “Shot” report: If the mission was initiated at the Btry/Plt AFATDS or received from a radar, the shot report is placed in the Active Mission Messages icon of the Current window tool bar. If the mission was initiated at by an observer , the shot report is automatically re-transmitted to the observer. As “Shot” reports are received, the Fire/Shot indicator for the reporting gun changes from a * with a yellow background to  with a green background.
10.	Observer	Receives “Shot” report.	This provides indication that the mission has been fired.

MX-25-433X
Job Aids – Cannon (GDU)

11.	Btry/Plt AFATDS	Transmit “Splash” report.	This report is sent 5 seconds before impact. The report <i>is not</i> sent for missile missions. The report is transmitted by clicking the Splash button on the Weapon Status GDU window.
12.	Observer	Receives “Splash” report.	This provides indication that the projectile impact is imminent.
13.	Guns	Transmit “Rounds Complete” report.	This report is sent the instant all rounds of fire for effect have been fired by pressing the RDS CMPLT button on the SCA.
14	Btry/Plt AFATDS	Receives “Rounds Complete” report.	On reception of the last gun’s “Rounds Complete” report: <i>If the mission was initiated at the Btry/Plt AFATDS</i> or received from a radar, the “Rounds Complete” report is placed in the Active Mission Messages icon of the Current window tool bar. <i>If the mission was initiated at by an observer</i> , the “Rounds Complete” report is automatically re-transmitted to the observer. As “Rounds Complete” reports are received, the Rds Cmplt indicator for the reporting gun changes from a * with a yellow background to ■ with a green background.
15	Observer	Receives “Rounds Complete” report.	This provides indication that fire for effect has been completed.
<i>If the observer adjusts fire: go to step 16.</i>			
<i>If the observer ends the mission: go to step 19.</i>			
16.	Observer	Transmit subsequent corrections.	The observer transmits an adjustment for an adjust fire mission or repeat fire for effect for a fire for effect mission.
17.	Btry/Plt AFATDS	Receives subsequent adjustment.	<i>If intervention rules do not apply</i> , the fire commands are transmitted to the GDUs. <i>If intervention rules apply</i> , the mission the Intervention icon on the Current window tool bar activates. If the adjustment places the point of aim in violation of an FSCM Btry/Plt AFATDS transmits a request for coordination before releasing the fire commands.
18.	All stations.	Steps 3 through 18 repeat as applicable.	
19.	Observer	Transmits end of mission.	
20.	Btry/Plt AFATDS	Receives end of mission.	Btry/Plt AFATDS retransmits end of mission to the GDUs. <i>If the observer requests Record as Target:</i> The adjusted target location is stored in the On-Call Target list . <i>If the observer requests Record as Known Point:</i> The adjusted location is stored in the Targets, Known Points and an MTO with the known point number is transmitted to the observer.
21.	Guns	Receive EOM.	The SCA displays EOM and the mission number.

SS7 Process a Quick Smoke Mission.

Related 13D Task: Supervise Operation of TAFCS 061-300-5019

Conditions: Given an AFATDS workstation that is powered, with AFATDS started, activated and with the current situation displayed ...

Objective: Process a quick smoke mission.

Additional Information: AFATDS uses the weather conditions entered for a quick smoke mission to determine the number of rounds to fire. AFATDS does not automatically perform subsequent volley replenishment of the smoke screen. This must be accomplished by the operator.

Procedure SS7: Process a Quick Smoke Mission			
Step	Station	Action	Result/Explanation
1	Observer	Composes and transmits call for fire.	The call for fire may be transmitted to an FSE/FSCC or FA CP AFATDS. That AFATDS may then transmit a fire order to the battery/platoon AFATDS.
<i>If the mission is received via data communications, go to step 3.</i>			
2.	Btry/Plt AFATDS	Complete the Initiate Fire Mission window. Click Mission Processing, Initiate Fire Mission. See <i>PROCEDURE FM6. Initiate a Fire Mission at AFATDS.</i>	
a.		<i>Complete the Initiate Fire Mission window.</i> Enter the following:	
b.		Observer	Select the Unit ID of the observer.
c.		Mission Type	Select the type of mission. Default is Fire For Effect. Adjust Fire may be selected for this type mission if required.
d.		Location	Enter a method of target location. See Procedure FM 6: Initiate a Fire Mission for details.
e.		Select Category	13 target categories are available. Selection defines choices of Type. Default is LOC.
f.		Select Type	Allows selection of specific target type. Default is Terrain.
g.		Click the Munitions tab.	The Munitions form displays.
h.		Click the FFE#1 Shell and select the smoke munitions dictated by the fire order.	Applicable smoke munitions for quick smoke are Smoke and WP2.
i.		Click the Duration of Smoke field and type the number of minutes obscuration is required.	
j.		Click the Wind Speed field and type the reported wind speed in knots.	
k.		Click the Conditions button and select the smoke condition reported by the observer.	Selections are Lapse, Neutral and Inversion.
l.		Click the Wind Direction button and select the direction reported by the observer.	Selections are: Cross and Head.
m.		Click Analyze Target.	Go to step 4.
3.	Btry/Plt AFATDS	The Data icon on the Current menu tool bar darkens.	Smoke missions received from an observer equipped with a FOS, FED or DCT are queued in the Data icon allowing the operator

MX-25-433X
Job Aids – Cannon (GDU)

Procedure SS7: Process a Quick Smoke Mission			
Step	Station	Action	Result/Explanation
a.		Click the Duration of Smoke field and type the number of minutes obscuration is required.	
b.		Click the Wind Speed field and type the reported wind speed in knots.	
c.		Click the Conditions button and select the smoke condition reported by the observer.	Selections are Lapse, Neutral and Inversion .
d.		Click the Wind Direction button and select the direction reported by the observer.	Selections are: Cross and Head .
e.		Click OK .	The Data icon grays out and the mission is processed.
<p><i>If intervention is set, the mission is placed in the IP icon of the Current window. The IP icon darkens and becomes selectable. . Go to step 4.</i></p> <p><i>If intervention is not set, the mission is processed and the Btry/Plt AFATDS determined solution is executed by sending the appropriate messages to observer and fire unit. Go to step 5.</i></p>			
4.	Btry/Plt AFATDS	<i>Display the mission processing solution.</i>	
a.		Click the IP icon on the Current window tool bar.	This procedure assumes a capable (green or yellow) option is determined. For a complete description of intervention, see Procedure FM7. Examine the Intervention Windows.
b.		Click the Cannon Tech Soln tab.	Firing Commands are displayed.
c.		Click one of the following:	

Procedure SS7: Process a Quick Smoke Mission			
Step	Station	Action	Result/Explanation
		Accept Recommendation	<p><i>If coordination is required:</i> The coordination request:</p> <ol style="list-style-type: none"> 1. Is transmitted to the Establishing Unit ID (Responsible Unit ID) of the affected geometry. 2. Fails communications if no route exists, the affect unit does not possess a device that can receive a coordination request or comm fails. 3. In all cases, copied to the Coordination icon on the Current window tool bar. This allows access to override the request if voice comm is established. <p><i>If no coordination was required or coordination approval was received:</i> Transmits the solution displayed in the Recommendation to the GDUs and sends an MTO. The MTO:</p> <ol style="list-style-type: none"> 1. Is placed in the Active Mission Monitor icon of the Current menu tool bar if the mission was initiated at the AFATDS. 2. Is transmitted to the observer if AFATDS has a comm route to that station, either direct or indirect. 3. Is presented to the AFATDS operator as an alert if no comm route to the observer exists. Click the Send to Originator button on the alert to send the MTO back through the AFATDS that communicates with the observer. <p>Go to step 5.</p>
		Send Selected	<p>Send Selected is used by units performing tactical fire control. At the battery/platoon FDC, performing technical fire control, the mission is recalculated (see step below). Recalculation allows AFATDS to re-compute the technical solution for the desired weapons</p>
		Recalculate	<p>Displays a copy of the mission's Initiate Fire Mission window to allow changes to be made by editing and reprocessing. Mission is placed in Intervention icon with the new solution when Analyze Tgt button is selected. Go to step 2.a.</p>
		Unsupportable	<p>Transmits the mission as a fire request to Command Unit ID for the btry/plt AFATDS. The mission is completed by another OPFAC.</p>

		Deny	<p><i>If the mission was entered at the AFATDS:</i> places a copy of the Deny message in the Active Mission Messages icon of the Current menu tool bar.</p> <p><i>If the mission was received from an FSE/FSCC or FA CP:</i> sends Deny message to that AFATDS. Deny message is queued in that AFATDS’s Active Mission Messages icon of the Current menu tool bar.</p> <p><i>If the mission was received directly from an observer:</i> sends a denied MTO to observer.</p> <p><i>If the mission was received from a radar:</i> no response is transmitted to the radar.</p>
5.	Guns	Receive fire commands.	The GDU alarm sounds and the mission data is displayed at the SCA.
6.	Observer	Receives and stored the MTO.	
7.	Btry/Plt AFATDS	Track mission status of GDUs.	Click the GDU Weapon Status icon of the Current menu tool bar. The Weapon Status GDU window displays. <i>See Procedure FM8. Examine the Weapon Status GDU Window for details of mission tracking on the Weapon Status GDU window.</i>
<p><i>If the method of control is At My Command or TOT:</i> got to step 8. <i>If communications with the GDUs fails:</i> see Procedure FM13. React to a GDU Comm Failure During Mission Processing. <i>If the method of control is WR,:</i> go to step 14</p>			
8.	Guns	Transmit “Ready” report.	After cycling through the mission, the READY button on the SCA is selected.
9.	Btry/Plt AFATDS	Receive “Ready” report.	As “Ready” reports are received, the Ready indicator for the reporting gun changes from a * with a yellow background to  with a green background. When the last gun has reported, the “Ready” command is transmitted to the observer. <i>For a TOT, go to step 10. For an AMC mission, go to step 11.</i>
10.	Btry/Plt AFATDS	Transmit “Fire” command for a TOT.	A timer, displayed in the GDU Weapon Status window counts down the time until the fire command is transmitted. At the expiration of the time, the command to fire is automatically transmitted to the GDUs. <i>Go to step 13.</i>
11.	Observer	Transmit “Fire” command.	The observer may command “Fire” any time after the “Ready” report is received.
12.	Btry/Plt AFATDS	Receive “Fire” command.	AFATDS receives the fire command and automatically transmits “Fire” to the GDUs.
13.	Guns	Receive “Fire” command.	The GDU alarm sounds and the command to fire the mission is displayed at the SCA.
14.	Guns	Report “Shot.”	The Shot button is depressed on the SCA.

MX-25-433X
Job Aids – Cannon (GDU)

15.	Btry/Plt AFATDS	Receives “Shot” report.	On reception of the first gun’s “Shot” report: <i>If the mission was initiated at the Btry/Plt AFATDS</i> or received from a radar, the shot report is placed in the Active Mission Messages icon of the Current window tool bar. <i>If the mission was initiated at by an observer</i> , the shot report is automatically re-transmitted to the observer. As “Shot” reports are received, the Fire/Shot indicator for the reporting gun changes from a * with a yellow background to  with a green background.
16.	Observer	Receives “Shot” report.	This provides indication that the mission has been fired.
17.	Btry/Plt AFATDS	Transmit “Splash” report.	This report is sent 5 seconds before impact. The report <i>is not</i> sent for missile missions. The report is transmitted by clicking the Splash button on the Weapon Status GDU window.
18.	Observer	Receives “Splash” report.	This provides indication that the projectile impact is imminent.
19.	Guns	Transmit “Rounds Complete” report.	This report is sent the instant all rounds of fire for effect have been fired by pressing the RDS CMLPT button on the SCA.
20.	Btry/Plt AFATDS	Receives “Rounds Complete” report.	On reception of the last gun’s “Rounds Complete” report: <i>If the mission was initiated at the Btry/Plt AFATDS</i> or received from a radar, the “Rounds Complete” report is placed in the Active Mission Messages icon of the Current window tool bar. <i>If the mission was initiated at by an observer</i> , the “Rounds Complete” report is automatically re-transmitted to the observer. As “Rounds Complete” reports are received, the Rds Cmplt indicator for the reporting gun changes from a * with a yellow background to  with a green background.
21.	Observer	Receives “Rounds Complete” report.	This provides indication that fire for effect has been completed.
<i>If the observer adjusts fire: go to step 22.</i>			
<i>If the observer ends the mission: go to step 25.</i>			
22.	Observer	Transmit subsequent corrections.	The observer transmits an adjustment for an adjust fire mission or repeat fire for effect for a fire for effect mission.
23.	Btry/Plt AFATDS	Receives subsequent adjustment.	<i>If intervention rules do not apply</i> , the fire commands are transmitted to the GDUs. <i>If intervention rules apply</i> , the mission the Intervention icon on the Current window tool bar activates. If the adjustment places the point of aim in violation of an FSCM Btry/Plt AFATDS transmits a request for coordination before releasing the fire commands.
24.	All stations.	Steps 3 through 20 repeat as applicable.	
25.	Observer	Transmits end of mission.	

26.	Btry/Plt AFATDS	Receives end of mission.	Btry/Plt AFATDS retransmits end of mission to the GDUs. If the observer requests Record as Target: The adjusted target location is stored in the On-Call Target list . If the observer requests Record as Known Point: The adjusted location is stored in the Targets, Known Points and an MTO with the known point number is transmitted to the observer.
27.	Guns	Receive EOM.	The SCA displays EOM and the mission number.

SS8 Process a FASCAM Mission.

Related 13D Task: Supervise Operation of TAFCS 061-300-5019

Conditions: Given an AFATDS workstation that is powered, with AFATDS started, activated and with the current situation displayed ...

Objective: Process a FASCAM mission.

Additional Information: Artillery delivered minefields are constructed ... AFATDS selects a FASCAM munitions in the following circumstances:

1. An FS System Procedure (**Guidances, FS Attack, System Procedure List**) is entered to cause engagement of a specific target type with a FASCAM shell.
2. The call for fire or fire order specifies FASCAM.
3. The AFATDS operator enters the mission from the keyboard or recalculates the mission, specifying a FASCAM munitions.

Volume of Fire. AFATDS computes the volume of fire based on the assumption that a battery/platoon fires a single minefield module of the specified density of mines. Increasing the minefield size *will not* change the volume desired.

FASCAM Safety Zone. AFATDS generates a FASCAM Safety Zone geometry when the mission is transmitted to the GDUs. This geometry is only created if the minefield is defined in the call for fire with rectangular dimensions. This is a rectangular geometry that encompasses the dimensions of the minefield and a buffer to contain mines dispersed outside the minefield dimension. The name of the geometry is the target number followed by three digits. These three digits indicate the number of minefield missions fired on the same target. In the event a new minefield was created at the same target as a previously fired minefield, the geometry for the second attack is numbered with 002 appended to the target number. The geometry effective time period of the geometry is set to four hours for short duration munitions and 24 hours for long duration munitions. The geometry is automatically distributed to other units based on the data distribution scheme. Data distribution must be established for FASCAM AREAS of THIS UNIT (See Procedure C8 in Chapter 4).

Procedure SS8: Process a FASCAM Mission			
Step	Station	Action	Result/Explanation
1	Observer	Composes and transmits call for fire.	The call for fire may be transmitted to an FSE/FSCC or FA CP AFATDS. That AFATDS may then transmit a fire order to the battery/platoon AFATDS.
<i>If the mission is received via data communications, go to step 3.</i>			
2.	Btry/Plt AFATDS	Complete the Initiate Fire Mission window. Click Mission Processing, Initiate Fire Mission. See <i>PROCEDURE FM6, Initiate a Fire Mission at AFATDS.</i>	
a.		Complete the Initiate Fire Mission window. Enter the following:	
b.		Observer	Select the Unit ID of the observer.
c.		Mission Type	Select the type of mission. Default is Fire For Effect . Adjust Fire may be selected for this type mission if required.

MX-25-433X
Job Aids – Cannon (GDU)

Procedure SS8: Process a FASCAM Mission			
Step	Station	Action	Result/Explanation
<i>NOTE: If the mission type selected is Adjust Fire, AFATDS will select DP-SR as the adjusting projectile. This is required because no correlating fire control data exists between HE family projectile data and FASCAM.</i>			
d.		Location	Enter a method of target location. See Procedure FM 6: Initiate a Fire Mission for details.
e.		Select Category	13 target categories are available. Selection defines choices of Type . Default is LOC .
f.		Select Type	Allows selection of specific target type. Default is Terrain .
f.		Select Shape and select Rectangular .	The selection causes Length, Width and Attitude fields to become active.
g.		Click the Length field and type the long dimension of the minefield.	Minefield volume of fire is based on modules centered on an aimpoint. For ADAM fired low or high angle or RAAM fired high angle, a module is 400 x 400m. RAAM fired low angle produces a module 200 x 200m. The length and width should be multiples of 400 (200 for RAAM low angle).
h.		Click the Width field and type the shorter dimension of the minefield.	
i.		Click the Attitude field and type the attitude of the long axis of minefield.	AFATDS assumes the target location is the aimpoint for the minefield module. Despite the shape of the target, AFATDS automatically computes a converged sheaf at the target.
j.		Click the Munitions tab.	The Munitions form displays.
k.		Click the FFE#1 Shell and select the shell type issued in the fire order.	Select the desired FASCAM shell. Applicable selections are ADAM-S or ADAM-L and RAAM-S or RAAM-L . If both anti-personnel and anti-armor minefield, select RAAM-S or RAAM-L .
l		Click the FFE#2 Shell and select the shell type issued in the fire order.	Enter only if an anti-personnel and anti-armor minefield is created; select ADAM-S or ADAM-L .
m.		Click FASCAM Density and select.	Choices are High, Medium or Low . This value, in combination with the shell and angle of fire defines the volume of fire required.
n.		<i>For RAAMS only:</i> Click the More Mission Data field.	The More Mission Data form displays.
o.		Click Trajectory and select High .	This selection can be used for RAAMS minefields to achieve a 400 x 400 meter coverage from a single aimpoint.
p.		Click Analyze Target .	
<i>If intervention is set, the mission is placed in the IP icon of the Current window. The IP icon darkens and becomes selectable. . Go to step 3.</i>			
<i>If intervention is not set, the mission is processed and the Btry/Plt AFATDS determined solution is executed by sending the appropriate messages to observer and fire unit. Go to step 4.</i>			
3.	Btry/Plt AFATDS	Display the mission processing solution.	
a.		Click the IP icon on the Current window tool bar.	This procedure assumes a capable (green or yellow) option is determined. For a complete description of intervention, see Procedure FM7. Examine the Intervention Windows.
b.		Click the Cannon Tech Soln tab.	Firing Commands are displayed.

Procedure SS8: Process a FASCAM Mission			
Step	Station	Action	Result/Explanation
c.		Click one of the following:	
		<p>Accept Recommendation</p>	<p><i>If coordination is required:</i> The coordination request:</p> <ol style="list-style-type: none"> 1. Is transmitted to the Establishing Unit ID (Responsible Unit ID) of the affected geometry. 2. Fails communications if no route exists, the affect unit does not possess a device that can receive a coordination request or comm fails. 3. In all cases, copied to the Coordination icon on the Current window tool bar. This allows access to override the request if voice comm is established. <p><i>If no coordination was required or coordination approval was received:</i> Transmits the solution displayed in the Recommendation to the GDUs and sends an MTO. The MTO:</p> <ol style="list-style-type: none"> 1. Is placed in the Active Mission Monitor icon of the Current menu tool bar if the mission was initiated at the AFATDS. 2. Is transmitted to the observer if AFATDS has a comm route to that station, either direct or indirect. 3. Is presented to the AFATDS operator as an alert if no comm route to the observer exists. Click the Send to Originator button on the alert to send the MTO back through the AFATDS that communicates with the observer. <p>Go to step 4.</p>
		<p>Send Selected</p>	<p>Send Selected is used by units performing tactical fire control. At the battery/platoon FDC, performing technical fire control, the mission is recalculated (see step below). Recalculation allows AFATDS to re-compute the technical solution for the desired weapons</p>

		Recalculate	Displays a copy of the mission’s Initiate Fire Mission window to allow changes to be made by editing and reprocessing. Mission is placed in Intervention icon with the new solution when Analyze Tgt button is selected. Go to step 2.a.
		Unsupportable	Transmits the mission as a fire request to Command Unit ID for the btry/plt AFATDS. The mission is completed by another OPFAC.
		Deny	<i>If the mission was entered at the AFATDS:</i> places a copy of the Deny message in the Active Mission Messages icon of the Current menu tool bar. <i>If the mission was received from an FSE/FSCC or FA CP:</i> sends Deny message to that AFATDS. Deny message is queued in that AFATDS’s Active Mission Messages icon of the Current menu tool bar. <i>If the mission was received directly from an observer:</i> sends a denied MTO to observer. <i>If the mission was received from a radar:</i> no response is transmitted to the radar.
4.	Btry/Plt AFATDS	Creates a FASCAM Safety Zone.	The FASCAM Safety Zone displays on the map and is transmitted to other stations via data distribution.
5.	Guns	Receive fire commands.	The GDU alarm sounds and the mission data is displayed at the SCA.
6.	Observer	Receives and stored the MTO.	
7.	Btry/Plt AFATDS	Track mission status of GDUs.	Click the GDU Weapon Status icon of the Current menu tool bar. The Weapon Status GDU window displays. <i>See Procedure FM8. Examine the Weapon Status GDU Window for details of mission tracking on the Weapon Status GDU window.</i>
<p><i>If the method of control is At My Command or TOT:</i> go to step 8. <i>If communications with the GDUs fails:</i> see Procedure FM13. <i>React to a GDU Comm Failure During Mission Processing.</i> <i>If the method of control is WR,:</i> go to step 14.</p>			
8.	Guns	Transmit “Ready” report.	After cycling through the mission, the READY button on the SCA is selected.
9.	Btry/Plt AFATDS	Receive “Ready” report.	As “Ready” reports are received, the Ready indicator for the reporting gun changes from a * with a yellow background to  with a green background. When the last gun has reported, the “Ready” command is transmitted to the observer. <i>For a TOT, go to step 10.</i> <i>For an AMC mission, go to step 11.</i>
10.	Btry/Plt AFATDS	Transmit “Fire” command for a TOT.	A timer, displayed in the GDU Weapon Status window counts down the time until the fire command is transmitted. At the expiration of the time, the command to fire is automatically transmitted to the GDUs. <i>Go to step 13.</i>

MX-25-433X
Job Aids – Cannon (GDU)

11.	Observer	Transmit “Fire” command.	The observer may command “Fire” any time after the “Ready” report is received.
12.	Btry/Plt AFATDS	Receive “Fire” command.	AFATDS receives the fire command and automatically transmits “Fire” to the GDUs.
13.	Guns	Receive “Fire” command.	The GDU alarm sounds and the command to fire the mission is displayed at the SCA.
14.	Guns	Report “Shot.”	The Shot button is depressed on the SCA.
15.	Btry/Plt AFATDS	Receives “Shot” report.	On reception of the first gun’s “Shot” report: <i>If the mission was initiated at the Btry/Plt AFATDS</i> or received from a radar, the shot report is placed in the Active Mission Messages icon of the Current window tool bar. <i>If the mission was initiated at by an observer</i> , the shot report is automatically re-transmitted to the observer. As “Shot” reports are received, the Fire/Shot indicator for the reporting gun changes from a * with a yellow background to  with a green background.
16.	Observer	Receives “Shot” report.	This provides indication that the mission has been fired.
17.	Btry/Plt AFATDS	Transmit “Splash” report.	This report is sent 5 seconds before impact. The report <i>is not</i> sent for missile missions. The report is transmitted by clicking the Splash button on the Weapon Status GDU window.
18.	Observer	Receives “Splash” report.	This provides indication that the projectile impact is imminent.
19.	Guns	Transmit “Rounds Complete” report.	This report is sent the instant all rounds of fire for effect have been fired by pressing the RDS CMPLT button on the SCA.
20.	Btry/Plt AFATDS	Receives “Rounds Complete” report.	On reception of the last gun’s “Rounds Complete” report: <i>If the mission was initiated at the Btry/Plt AFATDS</i> or received from a radar, the “Rounds Complete” report is placed in the Active Mission Messages icon of the Current window tool bar. <i>If the mission was initiated at by an observer</i> , the “Rounds Complete” report is automatically re-transmitted to the observer. As “Rounds Complete” reports are received, the Rds Cmplt indicator for the reporting gun changes from a * with a yellow background to  with a green background.
21.	Observer	Receives “Rounds Complete” report.	This provides indication that fire for effect has been completed.
<i>If the observer adjusts fire: go to step 22.</i>			
<i>If the observer ends the mission: go to step 25.</i>			
22.	Observer	Transmit subsequent corrections.	The observer transmits an adjustment for an adjust fire mission or repeat fire for effect for a fire for effect mission.

MX-25-433X
Job Aids – Cannon (GDU)

23.	Btry/Plt AFATDS	Receives subsequent adjustment.	<i>If intervention rules do not apply</i> , the fire commands are transmitted to the GDUs. <i>If intervention rules apply</i> , the mission the Intervention icon on the Current window tool bar activates. If the adjustment places the point of aim in violation of an FSCM Btry/Plt AFATDS transmits a request for coordination before releasing the fire commands.
24.	All stations.	Steps 3 through 20 repeat as applicable.	
25.	Observer	Transmits end of mission.	
26.	Btry/Plt AFATDS	Receives end of mission.	Btry/Plt AFATDS retransmits end of mission to the GDUs. <i>If the observer requests Record as Target</i> : The adjusted target location is stored in the On-Call Target list . <i>If the observer requests Record as Known Point</i> : The adjusted location is stored in the Targets, Known Points and an MTO with the known point number is transmitted to the observer.
27.	Guns	Receive EOM.	The SCA displays EOM and the mission number.

SS9 Process a Final Protective Fires Mission.

Related 13D Task: Supervise Operation of TAFCS 061-300-5019

Conditions: Given an AFATDS workstation that is powered, with AFATDS started, activated and with the current situation displayed ...

Objective: Process a final protective fire mission.

Additional Information:

Procedure SS9: Process a Final Protective Fires Mission.			
Step	Station	Action	Result/Explanation
1	Observer	Composes and transmits call for fire.	The call for fire may be transmitted to an FSE/FSCC or FA CP AFATDS. That AFATDS may then transmit a fire order to the battery/platoon AFATDS.
<p><i>Note:</i> The FPF request should describe the target as a rectangle. The length should not be longer than can be supported by the fire unit. The correct dimensions can be determined as follows: LENGTH: the number of weapons of the supporting unit times the burst width. <i>For example:</i> 6 gun 155mm battery X HE burst width 50m = length 300m 6 gun 105mm battery X HE burst width 30m = length 180m WIDTH: must be equal to or less than 1/5 of the length. <i>For example:</i> 6 gun 155mm battery length 300m X 1/5 = width 60m (expressed as 50m for most FO devices) 6 gun 105mm battery length 180m X 1/5 = width 36m</p>			
If the mission is received via data communications, go to step 3.			
2.	Btry/Plt AFATDS	Complete the Initiate Fire Mission window. Click Mission Processing, Initiate Fire Mission. See <i>PROCEDURE FM6. Initiate a Fire Mission at AFATDS.</i>	
a.		Complete the Initiate Fire Mission window. Enter the following:	

MX-25-433X
Job Aids – Cannon (GDU)

Procedure SS9: Process a Final Protective Fires Mission.			
Step	Station	Action	Result/Explanation
b.		Click the Observer field and the observer's Unit ID .	An observer must be associated with the mission to determine the PRF code portion of the Copperhead timer setting.
c.		Click Mission Type and select Assign	This identifies the mission as an FPF or Copperhead priority mission.
d.		Click the Method of Control field and select Do Not Load .	
e.		Location	Enter a method of target location. See Procedure FM 6: Initiate a Fire Mission for details.
f.		Click the Shape field and select Linear .	The FPF is fired as a linear sheaf to provide maximum width.
g.		Click the Length field and type the length of the FPF sheaf in meters.	LENGTH: the number of weapons of the supporting unit times the burst width. <i>For example:</i> 6 gun 155mm battery X HE burst width 50m = length 300m 6 gun 105mm battery X HE burst width 30m = length 180m
<p>NOTE: The AFATDS selects the shell/fuze to fire as for any area fire missions. If a shell/fuze combination other than that specified for the default target type (Terrain Feature) is desired, this must be entered in the Munition tab.</p>			
h.		Click Analyze Target .	
<p>If intervention is set, the mission is placed in the IP icon of the Current window. The IP icon darkens and becomes selectable. . Go to step 3.</p> <p>If intervention is not set, the mission is processed and the Btry/Plt AFATDS determined solution is executed by sending the appropriate messages to observer and fire unit. Go to step 4.</p>			
3.	Btry/Plt AFATDS	Display the mission processing solution.	
a.		Click the IP icon on the Current window tool bar.	This procedure assumes a capable (green or yellow) option is determined. For a complete description of intervention, see Procedure FM7. Examine the Intervention Windows. Mission Type displayed is Assign Precedence displayed is Priority
b.		Click the Cannon Tech Soln tab.	Firing Commands are displayed. MOC is DNL.
c.		Click one of the following:	

Procedure SS9: Process a Final Protective Fires Mission.			
Step	Station	Action	Result/Explanation
		Accept Recommendation	<p><i>If coordination is required:</i> The coordination request:</p> <ol style="list-style-type: none"> 1. Is transmitted to the Establishing Unit ID (Responsible Unit ID) of the affected geometry. 2. Fails communications if no route exists, the affect unit does not possess a device that can receive a coordination request or comm fails. 3. In all cases, copied to the Coordination icon on the Current window tool bar. This allows access to override the request if voice comm is established. <p><i>If no coordination was required or coordination approval was received:</i> Transmits the solution displayed in the Recommendation to the GDUs and sends an MTO. The MTO:</p> <ol style="list-style-type: none"> 1. Is placed in the Active Mission Monitor icon of the Current menu tool bar if the mission was initiated at the AFATDS. 2. Is transmitted to the observer if AFATDS has a comm route to that station, either direct or indirect. 3. Is presented to the AFATDS operator as an alert if no comm route to the observer exists. Click the Send to Originator button on the alert to send the MTO back through the AFATDS that communicates with the observer. <p>Go to step 4.</p>
		Send Selected	Send Selected is used by units performing tactical fire control. At the battery/platoon FDC, performing technical fire control, the mission is recalculated (see step below). Recalculation allows AFATDS to re-compute the technical solution for the desired weapons
		Recalculate	Displays a copy of the mission's Initiate Fire Mission window to allow changes to be made by editing and reprocessing. Mission is placed in Intervention icon with the new solution when Analyze Tgt button is selected. Go to step 2.a.
		Unsupportable	Transmits the mission as a fire request to Command Unit ID for the btry/plt AFATDS. The mission is completed by another OPFAC.

		Deny	<p><i>If the mission was entered at the AFATDS:</i> places a copy of the Deny message in the Active Mission Messages icon of the Current menu tool bar.</p> <p><i>If the mission was received from an FSE/FSCC or FA CP:</i> sends Deny message to that AFATDS. Deny message is queued in that AFATDS's Active Mission Messages icon of the Current menu tool bar.</p> <p><i>If the mission was received directly from an observer:</i> sends a denied MTO to observer.</p> <p><i>If the mission was received from a radar:</i> no response is transmitted to the radar.</p>
4.	Guns	Receive fire commands.	The GDU alarm sounds and the mission data is displayed at the SCA. FPF fire commands are automatically transmitted with the special instruction "Use gunner's quadrant."
5.	Observer	Receives and stored the MTO.	Method of Control is set to At My Command Method of Attack is set to Danger Close
6.	Btry/Plt AFATDS	Track mission status of GDUs.	Click the GDU Weapon Status icon of the Current menu tool bar. The Weapon Status GDU window displays. <i>See Procedure FM8. Examine the Weapon Status GDU Window for details of mission tracking on the Weapon Status GDU window.</i>
<p>At this point the FPF mission is available for firing. The observer may perform the following:</p> <p><i>Fire the FPF mission:</i> Go to step 7.</p> <p><i>Delete the FPF mission:</i> Go to step 18.</p>			
7.	Observer	Transmit "Fire FPF" command.	The observer may command "Fire" any time after the MTO is received.
8.	Btry/Plt AFATDS	Receive "Fire" command.	
a.		<i>If digital comm with FO:</i>	AFATDS receives the fire command and automatically transmits "Fire" to the GDUs. The method of fire is "Continuous Fire."
b.		<i>If voice comm with FO:</i> On the Weapon Status GDU window, click the FIRE button.	AFATDS transmits "Fire" to the GDUs. The method of fire is "Continuous Fire."
9.	Guns	Receive "Fire" command.	The GDU alarm sounds and the command to fire the mission is displayed at the SCA.
10.	Guns	Report "Shot."	The Shot/RC button is depressed on the SCA.
11.	Btry/Plt AFATDS	Receives "Shot" report.	On reception of the first gun's "Shot" report: <i>If the mission was initiated at the Btry/Plt AFATDS</i> or received from a radar, the shot report is placed in the Active Mission Messages icon of the Current window tool bar. <i>If the mission was initiated at by an observer,</i> the shot report is automatically re-transmitted to the observer. As "Shot" reports are received, the Fire/Shot indicator for the reporting gun changes from a * with a yellow background to ■ with a green background.

12.	Observer	Receives “Shot” report.	This provides indication that the mission has been fired.
13.	Btry/Plt AFATDS	Transmit “Splash” report.	This report is sent 5 seconds before impact. The report <i>is not</i> sent for missile missions. The report is transmitted by clicking the Splash button on the Weapon Status GDU window.
14.	Observer	Receives “Splash” report.	This provides indication that the projectile impact is imminent.
15.	Observer	Transmits “End FPF”	This causes fires to cease on the FPF. The FPF is still available for repeat firing if required.
16.	Btry/Plt AFATDS	Receives “End FPF”	AFATDS automatically transmits “Cease Loading” commands to the GDUs.
a.		<i>If digital comm with FO:</i>	AFATDS automatically transmits “Cease Loading” to the GDUs.
b.		<i>If voice comm with FO:</i> On the Weapon Status GDU window, click the EOM button.	AFATDS transmits “Cease Loading” to the GDUs.
17.	Guns	Acknowledge “Cease Loading”.	Press the Cycle button on the SCA.
NOTE: The FPF mission is still available at the AFATDS. The observer may request to fire the FPF again. If this occurs, steps 7 through 17 are repeated.			
18.	Observer	Requests to delete the FPF mission.	The observer composes and transmits a digital request to delete the FPF or transmits a voice request.
19.	Btry/Plt AFATDS	Receives delete request.	<i>Using digital communications with the observer:</i> The target is moved to the Inactive Target List and a Mission Fired Report is generated. <i>If voice communications with the observer:</i> Click Targets, Target List, Active. OK. The target is moved to the Inactive Target List and a Mission Fired Report is generated. Btry/Plt AFATDS transmits end of mission to the GDUs.
20.	Guns	Receive EOM.	The SCA displays EOM and the mission number.

SS10 Process a Copperhead Target of Opportunity Mission.

Related 13D Task: Supervise Operation of TAFCS 061-300-5019

Conditions: Given an AFATDS workstation that is powered, with AFATDS started, activated and with the current situation displayed ...

Objective: Process a Copperhead target of opportunity mission.

Additional Information:

Procedure SS10: Process a Copperhead Target of Opportunity Mission.			
Step	Station	Action	Result/Explanation

MX-25-433X
Job Aids – Cannon (GDU)

Procedure SS10: Process a Copperhead Target of Opportunity Mission.			
Step	Station	Action	Result/Explanation
1	Observer	Composes and transmits call for fire.	The call for fire may be transmitted to an FSE/FSCC or FA CP AFATDS. That AFATDS may then transmit a fire order to the battery/platoon AFATDS.
<i>If the mission is received via data communications, go to step 3.</i>			
2.	Btry/Plt AFATDS	Complete the Initiate Fire Mission window. Click Mission Processing, Initiate Fire Mission. See <i>PROCEDURE FM6. Initiate a Fire Mission at AFATDS.</i>	
a.		<i>Complete the Initiate Fire Mission window.</i> Enter the following:	
b.		Click the Observer field and the observer's Unit ID.	An observer must be associated with the mission to determine the PRF code portion of the Copperhead timer setting.
<i>NOTE: If no observer is associated with the mission, the PRF code (last three digits of the time setting) will be missing from the fire commands.</i>			
c.		Click Mission Type and select Fire For Effect	
d.		Location	Enter a method of target location. See Procedure FM 6: Initiate a Fire Mission for details.
e.		Select Category	13 target categories are available. Selection defines choices of Type. Default is LOC.
f.		Select Type	Allows selection of specific target type. Default is Terrain.
g.		Click the Strength field and type the number of targets.	AFATDS allocates one Copperhead projectile for each target.
h.		Click the Munitions tab.	The Munitions form displays.
i.		Click the FFE#1 Shell and select Copperhead.	
<i>NOTE: Charge should not be selected by the AFATDS operator. If a charge is entered on the Munitions tab AFATDS will ignore this value. A charge is selected based on Copperhead shaped trajectory logic that uses range, observer cloud height and visibility.</i>			
j.		Click Analyze Target.	
<i>If intervention is set, the mission is placed in the IP icon of the Current window. The IP icon darkens and becomes selectable. . Go to step 3.</i>			
<i>If intervention is not set, the mission is processed and the Btry/Plt AFATDS determined solution is executed by sending the appropriate messages to observer and fire unit. Go to step 4.</i>			
3.	Btry/Plt AFATDS	Display the mission processing solution.	
a.		Click the IP icon on the Current window tool bar.	This procedure assumes a capable (green or yellow) option is determined. For a complete description of intervention, see Procedure FM7. Examine the Intervention Windows.
b.		Click the Cannon Tech Soln tab.	Firing Commands are displayed. <i>NOTE: The fuze category, model and lot will be blank. The Fuze Time column displays the timer setting as the two digit time setting followed by the observer's PRF code.</i>
<i>NOTE: A single weapon is selected to fire the mission. One Copperhead round is assigned to each target based on the number of targets or strength reported in the call for fire. A maximum of 6 rounds will be allocated. Fire requests with a strength greater than 6 will cause 6 rounds to be fired.</i>			
c.		Click one of the following:	

Procedure SS10: Process a Copperhead Target of Opportunity Mission.			
Step	Station	Action	Result/Explanation
		Accept Recommendation	<p><i>If coordination is required:</i> The coordination request:</p> <ol style="list-style-type: none"> 1. Is transmitted to the Establishing Unit ID (Responsible Unit ID) of the affected geometry. 2. Fails communications if no route exists, the affect unit does not possess a device that can receive a coordination request or comm fails. 3. In all cases, copied to the Coordination icon on the Current window tool bar. This allows access to override the request if voice comm is established. <p><i>If no coordination was required or coordination approval was received:</i> Transmits the solution displayed in the Recommendation to the GDUs and sends an MTO. The MTO:</p> <ol style="list-style-type: none"> 1. Is placed in the Active Mission Monitor icon of the Current menu tool bar if the mission was initiated at the AFATDS. 2. Is transmitted to the observer if AFATDS has a comm route to that station, either direct or indirect. 3. Is presented to the AFATDS operator as an alert if no comm route to the observer exists. Click the Send to Originator button on the alert to send the MTO back through the AFATDS that communicates with the observer. <p>Go to step 4.</p>
		Send Selected	Send Selected is used by units performing tactical fire control. At the battery/platoon FDC, performing technical fire control, the mission is recalculated (see step below). Recalculation allows AFATDS to re-compute the technical solution for the desired weapons
		Recalculate	Displays a copy of the mission's Initiate Fire Mission window to allow changes to be made by editing and reprocessing. Mission is placed in Intervention icon with the new solution when Analyze Tgt button is selected. Go to step 2.a.
		Unsupportable	Transmits the mission as a fire request to Command Unit ID for the btry/plt AFATDS. The mission is completed by another OPFAC.

MX-25-433X
Job Aids – Cannon (GDU)

		Deny	<p>If the mission was entered at the AFATDS: places a copy of the Deny message in the Active Mission Messages icon of the Current menu tool bar.</p> <p>If the mission was received from an FSE/FSCC or FA CP: sends Deny message to that AFATDS. Deny message is queued in that AFATDS's Active Mission Messages icon of the Current menu tool bar.</p> <p>If the mission was received directly from an observer: sends a denied MTO to observer.</p> <p>If the mission was received from a radar: no response is transmitted to the radar.</p>
3.	Guns	Receive fire commands.	The GDU alarm sounds and the mission data is displayed at the SCA.
<p>NOTE: AFATDS does not transmit the command to fire multiple Copperhead rounds at timed intervals. This must be accomplished by manually re-transmitting fire commands.</p>			
4.	Observer	Receives and stored the MTO.	The MTO contains the following data: Time of flight, GT-OT relationship expressed as GT line left, right or center of OT line, range and laser alert time.
6.	Btry/Plt AFATDS	Track mission status of GDUs.	Click the GDU Weapon Status icon of the Current menu tool bar. The Weapon Status GDU window displays. See Procedure FM8. Examine the <i>Weapon Status GDU Window</i> for details of mission tracking on the Weapon Status GDU window.
7.	Guns	Transmit "Ready" report.	After cycling through the mission, the READY button on the SCA is selected.
8.	Btry/Plt AFATDS	Receive "Ready" report.	As "Ready" reports are received, the Ready indicator for the reporting gun changes from a * with a yellow background to  with a green background. When the last gun has reported, the "Ready" command is transmitted to the observer.
9.	Observer	Transmit "Fire" command.	The observer may command "Fire" any time after the "Ready" report is received.
10.	Btry/Plt AFATDS	Receive "Fire" command.	AFATDS receives the fire command and automatically transmits "Fire" to the GDUs.
11.	Guns	Receive "Fire" command.	The GDU alarm sounds and the command to fire the mission is displayed at the SCA.
12.	Guns	Report "Shot."	The Shot/RC button is depressed on the SCA.
13.	Btry/Plt AFATDS	Receives "Shot" report.	<p>On reception of the first gun's "Shot" report:</p> <p>If the mission was initiated at the Btry/Plt AFATDS or received from a radar, the shot report is placed in the Active Mission Messages icon of the Current window tool bar.</p> <p>If the mission was initiated at by an observer, the shot report is automatically re-transmitted to the observer.</p> <p>As "Shot" reports are received, the Fire/Shot indicator for the reporting gun changes from a * with a yellow background to  with a green background.</p>

MX-25-433X
Job Aids – Cannon (GDU)

14.	Observer	Receives “Shot” report.	This provides indication that the mission has been fired.
15.	Btry/Plt AFATDS	Transmit “Splash” report.	This report is sent 5 seconds before impact. The report <i>is not</i> sent for missile missions. The report is transmitted by clicking the Splash button on the Weapon Status GDU window.
16.	Observer	Receives “Splash” report.	This provides indication that the projectile impact is imminent.
17.	Guns	Transmit “Rounds Complete” report.	This report is sent the instant all rounds of fire for effect have been fired by pressing the RDS CMPLT button on the SCA.
18.	Btry/Plt AFATDS	Receives “Rounds Complete” report.	On reception of the last gun’s “Rounds Complete” report: <i>If the mission was initiated at the Btry/Plt AFATDS</i> or received from a radar, the “Rounds Complete” report is placed in the Active Mission Messages icon of the Current window tool bar. <i>If the mission was initiated at by an observer</i> , the “Rounds Complete” report is automatically re-transmitted to the observer. As “Rounds Complete” reports are received, the Rds Cmplt indicator for the reporting gun changes from a * with a yellow background to  with a green background.
19.	Observer	Receives “Rounds Complete” report.	This provides indication that fire for effect has been completed.
20.	Observer	Transmits end of mission.	
21.	Btry/Plt AFATDS	Receives end of mission.	Btry/Plt AFATDS retransmits end of mission to the GDUs. <i>If the observer requests Record as Target:</i> The adjusted target location is stored in the On-Call Target list . <i>If the observer requests Record as Known Point:</i> The adjusted location is stored in the Targets, Known Points and an MTO with the known point number is transmitted to the observer.
22.	Guns	Receive EOM.	The SCA displays EOM and the mission number.

SS11 Process a Copperhead Priority Mission.

Related 13D Task: Supervise Operation of TAFCS 061-300-5019

Conditions: Given an AFATDS workstation that is powered, with AFATDS started, activated and with the current situation displayed ...

Objective: Process a Copperhead priority mission.

Additional Information: Copperhead priority missions are processed and remain in the **Active Target List** until a request to fire is received or the mission is deleted by the requestor or the AFATDS operator. Copperhead priority missions are processed differently than other area fire missions as described below.

1. At least one weapon must be selected as **Copperhead Capable** in the weapon data.
2. Angle T cannot exceed 800 mils.

MX-25-433X
Job Aids – Cannon (GDU)

Procedure SS11: Process a Copperhead Priority Mission.			
Step	Station	Action	Result/Explanation
1	Observer	Composes and transmits call for fire.	The call for fire may be transmitted to an FSE/FSCC or FA CP AFATDS. That AFATDS may then transmit a fire order to the battery/platoon AFATDS.
<i>If the mission is received via data communications, go to step 3.</i>			
2.	Btry/Plt AFATDS	Complete the Initiate Fire Mission window. Click Mission Processing, Initiate Fire Mission. See <i>PROCEDURE FM6. Initiate a Fire Mission at AFATDS.</i>	
a.		<i>Complete the Initiate Fire Mission window.</i> Enter the following:	
b.		Click the Observer field and the observer's Unit ID .	An observer must be associated with the mission to determine the PRF code portion of the Copperhead timer setting.
c.		Click Mission Type and select Assign	This identifies the mission as an FPF or Copperhead priority mission.
d.		Click the Method of Control field and select Do Not Load.	
e.		Location	Enter a method of target location. See Procedure FM 6: Initiate a Fire Mission for details.
f.		Select Category	13 target categories are available. Selection defines choices of Type . Default is LOC .
g.		Select Type	Allows selection of specific target type. Default is Terrain .
h.		Click the Munitions tab.	The Munitions form displays.
i.		Click the FFE#1 Shell and select Copperhead .	In combination with Mission Type: Assign , this identifies the target as a Copperhead priority mission.
NOTE: Charge should not be selected by the AFATDS operator. If a charge is entered on the Munitions tab AFATDS will ignore this value. A charge is selected based on Copperhead shaped trajectory logic that uses range, observer cloud height and visibility.			
i.		Click Analyze Target .	
<i>If intervention is set, the mission is placed in the IP icon of the Current window. The IP icon darkens and becomes selectable. . Go to step 3.</i>			
<i>If intervention is not set, the mission is processed and the Btry/Plt AFATDS determined solution is executed by sending the appropriate messages to observer and fire unit. Go to step 4.</i>			
3.	Btry/Plt AFATDS	Display the mission processing solution.	
a.		Click the IP icon on the Current window tool bar.	This procedure assumes a capable (green or yellow) option is determined. For a complete description of intervention, see Procedure FM7. Examine the Intervention Windows.
b.		Click the Cannon Tech Soln tab.	Firing Commands are displayed. NOTE: The fuze category, model and lot will be blank. The Fuze Time column displays the timer setting as the two digit time setting followed by the observer's PRF code.
c.		Click one of the following:	

Procedure SS11: Process a Copperhead Priority Mission.			
Step	Station	Action	Result/Explanation
		Accept Recommendation	<p><i>If coordination is required:</i> The coordination request:</p> <ol style="list-style-type: none"> 4. Is transmitted to the Establishing Unit ID (Responsible Unit ID) of the affected geometry. 5. Fails communications if no route exists, the affect unit does not possess a device that can receive a coordination request or comm fails. 6. In all cases, copied to the Coordination icon on the Current window tool bar. This allows access to override the request if voice comm is established. <p><i>If no coordination was required or coordination approval was received:</i> Transmits the solution displayed in the Recommendation to the GDUs and sends an MTO. The MTO:</p> <ol style="list-style-type: none"> 4. Is placed in the Active Mission Monitor icon of the Current menu tool bar if the mission was initiated at the AFATDS. 5. Is transmitted to the observer if AFATDS has a comm route to that station, either direct or indirect. 6. Is presented to the AFATDS operator as an alert if no comm route to the observer exists. Click the Send to Originator button on the alert to send the MTO back through the AFATDS that communicates with the observer. <p>Go to step 4.</p>
		Send Selected	Send Selected is used by units performing tactical fire control. At the battery/platoon FDC, performing technical fire control, the mission is recalculated (see step below). Recalculation allows AFATDS to re-compute the technical solution for the desired weapons
		Recalculate	Displays a copy of the mission's Initiate Fire Mission window to allow changes to be made by editing and reprocessing. Mission is placed in Intervention icon with the new solution when Analyze Tgt button is selected. Go to step 2.a.
		Unsupportable	Transmits the mission as a fire request to Command Unit ID for the btry/plt AFATDS. The mission is completed by another OPFAC.

MX-25-433X
Job Aids – Cannon (GDU)

		Deny	<p><i>If the mission was entered at the AFATDS:</i> places a copy of the Deny message in the Active Mission Messages icon of the Current menu tool bar.</p> <p><i>If the mission was received from an FSE/FSCC or FA CP:</i> sends Deny message to that AFATDS. Deny message is queued in that AFATDS's Active Mission Messages icon of the Current menu tool bar.</p> <p><i>If the mission was received directly from an observer:</i> sends a denied MTO to observer.</p> <p><i>If the mission was received from a radar:</i> no response is transmitted to the radar.</p>
3.	Guns	Receive fire commands.	The GDU alarm sounds and the mission data is displayed at the SCA.
4.	Observer	Receives and stored the MTO.	The MTO contains the following data: Time of flight, GT-OT relationship expressed as GT line left, right or center of OT line, range and laser alert time.
6.	Btry/Plt AFATDS	Track mission status of GDUs.	Click the GDU Weapon Status icon of the Current menu tool bar. The Weapon Status GDU window displays. <i>See Procedure FM8. Examine the Weapon Status GDU Window for details of mission tracking on the Weapon Status GDU window.</i>
7.	Guns	Transmit "Ready" report.	After cycling through the mission, the READY button on the SCA is selected.
8.	Btry/Plt AFATDS	Receive "Ready" report.	As "Ready" reports are received, the Ready indicator for the reporting gun changes from a * with a yellow background to  with a green background. When the last gun has reported, the "Ready" command is transmitted to the observer.
<p>At this point the Copperhead priority mission is available for firing. The observer may perform the following:</p> <p><i>Fire the Copperhead priority mission: Go to step 9.</i></p> <p><i>Delete the Copperhead priority mission: Go to step 20.</i></p>			
9.	Observer	Transmit "Fire" command.	The observer may command "Fire" any time after the "Ready" report is received.
10.	Btry/Plt AFATDS	Receive "Fire" command.	AFATDS receives the fire command and automatically transmits "Fire" to the GDUs.
11.	Guns	Receive "Fire" command.	The GDU alarm sounds and the command to fire the mission is displayed at the SCA.
12.	Guns	Report "Shot."	The Shot/RC button is depressed on the SCA.

MX-25-433X
Job Aids – Cannon (GDU)

13.	Btry/Plt AFATDS	Receives “Shot” report.	On reception of the first gun’s “Shot” report: <i>If the mission was initiated at the Btry/Plt AFATDS</i> or received from a radar, the shot report is placed in the Active Mission Messages icon of the Current window tool bar. <i>If the mission was initiated at by an observer</i> , the shot report is automatically re-transmitted to the observer. As “Shot” reports are received, the Fire/Shot indicator for the reporting gun changes from a * with a yellow background to  with a green background.
14.	Observer	Receives “Shot” report.	This provides indication that the mission has been fired.
15.	Btry/Plt AFATDS	Transmit “Splash” report.	This report is sent 5 seconds before impact. The report <i>is not</i> sent for missile missions. The report is transmitted by clicking the Splash button on the Weapon Status GDU window.
16.	Observer	Receives “Splash” report.	This provides indication that the projectile impact is imminent.
17.	Guns	Transmit “Rounds Complete” report.	This report is sent the instant all rounds of fire for effect have been fired by pressing the RDS CMPLT button on the SCA.
18.	Btry/Plt AFATDS	Receives “Rounds Complete” report.	On reception of the last gun’s “Rounds Complete” report: <i>If the mission was initiated at the Btry/Plt AFATDS</i> or received from a radar, the “Rounds Complete” report is placed in the Active Mission Messages icon of the Current window tool bar. <i>If the mission was initiated at by an observer</i> , the “Rounds Complete” report is automatically re-transmitted to the observer. As “Rounds Complete” reports are received, the Rds Cmplt indicator for the reporting gun changes from a * with a yellow background to  with a green background.
19.	Observer	Receives “Rounds Complete” report.	This provides indication that fire for effect has been completed.
Note: <i>At this point the mission is still available.</i>			
20.	Observer	Requests to delete the priority mission.	The observer composes and transmits a digital request to delete the Copperhead priority target or transmits a voice request.
21.	Btry/Plt AFATDS	Receives delete request.	<i>Using digital communications with the observer:</i> The target is moved to the Inactive Target List and a Mission Fired Report is generated. <i>If voice communications with the observer:</i> Click Targets, Target List, Active. OK . The target is moved to the Inactive Target List and a Mission Fired Report is generated. Btry/Plt AFATDS transmits end of mission to the GDUs.
22.	Guns	Receive EOM.	The SCA displays EOM and the mission number.

SS12. Assign a Known Point.

Related 13D Task: Supervise Operation of TAFCS 061-300-5019

Conditions: Given an AFATDS workstation that is powered, with AFATDS started, activated and with the current situation displayed ...

Objective: Assign a known point.

Additional Information: A known point can be established by an observer request or by the AFATDS operator. This procedure details operator entry procedures. When a request is received from an observer via digital communications, AFATDS automatically adds the known point to the **Maintain Known Points** window and transmits an MTO to the requestor with the known point number. No alerts are produced in this case and no AFATDS operator actions are required.

Procedure SS12: Assign a Known Point.		
Step	Action	Result/Explanation
1.	Click Targets, Known Points.	The Maintain Known Points window displays.
2.	Click the New button.	The New Known Point window displays.
a.	Click the Known Point Number field and type the known point number.	Number must be unique; if an already used number is entered, Known Point Number Already Exists is displayed when the window id OK'd.
b.	<i>If the known point is assigned to an already stored target:</i> Click the Target Number field and type the target number.	This causes the Location field to populate with the stored target's grid. <i>Go to step D.</i>
c.	<i>If the known point is not a stored target:</i> Leave the Target Number field blank and type the grid in the Location field.	
d.	Click the Established by: field and select the Unit ID of the requestor.	Default is the Btry/Plt AFATDS Unit ID; selecting another unit will not transmit the known point to that unit.
e.	Click the OK button.	The New Known Point window closes and the Maintain Known Points window displays with the new known point added to the list.
f.	Click the OK button.	The Maintain Known Points window closes.

SS13 Create a Target List.

Related 13D Task: Process Target Information 061-300-5015

Conditions: Given an AFATDS workstation that is powered, with AFATDS started, activated and with the current situation displayed ...

Objective: Create a target list.

Additional Information: Aside from the default target lists maintained by AFATDS, the AFATDS operator can create additional target lists. These target lists are named and at least one target must be added to allow the target list to be stored.

Procedure SS13: Create a Target List.		
Step	Action	Result/Explanation
1.	Click Targets, Target Lists, New.	The Target List window displays.
2.	Click the Target List: field and type a unique name for the target list.	1 to 30 characters, blanks spaces and special characters may be used.

Procedure SS13: Create a Target List.		
Step	Action	Result/Explanation
<p><i>NOTE: The Target List window cannot be OK'd without adding at least one target to the list. AFATDS will not store a blank target list.</i></p> <p><i>To enter a new target on the list: Go to step 3.</i></p> <p><i>To copy an existing target list into the new list: Go to step 4.</i></p> <p><i>To copy selected targets from an existing list into the new list: Go to step 5.</i></p>		
3.	Click Target, New .	The Basic Target Information window displays.
a.	Click the Target Number field and type the target number.	If no target number is entered, the next available target number from the AFATDS target number block is assigned when the target is stored.
b.	Click the Location fields and type the target grid.	Location can be copied and pasted from the map by: -Pointing the cursor at the location on the map -Pressing and holding the Control key and right clicking the track ball button -Pointing the cursor at the Location field --Pressing and holding the Control key and middle clicking the track ball button.
c.	Select Category	13 target categories are available. Selection defines choices of Type . Default is LOC .
d.	Select Type	Allows selection of specific target type. Default is Terrain .
e.	Select Shape .	Default is Point .
		Selection: Requires:
	Circular	Radius in meters.
	Rectangular	Length in meters. Width in meters. Attitude in meters.
	Linear	Length in meters. Attitude in meters
f.	Click OK .	The Basic Target Information window closes and the target data is displayed on the Target List window. To add additional targets, go to the note after step 2; if editing is complete, go to step 6.
4.	Click the name of the desired list to be copied in the Target Lists list.	The name highlights.
a.	Click the Copy arrow.	All targets of the selected list are added to the new target list. To add additional targets, go to the note after step 2; if editing is complete, go to step 6.
5.	Click the name of the desired list to be copied in the Target Lists list.	The name highlights.
a.	Click the Open button.	The list changes from target lists to targets of the selected list.
b.	Click those target numbers that are to be added to the new list.	The target numbers highlight.
c.	Click the Copy arrow.	The selected targets are added to the new target list. To add additional targets, go to the note after step 2; if editing is complete, go to step 6.

Procedure SS13: Create a Target List.		
Step	Action	Result/Explanation
6.	Click OK .	The Target List window closes and the target list is stored.
To access the list again: Click Targets, Target Lists, Edit , select the list name and click OK .		

SS14. Create a Group.

Related 13D Task: No Related 13D Task

Conditions: Given an AFATDS workstation that is powered, with AFATDS started, activated and with the current situation displayed ...

Objective: Create a Group.

Additional Information: A group is a number of targets that are attacked simultaneously during the execution of a fire plan. After constructing the group, the group must be added to a fire plan (see procedure SS16 below).

Procedure SS14. Create a Group.		
Step	Action	Result/Explanation
1.	On the Current menu bar, click Targets, Groups, New	The Group window displays.
2.	Type a unique name for the plan in the Group field.	1 to 30 characters, blanks spaces and special characters may be used.
3.	Add targets to the group.	Targets may be added in the following manner.
<i>Note: Adding targets to a group also adds the same targets to the OnCall Target List making them available for quick fire requests.</i>		
a.	Add from existing lists.	Perform the following:
1)	In the List Type list, click Target Lists	Target Lists highlights.
2)	Click the Open button.	The heading List Type changes to Target Lists and the list displays stored target list name.
3)	Click the list from which targets will be copied.	The list name highlights.
4)	<i>To copy an entire list to the plan, click the Copy arrow.</i>	All targets in the list appear in the Target Number pane on the left.
5)	<i>To copy individual targets from the list to the plan, click the Open button.</i>	The target list opens to display individual targets in the list.
6)	Click on targets to be added to the plan.	The targets highlight.
7)	Click the Copy arrow.	Selected targets in the list appear in the Target Number pane on the left.
b.	Add from existing groups.	Perform the following:
1)	In the List Type list, click Groups	Groups highlights.
2)	Click the Open button.	The heading List Type changes to Groups and the list displays stored group names.
3)	Click the Group from which targets will be copied.	The name highlights.
4)	<i>To copy an entire Group to the plan, click the Copy arrow.</i>	All targets in the group appear in the Target Number pane on the left.

Procedure SS14. Create a Group.		
Step	Action	Result/Explanation
5)	<i>To copy individual targets from the group to the plan, click the Open button.</i>	The group opens to display individual targets in the list.
6)	Click on targets to be added to the plan.	The targets highlight.
7)	Click the Copy arrow.	Selected targets in the group appear in the Target Number pane on the left.
c.	Add targets from the map.	Perform the following:
1)	Click the desired target symbol on the Current window.	The symbol is displayed in white.
2)	On the Group window, click Target, Add From Map.	The selected target is added in the Target Number pane on the left.
4.	Click OK.	The Group window closes.
To access the stored group: Click Targets, Groups, Edit , click on the desired group name and click OK.		

SS15. Create a Series.

Related 13D Task: No Related 13D Task

Conditions: Given an AFATDS workstation that is powered, with AFATDS started, activated and with the current situation displayed ...

Objective: Create a Series.

Additional Information: A series is a sequential firing of targets based on a time line. The series is incorporated into a fire plan (see Procedure SS16 below).

Procedure SS15. Create a Series.		
Step	Action	Result/Explanation
1.	On the Current menu bar, click Targets, Series, New	The Series window displays.
2.	Type a unique name for the plan in the Series field.	1 to 30 characters, blanks spaces and special characters may be used.
3.	Add targets to the Series.	Targets may be added in the following manner.
<i>Note: Adding targets to a series also adds the same targets to the OnCall Target List making them available for quick fire requests.</i>		
a.	Add from existing series	Perform the following:
1)	In the List Type list, click Series	Series highlights.
2)	Click the Open button.	The heading List Type changes to Series and the list displays stored series names.
3)	Click the Series from which targets will be copied.	The name highlights.
4)	<i>To copy an entire series to the plan, click the Copy arrow.</i>	All targets in the series appear in the Target Number pane on the left.
5)	<i>To copy individual targets from the series to the plan, click the Open button.</i>	The series opens to display individual targets in the list.
6)	Click on targets to be added to the plan.	The targets highlight.
7)	Click the Copy arrow.	Selected targets in the series appear in the Target Number pane on the left.

Procedure SS15. Create a Series.		
Step	Action	Result/Explanation
b.	Add from existing lists.	Perform the following:
1)	In the List Type list, click Target Lists	Target Lists highlights.
2)	Click the Open button.	The heading List Type changes to Target Lists and the list displays stored target list name.
3)	Click the list from which targets will be copied.	The list name highlights.
4)	<i>To copy an entire list to the plan, click the Copy arrow.</i>	All targets in the list appear in the Target Number pane on the left.
5)	<i>To copy individual targets from the list to the plan, click the Open button.</i>	The target list opens to display individual targets in the list.
6)	Click on targets to be added to the plan.	The targets highlight.
7)	Click the Copy arrow.	Selected targets in the list appear in the Target Number pane on the left.
c.	Add from existing groups.	Perform the following:
1)	In the List Type list, click Groups	Groups highlights.
2)	Click the Open button.	The heading List Type changes to Groups and the list displays stored group names.
3)	Click the Group from which targets will be copied.	The name highlights.
4)	<i>To copy an entire Group to the plan, click the Copy arrow.</i>	All targets in the group appear in the Target Number pane on the left.
5)	<i>To copy individual targets from the group to the plan, click the Open button.</i>	The group opens to display individual targets in the list.
6)	Click on targets to be added to the plan.	The targets highlight.
7)	Click the Copy arrow.	Selected targets in the group appear in the Target Number pane on the left.
d.	Add targets from the map.	Perform the following:
1)	Click the desired target symbol on the Current window.	The symbol is displayed in white.
2)	On the Series window, click Target, Add From Map.	The selected target is added in the Target Number pane on the left.
4.	Establish the sequence for attack of the targets.	
a.	Click the Offset field for a target.	The target number and type are surrounded by a blue box.
b.	Type the offset time.	The time is the number of minutes after the execution of the plan that this target will be fired.
5.	Click OK.	The Series window closes.
To access the stored series: Click Targets, Series, Edit , click on the desired group name and click OK.		

SS16. Create a Fire Plan.

Related 13D Task: Input a Fire Plan Using AFATDS 061-300-5144

Conditions: Given an AFATDS workstation that is powered, with AFATDS started, activated and with the current situation displayed ...

Objective: Create a Fire Plan.

Additional Information:

Procedure SS16: Create a Fire Plan		
Step	Action	Result/Explanation
1.	On the Current menu bar, click Targets, Fire Plans, New	
2.	Type a unique name for the plan in the Fire Plan field.	1 to 30 characters, blanks spaces and special characters may be used.
3.	Select On-Call or Absolute	Establishes timing of plan execution.
4.	Type Start Time	For On-Call plans this entry establishes the number of minutes after the plan is executed that the first target TOT will be scheduled. For absolute time, enter the H-hour time for the plan in the form DDHHMMZMONYY where DD is the day, HH is the hour, MM is the minute, Z is the time zone, MON is the month and YY is the year.
5,	Type End Time	This entry establishes the number of minutes after the plan is executed during which targets can be scheduled. For On-Call plans enter a number of minutes, for absolute time, enter the H-hour time for the plan in the form DDHHMMZMONYY where DD is the day, HH is the hour, MM is the minute, Z is the time zone, MON is the month and YY is the year.
6.	Add targets to the plan.	Targets may be added in the following manner.
<i>Note: Adding targets to a fire plan also adds the same targets to the OnCall Target List making them available for quick fire requests.</i>		
a.	Add from existing lists.	Perform the following:
1)	Click a target list name in the Target Lists	The name highlights.
2)	<i>To copy the entire list to the plan,</i> click the Copy arrow.	All targets in the list appear in the Target Number pane on the left. To add additional targets, go to step 6; if targeting is complete, go to step 7.
3)	<i>To copy individual targets from the list to the plan,</i> click the Open button.	The target list opens to display individual targets in the list.
a)	Click on targets to be added to the plan.	The targets highlight.
b)	Click the Copy arrow.	Selected targets in the list appear in the Target Number pane on the left. To add additional targets, go to step 6; if targeting is complete, go to step 7.
b.	Add targets from the map.	Perform the following:
1)	Click the desired target symbol on the Current window.	The symbol is selected with black block at its corners.
2)	On the Fire Plan window, click Target, Add From Map.	The selected target is added in the Target Number pane on the left. To add additional targets, go to step 6; if targeting is complete, go to step 7.
7.	Assign scheduling times to targets.	This can be done in either or both of the two methods described below.

Procedure SS16: Create a Fire Plan		
Step	Action	Result/Explanation
a.	Schedule by times relative to start time.	
1)	Click the desired target number.	The target data is surrounded by a blue rectangle.
2)	Click the Offset Time field and type the number of minutes.	This is the number of minutes from the plan Start Time that the TOT will be assigned.
b.	Schedule by rank.	
1)	Click the desired target number.	The target data is surrounded by a blue rectangle.
2)	Click the Rank field and type the priority.	Priority or rank is a value 0 to 999. Lower values are scheduled before higher values.
<p>Notes: <i>If a combination of offset times and ranks are assigned in a plan, targets assigned an offset time are scheduled first and ranked targets are scheduled second in time slots that are available.</i></p> <p><i>If groups exist in the fire plan and a rank or offset time is assigned to a target in the group, all targets in the group automatically are assigned the same rank or offset.</i></p> <p><i>If series exist in the fire plan only the Offset Time of the first target can be edited. If this is changed the remaining series targets offset time is adjusted to maintain the time sequence assigned in the series.</i></p>		
8.	Assign Munitions	Munitions assigned here override commander's guidance.
a.	Click the desired target number.	The target data is surrounded by a blue rectangle.
b.	Click FFE Shell #1 and select the desired munitions.	Selected shell appears and Fz , if applicable, defaults.
c.	Click Fz and select desired fuze, if applicable.	Fz displays. Note: FZ cannot be selected for 155mm Copperhead.
d.	Type # Vlys or # Shells .	Assigns quantity.
9.	Create the schedule of fires.	
a.	Click Options, Schedule .	The Schedule of Fires window displays.
b.	Click Options, Calculate .	Each target is examined against guidance as if it was a fire mission and either assigned to the schedule or left unscheduled. Scheduled targets displays as time line bars. The Unscheduled Targets field displays the number of targets that failed to be scheduled. The Total Rounds field displays the number of rounds required to fire the plan.
c.	Click OK .	The Schedule of Fires window closes and the Fire Plan window displays.
d.	Click OK .	The Fire Plan window closes.
<p>To access the fire plan: Click Targets, Fire Plans, Edit, click on the desired fire plan name and click OK.</p>		

SS17. Determine the Reason Targets Were Not Scheduled.

Related 13D Task: Input a Fire Plan Using AFATDS 061-300-5144

Conditions: Given an AFATDS workstation that is powered, with AFATDS started, activated and with the current situation displayed and a fire plan created and previously calculated ...

Objective: Determine the reason targets were not scheduled.

Additional Information: When a schedule of fires is calculated in a fire plan, AFATDS examines each target against guidance and fire support resources available. This process parallels that used in fire mission processing. Those targets that cannot be attacked within the limits provided by commander's guidance are not scheduled. These may be examined to determine the reason the targets were not scheduled.

Procedure SS17: Determine the Reason Targets were not Scheduled.		
Step	Action	Result/Explanation

Procedure SS17: Determine the Reason Targets were not Scheduled.		
Step	Action	Result/Explanation
1.	On the Current menu bar, click Targets, Schedule of Fires	The Select Schedule of Fires window displays.
a.	Click the name of the fire plan.	The name highlights.
b.	Click the OK button.	The fire Schedule of Fires window displays.
2.	Access the Unscheduled Targets:	
a.	Click Options, Unscheduled Targets	The Unscheduled Targets window displays with a list of all unscheduled target numbers.
b.	Click the desired target number and click the OK button.	The Option Review window displays. All options considered for the fire plan
c.	Click the new target Offset Time field.	The target data is surrounded by a blue box and the munitions fields at the bottom of the window become active.
d.	Click the FFE Shell #1 field and select the desired shell.	
e.	Click the FFE Shell #1 Fz field and select the desired fuze.	
f.	Click the FFE Shell #1 # Shells field and type the desired volume of fire.	
NOTE: Repeat steps 4.d. through 4.f. for FFE Shell #2:		
g.	Click the Update button.	The target Firing Time field updates based on the volume of fire.
NOTE: To add additional targets to this unit, go to step 4. If no additional target are to be added, go to step 5.		
5.	Click the OK button.	The Unit Schedule window closes and the Schedule of Fires window displays with the new target.
	DATA	EXPLANATION
a.	Meets Mission Cutoff:	Indicates the mission meets the guidance in Guidances, Target, Mission Prioritization. This indication is relative to the fire support type selected to the left, or FA Cannon in figure 6-2.
b.	Opt Seg? Unit ID Caliber....	This list displays all capable and incapable options examined for the fire support type selected. This provides a diagnostic. The headings are:
c.	Seg?	“Y” indicates the target is segmented. “N” indicates the target is not segmented. <i>Note: Target segmentation occurs at the controlling OPFAC; other computers will display a blank.</i>
d.		Range Capable? “Y” indicates the weapons and ammunition can range the target; “N” indicates the target is outside range.
e.		Near Mask Violation? “Y” indicates a mask stored with the unit’s weapon data is violated by this option. “N” indicates no mask violation.
f.		Downrange Mask Violation? “Y” indicates a downrange mask geometry is violated by this option; “N” indicates no violation.

Procedure SS17: Determine the Reason Targets were not Scheduled.		
Step	Action	Result/Explanation
g.		Response Time Capable? “Y” indicates that considering the unit response time and all missions previously assigned of equal or greater mission value, the unit can engage before the NLT time expires.
h.		Muniton Capable? “N” indicates the unit does not possess the ammunition for this option or the mission requires massing of fires and massing is prohibited by guidance entries.
i.		Angle T capable? Applies only to 155mm Copperhead missions. “N” indicates angle T is greater than 800 mils.
j.		Requires Coordination? “Y” requires coordination; “N” does not.
k.		Is the unit unrestricted? “N” indicates the unit is restricted from firing the mission in System Tasks guidance.
l.		Can the unit achieve desired effects? “N” indicates desired effects requested in the FR or in the TMM guidance cannot be achieved. This is blank if the target is a volleys type.
m.		Is the FS system appropriate for the mission? Air and rocket/missile units are inappropriate for adjust missions.
6.	Click the Cancel button.	The Option Review window closes and the Unscheduled Targets window displays.

SS18. Manually Schedule Targets.

Related 13D Task: Input a Fire Plan Using AFATDS 061-300-5144

Conditions: Given an AFATDS workstation that is powered, with AFATDS started, activated and with the current situation displayed and a fire plan created and previously calculated ...

Objective: Manually schedule targets.

Additional Information: The preferred method for scheduling targets in a fire plan is to calculate the fire plan (see procedure SS16 above). Targets can, however, be manually scheduled by assigning these to units. Manually scheduling should be used as a last resort

Procedure SS18: Manually Schedule Targets.		
Step	Action	Result/Explanation
1.	On the Current menu bar, click Targets, Schedule of Fires	The Select Schedule of Fires window displays.
a.	Click the name of the fire plan.	The name highlights.
b.	Click the OK button.	The fire Schedule of Fires window displays.
2.	Click the unit to which a target will be scheduled.	The Unit ID is surrounded by a blue box.
3.	Click Options, Unit Schedule	The Unit Schedule window displays.
4.	Add an unscheduled target to the unit’s schedule:	
a.	Click Target, Add	The Select Target window displays with a list of all unscheduled target numbers.
b.	Click the desired target number and click the OK button.	The Select Target window closes and the selected target is added to the Unit Schedule window after all previously scheduled targets.

Procedure SS18: Manually Schedule Targets.		
Step	Action	Result/Explanation
c.	Click the new target Offset Time field.	The target data is surrounded by a blue box and the munitions fields at the bottom of the window become active.
d.	Click the FFE Shell #1 field and select the desired shell.	
e.	Click the FFE Shell #1 Fz field and select the desired fuze.	
f.	Click the FFE Shell #1 # Shells field and type the desired volume of fire.	
NOTE: Repeat steps 4.d. through 4.f. for FFE Shell #2:		
g.	Click the Update button.	The target Firing Time field updates based on the volume of fire.
NOTE: To add additional targets to this unit, go to step 4. If no additional target are to be added, go to step 5.		
5.	Click the OK button.	The Unit Schedule window closes and the Schedule of Fires window displays with the new target.

SS19. Receive a Fire Plan from Higher Headquarters.

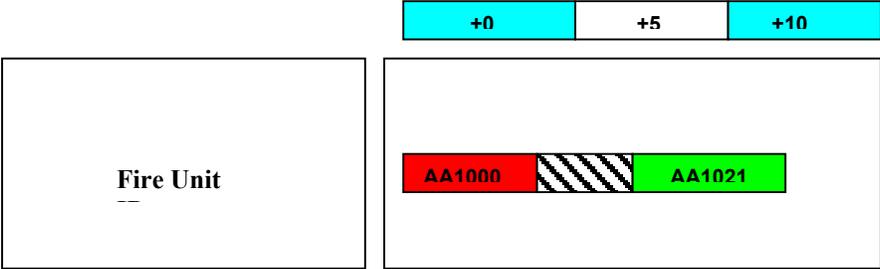
Related 13D Task: Configure Received Message Types 061-300-5010

Conditions: Given an AFATDS workstation that is powered, with AFATDS started, activated and with the current situation displayed and communications established...

Objective: Receive a fire plan from higher headquarters.

Additional Information:

Procedure SS19: Receive a Fire Plan from Higher Headquarters.			
Step	Station	Action	Result/Explanation
1	Higher Headquarters	Transmit the fire plan.	
2.	Btry/Plt AFATDS	The TGT icon on the AFATDS Current menu bar darkens.	
a.		Click the TGT icon	A window displays indicating the reception of the plan, itsd name and the source.
b.		Click the text.	That line of text highlights.
c.		Click the Delete button.	
d.		Click the OK button.	The window closes
3.	Btry/Plt AFATDS	<i>Preview the fire plan.</i>	
a.		Click Targets, Fire Plans, Edit	The Select Fire Plan window displays.
b.		Click the fire plan name and click the OK button.	The Fire Plan window displays with all targets assigned to the plan and the time sequence for firing.
c.		Click Options, Schedule of Fires.	The Schedule of Fires window displays with a graphic depiction of the fire plan

Procedure SS19: Receive a Fire Plan from Higher Headquarters.			
Step	Station	Action	Result/Explanation
Those targets scheduled are portrayed as bars with a time line in 5 minute intervals displayed above.			
			
Red bars indicate targets scheduled at the maximum rate of fire. Striped bars portray shift time between targets and green bars represent targets fired at the sustained rate of fire.			

SS20. Execute a Schedule of Fires.

Related 13D Task: No Related 13D Task

Conditions: Given an AFATDS workstation that is powered, with AFATDS started, activated and with the current situation displayed and a fire plan stored...

Objective: Execute a schedule of fires.

Additional Information: When a fire plan is requested, it can be fired by executing the plan. This action causes all targets in the plan to be created as TOT fire missions. The targets are also re-checked against ammunition availability and weapon status to ensure that a previously compute schedule that is no longer valid does not hinder the firing of the plan.

Procedure SS20: Execute a Schedule of Fires.		
Step	Action	Result/Explanation
1.	Click Targets, Fire Plans, Edit.	The Select Fire Plan window displays.
2.	Click the desired fire plan name and click OK.	The Fire Plan window displays.
3.	Click the Execute button.	The Confirm Target Values window displays.
a.	<i>If missions on targets of opportunity with a higher mission value than those of the plan are to be allowed to be fired during the plan:</i> Click the Yes button.	When this selection is made, AFATDS assigns a mission value based on guidance to the fire plan TOT targets.
b.	<i>If missions on targets of opportunity with a higher mission value than those of the plan are not to be allowed to be fired during the plan:</i> Click the NO button.	When this selection is made, AFATDS automatically assigns a mission value of 100 to all fire plan TOT targets.
At this point all fire plan targets are evaluated as missions.		If intervention is on, the missions are queued in the IP icon of the Current tool bar.
4.	Click the Cancel button on the Fire Plan window.	The Fire Plan window closes.

Procedure SS20: Execute a Schedule of Fires.		
Step	Action	Result/Explanation
<p><i>NOTE ON MISSION SCHEDULING: When AFATDS sends missions to intervention on execution of a fire plan, each mission is computed independently. Any unscheduled missions will also be re-evaluated. If there are timing conflicts (for example, attempting to fire a group from a single battery) the conflicting targets may provide capable options at intervention but then be denied when an attempt to Accept Recommendation is selected. This is because AFATDS does not know which targets the operator will approve. After one of the conflicting targets are sent to the GDUs, that target is scheduled by AFATDS mission scheduling. At that point, any other missions that are to be scheduled for that weapon during the same firing time will be denied.</i></p>		

SS21. Trigger a Fire Plan Based on H-hour.

Related 13D Task: No Related 13D Task

Conditions: Given an AFATDS workstation that is powered, with AFATDS started, activated and with the current situation displayed and a fire plan stored...

Objective: Trigger a fire plan based on H-hour.

Additional Information: The fire plan is triggered by a trigger created at AFATDS. When H-Hour arrives, the Trigger Event window displays allowing the operator to execute the plan. The following additional information applies:

1. If targets are scheduled at an offset time too early to allow engagement (for example, offset time of 0 results in a TOT computed the instant the fire plan is called) these will be denied.
2. All targets in the plan are assigned a mission value of 100. This prevents missions of lower priority from interrupting the firing of the plan.

SS21. Trigger a Fire Plan Based on H-hour.		
Step	Action	Result/Explanation
1.	<i>Create the Trigger Event.</i>	
a.	On the Current menu tool bar, click Trigger Events Icon	The Trigger Event List window displays.
b.	Click the New... button.	The Trigger Event window displays.
c.	Click in the Trigger Event: field and type the a name.	1 to 20 characters, letters or numbers. Spaces may be included.
d.	Click the Trigger Time (DTG): field and type the H-Hour time..	Time is entered in the form DDHHHHZMMYY where DD is the day, HHHH is the Z is the time zone, MMM is the month and YY is the year.
<p><i>NOTE: The selection described below appear “grayed out.” A selection is made by clicking the blank field to the right of the selection and not the check box to the left. After a selection is made, the check box selects automatically to indicate the action is active when the trigger event is reviewed.</i></p>		
e.	Click the Execute Fire Plan field and Select...	The Select Fire Plan window displays.
f.	Click the name of the fire plan and click the OK button.	The name appears in the Execute Fire Plan field and the check box displays a check.
g.	Click the Comments field and type a description and any notes concerning the trigger event.	This data is presented for review when the trigger is tripped.
2.	<i>React when a trigger event is tripped.</i>	
a.	AFATDS sounds a beep and the Medium Level Alert List displays. The Trigger Event window also displays.	The event is triggered by the time or the item (unit, target, etc) reported by comm or moved by the operator into the geometry.

MX-25-433X
Job Aids – Cannon (GDU)

SS21. Trigger a Fire Plan Based on H-hour.		
Step	Action	Result/Explanation
<i>NOTE: The Trigger Event window will not automatically displays if the Medium Level Alerts List is already open. If this is the case, when the beep is heard, click the Refresh button on the Medium Level Alerts List and display the trigger event by clicking the event name in the list and selecting the View button.</i>		
b.	Click the Execute button .	The Trigger Event window closes. The fire plan executes. All targets on in the plan are converted to TOT missions.

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Chapter 8. Planning and Commander’s Guidance.

Section I. Plans and Orders.

1. **AFATDS Planning process.** AFATDS supports the staff planning process. This is accomplished by the development and evaluation of fire support courses of action in future plans. This level of planning is outside the scope of battery/platoon operations. However, the products of the plan are normally disseminated to all units to be put into use.
2. **Commander’s Guidance.** Part of the AFATDS planning develops guidance...

Chapter 8 Contents for Planning and Commander’s Guidance	
Section I	Plans and Orders.
PG1	Receive a Plan From Higher or Supported HQ.
PG2	Implement a Plan from Higher or Supported HQ.
PG3	Receive a Movement Order from Higher or Supported HQ.
Section II	Commander’s Guidance
PG4	Explain the effect of Guidances on Fire Mission Processing.

Procedure PG1: Receive a Plan from Higher or Supported HQ.

Related 13D Task: No Related Task

Conditions: Given an AFATDS workstation that is powered, with AFATDS started, activated and communications established with the higher or supported headquarters...

Objective: Receive a plan from the higher or supported headquarters.

Additional Information: Plan data may be transferred in bulk or in multiple transfers. The higher headquarters decides the method based on the capability and reliability of the communications links. Multiple transfers will result in this procedure being executed more than one time for a plan.

Procedure PG1: Receive a Plan from Higher or Supported Headquarters			
Step	Station	Action	Result/Explanation
1	Supported of Higher HQ	Transmit plan data.	
2.	Btry/Plt AFATDS	Low level alert queues.	
a.		Click L : low level alert button.	The Low Level Alert List window displays with Source: Guidance Manager Description: Received Plan Notification
b.		Click the alert.	That line of text highlights.
c.		Click the View button.	The Alert Message window displays with Plan (NAME) received; ready to preview.
d.		Click the OK button.	The Alert Message window closes
e.		Click the alert.	That line of text highlights.
f.		Click the Delete button.	The alert deletes.
g.		Click the OK button.	The Low Level Alerts List window closes.
3.	Btry/Plt AFATDS	<i>Preview the plan.</i>	
a.		Click Situations, Received Plans/Current	The Received Plans Current window displays with the plan listed.
b.		Click the plan name.	The plan name highlights.

Procedure PG1: Receive a Plan from Higher or Supported Headquarters			
Step	Station	Action	Result/Explanation
c.		Click the Preview button.	The Received Plan window displays. All data received in the plan is listed by type. Each type may be selected by clicking the name and viewed by clicking the View button
<i>NOTE: Data may also be deleted by selecting the delete button. This action should not be taken as it removes data from the unit's copy of a plan of a higher headquarters</i>			
4.	Btry/Plt AFATDS	Click the Save button.	The plan data is saved and the Received Plans Current window re-displays with a blank list.
a.		Click OK .	The Received Plans Current window closes.

PG2 Implement a Plan from Higher or Supported HQ.

Related 13D Task: Configure Received Message Types 061-300-5010

Conditions: Given an AFATDS workstation that is powered, with AFATDS started, activated and with the a plan stored...

Objective: Implement a plan from the higher or supported headquarters.

Additional Information: Implementing a plan is done at the direction of a higher headquarters. Part or all of the plan may be implemented. The act of implementing the plan causes the plan guidance and geometry to be implemented into the current plan. Units that exist in the plan but not in the current situation are copied into the current situation. The locations of current existing units are not changed by the plan implementation.

Procedure PG2: Implement a Plan from Higher or Supported Headquarters			
Step	Station	Action	Result/Explanation
1	Supported of Higher HQ	Order the implementation of a plan.	This can be accomplished via freetext message or voice comm.
2.	Btry/Plt AFATDS	<i>Implement the plan.</i>	
a.		Click Situations, Implement Plan	The Select Plan and Phase window displays with the plan listed.
b.		Click the plan name.	The plan name highlights.
c.		Click the OK button.	The Implement Plan window displays
d.		Click the Information Type button and select All Data .	This implements all received data at once.
e.		Click the Implement button	The Confirm Implement window displays.
f.		Click the Implement button.	The Implement Plan window closes. A low level alert queues indicating: Implementation of Plan: (NAME) Phase: (#) COA: (#) has completed successfully.

PG3 Receive a Movement Order from Higher or Supported HQ.

Related 13D Task: Configure Received Message Types 061-300-5010

Conditions: Given an AFATDS workstation that is powered, with AFATDS started, activated and communications established with the higher or supported headquarters...

Objective: Receive a movement order from the higher or supported headquarters.

Additional Information: A unit move calculated at a higher headquarters results in a movement order that contains routes and directions for a unit to move from one position to another.

Procedure PG3: Receive a Movement Order Higher or Supported Headquarters			
Step	Station	Action	Result/Explanation
1	Supported of Higher HQ	Transmit the move order.	
2.	Btry/Plt AFATDS	Low level alert queues.	
a.		Click L : low level alert button.	The Low Level Alert List window displays with Source: Unit Manager Description: Data Received
b.		Click the alert.	That line of text highlights.
c.		Click the View button.	The Alert Message window displays: Fact Type: Unit Move
d.		Click the OK button.	The Alert Message window closes
e.		Click the alert.	That line of text highlights.
f.		Click the Delete button.	The alert deletes.
g.		Click the OK button.	The Low Level Alerts List window closes.
3.	Btry/Plt AFATDS	<i>View the Move Order.</i>	
a.		<i>Display the Move Order</i>	
1)		On the Current menu, click Move, Unit Moves Table .	The Move Request Order Table window displays.
2)		Click the name of your unit in the Unit Moving column.	The name highlights.
3)		Click the Edit button.	The Unit Move window displays.
b.		<i>Review the order:</i>	
1)		View the Unit Move window.	Start and end locations of the move are displayed as well as the start time. Azimuth of lay and position area to occupy may also be present.
2)		Click the Next button.	The Movement Table Tools window displays.
3)		Click the Move Table button.	The Move Table window displays. Each segment of the movement, speeds on segments and delays at start, check and release points are displayed.
4)		Click the Cancel button.	The Move Table window closes and the Movement Table Tools window displays.
5)		Click the Cancel button.	The Movement Table Tools window closes and the Move Order window displays.
6)		Click the Cancel button.	The Move Order window closes.
7)		Click the OK button.	The Move Request Order Table closes.

Section II. Commander's Guidance.

How to use this section. AFATDS uses the commander's guidance in the form of several guidances. These guidances ensure that the commander's intent is considered each time a fire request is processed. At battery/platoon level the guidances are normally received from higher or supported headquarters. Guidances received should not be modified unless the change is directed or approved by the issuing headquarters. All guidance necessary for the execution of fire missions in independent battery/platoon training exercises is provided in database construction (Chapter 3). This section identifies the effect of specific items of guidance but does not address their creation or entry.

Procedure PG4: Explain the effect of Guidances on Fire Mission Processing.

Related 13D Task: No Related Task

Conditions: Given an AFATDS workstation that is powered, with AFATDS started, activated and with the current situation displayed...

Objective: Explain the effect of guidances on fire mission processing

Additional Information: This procedure provides a basic explanation of guidances that effect fire mission processing. The menu path to locate the guidance is provided as well as a reference to the AFATDS Operator’s Notebook for additional information.

Procedure PG4: Explain the effect of Guidances on Fire Mission Processing.				
Guidance	Component	Effect	Location	ONB Reference
Target Selection Standards	<div style="border-bottom: 1px solid black; padding-bottom: 2px;">Max TLE</div> <div style="padding-bottom: 2px;">Max Report Age</div>	Provides check of accuracy of target location (based on received TLE or defaulted value) and age of target report. Only ATI messages are checked unless the check box titled Check Calls for Fire against TSS is selected on this window. <i>Checked when:</i> When a fire request is received from an FO.	On the Current menu bar, click Guidances, Targets, Target Selection Standards	
High Value Target List		Provides a portion of mission value. <i>Checked when:</i> Any time a fire request or fire order is received. If different than higher headquarters, mission is assigned a different mission value.	On the Current menu bar, click Guidances, Targets, High Value Target List	
Target Management Matrix	High Payoff Targets	Specifies the high payoff targets and provides precedence, desired effects, value and identifies the need for BDA and IEW coordination.	On the Current menu bar, click Guidances, Targets, TMM	
	Non-High Payoff Targets	Specifies all targets not on the high payoff target list and provides precedence, desired effects and identifies the need for BDA and IEW coordination. During mission processing, AFATDS uses the precedence desired effects for non-HPTs from this list, not the HVT list.		

Procedure PG4: Explain the effect of Guidances on Fire Mission Processing.				
Guidance	Component	Effect	Location	ONB Reference
	Excluded Targets	Targets that should not be engaged. The display of these is governed on this window by the Category button. The list only display excluded targets for the selected category and never shows all excluded targets at once.		
		<i>Checked when:</i> Any time a fire request is received. If different than higher headquarters, mission is assigned a different mission value. For fire orders, precedence and desired affects are received from controlling headquarters in the fire order; mission value <i>is checked</i> and will be different if this guidance differs from the headquarters.		
Mission Prioritization	Mission Weight or Rank	Determines the relative values of four parts of mission value.		
	Mission Cutoff Factors	Provides minimum value a mission must achieve to be recommended for firing.		
	Priority of Fires	Provides relative priority of fires of requestors. Used to help determine mission value.		
	TAI Priority	Provides relative priority of TAIs. Used to help determine mission value for targets that plot inside TAIs.		

MX-25-433X
Job Aids – Cannon (GDU)

		<p>Checked when: Any time a fire request or fire order is received. If different than higher headquarters, mission is assigned a different mission value.</p>		
System Tasks		<p>Used to determine munitions with which to engage target. This guidance is checked first for possible shell/fuze combinations.</p> <p>Checked when: Any time a fire request is received. Applies to fire orders for area mission only if the ordered munitions cannot be used to compute a capable option.</p>	On the Current menu bar, click Guidances, FS Attack, System Tasks	
Munitions Restrictions		<p>Used to provide restrictive conditions that prohibit the employment of munitions.</p> <p>Checked when: Any time a fire request or fire order is received.</p>	On the Current menu bar, click Guidances, FS Attack, Munitions Restrictions	
FA Cannon Attack Methods		<p>Used to help select a shell/fuze combination and a volume of fire.</p> <p>Checked when: Any time a fire request is received and to fire orders if the directed munitions cannot produce a capable option. For both fire requests or fire orders, this guidance is checked if the requested munitions, followed by any in the FS System Tasks guidance, cannot provide a capable option.</p>	On the Current menu bar, click Guidances, FA Attack, FA Cannon Attack Methods	
Target Duplication		<p>Used to identify targets that are already in the process of engagement.</p> <p>Checked when: Any time a fire request or fire order is received. The target is checked against other active targets only.</p>	On the Current menu bar, click Guidances, Miscellaneous, Target Duplication	

Appendix A. Operations of the FDC.

Section I. Operations.

OP1. Establish Minimum Firing Capability.

Conditions: Given an AFATDS workstation that is loaded with AFATDS software and powered but without a database...

Objective: Establish minimum firing capability.

Additional Information: The following procedures provide the minimal information and setup of the AFATDS database that is required to achieve the ability to fire. These procedures are severely abbreviated. Though a firing capability will exist, the following will not occur:

1. Fire support coordination checks.
2. Mask checks.
3. Checks for intervening crests.
4. Digital communications except with the guns.

Procedure	Explanation
S2 Login as an AFATDS user	
S5 Start the AFATDS application	
S8 Activate AFATDS	
DB1 Display the Current Situation	
DB2 Edit the Map Setup	Add the default overlay named SOP. This will display all database information on a single overlay.
DB3 Edit the Map Mod	
DB5 Construct Firing Battery/Platoon Unit Data.	
DB7 Store Fuze Inventory	
DB8 Store Propellant Inventory	
DB9 Store Munitions Inventory	
DB15 Establish Target Decay Time	
C1.1 Create a Planned Communications Configuration	
C1.2 Edit a Planned Communications Configuration	
C1.3.3 Create a GDU Radio or Wire Network.	
C1.5 Select a Current Communications Configuration	
C1.6 Assign a Network to a Communications Channel	
C1.7 Turn on a Network	

OP2. Determine a HE one Plot GFT Setting and TGPCs.

Conditions: Given an AFATDS workstation this is powered, with AFATDS started, activated and with the current situation displayed...

Objective: Determine a one plot GFT setting and TGPCs.

Additional Information: A GFT setting can be derived from AFATDS to allow a manual backup capability. A GFT setting is essentially an accurate elevation and fuze setting and deflection corrections determined for a given range. The GFT setting is derived from AFATDS by computing a set of firing data

for a known range and 0 VI. The target is located at a known range and altitude by polar plotting its location from one of the pieces. This procedure is based on the following assumptions:

1. The GFT setting is computed based on a particular gun. In manual operations, this gun becomes the base piece and its data is computed based on its plot on the firing chart.
2. If manual operations ensue and if it is necessary to compute individual piece data, corrections are applied to the base piece data.
3. TGPCs, if used, are computed as corrections to the base piece data.¹¹

Task LG1: Determine a One Plot GFT setting and TGPCs.		
Step	Action	Result/Explanation
1.	<i>Determine the location of the “base piece.”</i>	
a.	Click Units, Edit this Unit.	The Unit ID: window displays with the battery/platoon’s unit data.
b.	Click the Weapons file.	Weapon data displays.
c.	Record the location of the weapon that will be plotted on the firing chart as base piece.	
d.	Click the Cancel button.	The Unit ID: window closes.
2.	<i>Create an observer at the “base piece” location.</i>	
a.	<i>Add the observer to the Master Unit List.</i>	
		The observer must be added to the MUL to “identify” him to AFATDS.
1)	Click System, Administration, Master Unit List.	The Master Unit List window displays.
2)	Click ADD.	The Edit Unit window displays.
3)	Click in the right cell of the Unit ID field and type Base Piece.	The text appears.
4)	Click the System Type field and select FED.	System Type: FED displays.
5)	Click the right cell of the Tacfire Alias field and type BP.	The text appears.
6)	Click the OK button.	The Edit Unit window closes and the Master Unit List window displays.
7)	Click the Cancel button.	The Master Unit List window closes.
b.	<i>Add the observer to the current situation units.</i>	
1)	Click Units, New.	The Create New Unit window displays.
2)	Click the Base Piece in the Unit ID list.	The name highlights.
3)	Click Unit Type button and select Observer.	
4)	Click OK.	The Unit ID: window displays.
5)	Click Role and select Observer.	
6)	Click Echelon and select Section.	
7)	Click Function and select Observer.	
8)	Click in the Current Location field and type the location determined in step 1.c. above.	Type the complete coordinates in the form H EEEEE LLL NNNNN AAAA GGG where H is the higher order easting, EEEEEE is the short easting coordinate, LLL is the higher order northing, NNNNN is the short northing coordinate, AAAA is the altitude in meters and GGG is the grid zone.
9)	Click on the Detailed Data file in Detail folder on upper left of the window.	Detailed Unit information data appears in the Unit ID window.
10)	Click OK.	The UNIT ID window closes and the unit data is stored.
3.	<i>Process a “dry” fire mission to determine GFT setting.</i>	
a.	<i>Complete the Initiate Fire Mission window.</i>	

¹¹ AFATDS does not use the concept of “base piece” since every gun is accurately located and data computed accordingly. Base piece is described here only because of its inherent requirement in manual gunnery operations in which the GFT setting is used.

Task LG1: Determine a One Plot GFT setting and TGPCs.		
Step	Action	Result/Explanation
b.	Click Mission Processing, Initiate Fire Mission.	The Initiate Fire Mission window displays.
c.	Click the Observer field and select the Base Piece observer.	The observer unit ID displays.
d.	Click the Polar/Laser tab.	The Polar/Laser window frame displays.
1)	Click the Polar button.	The Polar button fills in black and the Laser button is gray.
2)	Type the range ¹² for the GFT setting in meters in the Distance field.	If the GFT setting range is greater than 9999 meters, enter 9999 here and process a subsequent correction using the gun-target line and adding the remaining range as the range shift.
3)	Type the azimuth of lay in mils in the Direction field.	
4)	Click the HOB field and select Down as the direction of the vertical shift.	Down 20 height correction is entered to compensate for the 20m HOB of a HE time fuze.
5)	Type the 20 in the field to the right of HOB .	
6)	Click the Apply button.	The fields clear and the Location field on the IFM window populates.
7)	Click More Mission Data tab.	The More Mission Data frame displays.
8)	In the Fire Units section, click the Add button.	The Select Unit window displays listing available guns.
9)	Click on the gun selected as base piece and click the OK button.	The Select Unit window closes and the selected gun is added to the Fire Units list.
10)	Click the Munitions tab.	The Munitions frame displays.
11)	Click FFE#1 and select the shell for the GFT setting.	
12)	Click on Fuze and select a time fuze.	
13)	Click the Propellant Model and select the model for the GFT setting.	The Lot field becomes selectable.
14)	Click the (Propellant) Lot and select the lot for the GFT setting.	
15)	Click the Charge field and select the charge for the GFT setting.	
16)	Click the Analyze Tgt button.	The Initiate Fire Mission window closes and the mission is processed.
17)	Click the IP icon on the Current window tool bar.	This task assumes a capable (green or yellow) option is determined. For a complete description of intervention, see Task FM7. Examine the Intervention Windows.
18)	Click the Cannon Tech Soln tab.	Firing Commands are displayed.
4.	Determine the GFT setting.	
a.	Observer the fire commands for the guns.	Record the fuze setting, deflection, and QE.
b.	The GFT setting is recorded in the following steps:	
1)	GFT (UNIT)	(Unit) is the battery letter.
2)	Charge	The charge computed in the fire commands.

¹² The range for the GFT setting should be selected based on the expected range to targets. The GFT met check gagepoints are not valid for this procedure. Met check gagepoints are based on altitudes of the ballistic met message zones. These altitudes do not match those at which measurements of computer mets are made.

MX-25-433X
Job Aids – Cannon (GDU)

Task LG1: Determine a One Plot GFT setting and TGPCs.		
Step	Action	Result/Explanation
3)	Ammunition	The projectile/propellant lot from the fire commands.
4)	Range	The GFT setting range.
5)	Elevation	The QE computed in the fire commands.
6)	Time	The fuze setting computed in the fire commands.
7)	Total Deflection Correction	Computed with the following equation: $\text{Fire Commands Deflection} = \frac{\text{Common Deflection}}{\text{Total Deflection Correction}}$
8)	GFT Deflection Correction	Computed with the following equation: $\text{Total Deflection Correction} = \frac{\text{Drift}}{\text{GFT Deflection Correction}}$
5.	Delete the mission.	
a.	Click the Deny button.	The mission is placed in the Denied icon on the Current menu tool bar.
b.	Click the Deny icon.	The Deny window displays.
c.	Click OK .	The Deny window closes and the
6.	Compute TGPCs.	
a.	Click Mission Processing, Initiate Fire Mission .	The Initiate Fire Mission window displays.
b.	Click the Observer field and select the Base Piece observer.	The observer unit ID displays.
c.	Click the Polar/Laser tab.	The Polar/Laser window frame displays.
1)	Click the Polar button.	The Polar button fills in black and the Laser button is gray.
2)	Type the range for the GFT setting in meters in the Distance field.	
3)	Type the azimuth of lay in mils in the Direction field.	
4)	Click the HOB field and select Down as the direction of the vertical shift.	Down 20 height correction is entered to compensate for the 20m HOB of a HE time fuze.
5)	Type the 20 in the field to the right of HOB .	
6)	Click the Apply button.	The fields clear and the Location field on the IFM window populates.
7)	Click the Munitions tab.	The Munitions frame displays.
8)	Click FFE#1 and select the shell for the GFT setting.	
9)	Click on Fuze and select a time fuze.	
10)	Click the Propellant Model and select the model for the GFT setting.	The Lot field becomes selectable.
11)	Click the (Propellant) Lot and select the lot for the GFT setting.	
12)	Click the Charge field and select the charge for the GFT setting.	
13)	Click the Analyze Tgt button.	The Initiate Fire Mission window closes and the mission is processed.
14)	Click the IP icon on the Current window tool bar.	This task assumes a capable (green or yellow) option is determined. For a complete description of intervention, see Task FM7. Examine the Intervention Windows.

Task LG1: Determine a One Plot GFT setting and TGPCs.		
Step	Action	Result/Explanation
15)	Click the Cannon Tech Soln tab.	Firing Commands are displayed.
16)	Observer the fire commands.	Record the firing data for each gun.
17)	TGPCs are computed for each piece for the ammunition fired:	
a)	Determine the FS TGPC correction.	Computed with the following equation: Gun Fuze Setting - <u>GFT Setting Fuze Setting(Step 4.b.6))</u> Gun FS TGPC Correction
b)	Determine DF TGPC correction.	Computed with the following equation: Gun Deflection - <u>Base Piece Deflection(Step 4.b.7))</u> Gun FS TGPC Correction
c)	Determine Elevation TGPC correction.	Computed with the following equation: Gun QE - <u>Base Piece QE(Step 4.b.5))</u> Gun QE TGPC Correction
7	Delete the mission.	
a.	Click the Deny button.	The mission is placed in the Denied icon on the Current menu tool bar.
b.	Click the Deny icon.	The Deny window displays.
c.	Click OK .	The Deny window closes and the

Section II. Communications.

LG2. Design a 188-220 Package 11 or JVMF Net.

When to use this procedure: This procedure is designed for an AFATDS user who is not a network administrator but must establish a package 11 or JVMF network. The objective of this procedure is to produce a usable network. The procedure is simplified and does not explain all aspects of possible use.

- 1. Ensure the 188-220 net addresses will not conflict with any existing network addressing scheme.**
 - a. Select **Communications, Configurations, Current**. Determined the IP address for each existing PKG11, JVMF or LAN network.
 - b. Record the first two values from each of the network addresses. These addresses cannot be used as the first two values for any new 188-220 network.

- 2. Select network, local and subnet mask addresses for the new 188-220 net.**
 - a. Select a network address and subnet mask.
 - 1) Select two values between 1 and 255 for the first two octets of the new network IP address.
 - 2) Ensure the selected network address is not composed of the same two values determined in step 1.b. above for any other net.
 - 3) This address is the network portion of the IP address.
 - 4) Assign a subnet mask of 255.255.0.0.
 - b. Select the AFATDS address.
 - 1) The local AFATDS address the last two values of the IP address. These are written to follow the two network octets to provide a complete address.
 - a) The first octet of the AFATDS address may be any value from 1 to 255.

MX-25-433X
Job Aids – Cannon (GDU)

- b) The second octet doubles as the physical address (used in messages). The 188-220 protocol limits this value to a range of 4 to 95.
- 2) The complete IP address for the AFATDS is composed of the network portion followed by the AFATDS address.
- c. The AFATDS requires:
 - 1) a unit reference number (URN) that is:
 - a) A value from 1 to 16777000.
 - b) Unique, the value cannot be assigned to any other unit.
 - c) Stored in the AFATDS master unit list. The master unit list is accessed by selecting **System, Administration, Master Unit List**.
 - d) The URN must also be stored in all other stations with which the AFATDS will communicate.
 - 2) A VMF Unit ID that is:
 - a) A unique text name for the unit.
 - b) Stored in the AFATDS master unit list. The master unit list is accessed by selecting **System, Administration, Master Unit List**.
- d. The AFATDS must be stored as a unit in the current situation.

3. Assign addresses for destination stations.

- a. Determine the stations with which communications will be established.
- b. For each station
 - 1) Assign the network address from step a.3)
 - 2) The third octet of the address may be any value from 1 to 255.
 - 3) The fourth octet doubles as the physical address (used in messages). The 188-220 protocol limits this value to a range of 4 to 95. Assign a value that has not been assigned to any other station on this net.

4. Select communications media and net settings for the new network.

Table A-1. Selection of 188-220 Communications Settings.			
<i>Media</i>	<i>Data encoding</i>	<i>Data Rate</i>	<i>Comments</i>
SINGGARS	SINGGARS communications connect the TCIM 6 pin radio cable to the AUDIO/DATA connector on the radio. The AFATDS Frequency Hopping and Encryption Mode (Plain Text, Cypher Text or Time Delay) must match the settings established on the radio. SPTCIM supports SINGGARS communications using NRZ communications on either channel of the card. FSK communications are only supported on the first channel of the card. TCIM supports SINGGARS NRZ or FSK communications on both channels.		
	NRZ	600,1200,2400,4800,16K, 1200N, 2400N, 4800N, 9600N	<ul style="list-style-type: none"> 1. Settings ending in N apply only to radios of D model or later. These are preferred data rates. 2. Prior to D model radio, mid-range data rates provide better error correction. 3. Selected data rate must be set on radio. 4. All stations on the net must use the same data rate and encoding.
	FSK 188C FSK 4202A	75,150,300,600,1200	<ul style="list-style-type: none"> 1. FSK provides lower data rates and a less efficient net. 2. Set data rate on radio to TF. 3. All stations on the net must use the same data rate and encoding.

MX-25-433X
Job Aids – Cannon (GDU)

Table A-1. Selection of 188-220 Communications Settings.			
<i>Media</i>	<i>Data encoding</i>	<i>Data Rate</i>	<i>Comments</i>
Analog	Analog radio supports non-digital radios that do not use encryption. These radios pass sound and not digital data and are limited to FSK forms. SPTCIM supports analog communications using FSK on the first channel of the card only. TCIM supports analog FSK communications on both channels.		
	FSK 188C FSK 4202A	75,150,300,600,1200	<ol style="list-style-type: none"> 1. FSK provides lower data rates and a less efficient net. 2. Set data rate on radio to TF. 3. All stations on the net must use the same data rate and encoding.
KY57	KY57 communications connect the TCIM 6 pin radio cable to the handset connector on the crypto. SPTCIM supports KY57 communications using NRZ communications on either channel of the card. FSK communications are only supported on the first channel of the card. TCIM supports KY57 NRZ or FSK communications on both channels.		
	NRZ	600,1200,2400,4800, 16K	<ol style="list-style-type: none"> 1. All stations on the net must use the same data rate and encoding.
	FSK 188C FSK 4202A	75,150,300,600,1200	<ol style="list-style-type: none"> 1. FSK provides lower data rates and a less efficient net. 2. All stations on the net must use the same data rate and encoding.
2 Wire	2 wire networks use a pair of wires for both transmit and receive. Multiple stations can be connected to the same wireline. SPTCIM supports 2 wire communications on the first channel of each card. TCIM supports 2 wire CDP communications on channel 1 only; 2 wire FSK communications can be assigned to either channel.		
	CDP	16K, 32K	<ol style="list-style-type: none"> 1. Higher data rate is preferred. 2. All stations on the net must use the same data rate and encoding.
	FSK 188C FSK 4202A	75,150,300,600,1200	<ol style="list-style-type: none"> 1. FSK provides lower data rates and a less efficient net. 2. All stations on the net must use the same data rate and encoding.
4 Wire	4-wire networks use a pair of receive and a pair of transmit wires. These networks connect only two stations. The transmit wires of one station must connect to the receive posts for the other station and vice-versa. SPTCIM supports 4 wire communications on the first channel of each card. TCIM supports 4 wire communications on the first channel of each TCIM.		
	CDP	16K, 32K	<ol style="list-style-type: none"> 3. Higher data rate is preferred. 4. All stations on the net must use the same data rate and encoding.
	FSK 188C FSK 4202A	75,150,300,600,1200	<ol style="list-style-type: none"> 3. FSK provides lower data rates and a less efficient net. 4. All stations on the net must use the same data rate and encoding.

Section III. Troubleshooting.

Troubleshooting Map	
This section provides a number of tables that group problems by operational function. The Troubleshooting Map provides a guide to the correct table. Start troubleshooting here.	
Type of Problem	Go to Table...
Accuracy problems.	Table TS2. Firing Data Troubleshooting.
Fire missions at intervention not providing desired results.	Table TS1. Fire Mission Troubleshooting.
Communications Troubleshooting	Table TS2. Communications Troubleshooting

TS1. Fire Mission Troubleshooting	
Problem	Possible Causes/Solutions
Time Capable displays “N”, red option results.	<ul style="list-style-type: none"> <input type="checkbox"/> Mission not later than time expired before mission could be processed. <ul style="list-style-type: none"> ➤ Click Guidances, Miscellaneous, Target Decay Time. Enter decay times as per operations order.
Ammo Capable – displays “N”, red Option results.	<ul style="list-style-type: none"> <input type="checkbox"/> Ammunition operator assigned for fire mission is not available in unit database <ul style="list-style-type: none"> ➤ Click Units, Edit this Unit. Ensure desired projectile, propellant and fuze are stored or change FDO fire order to available ammunition. <input type="checkbox"/> No ammunition is available in the unit database. <ul style="list-style-type: none"> ➤ Click Units, Edit this Unit. Correct ammunition inventory.
TSS filter check failure, Recommendation is to Deny.	<ul style="list-style-type: none"> <input type="checkbox"/> Target TLE and/or age of report exceed TSS Guidance. <input type="checkbox"/> To turn this check off: <ul style="list-style-type: none"> ➤ Click Guidances, Target, TSS. Turn off TSS check by clicking the Check Fire Missions Against TSS. <input type="checkbox"/> To leave check on but find cause of this mission failure: <ul style="list-style-type: none"> ➤

TS2. Firing Data Troubleshooting	
Problem	Possible Solution
Single piece out of sheaf.	<p>Determine which piece by firing a battery or platoon right or left by piece.</p> <ul style="list-style-type: none"> <input type="checkbox"/> Check piece location. <ul style="list-style-type: none"> ➤ Click Units, Edit this Unit. Click Locate Weapons and re-enter piece lay data. <input type="checkbox"/> Check piece muzzle velocity data. <ul style="list-style-type: none"> ➤ Click Units, Edit this Unit. Click MVV Data. <input type="checkbox"/> Check piece propellant temperature. <ul style="list-style-type: none"> ➤ Click Units, Edit this Unit. Click Weapons.
Pieces group in sheaf, sheaf off target.	<ul style="list-style-type: none"> <input type="checkbox"/> Are all non-standard conditions accounted for? <ul style="list-style-type: none"> ➤ Yes, continue to troubleshoot. ➤ No, achieve more accurate database with meteorological and MVV data or register. <input type="checkbox"/> Did accuracy decline after reception of a MET;CM? <ul style="list-style-type: none"> ➤ If a registration is in use, was concurrent met procedure carried out properly? <input type="checkbox"/> Check piece locations.

TS2. Firing Data Troubleshooting	
Problem	Possible Solution
	<ul style="list-style-type: none"> ➤ Click Units, Edit this Unit. Click Locate Weapons and ensure OS locations are correct. ➤ Re-enter lay data and re-compute piece locations. ❑ Check meteorological message data. <ul style="list-style-type: none"> ➤ Click MET, View METCM. Ensure met message is in use. ➤ Ensure the MDP altitude is reasonable. ❑ Check registration data. <ul style="list-style-type: none"> ➤ Are the range and/or deflection correction larger (range correction over 5% of chart range or deflection correction greater than 10 mils)? ➤ Was the registration validated by firing a check round at a surveyed target with another gun? ❑ Check projectile weight. ❑ Check map datum. <ul style="list-style-type: none"> ➤ Is the correct datum assigned to both the observer? Click Units, Edit and select the observer. ➤ Is the correct datum assigned to both the battery/platoon? Click Units, Edit this Unit.

TS3. Communications Troubleshooting	
Problem	Possible Causes/Solutions
Comm alert: Subnet reaching saturation level. Subnet <i>net name</i> at <i>number</i> % of queuing capacity.	<p>Number of transmitted messages on a package 11 or JVMF net exceeds the network's ability to transmit.</p> <ul style="list-style-type: none"> ➤ This alert is usually followed by a communications alert indicating: Subnet below saturation level. Subnet <i>net name</i> at <i>number</i> % of queuing capacity. ➤ If problem persists, contact net control. Recommend changing net local transmission load to heavy.
Comm alert: Multi-hop message dropped enroute. A msg bound for the destination could be forwarded by the intermediate station: Intermediate Unit ID: <i>(unit ID)</i> Destination Unit ID: <i>(unit ID)</i>	<ul style="list-style-type: none"> ❑ A message was transmitted via an indirect route. One of the relaying stations failed to received an ack on the message. <ul style="list-style-type: none"> ➤ Contact the Intermediate Unit ID to troubleshoot communications.
Comm alert: Received clear data over secure UDP network. Source address: <i>(ip address hostname)</i>	<ul style="list-style-type: none"> ❑ The station using the IP address in the alert has security set to Clear on their network window and your corresponding network is set to Secure. <ul style="list-style-type: none"> ➤ On the Click the Current Communications Configuration icon and verify the security level on your IP network is correct. ➤ Contact the transmitting station and have that station verify the network security setting. <i>Note data communications transmitted from a secure to a clear network computer are ignored by the AFATDS set to the lower security level. Another netork or voice communications is required.</i>
Comm Alert: Communications modem device failure on workstation. Experienced failure (and subsequent reset) of subnet.	<ul style="list-style-type: none"> ❑ SP-TCIM was manually ejected from CCU2 <ul style="list-style-type: none"> ➤ Replace SPTCIM and re-boot the conputer. ❑ SP-TCIM suffered hardware failure. <ul style="list-style-type: none"> ➤ Move network to another SP-TCIM: On the Current menu bar, click the Current Comm Configuration button and select Network, Assign Channels. ➤ Replace failed SP-TCIM.
Comm Alert: Transition to	<ul style="list-style-type: none"> ❑ Communications failure has resulted in disabling of the current

MX-25-433X
Job Aids – Cannon (GDU)

TS3. Communications Troubleshooting	
Problem	Possible Causes/Solutions
alternate route (<i>route name or blank</i>) Destination Unit ID:	route and transition to an alternate route or to an “off” status if the alternate route is blank in the alert. <input type="checkbox"/> On a package 11 or JVMF net or a net using DSVT or DNVT, the destination unit has turned off his communications network or shutdown his AFATDS.
Comm Alert: Re-establish route for unit. Destination Unit ID:	<input type="checkbox"/> A unit for which the route was disabled, has successfully communicated on that route. AFATDS has turned the route on as a result. No action is required.

Appendix B. JMTK Map

MAP1 Load Map Products

Related 13D Task: No Specific Task

Conditions: Given an AFATDS workstation that is powered, with AFATDS started, activates and the **AFATDS System, Current** or any planned situation map displayed...

Objective: Load map products.

Additional Information: AFATDS uses the Joint Mapping Tool Kit (JMTK) to display the current and planned situation maps. JMTK allows the storage and use of National Imagery and Mapping Agency (NIMA) products. Specifically addressed here is the loading of NIMA Compressed ARC Digitized Raster Graphics (CDRG) maps and Controlled Image Base (CIB) imagery.

Procedure MAP1: Load Map Products.		
Step	Action	Result/Explanation
1.	Insert the map CD in the CDROM drive.	The File Manager window displays. Close this window by clicking File, Close .
2.	On the map menu bar, click Map Options, Load CD .	The RPF Loader window displays.
a.	Click the Enter a Name... field and type a name for the map.	Use of the CD item number, found on the CD case provides a means of supplying a unique name that can later be referenced.
b.	Click the OK button.	The RPF Loader window prompts Copy RPF Database 'name entered above' to disk?
c.	Click the YES button.	The RPF Loader Progress window displays the state of data copy using a sliding bar. Wait for Loaded indication.
d.	Click the OK button.	The RPF Loader window closes.
3.	Eject the CD	
a.	On the Main Menu Bar , click System, Disk Utilities .	The Disk Utilities window displays.
b.	Click the Media Device: button and select Compact Disk .	The Operations: list displays Eject .
c.	In the Operations list, click on Eject	Eject highlights and the Apply button becomes active.
d.	Click the Apply button.	The CD ejects and Disk Ejected displays in the window.
e.	Click the OK button.	The Disk Utilities window closes.

MAP2 Display CDRG or CIB Map Products

Related 13D Task: No Specific Task

Conditions: Given an AFATDS workstation that is powered, with AFATDS started, activates and the **AFATDS System, Current** or any planned situation map displayed and a CDRG or CIB map CD loaded...

Objective: Display CDRG or CIB map products.

Additional Information: After loading map products, the AFATDS operator must specify what areas and scales to display on the map.

Procedure MAP2: Display CDRG or CIB Map Products

Step	Action	Result/Explanation
1.	On the map menu bar, click Map Options, Map Features, RPF maps .	The RPF Editor window displays. All loaded maps are displayed. The NW Corner column displays location of that map's NW corner in the system (UTM, LAT/LONG, MGRS) selected for the map. Yellow boxes overlay the AFATDS map displaying the location of all map files.
<i>NOTE: As an aid in sorting the map files, clicking the column headings in the RPF Editor window sorts the columns.</i>		
2.	On the RPF Editor window, click the desired map files to display.	Multiple individual files may be selected or a group can be selected by clicking on the first file of the group then pressing the <Shift> key and clicking the last file in the group. All files between the top and bottom selected will highlight.
<i>NOTES:</i>		
1. <i>Double clicking the column headings will arrange the columns in alphabetic, numerical order. This can be used as an aid to finding maps in the correct grid zone or area.</i>		
2. <i>When map files are selected, the JMTK map displays a yellow grid depicting the map coverage area. When the map files are set to On, red boxes appear in the map coverage area for those files.</i>		
a.	Click the ON button and the Apply button.	All selected map files display On in the Toggle column.
b.	Click the Exit button.	The RPF Editor window closes.
3.	On the map menu bar, click Map Options, Map Types, RPF Map by Tiles .	Those map files selected in step 2 are displayed.

MAP3 Use the JMTK Map

Related 13D Task: No Specific Task

Conditions: Given an AFATDS workstation that is powered, with AFATDS started, activates and the **AFATDS System, Current** or any planned situation map displayed...

Objective: Use the JMTK map.

Additional Information: This procedure discusses the manipulation of the map using the tool bar.

Procedure MAP3: Use the JMTK Map		
Index	Tool	Use

Procedure MAP3: Use the JMTK Map		
Index	Tool	Use
The figure above depicts the AFATDS JMTK map tool bar		
1	Zoom icon	When selected, changes map cursor to a 4-pointed arrow. Used to change map scale by zooming in. To us, click icon and move cursor to center of desired map area. Click and hold left trackball 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 trackball key when the desired area is within the drag box. The map zooms to scale and the cursor changes back to a pointer
2	Re-center icon	When selected, changes map cursor to a hollow circle. Used to re-center the map. To us, click icon and move cursor to center of desired map area. Left click the trackball. The map centers on the cursor and the cursor changes back to a pointer.
3	Zoom in icon	Used to scale the map. To use,click icon. The map scales to ½ the last viewed scale (e.g., if the map is at 1:50000, clicking the icon changes the scale to 1:25000).
4	Zoom out icon	Used to scale the map. To us, click icon. The map scales to 2 –times the last viewed scale (e.g., if the map is at 1:50000, clicking the icon changes the scale to 1:100000).
5	Whole World icon	Used to display world map. To use, click icon. Map displays the entire world. <i>Note: If map products (CARDG, etc) are loaded and displayed the world map will display as a black background is maps are not loaded for the entire world. If this occurs, click Map Options, Map Types, WVS Vector Map. This action displays the default <i>World Vector Shoreline map displaying the continents</i>.</i>
6	Pan icons	Used to “drag” the map left, right or up and down. The direction the arrow points shows the direction new map area will reveal. For example, if the operator wishes to see above the top of the displayed map, he clicks the up pointing arrow. The map shifts to display a more northern view.
7	Center Marker icon	Used to center the map on the red dot marker. This icon performs two functions. If the red center dot is outside the currently viewed map, click the icon to place the marker in the center of the display. If the marker is inside the map displayed, click the icon to cause the display to center on the marker.

MAP4 Change the Map Type Displayed

Related 13D Task: No Specific Task

Conditions: Given an AFATDS workstation that is powered, with AFATDS started, activates and the **AFATDS System, Current** or any planned situation map displayed and a CDRG or CIB map CD loaded...

Objective: Change the map type displayed.

Additional Information: This procedure allows an AFATDS operator to switch the display between loaded map products.

Procedure MAP4: Change the Map Type Displayed.		
Step	Action	Result/Explanation
1.	On the map menu bar, click Map Options, Map Types	A list of map types displays for selection. If a map type is selected but is either not loaded or has no features assigned to display (See procedure Map2) the map background changes to black. <i>Note: WVS Vector Map is always loaded and available for display.</i>
2.	Click the desired map type.	The display changes to the selected map type.

Procedure MAP4: Change the Map Type Displayed.		
Step	Action	Result/Explanation
<i>NOTE: As an aid in sorting the map files, clicking the column headings in the RPF Editor window sorts the columns.</i>		
2.	On the RPF Editor window, click the desired map files to display.	Multiple individual files may be selected or a group can be selected by clicking on the first file of the group then pressing the <Shift> key and clicking the last file in the group. All files between the top and bottom selected will highlight.
a.	Click the ON button and the Apply button.	All selected map files display On in the Toggle column.
b.	Click the Exit button.	The RPF Editor window closes.
3.	On the map menu bar, click Map Options, Map Types, RPF Map by Tiles .	Those map files selected in step 2 are displayed.

MAP5 Change the Map Intensity

Related 13D Task: No Specific Task

Conditions: Given an AFATDS workstation that is powered, with AFATDS started, activates and the **AFATDS System, Current** or any planned situation map displayed ...

Objective: Change the map intensity.

Additional Information: This procedure allows an AFATDS operator to darken or lighten the map background. This action assists in viewing overlays if the overlay features are “lost” in the map’s colors.

Procedure MAP5: Change the Map Type Displayed.		
Step	Action	Result/Explanation
1.	On the map menu bar, click Map Options, Map Intensity	The Current (or selected map tab) Map Intensity window displays.
2.	Left click and drag the slide bar labeled Background Intensity .	Dragging the bar to the left sets the map intensity darker and eventually to black. Moving the bar to the right lightens the display.
3.	Click the Apply button to test the level of intensity and re-adjust as necessary.	Each time the Apply button is selected, the intensity set on the slide bar is applied.
4.	When the desired intensity is set, click the OK button.	The intensity is set and the Map Intensity window closes.

Appendix C. 13D Tasks Correlated to Job Aids Procedures

Task Number	Task Title	Job Aids Reference	Job Aids Procedure Title
061-280-5006	Compute Muzzle Velocity Information		Conduct Calibration and Determine MVV Using M94 and MCA
			Conduct Calibration and Determine MVV Using M94 Without MCA
061-300-5000	Prepare the TAFCS For Operation		Initialization of Existing Software and Database
			Load AFATDS Software
			Login as an AFATDS User
			Start the AFATDS Application
			Set Time and Date
			Restore a Database from a Floppy Disk
061-300-5001	Configure the TAFCS Database		Activate AFATDS
061-300-5002	Establish TAFCS Communications Configurations		Create and Implement a Communications Configuration
			Create a Proxy Relay
			Send Communications Checks
			Direct a Gun to Establish Comm with FDC (Ring Guns)
061-300-5003	Incorporate the Printer into the TAFCS		Configure a Parallel Printer
061-300-5006	Process Geometry Data in the TAFCS		Construct Geometry (FSCMs and Map Graphics)
			Construct an Air Corridor Geometry
061-300-5007	Update Unit Data in TAFCS		Construct Firing Battery / Platoon Unit Data
			Store Historical Muzzle Velocity
			Store Fuze Inventory for a Howitzer
			Store Propellant Inventory for a Howitzer
			Store Munitions (Shell) Inventory for a Howitzer
			Store Movement Factors for the Platoon
			Close Fire Unit Windows
			Store Mask Data
			Construct and Observer, Radar, Headquarters, or Maneuver Unit
061-300-5010	Configure Received Message Types		Receive a Freetext Message
			Configure Message Setup
			Receive a Computer Meteorological Message
			Receive a Fire Plan from Higher Headquarters
061-300-5011	Process Messages for Transmission		Compose and Transmit or Save a Freetext Message
			React to a Failed Communication
061-300-5012	Disseminate Information via Data Distribution		Make Initial Report of Fire Unit Status to Higher and Supported HQ
			Construct Data Distribution
061-300-5013	Enter the Commander's Guidance into the TAFCS		Establish Target Decay Time

MX-25-433X
Job Aids – Cannon (GDU)

Task Number	Task Title	Job Aids Reference	Job Aids Procedure Title
			Establish FS System Buffer Distance
061-300-5014	Prepare the TAFCS for Fire Mission Processing		Establish Fire Mission Intervention Criteria
061-300-5015	Process Target Information		Create a Target List
061-300-5019	Supervise Operation of TAFCS		Import a Master Unit List (MUL)
			Prepare a JAZ Disk for Use
			Archive the Database to Floppy Disk
			Store Mask Data
			Make Initial Report of Fire Unit Status to Higher and Supported HQs
			Limit Charge Selection in Training Exercises
			Establish Target Number Block
			Enable Audible Fire Mission Alert and Adjust Volume
			Establish Fire Mission Intervention Criteria
			Process an Area Fire Mission at AFATDS
			Initiate a Fire Mission at AFATDS
			Examine the Intervention Windows
			Examine the Weapon Status Paladin Window
			React to a Denied Fire Mission
			React to a Coordination Request
			Process Observer Subsequent Corrections During Degraded Comm Opns
			Process End of Mission During Degraded Comm Operations
			React to AFCS Comm Failure During a Fire Mission
			Receive and Process Check Firing and Cancel Check Firing
			Initiate and Cancel Check Firing
			Process a Radar Fire Mission
			Process a One, Two, or Four Point Illumination Mission
			Process a Coordinated Illumination Mission
			Process a Continuous Illumination Mission
			Process an Immediate Smoke Mission
			Process an Immediate Suppression Mission
			Process a Quick Smoke Mission
			Process a FASCAM Mission
			Process a Final Protective Fires (FPF) Mission
			Process a Copperhead Target of Opportunity Mission
			Process a Copperhead Priority Mission
			Assign a Known Point
061-300-5032	Load Initial Vector Map to AFATDS		JMTK Map
061-300-5033	Initialize the AFATDS		AFATDS Preparation for Action Checklist
			Start the AFATDS Application
			Activate AFATDS
061-300-5048	Load AFATDS Software and System Login		Load AFATDS Software

MX-25-433X
Job Aids – Cannon (GDU)

Task Number	Task Title	Job Aids Reference	Job Aids Procedure Title
			Login as an AFATDS User
061-300-5072	Process Muzzle Velocity Information (AFATDS)		Conduct Calibration and Determine MVV Using M94 and MCA
			Conduct Calibration and Determine MVV Using M94 Without MCA
061-300-5076	Derive a GFT Setting TGPC Corrections AFATDS		Determine an HE One Plot GFT Setting and TGPCs
061-300-5077	Process HB/MPI Registration Using AFATDS		Conduct a Visual HB/MPI Registration
			Conduct a Radar Observed HB/MPI Registration
			Conduct a Laser Observed MPI Registration
061-300-5144	Input a Fire Plan Using AFATDS		Create a Fire Plan
			Determine the Reason Target Were Not Scheduled
			Manually Schedule Targets
061-300-5146	Input Met Data		Enter a Computer Meteorological Message

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Glossary

CADRG – Compressed ARC Digitized Raster Graphics.

CCU2 – Compact Computer Unit 2, Common Hardware Suite II.

DII COE – (Defense Information Infrastructure Common Operating Environment), a DOD software application that provides services (such as printing, mapping and communications) allowing other applications to share those services and thereby be smaller and more maintainable.

EFC – (Equivalent Full Charge), is a measure of tube wear expressed in charges fired. One charge zone, usually the highest possible from the weapon, becomes the base for the computation and is assigned a value of 1.00 EFC. Lesser charges are assigned an increment of this based on that charge's effect on tube wear. The total number of rounds fired over the history of the tube are recorded. The number of EFCs can be used to predict approximate loss in muzzle velocity due to tube wear.

FFZ – FireFinder Zones.

Fork – the change in elevation of the cannon tube necessary to move the mean point of impact 2 probable errors in range. This is the elevation equivalent to $\frac{1}{4}$ of the range dispersion.

FSCM – Fire Support Control Measures.

ICM – Improved Conventional Munition.

JMTK – Joint Mapping Tool Kit.

JVMF – Joint Variable Message Format.

LAN - Local Area Network.

LMM – Loadable Munitions Module, a software module that is accessed by AFATDS to compute effects, target segmentation, air space coordination measures and flight characteristics for missiles and EFOG-M.

MCA – (Muzzle Velocity Communications Adapter), an interface that allows automatic reporting of muzzle velocity data from the M94 chronograph to AFATDS via GDU communications.

MDP – (Meteorological Datum Plane), a plane tangent to the surface of the earth at the meteorological station location. This is the altitude of the met station and height from which the met message surface data was measured.

MEF – Marine Expeditionary Force (USMC).

MGRS – Military Grid Reference System.

MPI – Mean Point of Impact, the average location of a number of rounds fired with the same firing data.

MUL – Master Unit List.

PCL – Printer Control Language.

SPLL – Self-propelled Loader Launcher.

SPTCIM – Standard Protocol Tactical Communications Interface Module.

MX-25-433X
Job Aids – Cannon (GDU)

TGPC – (Terrain Gun Position Corrections), corrections applied to base piece data to allow the firing of a sheaf. This provides a method of computing one gun data and quickly converting this data to individual piece data by these corrections.

Index

I

13D Tasks Correlated to Job Aids Procedures 7, 267

A

AFATDS Database Construction

Create Overlays 5, 49, 59

Edit Map Setup 5, 49, 57

Edit the Map Mod 58, 251

Geometry

Air Corridor Geometry 5, 49, 80, 267

Geometry (FSCMs and Map Graphics) 5, 49, 76, 267

Make Initial Report of Fire Unit Status to Higher and Supported Headquarters 5, 49, 83

Units

Conversion of lay deflection to azimuth 65

Enter Cannon Weapon Data 64

Historical Muzzle Velocity 49, 66, 267

Locate weapons using lay data 64

Store Fuze Inventory 49, 67, 251, 267

Store Fuze Inventory for a Howitzer 267

Store Historical Muzzle Velocity 5, 49, 66, 267

Store Movement Factors for the Battery/Platoon 49, 70, 268

Store Munitions (Shell) Inventory for a Howitzer 49, 69, 268

Store Propellant Inventory 49, 68, 251, 268

Store Propellant Inventory for a Howitzer 268

Units

Mask Data 49, 71, 268, 269

AFATDS Menus

AFATDS Current Situation Window (JMTK map) iv, 15, 20, 43

AFATDS Desktop iv, 15, 20

AFATDS Menu Bar iv, 23

AFATDS Start and Functions menus iv, 20

Current Menu bar iv, 15, 20, 30

Desktop Lower Menu Bar 47

Main Menu Bar iv, 15, 20, 24, 25

AFATDS Operation

Activate AFATDS iii, 5, 16, 49, 55, 251, 267, 270

Archive the Database to Floppy Disk iii, iv, 19, 50, 268

Configure a Parallel Printer iii, 5, 49, 56, 267

Display the Current Situation 5, 56, 251

Import a Master Unit List iii, iv, 15, 18, 268

Login as an AFATDS user 5, 51, 52, 53, 54, 251

Prepare a JAZ Disk for Use iii, 5, 49, 84, 268

Restore a Database from a Floppy Disk iv, 267

Restore a Database from a JAZ Disk iv

Set Time and Date iii, 5, 49, 54, 55, 267

Shutdown the AFATDS workstation 5, 86

Start the AFATDS Application iii, 5, 49, 53, 267, 270

AFATDS Program

Initialization iii, iv, 15, 267

Loading software iii, 5, 49, 50, 51, 52, 53, 54, 267, 270

AFATDS Software Capabilities 9

AFATDS Software Load 9

MX-25-433X
Job Aids – Cannon (GDU)

Audible Fire Mission Alert.....6, 108, 122, 269

C

CCU2 Additional Connectors..... 13

CCU2 card slots..... 12

CCU2 Drive Bays..... 11

CCU2 Power Panel..... 13

Check Firing

 Initiate and Cancel Check Firing.....6, 108, 149, 269

 Receive and Process Check Firing and Cancel Check Firing.....6, 108, 148, 269

Clearance of Fires coordination..... 34

Communications

 Compose and Transmit or Save a Freertext message.....5, 100

 Configure Message Setup..... 5, 28, 29, 106, 107, 268

 Create a Proxy Relay.....5, 96, 267

 Create and Implement a Communications Configuration5, 87, 267

 Design a 188-220 Package 11 or JVMF Net.....7, 255

 JVMF or Pkg 11.....87, 88

 React to a Failed Communications.....5, 101

 Send Communications Checks.....5, 98, 267

 TACFIRE..... 92

Communications

 GDU Net

 Ring guns..... 99

Corrections

 AFATDS Computational Technique.....6, 150, 151

 Errors.....6, 150, 161, 162, 181

 Registration .6, 109, 115, 143, 150, 152, 153, 154, 155, 161, 162, 163, 164, 165, 166, 167, 168, 169, 170,
 171, 172, 173, 174, 175, 176, 177, 178, 179, 180, 181, 182, 183, 270

 Standard Conditions.....6, 150

 The Five Requirements for Accurate Predicted Fires.....6, 151

D

Data Distribution.....5, 102, 268

Database

 Restore from floppy or JAZ disk.....16, 54

F

Fire Mission Intervention..... 108, 122, 123, 132, 268, 269

Fire Missions

 Area Fire Missions.....6, 108, 124, 269

 Copperhead Priority Mission.....7, 185, 226, 227, 270

 Copperhead Target of Opportunity Mission.....7, 185, 222, 270

 Final Protective Fires Mission.....7, 185, 218

 Illumination

 Continuous Illumination Mission.....7, 185, 198, 269

 Coordinated Illumination Mission.....7, 185, 193, 269

 One, Two or Four Gun Illumination Mission.....6, 185, 189

 Immediate Smoke.....7, 185, 200, 201, 269

 Immediate Suppression Mission.....7, 185, 204, 270

 Initiate a Fire Mission at AFATDSiii, 6, 108, 124, 128, 186, 189, 193, 198, 201, 204, 208, 213, 219, 223,
 227, 269

 Intervention Windows ... iii, 6, 108, 125, 132, 134, 136, 186, 190, 194, 199, 201, 205, 209, 215, 219, 223,
 227, 254, 255, 269

 Limit Charge Selection in Training Exercises.....6, 108, 120, 121, 269

 Process a FASCAM Mission.....7, 185, 213, 270

MX-25-433X
Job Aids – Cannon (GDU)

Process a Radar Fire Mission	6, 185, 269
Process End of Mission During Degraded Comm Operations	269
Quick Smoke	7, 185, 208, 270
React to a Coordination Request	6, 108, 140, 141, 269
React to a Denied Fire Mission	6, 108, 139, 269
React to AFCS Comm Failure During a Fire Mission.....	108, 146, 269
Fire Planning	
Create a Fire Plan	7, 185, 235, 236, 270
Determine the Reason Targets Were Not Scheduled.....	7, 185, 237
Execute a Schedule of Fires.....	7, 185, 241
Groups	7, 185, 233
Manually Schedule Targets	7, 185, 239, 270
Receive a Fire Plan from Higher Headquarters	7, 185, 240, 268
Series	7, 185, 234
Trigger a Fire Plan Based on H-hour.....	7, 185, 242
G	
GDU Weapon Status window.....	108, 126, 136, 137, 188, 191, 196, 203, 221, 225, 229
Guidance	
Effects of Guidance	7, 245, 248
FS System Buffer Distance.....	5, 49, 82, 268
Target Decay Time	5, 81, 82, 251, 268
H	
Hardware	10
CCU2.....	9, 10, 11, 12, 13, 14, 22, 50, 51, 52, 54, 260, 272
CCU2	
Capabilities	10
Card slots	12
Connectors.....	13
Drives	11
Power switch	13
SPTCIM.....	9, 12, 14, 257, 258, 260, 272
J	
JMTK Map	ii, 7, 43, 262, 263, 270
Change the Map Intensity.....	7, 265
Change the Map Type Displayed	7, 264, 265
Display CDRG or CIB Map Products	7, 262, 263
Load Map Products.....	7, 262
Use the JMTK Map	7, 263
K	
Known Points	7, 185, 231, 270
M	
Masks	
Down range mask violations	6, 116
Near Mask Clearance	6, 115
Master Unit List	
Installation as a COE segment.....	49, 51
Meteorological corrections	
Applications.....	115
Enter a Computer Meteorological Message.....	6, 150, 160, 270
Receive a Computer Meteorological Message	6, 150, 161, 162, 268
Minimum Firing Capability.....	7, 251

MX-25-433X
Job Aids – Cannon (GDU)

Mission Process	
Assignment of mission precedence	5, 112
Fire for Effect munitions selection	5, 113
Fire mission reception	5, 108
Fire Requests and Fire Orders	5, 108
FSCM Checks.....	5, 111
Mission value	5, 110
Propellant selection	6, 115
Target Filter Checks	5, 109
Volume of fire determination	5, 114
Weapon selection	5, 114
Mission Processing	
Sheaf.....	6, 116
Muzzle velocity	
Application of corrections	6, 115
Muzzle Velocity	
AFATDS determination and use of muzzle velocity data	6, 150, 152
Conduct Calibration and Determine MVV using M93 and MCA	138, 150, 157
O	
Overlays	42
P	
Planning	
Implement a Plan.....	7, 245, 246
Receive a Movement Order	7, 245, 246
Receive a Plan	7, 245
Profiles	
AFATDS	49
Sysadmin	49, 51
R	
Registration	
Application of corrections	115
Delete Registration Corrections.....	6, 150, 182, 183
Laser Registration.....	6, 178
Precision Registration.....	6, 162
Radar Registration	6, 174
Re-Compute Registration Corrections To Account For Errors In MV/MET/SURVEY	6, 161, 162, 181
S	
SPTCIM	14
T	
Target Lists	
Create	7, 185, 231, 268
Types	6, 120
Target Number Block	6, 108, 121, 269
Troubleshooting.....	7, 259, 260