The views, opinions, and/or findings contained in this report are not to be construed as an official Department of the Army position, policy, or decision unless so designated by authorized documents issued and approved by the Department of the Army.
VIC Input Preprocessor (VIP) Reference Manual

VIC Input Preprocessor (VIP) was conceived as a necessity to reduce the time required to develop scenarios for the combat model, Vector-In-Commander (VIC). As such, VIP works primarily with the second and third largest of the VIC input files: the global ground module (.GG), of which VIP provides all the unit data, and the ground maneuver module (.GM), of which VIP provides the tactical area data.

In addition, the following modules receive at least part of their input from a VIP-generated output file. The logistic module (.LO) receives the node network information from VIP. The minefield module (.MF) receives the minefield location and density from VIP. The terrain and barriers module (.TB) receives the barrier information from VIP.

Another major function of VIP is the ability to create and alter maps as per user specifications. Map coordinates as well as map scale are entirely user defined. There exist separate files which contain not only all major and minor roads, but also rivers, streams, and rail-ways which are also user selectable.

UNCLASSIFIED

SP4 M. Chenault

(913) 684-3193

ATRC-FOC

August 1987

69
VIP is a graphics-based software package which contains a wide variety of routines to create a flexible user environment. User menus can be moved, redefined, and redrawn with no loss in operating procedures. Personal color schemes can be created, changed, and saved at any point during VIP execution. The package also contains many routines for the creation of slides, either text slides or graphic slides. In many ways, VIP is a generic menu-driven graphics package which does not have to be exclusively bound to VIC.
INSTRUCTIONS FOR PREPARATION OF REPORT DOCUMENTATION PAGE

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ACKNOWLEDGEMENTS

The primary authors of the VIC Input Preprocessor (VIP) software package were TRAC-White Sands personnel, most notably, Jim Lankford and Linda Stead. The Technology Applications Branch graphics team of TRAC-Fort Leavenworth provided debugging and enhancement support.

The version of VIP described in this document differs significantly from the TRAC-White Sands version. The technology Applications Branch graphics team consisting of Mr. R. Pete Kaeding, Mr. Tim Daniels, and SP4 Mike Chenault have made numerous enhancements to the package with several more planned for later incorporation. Some of the documentation was extracted from the TRAC-White Sands-produced menu help text with elaboration where necessary. However, most of the context came from lessons learned during execution of the software.
<table>
<thead>
<tr>
<th>CONTENTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>TITLE PAGE</td>
</tr>
<tr>
<td>ACKNOWLEDGEMENTS</td>
</tr>
<tr>
<td>CONTENTS</td>
</tr>
<tr>
<td>ABSTRACT</td>
</tr>
<tr>
<td>VIP REFERENCE MANUAL</td>
</tr>
<tr>
<td>1. Purpose</td>
</tr>
<tr>
<td>2. Scope</td>
</tr>
<tr>
<td>3. Menu reference</td>
</tr>
<tr>
<td>a. Main menu</td>
</tr>
<tr>
<td>b. Keyword</td>
</tr>
<tr>
<td>c. Unit menu</td>
</tr>
<tr>
<td>d. Path point menu</td>
</tr>
<tr>
<td>e. Tactical menu</td>
</tr>
<tr>
<td>f. Unit ID generator</td>
</tr>
<tr>
<td>g. Subordinate menu</td>
</tr>
<tr>
<td>h. Communications menu</td>
</tr>
<tr>
<td>i. Route plan menu</td>
</tr>
<tr>
<td>j. Minefield menu</td>
</tr>
<tr>
<td>k. Barrier menu</td>
</tr>
<tr>
<td>l. Line obstacle menu</td>
</tr>
<tr>
<td>m. Network menu</td>
</tr>
<tr>
<td>n. Logistic menu</td>
</tr>
<tr>
<td>o. Edit menu</td>
</tr>
<tr>
<td>p. Parameters menu</td>
</tr>
<tr>
<td>v</td>
</tr>
</tbody>
</table>
CONTENTS

VIP REFERENCE MANUAL (CONTINUED)

q. Graphics menu 31
r. Input/output menu 32

APPENDIX A. Menu representations A-1
APPENDIX B. VIP output format B-1
APPENDIX C. Program structure reference C-1
ABSTRACT

VIC Input Preprocessor (VIP) was conceived as a necessity to reduce the time required to develop scenarios for the combat model, Vector-In-Commander (VIC). As such, VIP works primarily with the second and third largest of the VIC input files: the global ground module (.GG), of which VIP provides all the unit data, and the ground maneuver module (.GM), of which VIP provides the tactical area data.

In addition, the following modules receive at least part of their input from a VIP-generated output file. The logistic module (.LO) receives the node network information from VIP. The minefield module (.MF) receives the minefield location and density from VIP. The terrain and barriers module (.TB) receives the barrier information from VIP.

Another major function of VIP is the ability to create and alter maps as per user specifications. Map coordinates as well as map scale are entirely user defined. There exist separate files which contain not only all major and minor roads, but also rivers, streams, and railways which are also user selectable.

VIP is a graphics-based software package which contains a wide variety of routines to create a flexible user environment. User menus can be moved, redefined, and redrawn with no loss in operating procedures. Personal color schemes can be created, changed, and saved at any point during VIP execution. The package also contains many routines for the creation of slides, either text slides or graphic slides. In many ways, VIP is a generic menu-driven graphics package which does not have to be exclusively bound to VIC.
1. **Purpose.** This manual provides detailed information on all options and menus pertaining to the VIP software package. It also shows the required logical assignments necessary to execute the VIP software package.

2. **Scope.** This manual is designed to be an aid for use in conjunction with the VIP Users Manual. This manual provides the range of valid inputs or expected character string inputs.

3. **VIP menu reference.**

   a. **Main menu.** The main menu consists of a series of data menus and several user features. You must return to the main menu to end the program or to use the keyword and parameter options, as this is the only place that they appear. Additionally, the main menu allows access to the data menus (any menu in which a file is created, i.e., unit menu, minefield menu, barrier menu, or network menu.)

   Data are retained until a menu of a different data type is selected, or the data are transferred to the background plane.

   If there are entities (or data) currently in memory when this menu is selected, the computer prompts: "HAS DATA BEEN RECORDED?"

   Answer - **YES** to continue (DESTROYS EXISTING DATA IN ARRAYS!)
   - **NO** returns to data menu to record.

   No other action is possible until this question has been answered.

   **Main menu options:**
   
   **KEYWORD** **See paragraph 3b for more information.**
   Transfers control to CRT. The menus are cleared from the screen. Keywords are then input from the CRT until the keyword "MENU" is input. It is through this function that picture files can be created along with slides. Individual menus can be moved or redefined by using the proper keywords. The setcolors command to change colors in a plane is reached through the keyword option.

   **END** Exit from program. All files are closed.

   **UNIT MENU** **See paragraph 3c for more information.**
   Menu for defining unit locations and unit data. Allows access to the path points menu and the tactical menu. These menus create the data file DA_DATA:UNIT#.DAT which is then used in the creation of the VIC global ground module (.GG)

   **UNIT ID GEN** **See paragraph 3f for more information.**
   Unit identification generator for name, location, hierarchy, and symbol. The data are recorded on exit from the id generator in DA_DATA:UNIT#.DAT and control is returned to the unit menu.
**SUBORD MENU**

**See paragraph 3g for more information.**
Unit subordinate structure menu for VIC ground maneuver module (.GM) Uses as input the file DA_DATA:UNIT#.DAT but when recording, it saves its data to the file DA_DATA:UNIT#.SUB.

**COMMS MENU**

**See paragraph 3h for more information.**
Communications structure menu for creation and definition of networks. Uses as input the file DA_DATA:UNIT#.DAT, but when recording, it is saved to DA_DATA:UNIT#.NET.

**RT PLAN MENU**

**See paragraph 3i for more information.**
Detailed route planning menu. Not designed for use in the creation of VIC data files but useful in the area of scenario generation.

**MINEFLD MENU**

**See paragraph 3j for more information.**
Minefield emplacement menu for minefield module (.MF)

**BARRIER MENU**

**See paragraph 3k for more information.**
Barrier menu for area obstacles for terrain and barriers module (.TB)

**LINE OB MENU**

**See paragraph 3l for more information.**
Line obstacle menu for terrain and barriers module (.TB)

**NETWORK MENU**

**See paragraph 3m for more information.**
General network menu for logistics module (.LO) The logistics menu is reached from this menu. It works on the same data that are created in the network menu.

**PARAMETERS**

**See paragraph 3p for more information.**
Menu to set parameter switches. The UTM/MC coordinate option selection resides here. The major function of this menu is to allow previously defined data files to be read in when the user is in a different data menu.

**CHANGE PLANE**

Transfer entities from foreground to background planes. Background plane in this case is defined as plane 2. The data will be visible in plane 2 but can no longer be worked on.

**GRAPHICS**

**See paragraph 3q for more information.**
Graphics menu to load, zoom maps. Also, used for the clearing of the upper 2 planes and setting drawing color.

**PLAYBACK**

Play back the detailed route planning data over time. For use with the route planning files.

**UTILITY MENU**

Draw the utility menu which contains the most commonly used keywords. Unlike the keyword option, commands are selected with the cursor.
b. Keyword. It may be necessary or useful to enter the commands via the keyboard and not with the bitpad. A complete listing of keywords is given below.

### Keywords:

---GRAPHICS-----TERRAIN-----MENU MENU-----MENU DEFINE-----SLIDE-----OTHER---

<table>
<thead>
<tr>
<th>ERASE</th>
<th>SETCOORD</th>
<th>SELECTMENU</th>
<th>STARTX</th>
<th>SELCOLOR</th>
<th>HELP</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERASE1</td>
<td>MAPSIZE</td>
<td>DRAWMENU</td>
<td>STARY</td>
<td>SELPLANE</td>
<td>DCL CMD</td>
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<tr>
<td>ERASE2</td>
<td>SETFEATURE</td>
<td>ERASEMENU</td>
<td>ITXLN</td>
<td>SELTEXTSIZE</td>
<td>DEMOLOAD</td>
</tr>
<tr>
<td>ERASE3</td>
<td>DRAWGRID</td>
<td>SAVEMENU</td>
<td>ITXSZ</td>
<td>SELTEXTDIR</td>
<td>UNITID</td>
</tr>
<tr>
<td>SILERASE</td>
<td>DREWORDER</td>
<td>LOADMENU</td>
<td>NUMBRX</td>
<td>LINEDRAW</td>
<td>END</td>
</tr>
<tr>
<td>MAPERASE</td>
<td>DRAWROADS</td>
<td>MSAVEMENU</td>
<td>NUMBRY</td>
<td>TEXTDRAW</td>
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<tr>
<td>SAVEPIC</td>
<td>DRAWVEG</td>
<td>MLOADMENU</td>
<td>IGRPLN</td>
<td>RECTDRAW</td>
<td></td>
</tr>
<tr>
<td>LOADPIC</td>
<td>DRCITY</td>
<td>DEFINEMENU</td>
<td>IGHCOL</td>
<td>REMOVE</td>
<td></td>
</tr>
<tr>
<td>SP LOADPIC</td>
<td>DRAWFADS</td>
<td>SHOWMENU</td>
<td>ICHPLN</td>
<td>MOVEPIC</td>
<td></td>
</tr>
<tr>
<td>MAKEPIC</td>
<td>WHERE</td>
<td>GRIDMENU</td>
<td>ICHCOL</td>
<td>SMOVEPIC</td>
<td></td>
</tr>
<tr>
<td>PICTURE</td>
<td>WHEREMC</td>
<td>SIZEMENU</td>
<td>IHCOL</td>
<td>SMOVEPIC</td>
<td></td>
</tr>
<tr>
<td>SETCOLORS</td>
<td>MCLINE</td>
<td>INQUIREMENU</td>
<td>IHLCOL</td>
<td>ESMOVEPIC</td>
<td></td>
</tr>
<tr>
<td>SAVECOLORS</td>
<td>MCPOINT</td>
<td>LISTMENU</td>
<td>CURLOADPIC</td>
<td></td>
<td></td>
</tr>
<tr>
<td>LOADCOLORS</td>
<td>MC2UTM</td>
<td>WHEREMENU</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
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<td>UTMLINE</td>
<td>CAP</td>
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<td></td>
<td></td>
</tr>
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<td>ZONCHG</td>
<td>CSXY</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>HZOOM</td>
<td>ZONECHANGE</td>
<td>CSX</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>REZOOM</td>
<td>MAPNAME</td>
<td>CSY</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>UPZOOM</td>
<td>SELMAPS</td>
<td>CHANGEMENU</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ZOOM</td>
<td>SPDRAWROADS</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>PANORG</td>
<td>SPDRAWVEG</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>REFMAP</td>
<td>SPFASTVEG</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>REFPIX</td>
<td>FASTDRAWVEG</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>RECTMAP</td>
<td>BORAWVEG</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>SELCLIP</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>SETORIGIN</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>CURORIGIN</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
The function of individual keywords within these groups are as follows:

**Graphics:**

1. **ERASE** Clears all three viewable planes.
2. **ERASE1** Clears the bottom plane (where the map is drawn).
3. **ERASE2** Clears the middle plane.
4. **ERASE3** Clears the top plane (where the unit data are drawn).
5. **SELECTERASE** Selectively erases a part of any plane.
6. **MAPERASE** Erases a plane using a selected color.
7. **RECTMAP** Draws a rectangle around a defined portion of the map.
8. **SAVEPIC** Saves the current map to a file.
9. **LOADPIC** Loads a map from a file.
10. **SP_LOADPIC** Enters a single particular .pic file.
11. **SETCOLORS** Can change the colors on each plane.
12. **SAVECOLORS** Saves the changes made with SETCOLORS in a file.
13. **LOADCOLORS** Loads color file previously saved.
14. **CCOLOR** Changes color of a plane.
15. **CZOOM** Zooms on cursor position. Repeating.
16. **HZOOM** Hardware zoom using 0,0 as x,y min.
17. **REZOOM** Defaults back to original screen size.
18. **UPZOOM** Multiple zooms around a point.
19. **ZOOM** Sets with cursor the software zoom window center.
20. **PANORG** Zooms and pans across the picture.
21. **SETCLIP** Sets viewable window size.
22. **CURORIGIN** Moves the 0,0 point to a spot picked by cursor.
23. **SETORIGIN** Moves the 0,0 point to a spot input by keyboard.

**Terrain:**

1. **SETCOORD** Creates own grid pattern. Will erase current map.
2. **MAPSIZE** Draws grid according to military coordinates (coords).
3. **SETFEATURE** Draws submenu to select features active.
4. **DRAWGRID** Draws grid according to coord system in use.
5. **DRAWBORDER** Draws any border previously defined in the pic file.
6. **DRAWROADS** Draws the roads previously defined for this pic area.
7. **DRAWVEG** Draws the vegetation for this pic area.
8. **DRAWCITY** Draws the city names defined for this pic area.
9. **WHERE** Gives pixel and map coords for cursor position.
10. **WHEREMC** Converts cursor position into military coords.
11. **MCPOINT** Draws a point at a given military coord.
12. **MCLINE** Draws a line between military coords.
13. **UTMLINE** Draws a line using UTM coords.
14. **MC2UTM** Translates military coords to UTM coords.
15. **ZONCHG** Changes zones using the cursor as coord input.
16. **ZONECHANGE** Changes from one zone to another in UTM coords.
17. **SELMAPS** Draws a global map showing which maps are defined.
18. **MAPNAME** Using cursor, displays which map(s) are being used.
19. **SPDRAWROADS** Displays a specific map file, entered from keyboard.
20. **SPDRAWVEG** Displays a specific veg file, entered from keyboard.
21. **SPFASTVEG** Faster version of SPDRAWVEG.
22. **FASTDRAWVEG** Draws vegetation maps faster than DRAWVEG.
Menu util:
1. SELECTMENU Selects menu to work with.
2. DRAWMENU Displays to screen the menu loaded.
3. ERASEMENU Erases selected menu from screen.
4. SAVEMENU Saves selected menu to local file.
5. LOADMENU Loads a menu from the .MEN file.
6. MSAVEMENU Saves a master menu to local file.
7. MLOADMENU Loads a master menu from the .MEN file.
8. DEFINEMENU Selects menu size, position and color.
9. SHOWMENU CRT displays menu attributes.
10. CHANGETEXT Alters text within a menu field.
11. WHEREMENU Using cursor, establishes menu coordinates.
12. CSXY Draws menu at cursor origin starting at upper left.
13. CSX Draws menu at cursor x origin. y unchanged.
14. CSY Draws menu at cursor y origin. x unchanged.
15. CAP Text size of capitals.
16. GRIDMENU Draws the menu boxes with no text.
17. SIZEMENU (not active)
18. INQUIREMENU Gives menu attributes for particular menu.
19. LISTMENU Lists current menus available.

Menu define:
1. STARTX Starting x position for menu draw.
2. STARTY Starting y position for menu draw.
3. ITXLNG Widens menu box for text length.
4. ITXSZ Alters text and box size to accommodate text.
5. NUMBRX Number of columns across for menu.
6. NUMBRY Number of rows down for menu.
7. IGRPLN Plane to draw grid on.
8. IGRCOL Color grid to be drawn in.
9. ICHPLN Plane to draw text on.
10. ICHCOL Color text to be drawn in.
11. IHLCOL Highlighting color.

Slide:
1. SELCOLOR Selects color for drawing.
2. SELPLANE Selects plane to draw on.
3. SELTEXTSIZE Selects text size for display.
4. SELTEXTDIR Direction of text display.
5. LINEDRAW Draws line on CRT using defined colors and plane.
6. TEXTDRAW Draws a text string using defined colors and plane.
7. RECTDRAW Draws rectangle on CRT using defined color and plane.
8. REMOVE Erases last text, line, or rectangle drawn.
9. MOVEPIC Moves part of the picture with cursor.
10. EMOVEPIC Erases and moves part of the picture.
11. SMOVEPIC Saves and moves part of the picture.
12. ESMOVEPIC Erases, saves, and moves part of the picture.
13. CURLOADPIC Loads a picture file using cursor as 0,0 reference.
Other:

1. HELP  Toggles on and off the help utility.
2. DCL CMD  Allows system commands from inside VIP.
3. DEMOLOAD  (demo file not present)
4. UNITID  Goes into unit id generator.
5. END  Stop program.

Most of these keywords are available by using the utility menus. The utility menu is reached from the main menu.
c. Unit menu. The unit menu contains the function options to deploy units to starting positions (if there are no defined locations in ID GEN). It also allows for creation of new units, copy of units, and deletion of unwanted units. Individual data entries (i.e., initial mass, prototype, radius, delta, and orientation) can be entered at this time. Units are stored in direct access file DA\_DATA:UNIT\#\_DAT.

**MAIN MENU**
Return to main menu.
Asks if data has been recorded, because if a different data type is selected, all previous data are deleted.
Answer YES/NO.
If answer is NO, the previous menu is displayed so that the data may be recorded.

**PATH PT MENU**
Path point menu to create routes for the units. The UNIT\#\_DAT is still the file being worked on.
See paragraph 3d for more information.

**INPUT/OUTPUT**
Draws the input/output menu, at the bottom of the screen to read, record, and print data.
See paragraph 3r for more information.

**GRAPHICS**
Draws the graphics menu at the bottom of the screen for loading and manipulation of picture files.
See paragraph 3q for more information.

**SELECT UNIT**
Select new unit by touching unit with the cursor.
Selected unit is highlighted.

**NEW UNIT**
Create a new unit. The size of the unit will be taken to be the last values of frontage and depth. Select the position of the center of the unit with the cursor. The unit is drawn in highlight color at the cursor position.

**COPY UNIT**
Copy the selected unit to produce a new unit at a new location. If no unit has been selected, you are prompted to select a unit to copy. After selection, that unit will be highlighted. Select position for center of the new unit. A unit is drawn in the new location and highlighted. Subsequent pressing of the cursor in the map area produces more copies. To terminate, select from menu area.

**DEPLOY UNIT**
Move unit to new location. If no unit has been selected, select unit. Select new position for the center of the unit. The unit is redrawn and highlighted at the new location. If the unit has a path and the new position for the unit is not on that path, then the path point for the unit is moved.
MIL COORD
Draws a triangle on the screen at selected location.
Enter military coordinates and zone number of location.

UNIT ID
Name of unit. Enter up to 12 alphanumeric characters.
The name is checked against the unit currently held in
the computer and against the unit file loaded to ensure
that the name is unique. If there is already a unit in
the computer by the name, it is highlighted.

SET SYMBOL
Select new symbol for selected unit. Symbols are created
using the symbol generator program. The first character
of the unit name is combined with the symbol number to
identify the symbol. Enter the number of the new symbol.
The new symbol is highlighted. Symbols are displayed as
Bxxx or Rxxx by side. This option allows the user to
change the three-digit TOE number associated with the
unit. See paragraph 3f for TOE listing.

RADIUS
Draw a circle of specified radius centered on the unit
location. Enter the radius of the circle.

DELETE UNIT
Select unit to be deleted. Deletes data on selected unit
and removes it from the screen. The unit is only deleted
from local memory. The file in DA DATA: remains intact
until deleted or overwritten. Further units may be
deleted by selecting with the cursor. CAUTION: This
function is still active until it is deselected by making
another menu selection.

INIT MASS
Initial mass of the unit is derived from some computation
which utilizes some system of assigning a value or weight
to each piece of equipment which is organic to the unit.

PROTOTYPE
Unit prototype number. Identifies generic type units
which have common attributes. This number must be
between 1 and the total number of prototypes.

UNIT RADIUS
Radius of the area occupied by the unit's systems
(meters). This circle may expand or contract depending
on the ground combat status mappings data in VICT.

UNIT DELTA
The radius of the circle which contains one-half of the
weapons for the unit. This is the basic radius which
applies when the unit is considered to be in some
"standard" deployment.

ORIENTATION
Unit's initial orientation measured in degrees,
counterclockwise from east.
d. Path point menu. This screen allows the creation of individual paths by inputing the nodes or points the unit is to follow. Multiple paths on the same route are made easier with the copy path function. The individual node data as to point type, preparedness, requirements, and wait times can be entered at this point.

**UNIT MENU**

Returns to unit location menu.

**TACT MENU**

Tactical area menu for VIC ground movement module. If no unit has been selected, select unit. Tactical areas are automatically recorded in DA_DATA:TACTAREA#.DAT where # is the unit direct access file number. If no file has been assigned, prompts for the file number.

**RT PLAN MENU**

Detailed route planning menu. See paragraph 31 for more information.

**INPUT/OUTPUT**

Draws the input/output menu, at the bottom of the screen to read, record, and print data. See paragraph 3r for more information.

**GRAPHICS**

Draws the graphics menu at the bottom of the screen for loading and manipulation of picture files. See paragraph 3q for more information.

**SELECT UNIT**

Select new unit by touching unit or path with the cursor. Selected unit and path is highlighted.

**CREATE PATH**

Create a path for the selected unit, or add to an existing path. If a path already exists, the path is continued from the last node. The position of each node of the path is selected with the cursor. The last node entered may be deleted by selecting it with the cursor. To complete the path, press cursor in the menu area. Then the nodes of the path are joined and highlighted. If the unit is not positioned at one of the path points, the closest end of the path is joined to the unit.

**COPY PATH**

May only be accessed after CREATE PATH has been keyed. Select a path to copy. Select the first and last nodes to copy. The path is highlighted. Enter any new nodes after the copied path, if any. To complete the path, press cursor in the menu area. Then the nodes of the paths are joined and highlighted. If the unit is not positioned at one of the path points, the closest end of the path is joined to the unit.

**EDIT PATH**

Draw the edit menu at the bottom of the screen for use in modifying individual nodes within paths. See paragraph 3n for more information.
DELETE PATH
Delete the path. If no unit is selected, select unit and delete its path.

SELECT NODES
Select first and last path points for which data is to be entered.

POINT TYPE
The path point must have a certain type associated with it:
- IMED - Immediate
- DEF - Defense
- DLAY - Delay
- RESV - Reserve
- APZ - Air pickup zone
- ALZ - Air landing zone
- HBAS - Helo base point
- HATK - Helo attack point
- EBAS - Engineer base point

NOTE: Helicopter units that fly missions must be given HBAS point types. Engineer units that carry out missions must be given EBAS point types.

PREPRD STATE
Initial prepared state of the path point. This value lies between 0.0 and 1.0 to define the degree to which this path point has currently been prepared. This parameter may be omitted for input in which case the model resorts to default values as follows: 1.0 for DEF type path points, 0.0 otherwise.

ENG REQUIRED
"Y" indicates that engineers are required to prepare the path point. This is a toggle selection, default is no. The DLAY and DEF are the only types of points that can be prepared so a "Y" against any other path point types will flag an error and terminate VIC on loading.

AREA TYPE
The path point is defined as being located in a particular type of area:
- CFA - Covering force area
- MBA - Main battle area
- RESV - Reserve area
- 1ECH - First echelon area
- 2ECH - Second echelon area
- REAR - Rear area

As a blue unit progresses along its path, its role is reset to the value of the area type. The red units are handled in a different manner. The area type of their starting point defines their initial role, then their role changes as a result of decision table logic only. Therefore, the area type associated with a red unit's path points is irrelevant except for the starting node.
WAIT TYPE  Options for control of the time element for path point events.
  SYNC - Synchronize
  DLTA - Delta wait
  STAT - Static
  RGRP - Regroup
  RMOV - Remove
  RORG - Reorganize

WAIT TIME  Specifies when a unit departs from a path point when simulating without table-driven ground movements (days, hours, minutes).

e. Tactical menu. The tactical menu creates tactical areas for the unit path points. The file is opened and the tactical areas are automatically recorded in DA DATA:TACTAREA#.DAT where # is the file number inputted for the UNIT#.DAT file. The tactical area numbers are assigned to the path points. These numbers are written to the unit file and correspond directly to the tactical area file. Both these files after going to OUTPUT: are combined and used in the VIC global ground module (.GG).

PATH PT MENU  Returns to the path point menu and saves all tactical areas created.

SELECT UNIT  Select unit by touching with cursor. Selected unit and its path are highlighted.

DISPLAY TAC  Display tactical area for path point of selected unit. Select path point with cursor. The tactical area assigned to the selected path point is highlighted and the path points contained within the tactical area are highlighted.

CLEAR TAC  Clear the tactical areas from the screen for the selected unit.

NEW TAC  Create a new tactical area. New tactical areas can only be created where no tactical area exists. If there are no path points in the new tactical area, it will be deleted. The position of each node of the tactical area is selected by the cursor. To complete the tactical area, press cursor in the menu area. The nodes of the tactical area are joined and highlighted.

COPY TAC  Copy the selected tactical area to produce a new tactical area at a new location. Select a node to copy, select position for node. A tactical area is drawn in the new location and highlighted. Path points within the new tactical area are highlighted. If no unassigned path points lie in the new tactical area, it will be deleted.
COPY UNT TAC  Copy all tactical areas from the selected unit to the current unit.

REMOVE P PT  Remove path points from tactical area. Select each path point to be removed with the cursor. If there are no path points within the tactical area, it will not be deleted since it could be used by another unit.

MOVE  Move tactical area to new location. Select node to reposition. Select new position for node. Tactical area is redrawn at new location and highlighted. Determine which path points are in the tactical area and highlight.

SHOW ALL TAC  Display the tactical areas for all path points of all units.

EDIT TAC  Draw the edit menu at the bottom of the screen for use in editing individual tactical fields. See paragraph 3o for more information.

TAC DEFAULT  Construct a default tactical area for each path point of selected unit. The tactical area encompasses the path point to each side of the selected one and extends a distance of one unit radius beyond. The width of the area is one unit radius to either side.

PRINT DATAMC  Prints data on all tactical areas. Coordinates are printed in military coordinates or UTM coords depending on whether the parameter PRINT UTM is switched on or off. Input the output file number: Enter # (file number) to produce a VIC file TACTAREA#.OUT. Note tactical area data cannot be printed to the CRT.

PRINT TACS  Print data on the tactical areas of the units which are currently in the computer. Coordinates are printed in military coordinates or UTM coords depending on whether the parameter PRINT UTM is switched on or off. Input the output file number: Enter # ( file number ) to produce a VIC file TACTAREA#.OUT.

READ VIC FILE  Read from a sequential VIC data file and record data in a direct access file TACTAREA#.DAT. Enter VIC file name -.OUT. Are coords in military coords? Answer YES/NO. If reading UTM, enter coords of the VIC origin.
f. Unit ID Generator. The selection of this option will go to the unit menu and ask for you to enter a file number. If a file number has been previously assigned, you will go directly to UNIT ID GENERATOR. This number becomes the # part of the file DA_DATA:UNIT#.DAT.

This menu allows creation of individual units, locations, and TOE numbers for all sides. The unit numbers are created by selection from the individual force structure menus. The selection is highlighted and the appropriate number is displayed in the force structure box. Numbers greater than 9 are referenced alphabetically (10 = A, 11 = B, etc.). Any menu not selected displays a blank in the force structure box. If a zero is required, select the appropriate empty box in the menus.

Entering the unit location is optional. Units with no defined location are displayed in the upper right corner of the screen when the unit file is read in. If the user wants to enter a location while in UNIT ID GENERATOR, all coordinates are expressed in military coordinates.

The unit TOE number is the last group of three boxes to fill in. Menu selections are the same procedure as the unit force structure. A listing of all TOE numbers with defined symbols is provided.

(THE FUNCTIONS CHANGE, DELETE, SAVE, AND LOAD ARE NOT OPERATIONAL AND DEFAULT TO THE UNIT MENU.) Upon exit of menu, you go to the unit menu.

<table>
<thead>
<tr>
<th>RED FORCE</th>
<th>BLUE FORCE</th>
<th>ORANGE FORCE</th>
<th>GREEN FORCE</th>
</tr>
</thead>
<tbody>
<tr>
<td>001</td>
<td>001</td>
<td>101-102</td>
<td>NONE DEFINED</td>
</tr>
<tr>
<td>101-124</td>
<td>101-104</td>
<td>104-115</td>
<td></td>
</tr>
<tr>
<td>126-132</td>
<td>106-107</td>
<td>201-223</td>
<td></td>
</tr>
<tr>
<td>140-143</td>
<td>109</td>
<td>301-304</td>
<td></td>
</tr>
<tr>
<td>201-239</td>
<td>113-114</td>
<td>401-404</td>
<td></td>
</tr>
<tr>
<td>241-245</td>
<td>116</td>
<td>501-502</td>
<td></td>
</tr>
<tr>
<td>251-252</td>
<td>119-121</td>
<td></td>
<td></td>
</tr>
<tr>
<td>301-313</td>
<td>201-214</td>
<td></td>
<td></td>
</tr>
<tr>
<td>316-318</td>
<td>216</td>
<td></td>
<td></td>
</tr>
<tr>
<td>320-323</td>
<td>218-224</td>
<td></td>
<td></td>
</tr>
<tr>
<td>327-328</td>
<td>226-230</td>
<td></td>
<td></td>
</tr>
<tr>
<td>330-331</td>
<td>232-233</td>
<td></td>
<td></td>
</tr>
<tr>
<td>333</td>
<td>236-238</td>
<td></td>
<td></td>
</tr>
<tr>
<td>337-338</td>
<td>241-243</td>
<td></td>
<td></td>
</tr>
<tr>
<td>340</td>
<td>247-249</td>
<td></td>
<td></td>
</tr>
<tr>
<td>401-404</td>
<td>251</td>
<td></td>
<td></td>
</tr>
<tr>
<td>406-408</td>
<td>261</td>
<td></td>
<td></td>
</tr>
<tr>
<td>410</td>
<td>322-324</td>
<td></td>
<td></td>
</tr>
<tr>
<td>501-505</td>
<td>422-424</td>
<td></td>
<td></td>
</tr>
<tr>
<td>601-606</td>
<td>522-523</td>
<td></td>
<td></td>
</tr>
<tr>
<td>611-612</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

13
g. Subordinate menu. This menu assigns the superior/subordinate structure. This menu uses as input the UNIT#.DAT file but the output of this menu creates the file DA_DATA:UNIT#.SUB.

**MAIN MENU**
Return to main menu. Asks if data has been recorded, because if a different data type is selected all previous data are deleted. Answer YES/NO. If answer is NO, the previous menu is displayed so that the data may be recorded.

**INPUT/OUTPUT**
Draws the input/output menu, at the bottom of the screen to read, record, and print data. See paragraph 3r for more information.

**GRAPHICS**
Draws the graphics menu at the bottom of the screen for loading and manipulation of picture files. See paragraph 3q for more information.

**SELECT UNIT**
Select new unit with cursor. Selected unit is highlighted.

**SUBORDINATES**
Select subordinates for current (highlighted) unit. Current unit and its subordinates are highlighted. Data are displayed on the CRT.

**PHASE GROUP**
Select units which belong to the same phase group. Select units are assigned the same phase group number. Data are displayed on the CRT. A phase group is a set of specific ground units which will at some time need to coordinate their movement. Units will remain at a designated position until all other units in that phase group have reached their own designated wait positions. Then all units of that phase group will begin movement to the next designated positions.

**LEADING ECH**
Select the leading echelon for red units. Initially identifies which unit is to be followed by this unit at the start of the campaign. Data are displayed on the CRT. This pointer can be dynamically changed during the run by the decision tables.

**COORD GROUP**
Select units which belong to the same coordination group. Select units are assigned the same coordination group number. Data are displayed on the CRT. Units given no paths can move automatically whenever another specified unit moves along a designated path and will remain at the same offset distance from that unit. Only one member can have a path. If not, the program will flag the fact that there can only be one leader of the group and the model will abort the run.
h. Communications menu. This menu creates and defines communications networks. This menu uses as input the UNIT#.DAT file but the output of this menu creates the file DA_DATA:UNIT#.NET.

MAIN MENU
Return to main menu. Asks if data have been recorded, because if a different data type is selected, all previous data are deleted. Answer YES/NO. If answer is NO, the previous menu is displayed so the data may be recorded.

INPUT/OUTPUT
Draws the input/output menu, at the bottom of the screen, to read, record, and print data. See paragraph 3r for more information.

GRAPHICS
Draws the graphics menu at the bottom of the screen for loading and manipulation of picture files. See paragraph 3q for more information.

SELECT UNIT
Select new unit with cursor. Selected unit is highlighted.

NEXT NET
If multiple nets have already been defined, this function will display and highlight the next network. If the case of the displayed network is the last network, the first network will be displayed.

NEW NET
Used for the creation of new networks. First unit selected is highlighted. This unit now serves as the central axis for the network. Subsequent selection of units includes those units in that network. All linked units are displayed with a line showing its linkage.

ADD/DEL MEMB
Allows for the addition and/or deletion of units from a specific network by selecting that unit while the network which contains that unit is highlighted.

NET TYPE
The network type can now be entered in alphanumeric characters.

SYSTEM NAME
System name is entered using the alphanumeric submenu.

DEL SYSTEM
Delivery system name is entered using the alphanumeric submenu.

LINKS / NODE
The average number of channels per node is entered using the numeric submenu.

TYPE DATA
The type of data is entered using the numeric submenu.
<table>
<thead>
<tr>
<th><strong>ANT POLAR</strong></th>
<th>Antenna polarization number is entered using the numeric submenu.</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>TIME SWITCH</strong></td>
<td>Time switch system number is entered with the numeric submenu.</td>
</tr>
<tr>
<td><strong>TRANSM GAIN</strong></td>
<td>Transmitter gain is entered using the numeric submenu.</td>
</tr>
<tr>
<td><strong>RECEIVER GAIN</strong></td>
<td>Receiver gain is entered using the numeric submenu.</td>
</tr>
<tr>
<td><strong>TRANSM HT</strong></td>
<td>Transmitter height in meters.</td>
</tr>
<tr>
<td><strong>RECEIVER HT</strong></td>
<td>Receiver height in meters.</td>
</tr>
<tr>
<td><strong>TRANSM POWER</strong></td>
<td>Transmitter power is entered using the numeric submenu.</td>
</tr>
<tr>
<td><strong>TRANSM FREQ</strong></td>
<td>Transmitter frequency is entered using the numeric submenu.</td>
</tr>
</tbody>
</table>
1. Route plan menu. NOT REQUIRED FOR VIC FILES. This menu allows for travel via individual roads or cross-country. Allows for the calculation of distances and time requirements for individual units. Can go to PATH POINT MENU or back to MAIN MENU. To plan the detailed route between path points. The route for each unit is stored in a separate direct access file DA_DATA:UNITID.ROT

**MAIN MENU**

Return to the main menu. Asks if data have been recorded, because if a different data type is selected, all previous data are deleted. Answer YES/NO. If the answer is NO, the previous menu is displayed so that the data may be recorded.

**PATH PT MENU**

Path point menu to create routes for the units.

**INPUT/OUTPUT**

Draws the input/output menu to read, record, and print data.

**GRAPHICS**

Draws the graphics menu.

**X-COUNTRY**

Create a new path from node. Select node. Enter nodes of the detailed path for off-road travel. ROAD TRAVEL may be access for path of the route. Access is also available to NEAREST NODE.

**ROAD TRAVEL**

Select a path following the roads. Select the node of the path from which road travel is required. If the road types have not been selected, select road types. Select the start and end points of the path with the cursor. If the start or end points are not at a node, select the first and last nodes which are on the road junctions. If there is more than one option for the path at any point, select from nodes displayed. When the path is complete, the nodes of the path are joined.

**SELECT ROADS**

Select the type of roads for ROAD TRAVEL:

AUTOBAHNS
MAIN ROADS
SECONDARY ROADS
FAIR WEATHER ROADS
RAILWAYS

Selected types are highlighted.

**SELECT UNIT**

Select unit with the cursor, highlight and draw nodes of its path. The detailed route is drawn between the nodes if it exists.

**RETURN TR**

Return the traffic regulator to its first path point.

**SELECT NODE**

Select node of path.
<table>
<thead>
<tr>
<th>Command</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>NEAREST NODE</td>
<td>Find the nearest node on the road network. Select position with the cursor. The nearest node is displayed.</td>
</tr>
<tr>
<td>UPDATE TIMES</td>
<td>If this is switched on, then when a time is changed for a node, all times for subsequent nodes are updated.</td>
</tr>
<tr>
<td>POSITION/TIM</td>
<td>Draw all the units at their locations at a specified time. Enter time (days, hours, minutes).</td>
</tr>
<tr>
<td>DELETE ROUTE</td>
<td>Delete whole of the detailed path for selected unit.</td>
</tr>
<tr>
<td>COPY PATH</td>
<td>Select unit to copy. The detailed route and the nodes are copied. The unit is moved to the end of the copied path.</td>
</tr>
<tr>
<td>EDIT PATH</td>
<td>Edit the main nodes of the path. The detailed route connected to nodes which have been edited is removed. After the path is edited, the detailed route is redrawn.</td>
</tr>
<tr>
<td>RT PLAN DATA</td>
<td>Draw the route plan data menu.</td>
</tr>
<tr>
<td>NEW UNIT</td>
<td>Create a new unit. Select the position of the center of the unit with the cursor. The unit is drawn in highlight color at the cursor postion.</td>
</tr>
<tr>
<td>DEPLOY UNIT</td>
<td>Move unit to new location. If no unit has been selected, select unit. Select new position for the center of the unit. Redraw and highlight unit at new location. If the unit has a path and the new position for the unit is not on that path, then the path point for the unit is moved.</td>
</tr>
<tr>
<td>CREATE PATH</td>
<td>Create a path for the selected unit. The position of each node of the path is selected with the cursor. The last node entered may be deleted by selecting it with the cursor. To complete the path, press cursor in the menu area. Nodes of the path are joined and highlighted. Closest end of the path is joined to the unit.</td>
</tr>
</tbody>
</table>
To enter the data for each node of the path.

ARRIVE TIME Enter the arrival time at the node (days, hours, minutes).

DEPART TIME Enter the time to leave the node (days, hours, minutes).

END TIME Enter the time to arrive at next node (days, hours, mins).

POSTURE Posture for the node, or for traveling from the node.
ASSEM-AREA MARCH FIRING-POSITION
TAC-A-AREA MOVE-CONTACT DESTROYED
IN COLUMN ATTACK AIR-PICK-UP
TAC-POSITION DELAY AIR-LANDING
HASTY-DEF HELI-BORNE TAC-MARCH
DELIB-DEF

COL LEN NODE Column length of unit at the node (km).

COL DIA NODE Column diameter of unit at the node (km).

COL LEN PATH Column length of unit on path from the node (km).

COL DIA PATH Column diameter of unit on path from the node (km).

ALTITUDE Altitude (m).
j. Minefield menu. Menu for the creation and alteration of individual minefields. Allows data input on each. Data is stored in DA_DATA: MINEFIELD#.DAT. This menu can only be reached from and return to the main menu. When sent to the directory OUTPUT: this file becomes part of the VIC module labeled minefields (.MF).

MAIN MENU
Return to main menu. Asks if data have been recorded, because if a different data type is selected, all previous data are deleted. Answer YES/NO. If answer is NO, the previous menu is displayed so that the data may be recorded.

INPUT/OUTPUT
Draws the input/output menu at the bottom of the screen to read, record, and print data. See paragraph 3r for more information.

GRAPHICS
Draws the graphics menu at the bottom of the screen for loading and manipulation of picture files.

SELECT MNFLD
Select new minefield by touching the minefield with the cursor. Selected minefield is highlighted.

NEW MINEFLD
Create a new minefield. The position of the center of the minefield is selected with the cursor. The size of the minefield will be taken to be the last values of frontage and depth. If DENSITY FACT has been set, the number of mines is calculated.

COPY MINEFLD
Copy the selected minefield to produce a new minefield at a new location. If no minefield has been selected, select a minefield to copy. The minefield is highlighted. Select position for the center of the minefield. A minefield is drawn in the new location and highlighted. CAUTION: The copy function does not turn off until another menu selection is made. Subsequent pressing of the cursor in the map area produces more copies. To terminate, select from menu.

MOVE MINEFLD
Move minefield to new location. If no minefield has been selected, select minefield to move. Select new position for the center of the minefield. The minefield is redrawn and highlighted at the new location. The old entity is erased from the screen and local memory.
DELETE MNFLD  Select minefield to be deleted. Deletes data on a selected minefield and removes it from the screen. The minefield is only deleted from local memory. The file in DA DATA: remains intact until deleted or overwritten. Further minefields may be deleted by selecting with the cursor. CAUTION: This function is still active until it is deselected by making another menu selection.

DENSITY FACT  Input the density factor for minefields. The number of mines = FRONTAGE * DEPTH * DENSITY FACTOR. Or can be thought of as number of mines per square meter. This function can be overridden as required by the number of mines option below.

ENG MISSION  Engineer mission number. Select with the cursor from the submenu drawn at the bottom of the screen. Groups together those minefields in the same engineer mission.

MINEFLD #  Enter new identification number for the selected minefield.

MINETYPE NAM  Minefield type name. Enter up to 12 alphanumeric characters. The name is checked against the minefields currently held in the computer and against the catalog if a direct access file is assigned, to ensure that the name is unique. If there is already a minefield in the computer by the name, it is highlighted.

FRONTAGE  Width of the area occupied by the minefield (meters). Use the cursor to enter this number from the submenu at the bottom of the screen.

DEPTH  Depth of the area occupied by the minefield (meters). Use the cursor to enter this number from the submenu at the bottom of the screen.

ORIENTATION  Orientation, expressed in degrees counterclockwise from east. Use the cursor to enter this number from the submenu at the bottom of the screen.

NO OF MINES  Number of mines in the minefield. Input -, then the number of mines are calculated. This overrides the density factor.

START TIME  Activating time (days, hours, minutes). Zero means already activated. If engineer module is played, time indicates priority.
k. Barrier menu. Menu for the creation and alteration of individual barriers. Allows for data input as to type, visibility, and trafficability. This menu can only be reached from and return to the main menu. Data created in this menu are stored in the file DA DATA:BARRIER#.DAT, where # is the file number entered by the user. This file, when sent to the OUTPUT: directory (see paragraph 3r), later combines with the line obstacle data file to form part of the VIC file labeled .TB which stands for terrain and barriers.

**MAIN MENU**

Return to main menu. Asks if data have been recorded, because if a different data type is selected, all previous data are deleted. Answer YES/NO. If answer is NO, the previous menu is displayed so that the data may be recorded.

**INPUT/OUTPUT**

Draws the input/output menu at the bottom of the screen to read, record, and print data. See paragraph 3r for more information.

**GRAPHICS**

Draws the graphics menu at the bottom of the screen for loading and manipulation of picture files. See paragraph 3q for more information.

**SELECT BAR**

Select new barrier by touching node or line segment with the cursor. Selected barrier is highlighted showing all node positions.

**NEW BARRIER**

Create a new barrier. The position of each node of the barrier is selected with the cursor. To complete the barrier, press cursor in the menu area. The nodes of the barrier are joined and highlighted.

**COPY BARRIER**

Copy the selected barrier to produce a new barrier at a new location of the same dimensions. If no barrier is selected, you are prompted to select a barrier to copy. The selected barrier is highlighted and shows all node positions. Select a node to copy. This becomes the reference point in placement of the new barrier. Select position for node. A barrier is drawn in the new location and highlighted. CAUTION: The copy function does not turn off until another menu selection is made. Subsequent pressing of the cursor in the map area produces more copies. To terminate, select from menu area.

**MOVE BARRIER**

Used to move barrier to a new location. If no barrier has been selected, you are prompted to select barrier. Barrier becomes highlighted and shows all node positions. Select node to reposition. This node is the cursor reference point. Select new position for node. The barrier is redrawn and highlighted at the new location while the old entity is erased. The barrier can be moved until another selection is made in the menu area.
<table>
<thead>
<tr>
<th>Action</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>EDIT BARRIER</strong></td>
<td>Draw the edit menu at the bottom of the screen for use in modifying the nodes within individual barriers. See paragraph 3n for more information.</td>
</tr>
<tr>
<td><strong>DELETE BAR</strong></td>
<td>Select barrier to be deleted. Deletes data on selected barrier and removes it from the screen. The barrier is deleted from the local file only. The file in DA DATA: remains intact until deleted or overwritten. Further barriers may be deleted by selecting with the cursor. CAUTION: This function is still active until it is deselected by making another menu selection.</td>
</tr>
<tr>
<td><strong>BARRIER #</strong></td>
<td>Using the cursor, enter new identification number for the selected barrier from the submenu drawn at the bottom of screen.</td>
</tr>
</tbody>
</table>
| **VISIBILITY**      | The following are the only valid data ranges and their meanings for this menu entry--  
Visibility: 1 = good  
2 = fair  
3 = poor                                                                                                           |
| **TRAFFICABILITY**  | The following are the only valid data ranges and their meanings for this menu entry--  
Trafficability: 1 = good  
2 = fair  
3 = poor                                                                                                          |
| **BARRIER TYPE**    | The following are the only valid data ranges and their meanings for this menu entry--  
Barrier type: 1 = river  
2 = passable feature  
3 = impassable feature  
4 = urban area  
5 = chemically contaminated  
6 = nuclear contaminated  
7 = biologically contaminated.                                      |
1. Line obstacle menu. Menu used for the creation and alteration of individual line obstacles. Allows for data input on each obstacle as to owner, type, delay times, and other essential data items. This menu can only be reached from, and returns to, the main menu. Data created are stored in the file DA_DATA:LINEOBSTCLE#.DAT, where # is the user supplied file number.

MAIN MENU

Return to main menu. Asks if data have been recorded, because if a different data type is selected, all previous data are deleted. Answer YES/NO. If answer is NO, the previous menu is displayed so that the data may be recorded.

INPUT/OUTPUT

Draws the input/output menu at the bottom of the screen to read, record, and print data. See paragraph 3r of reference manual.

GRAPHICS

Draws the graphics menu at the bottom of the screen. This menu is used for loading and manipulating picture files. See paragraph 3q for more information.

SELECT OBSTL

Select new line obstacle by touching node or line segment with the cursor. Selected line obstacle is highlighted showing all node positions.

NEW OBSTACLE

Create a new line obstacle. The position of each node of the line obstacle is selected with cursor. To complete the line obstacle, press cursor in the menu area. The nodes of the line obstacle are joined and highlighted.

COPY OBSTCLE

Copy the selected line obstacle to a new line obstacle at a new location. If no line obstacle has been selected, you are prompted to select a line obstacle to copy. The selected line obstacle is highlighted and shows all node positions. Select a node to copy. This becomes the reference point in placement of the new line obstacle. Select position for node. A line obstacle is drawn in the new location and highlighted. CAUTION: The copy function does not turn off until another menu selection is made. Subsequent pressing of the cursor in the map area produces more copies. To terminate, select from menu area.

MOVE OBSTCLE

Move line obstacle to new location. If no line obstacle has been selected, you are prompted to select line obstacle. The line obstacle becomes highlighted and shows all node positions. Select node to reposition. This node is the cursor reference point. Select new position for node. The line obstacle is redrawn and highlighted at the new location while the old entity is erased. The line obstacle can be moved until another menu selection is made.
EDIT LINE OB
Draw the edit menu at the bottom of the screen for use in modifying the nodes within individual line obstacles. See paragraph 3n for more information.

DELETE OBSTL
Select line obstacle to be deleted. Deletes data on selected line obstacle and removes it from the screen. The line obstacle is deleted from local memory only. The file in DA DATA: remains intact until deleted or overwritten. Further line obstacles may be deleted by selecting with the cursor. CAUTION: This function is still active until it is deselected by making another menu selection.

FEATURE #
Using the cursor, enter new identification number for the selected line obstacle from the submenu drawn at the bottom of the screen. A number identifying the line feature of this obstacle forms a part. A line feature may be composed of several obstacles, each one having a unique prototype along its length.

PROTOTYPE
Line obstacle prototype name. Using the cursor, enter up to 12 alphanumeric characters.

ENG MISSION
Engineer mission number. Zero indicates that the obstacle is active. All obstacles having the same engineer mission number will be constructed serially by the same engineer unit which has been given the mission.

OWNER / SIDE
BLUE, RED, or -. (- means not belonging to either side). The side owning the obstacle will suffer a delay equal to the breached time.

BREACH TYPE
Type of feature for breaching purpose.
1 - bridgeable
2 - breached

DELAY UB BLUE
The delay (in hours) suffered by a blue unit upon encountering this obstacle, given that it has not been breached.

DELAY UB RED
The delay (in hours) suffered by a red unit upon encountering this obstacle, given that it has not been breached.

DELAY B BLUE
The delay (in hours) suffered by a blue unit upon encountering this obstacle, given that it has been breached.

DELAY B RED
The delay (in hours) suffered by a red unit upon encountering this obstacle, given that it has been breached.
SELECT NODES Select nodes to define the segments which are to be breached.

BREACHED A dashed line is placed between any two adjacent points to signify that that segment has been breached or bridged. A letter B is placed at that location point in the data file to signify a breached section.

m. Network menu. This is the menu for the creation and alteration of network links. Data are stored in DA_DATA:NETWORK#.DAT.

MAIN MENU Return to main menu. Asks if data have been recorded, because if a different data type is selected, all previous data are deleted. Answer YES/NO. If answer is NO, the previous menu is displayed so that the data may be recorded.

LOGISTIC MENU Transfers from network menu for logistics data. Data input in logistic menu goes to the same file as the network data.

INPUT/OUTPUT Draws the input/output menu at the bottom of the screen to read, record, and print data. See paragraph 3r for more information.

GRAPHICS Draws the graphics menu at the bottom of the screen for loading and manipulating picture files. See paragraph 3q for more information.

RENUMBER ALL Renumber the whole road network in order of increasing X—meaning that the nodes are renumbered from west to east regardless of which link its in. All links and alternate nodes are renumbered. Enter the identification number of the first node. Nodes are redrawn with the new numbers.

RENUMBER Renumber a selected part of the network in order of increasing X. All links and alternate nodes are also renumbered. Select all nodes which are to be renumbered. Enter the identification number of the first node. Nodes are redrawn with the new numbers.

SET SYMBOL Select new symbol for all subsequent symbols drawn. If a node has been selected, its symbol will be changed. The symbols of all nodes remain unchanged.

NODE COLOUR Select new drawing color for nodes from menu. If a node has been selected, its color will be changed. The color of all other nodes remain unchanged.

LINK COLOUR Select new drawing color for links from menu. The color of all links remain unchanged.
ROAD DIST

Calculate the distance along the roads between nodes. Select the two nodes which define the link. If the road types have not been selected, select road types. Select the first and last nodes if the nodes are not on road junctions. If there is more than one option for the path at any point, select from the nodes displayed.

NODE #

Enter new identification number for the selected node.

NEW NODE

Create a new node. The position of each new node of the network is selected with the cursor. When no further nodes are required, press cursor in the menu area.

SELECT NODE

Select new node by touching node with the cursor. Selected node is highlighted.

MOVE NODE

Move node to new location. If no node has been selected, select node. Select new position for node. Recalculate distances to linked nodes. Redraw and highlight node and links at new location. The node can be moved until the cursor is returned to the menu area.

DELETE NODE

Select node to be deleted. Destroy data on selected node and remove from the screen. All links from other nodes to this node are removed. Further nodes may be deleted by selecting with the cursor.

SHOW LINKS

Highlight all the links for the currently selected node. If not selected, select node and highlight.

REMOVE LINK

Remove link between two nodes. If not selected, select node and highlight. Select node to which link is to be removed. Link is deleted from screen.

INSERT LINK

Insert link between two nodes. If not selected, select node and highlight. Select node to link. Link is drawn between the two nodes.

CREATE NET

Start by selecting an existing node or by pressing cursor at position of new node. Select subsequent nodes by pressing cursor at desired location. Each node is linked to the previous one. Nodes are given the next available identification number following that of the first node. Complete the net by pressing the cursor in the menu area. If the symbol menu has been drawn, it may be accessed and the symbol changed during CREATE NET.
n. Logistic menu. Assign logistic data to network. Data is stored in the file NETWORK#.DAT.

NETWORK MENU
Returns to network menu.

INPUT/OUTPUT
Draws input/output menu to read, record, and print data.

GRAPHICS
Draws the graphics menu.

SELECT NODE
Select new node by touching node with the cursor. Selected node is highlighted.

SELECT LINK
Select connecting node for data input. Selected link is highlighted.

TYPE NODE
Describes the initial status of the node:
- BS = Blue supply area occupied by blue
- RS = Red supply area occupied by red
- B = Controlled by blue
- R = Controlled by red
- U = Unusable node

SUPPLY SRVCE
Supply service performed:
- S = Supply only to forward supply units and designated maneuver units
- SR = Supply to forward supply units and designated maneuver units and receive supplies from the designated supply sources
- R = Supplies designated maneuver units/receives supplies from designated supply sources.
Describes the type of service that is performed from this node if its type designation is "BS" or "RS".

ASSOC UNIT
A name corresponding to a unit defined in the global ground module. This unit will be associated with the forward supply area in order that the supply area can be a target for indirect fire attack.

# ALT NODE
Node numbers of the backup supply points, input in order from rear area to forward area. Select nodes with cursor.

ADD ALT NODE
Add alternate node by entering the number of the alternate node.

ROAD SURFACE
Code for the road surface between nodes:
- 1 = Concrete
- 2 = Bituminous
- 3 = Gravel
- 4 = Dirt

ROAD WIDTH
Code for the road width between nodes:
- 1 = roadway >= 24 feet wide
- 2 = roadway < 24 feet wide
ROAD TERRAIN  
Code for the predominate terrain characteristics between nodes:
   1 = flat       3 = hills with curves
   2 = rolling hills  4 = mountainous

o. Edit menu. This menu allows the editing of line segments and polygons. Upon selecting any of the editing options (i.e., EDIT LINE OB, EDIT BARRIER, etc.), this submenu will be drawn at the bottom of the screen. Using the cursor, select one of the four options. You can continue in edit mode as long as required. Select from the data menu when completed; the submenu will remain displayed until another submenu is drawn. NOTE: Once changes are made, the new entities exist only in the local memory and must be recorded to become part of the file residing in DA_DATA: See reference manual paragraph 3r on input/output.

CHANGE NODE  
Change the location of a node within a line segment. If no entity is selected, select entity (line segment or polygon) and it will become highlighted and show all node positions for that entity. Select node to be changed. Select new position for node and the new entity will be drawn, erasing the old entity. Other nodes may be changed until next menu item is selected.

REMOVE NODE  
Remove a node from the line segment. If no entity is selected, select entity and it will become highlighted and show all node positions for that entity. Select node to be removed and the new entity will be drawn, erasing the old entity. Other nodes may be removed until next menu item is selected.

INSERT NODE  
Insert a node in the middle of a line segment. If no entity is selected, select entity and it will become highlighted and show all node positions for that entity. Select nodes which are before and after the new node. Select the position for the new node and the new entity will be drawn erasing the old entity. Other nodes may be inserted until the next menu item is selected.

ADD NODE  
Add a node to either end of the line segment. If no entity is selected, select entity and it will become highlighted and show all node positions for that entity. Select the node at the end of path to add node. Select new node and the new entity will be drawn. Other nodes may be added until next menu item is selected.
Parameters. This command, which can only be entered from the MAIN MENU, allows the user to toggle on or off the following items:

- **DRAW NAMES**
  - Switched on - draws the names or identification numbers by each entity.

- **MOVE MENUS**
  - Moves the menus to the other side of the screen.

- **PRINT UTM**
  - Switched off - the data files are printed in military coordinates.
  - Switched on - the data files are printed in UTM coordinates.

- **AUTO UNIT**
  - Switched on - the units are automatically drawn when a menu of another type is selected.

- **AUTO MINEFLD**
  - Switched on - the minefields are automatically drawn when a menu of another type is selected.

- **AUTO BARRIER**
  - Switched on - the barriers are automatically drawn when a menu of another type is selected.

- **AUTO LINE OB**
  - Switched on - the line obstacles are automatically drawn when a menu of another type is selected.

The usefulness of this menu cannot be overemphasized. Though these parameters are options, this is the only way to display a data file while in a menu of a different type.

The PRINT UTM toggle is a requirement for producing VIC files. If this is not selected, the data contained within the files will be printed to the OUTPUT: directory in military coordinates. This is unsuitable for VIC input.
q. Graphics menu. The command GRAPHICS can be entered from nearly every menu. Upon the selection of this command, a submenu will be drawn at the bottom of the screen. The functions of this menu allow the input of a picture file to the screen. Until a picture has been loaded, you cannot view on the screen some of the data files you may have created due to the fact that you have no point of reference. The additional functions of this menu allow for the manipulation of this picture or the data displayed. The SET COLOUR, CLEAR FOREGD, and CLEAR BACKGD functions do not affect the picture in any way. These functions are for clearing and changing the drawing color in the upper planes, where the data are displayed.

Their functions are as follows:

- **LOADPIC**
  Loads and draws a map which has been saved as a picture file. Prompts for the name of the picture file. If the picture file does not exist, a default picture will be loaded. Entering the file name ALLPIC will display all the area in which data on vegetation and roads exist.

- **ZOOM**
  Redraws the picture on a different scale. The zoom factor is an integer between 2 and 16. Enter the scale factor and position the cursor at the new map center.

- **DRAWGRID**
  Draws the grid to the screen according to the size defined for the grid by using either SETCOORD or MAPSIZE (see reference manual paragraph 3b). If no grid has been defined, the default grid is drawn.

- **SET COLOUR**
  Select new drawing color for all new entities from the color bars drawn at the bottom of the screen. If an entity has been selected, its color will be changed when that entity is deselected or no longer highlighted. The color of all other entities created before this time remain unchanged.

- **CLEAR FOREGD**
  Clear foreground (top plane) is the plane in which the data menus display data. Data are not destroyed; only the display is cleared.

- **CLEAR BACKGD**
  Clear background (middle plane).
r. Input/output. The menu is drawn at the bottom of the screen when this selection is made. It is used to read, record, and print data.

**SET FILE NO**
Changes the direct access file number for subsequent read and record. Data are stored in files called DATANAME#.DAT. At # enter the file number for direct access input/output.

**READ DATA**
Reads data from direct access file. Data are stored in files called DATANAME#.DAT. If the file number has not been set, at #, enter the number of the direct access file. Records may be referenced by the entity identification number or by characters in the entity name. It prompts for the characters to search for (enter * for any character). If no characters are input, then it prompts for the identification number of the first and last entity to be read. All entities read in are drawn on the screen. Existing entities with the same identification numbers are overwritten.

**READ VIC FILE**
Read from a sequential VIC data file in OUTPUT: DATANAME#.OUT and record data in a direct access file DATA:DATANAME#.DAT. Enter VIC file name -.OUT Are coords in military coords? Answer YES/NO. If reading UTM, enter coords of the VIC origin.

**RECORD DATA**
Writes data to direct access file. Data are stored in files called DATANAME#.DAT. If the file number has not been set, enter #, the number of the direct access file. Records may be referenced by the entity identification number, or by characters in the entity name. It prompts for the characters to search for (enter * for any character). If no characters are input, it prompts for the identification number of the first and last entity to be recorded. Data on entities which have been recorded are deleted and the entities are removed from the screen.

**PRINT DATAMC**
Prints data on all entities. Entities are listed in the order in which they are read in. Therefore, if blue units are required before red units, all blue units should be read in first. Coordinates are printed in military coordinates or UTM coords depending on whether the parameter PRINT UTM is switched on or off. Input the output file number: Enter 0 to display data on CRT # (file number) to produce a VIC file DATANAME#.OUT. If printing in UTM, enter the X,Y map coords of the VIC origin to produce X,Y coords for VIC input.

**LIST FILES**
Lists all direct access files from DA DATA: on the CRT, which are associated with the selected data type.
APPENDIX A

MENU REPRESENTATIONS

CONTENTS

1. Data menus
   a. Main menu
   b. Unit menu
   c. Path point menu
   d. Tactical menu
   e. Subordinate menu
   f. Communications menu
   g. Route plan menu
   h. Minefield menu
   i. Barrier menu
   j. Line obstacle menu
   k. Network menu
   l. Logistics menu

2. Submenus
   a. Utility menu
   b. Graphic menu
   c. Terrain menu

<table>
<thead>
<tr>
<th>CONTENTS</th>
<th>PAGE</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Data menus</td>
<td></td>
</tr>
<tr>
<td>a. Main menu</td>
<td>A-3</td>
</tr>
<tr>
<td>b. Unit menu</td>
<td>A-4</td>
</tr>
<tr>
<td>c. Path point menu</td>
<td>A-5</td>
</tr>
<tr>
<td>d. Tactical menu</td>
<td>A-6</td>
</tr>
<tr>
<td>e. Subordinate menu</td>
<td>A-7</td>
</tr>
<tr>
<td>f. Communications menu</td>
<td>A-8</td>
</tr>
<tr>
<td>g. Route plan menu</td>
<td>A-9</td>
</tr>
<tr>
<td>h. Minefield menu</td>
<td>A-10</td>
</tr>
<tr>
<td>i. Barrier menu</td>
<td>A-11</td>
</tr>
<tr>
<td>j. Line obstacle menu</td>
<td>A-12</td>
</tr>
<tr>
<td>k. Network menu</td>
<td>A-13</td>
</tr>
<tr>
<td>l. Logistics menu</td>
<td>A-14</td>
</tr>
<tr>
<td>2. Submenus</td>
<td></td>
</tr>
<tr>
<td>a. Utility menu</td>
<td>A-15</td>
</tr>
<tr>
<td>b. Graphic menu</td>
<td>A-16</td>
</tr>
<tr>
<td>c. Terrain menu</td>
<td>A-17</td>
</tr>
</tbody>
</table>
d. Menu menu  

PAGE  

A-18  

e. Define menu  

A-19  

f. Slide menu  

A-20  

g. Alphanumeric menu  

A-21  

h. Route plan data posture menu  

A-22  

i. Input/output menu  

A-23  

j. Graphics menu  

A-23  

k. Point type menu  

A-24  

l. Area type menu  

A-24  

m. Wait type menu  

A-25  

n. Numeric menu  

A-25  

o. Road menu  

A-26  

p. Route plan data menu  

A-26  

q. Edit menu  

A-27  

r. Parameters menu  

A-27
MAIN MENU

PATH PT MENU

INPUT/OUTPUT

GRAPHICS

SELECT UNIT

NEW UNIT

COPY UNIT

DEPLOY UNIT

MIL COORD

UNIT ID

SET SYMBOL

RADIUS

DELETE UNIT

INIT MASS

PROTOTYPE

UNIT RADIUS

UNIT DELTA

ORIENTATION

UNIT MENU
UNIT MENU
TACT MENU
RT PLAN MENU
INPUT/OUTPUT
GRAPHICS
SELECT UNIT
CREATE PATH
COPY PATH
EDIT PATH
DELETE PATH
SELECT NODES
POINT TYPE
PREPRD STATE
ENG REQUIRED
AREA TYPE
WAIT TYPE
WAIT TIME

PATH POINT MENU

A-5
PATH PT MENU

GRAPHICS

---

SELECT UNIT

DISPLAY TAC

CLEAR TAC

NEW TAC

COPY TAC

COPY UNIT TAC

---

REMOVE P PT

MOVE

SHOW ALL TAC

---

EDIT TAC

TAC DEFAULT

---

PRINT DATAMC

PRINT TACS

READ VIC FIL

---

TACTICAL MENU

A-6
MAIN MENU
INPUT/OUTPUT
GRAPHICS

SELECT UNIT
SUBORDINATES

PHASE GROUP
LEADING ECH
COORD GROUP

SUBORDINATE MENU

A-7
COMMUNICATIONS MENU
MAIN MENU
PATH PT MENU
INPUT/OUTPUT
GRAPHICS
X-COUNTRY
ROAD TRAVEL
SELECT ROADS
SELECT UNIT
SELECT NODE
NEXT NODE
RETURN TR
NEAREST NODE
UPDATE TIMES
POSITION/TIM
COPY PATH
EDIT PATH
RT PLAN DATA
NEW UNIT
DEPLOY UNIT
CREATE PATH

ROUTE PLAN MENU

A-9
MAIN MENU
INPUT/OUTPUT
GRAPHICS

SELECT MNFLD
NEW MNFLD
COPY MNFLD
MOVE MNFLD

DELETE MNFLD

DENSITY FACT

ENG MISSION
MNFLD #
MINTYPE NAM
FRONTAGE
DEPTH
ORIENTATION
NO OF MINES
START TIME

MINEFIELD MENU

A-10
MAIN MENU

INPUT/OUTPUT

GRAPHICS

SELECT OBSTL

NEW OBSTACLE

COPY OBSTACLE

MOVE OBSTACLE

EDIT LINE OB

DELETE OBSTL

FEATURE #

PROTOTYPE

ENG MISSION

OWNER / SIDE

BREACH TYPE

DLAY UB BLUE

DLAY UB RED

DLAY B BLUE

DLAY B RED

SELECT NODES

BREACHED

LINE OBSTACLE MENU

A-12
NETWORK MENU

A-13
<table>
<thead>
<tr>
<th>NETWORK MENU</th>
</tr>
</thead>
<tbody>
<tr>
<td>INPUT/OUTPUT</td>
</tr>
<tr>
<td>GRAPHICS</td>
</tr>
<tr>
<td>SELECT NODE</td>
</tr>
<tr>
<td>SELECT LINK</td>
</tr>
<tr>
<td>TYPE NODE</td>
</tr>
<tr>
<td>SUPPLY SRVCE</td>
</tr>
<tr>
<td>ASSOC UNIT</td>
</tr>
<tr>
<td>ADD ALT NODE</td>
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<td># ALT NODE</td>
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<td>ROAD SURFACE</td>
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<td>ROAD WIDTH</td>
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<tr>
<td>ROAD TERRAIN</td>
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</table>

LOGISTICS MENU

A-14
<table>
<thead>
<tr>
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<tbody>
<tr>
<td>ERASE</td>
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<td>ERASE1</td>
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<td>ERASE2</td>
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<tr>
<td>ERASE3</td>
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<td>S Erlerase</td>
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<tr>
<td>RECTMAP</td>
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<tr>
<td>SAVEPIC</td>
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<tr>
<td>LOADPIC</td>
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<tr>
<td>SETCOLORS</td>
</tr>
<tr>
<td>SAVECOLORS</td>
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<tr>
<td>LOADCOLORS</td>
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<td>HZOOM</td>
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<td>ZOOM</td>
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</table>

UTILITY MENU/GRAPHIC MENU

A-16
<table>
<thead>
<tr>
<th>UTILITY MENU</th>
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<tbody>
<tr>
<td>SELECTMENU</td>
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<tr>
<td>DRAWMENU</td>
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<td>ERASEMENU</td>
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<td>SAVEMENU</td>
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<tr>
<td>LOADMENU</td>
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<tr>
<td>MLOADMENU</td>
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<td>CHANGETEXT</td>
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<td>CSSY</td>
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<tr>
<td>GRIDMENU</td>
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<tr>
<td>SIZEMENU</td>
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<tr>
<td>INQUIREMENU</td>
</tr>
<tr>
<td>LISTMENU</td>
</tr>
</tbody>
</table>

UTILITY MENU/MENU MENU

A-18
UTILITY MENU

STARTX
STARTY
ITXLMG
ITXSZ
NUMBRX
NUMBRY

IGRPLN
IGRCOL
ICHPLN
ICHCOL
IHLCOL

UTILITY MENU/DEFINE MENU

A-19
<table>
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<th>UTILITY MENU</th>
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<tbody>
<tr>
<td>SELCOLOR</td>
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<td>SELTEXTSIZE</td>
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<td>SELTEXTDIR</td>
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<td>LINEDRAW</td>
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<td>TEXTDRAW</td>
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<td>RECTDRAW</td>
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<tr>
<td>REMOVE</td>
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<td>MOVEPIC</td>
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<tr>
<td>ESMOVEPIC</td>
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<td>CURLOADPIC</td>
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</tbody>
</table>

UTILITY MENU/SLIDE MENU

A-20
### ALPHANUMERIC MENU

<table>
<thead>
<tr>
<th>A</th>
<th>B</th>
</tr>
</thead>
<tbody>
<tr>
<td>C</td>
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<td>V</td>
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<td>W</td>
<td>X</td>
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<tr>
<td>Y</td>
<td>Z</td>
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<table>
<thead>
<tr>
<th>1</th>
<th>2</th>
</tr>
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<tbody>
<tr>
<td>3</td>
<td>4</td>
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<tr>
<td>5</td>
<td>6</td>
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<td>7</td>
<td>8</td>
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<tr>
<td>9</td>
<td>0</td>
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</tbody>
</table>

ENTER | CANCEL
MARCH
MOVE-CONTACT
ATTACK
DELAY
HELI-BORNE
TAC-MARCH

ASSEM-AREA
TAC-A-AREA
IN COLUMN
TMP-POSITION
HASTY-DEF
DELIB-DEF
FIRING-POSTN
DESTROYED
AIR-PICK-UP
AIR-LANDING

POSTURE MENU
SET FILE NO
READ DATA
RECORD DATA
READ VIC FIL
PRINT DATAMC
LIST FILES

INPUT/OUTPUT MENU

LOADPIC
ZOOM
DRAWGRID
SET COLOUR
CLEAR FOREGO
CLEAR BACKGD

GRAPHICS MENU

A-23
IMED | DEF  
------|------
DLAY | RESV  
------|------
APZ  | ALZ  
------|------
HBAS | HATK  
------|------
EBAS |      
------|------

POINT TYPE MENU

CFA | MBA  
------|------
RESV | 1ECH  
------|------
2ECH | REAR  
------|------

AREA TYPE MENU

A-24
<table>
<thead>
<tr>
<th>SYNC</th>
<th>DLTA</th>
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</thead>
<tbody>
<tr>
<td>STAT</td>
<td>RGRP</td>
</tr>
<tr>
<td>RMOV</td>
<td>RORG</td>
</tr>
</tbody>
</table>

**WAIT TYPE MENU**

| 1  | 2    |
| 3  | 4    |
| 5  | 6    |
| 7  | 8    |
| 9  | 0    |
| .  |      |

**NUMERIC MENU**

A-25
ROAD MENU

ARRIVE TIME
DEPART TIME
END TIME
POSTURE
COL LEN NODE
COL DIA NODE
COL LEN PATH
COL DIA PATH
ALTITUDE
CHANGE NODE
REMOVE NODE
INSERT NODE
ADD NODE

EDIT MENU

DRAW NAMES
MOVE MENUS
PRINT UTM
AUTO UNIT
AUTO MINFLD
AUTO BARRIER
AUTO LINE OB

PARAMETERS MENU

A-27
APPENDIX B
VIP OUTPUT FORMAT

CONTENTS

1. Format
   a. Barrier file
   b. Line obstacle file
   c. Minefield file
   d. Network file
   e. Logistics file
   f. Tactical area file
   g. Unit file
   h. Unit subordinate file
   i. Communications file
   PAGE
   B-2
   B-2
   B-3
   B-3
   B-3
   B-4
   B-4
   B-4
   B-5

2. VIP output processing
   a. General
   b. Tactical
   c. Route planning
   d. Network/logistics
   e. Additional
   PAGE
   B-5
   B-5
   B-5
   B-5
   B-6
   B-6

B-1
1. Output format. The following is the header information on each of the files contained in OUTPUT:.

All coordinate data must be written in x,y coordinates and not in military coordinates as VIC does not contain a translator for these computations. Also, the NETWORK#.OUT file displays node-to-node distance and the VIC software only works in node-to-node times. The necessary time calculation is performed within VIP and is displayed with the logistic data file.

a. Barrier file. From the file OUTPUT:BARRIER#.OUT

```
AREA OBSTACLE DATA

** NUMBER OF BARRIERS

** BARRIER VISIBILITY TRAFFICABILITY BARRIER NO OF COORDS
** NO TYPE POINTS
```

b. Line obstacle file. From the file OUTPUT:LINEOBSTACLE#.OUT

```
LINE OBSTACLE DATA

** NUMBER OF OBSTACLE PROTOTYPES
** NUMBER OF LINE OBSTACLES
** NUMBER OF LINE SEGMENTS

** PROTOTYPE BREACH UNBREACHED BREACHED
** NAME TYPE BLUE RED BLUE RED

** FEATURE OBSTACLE ENGINEER OWNER NUMBER
** NUMBER PROTOTYPE MISSION SIDE POINTS
```
c. Minefield file. From the file OUTPUT: MINEFIELD#.OUT

```
MINEFIELD DATA
0 " NUMBER OF MINEFIELD TYPES
0 " NUMBER OF MINEFIELDS
"ENGINEER MINE TYPE FRONT DEPTH ORIENT LOCATION X Y
NO OF START TIME MINES DD HH MM
```

d. Network file. From the file OUTPUT: NETWORK#.OUT

```
NETWORK DATA
0 " NUMBER NODES IN NETWORK
"NODE I X Y CONNECTS DIST
```

```
LOGISTIC NETWORK DATA
```

e. Logistics file. From the file OUTPUT: NETWORK#.OUT

```
0 " NUMBER NODES IN NETWORK

"NODE I X Y TYPE SUPPLY ASSOC #NODE PT ALT CONNECT
"NODE I X Y NODE SERVICE UNIT QTY LIST TO
ROADWAY DESCRIPTION
```

B-3
f. Tactical area file. From the file OUTPUT:TACTAREA#.OUT

   TACTICAL AREA DATA

   0   ' ' MAXIMUM TACTICAL AREA NUMBER

      'NR   # VERTICES   X-COORD   Y-COORD


g. Unit file. From the file OUTPUT:UNIT#.OUT

   UNIT LOCATION AND PATH POINT DATA

   0   ' ' NUMBER OF PROTOTYPES
   0   ' ' NUMBER OF UNITS

      'NR NAME      ENTRY INIT PROTO UNIT   # PATH   POINT
      'NR NAME      DD:HH:MM  MASS TYPE ORIEN POINTS   TYPE

      PREP AREA   LOCATION   WAIT WAIT TIME TAC POS TYPE   X   Y   TYPE DD:HH:MM AREA


h. Unit subordinate file. From the file OUTPUT:UNIT#.OUT

   SUBORDINATE STRUCTURE DATA

   0   ' ' NUMBER OF PHASE AND COORDINATION GROUPS

      'NR NAME      #SUB          PHASE GP LEADING ECH COORD GROUP
1. Communications file. From the file OUTPUT:UNIT#.OUT

```
0  "" NUMBER OF COMMUNICATIONS NETS

```

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```
d. Network/logistics. Though the logistics menu uses the network menu data file, the output generated by these two menus are completely different. Extreme care must be taken in assigning DIFFERENT file numbers to each. Failure to do so will result in the overwriting of the previous data file.

e. Additional information. VIC cannot accept input in military coordinates though VIP can produce them. Watch the use of parameter toggle "PRINT UTM" in the main menu. Reading a VIC file back to the DA DATA: directory could create a problem if the file already exists. The file from OUTPUT: does not simply overwrite the file in DA DATA:, it "ands" the two files together with only duplicate entries being overwritten. Files (.OUT) must be run through a separate preprocessor to reduce them down to data--essentially stripping the header information off the files.
APPENDIX C

PROGRAM STRUCTURE REFERENCE

CONTENTS

1. General C-2
2. Logical assignments C-2
3. Program linking C-3
4. VIP modules C-4
1. General. VIP is an interactive system to facilitate the building of input files. The preprocessor is menu driven. There is a menu containing a list of keywords for each data type. Additional keywords may be input from the CRT. Files may be built for the following data:

   a. Unit locations and path points
   b. Unit subordinate structure
   c. Tactical areas
   d. Minefields
   e. Barriers (area obstacles)
   f. Line obstacles
   g. Logistics networks

The following documentation is set up for a system 11/780 with a file hierarchy that was set up by the programmer team doing the work at this time. The assigned logicals and call files are not set in stone but it is recommended that unless outside considerations override, these remain the way they are because they are time tested and proven to be accurate.

2. Logical assignments. Before the VIP package can be executed, a series of files have to be set up, assigned, or modified so the host system can initialize correctly. These statements are in a command file labeled OASG.COM. This file can be executed alone or in conjunction with the OLINK.COM or the ORUN.COM discussed in the next section.

The OASG.COM file appears as follows:

```
$ ASSIGN DATASDUA2:[VIP.KELLNER] OKGL KELLNER GRAPHICS SOFTWARE
$ ASSIGN DBAO:[GRAPHICS.RAMTEK.CGIP] ORGL RAMTEK GRAPHICS SOFTWARE
$ ASSIGN DATASDUA2:[VIP.DA DATA] DA DATA READ/WRITE VIP RA FILES
$ ASSIGN DATASDUA2:[VIP.OUTPUT] OUTPUT THE .OUT FILES FROM VIP
$ ASSIGN DATASDUA2:[VIP.ROUTE] ROUTEFILE THE .ROT FILES FROM VIP
$ ASSIGN DATASDUA2:[VIP.SYMBOLS] SYMBOLS THE SYMBOL FILE
$ ASSIGN DATASDUA2:[VIP.ROADS] ROADS LINDA'S ROUTE PLANNING INPUT FILES
$ ASSIGN DATASDUA2:[VIP.MAPS] MAPFILE MAP FILES .VEG,.NVG,.MAP
$ ASSIGN DATASDUA2:[VIP.PIC] PICFILE PICTURE FILES
$ ASSIGN DATASDUA2:[VIP.COLOR] COLFILE COLOR FILES .KOL (13BIT)
$ ASSIGN DATASDUA2:[VIP.MEN] MENFILE THE MENU FILES .MNN,.MEN
$ ASSIGN DATASDUA2:[VIP.DOC] VPDOC LINDA'S HELP FILES .DOC
$ ASSIGN DATASDUA2:[VIP.COMMON] VIPCMN THE COMMONS .CMN,.PAR,.FMT .CDA FILES
```
3. Program linking. The OLINK.COM file takes all the related object code files and creates the executable code file necessary for VIP to run. This allows the user to modify portions of the program and implement them without destroying the integrity of the software for another user. As stated above, the OASG.COM file can be part of the OLINK.COM file as follows.

Listing of the OLINK.COM:

```
$ @([VIP.CODE]OASG
$ SET DEF DATA$DUA2:[VIP.CHENAULT]
$ SET DEF DATA$DUA2:
$ !!!
$ LIB/EXTR=*/OUTP=FLVN.OBJ [VIP.FLVN]A
$ LIB/EXTR=*/OUTP=MIKES.OBJ A
$ !!!
$ LINK [VIP.CHENAULT]ADRIVE_VIP,-
FLVN.OBJ,MIKES.OBJ,-
$ !!!
[VIP.CODE]A/LIB,-
$ !!!
OKGL:CGF/OPT
$ EXIT
```

As stated before, any modifications in execution (in this case, any FLVN modifications existing in [VIP.FLVN] are picked up and linked before getting the rest of the code (FLVN/WSMR approved) from the object library in [VIP.CODE]. This link creates the VIP executable file ADRIVE_VIP.EXE. This can now be run directly or as part of a ORUN.COM file. If it is run directly, the proper assign statements must be done first. These statements are part of the ORUN.COM file but do change from system to system. See VIP support for further information.

The format of the "ORUN.COM" is as follows:

```
$ SET MESSAGE/NOFAC/NOIDENT/NOTEXT/NOSEV ! SO SUPERCEDE MSGS DONT APPEAR
$ @([VIP.CODE]OASG ! PICK UP VIP LOGICALS
$ SET MESSAGE/FAC/IDENT/TEXT/SEV
$ RUN [VIP.CHENAULT]ADRIVE_VIP ! EXECUTE LO RES VIP
$ EXIT
```

As with the OLINK file, the OASG.COM is included in the ORUN.COM file. This eliminates the necessity of doing a OASG or a OLINK each terminal session, provided you use the same executable file.
4. **VIP modules.** The VIP software package is broken down into several
different modules. These modules being:

a. **ADRIVE VIP** Main driver. Driven by variable KEY (12-character text
variable) which is input from the menu or the CRT depending on whether the
variable SELECT = MENU or KEYWORD.

b. **ADRIVE KEYWORDS** Determine the action resulting from the selection of
KEY. Each menu has a subroutine associated with it which lists its keywords.
Keywords input from the CRT are dealt with in ADRIVE KEYWORDS CRT and in
MDRIVE.

c. **ENTITY** General routines which deal with operations on all types of
entities. An entity may be:

   (1) Tactical area
   (2) Unit initial location + path points
   (3) Minefield
   (4) Barrier
   (5) Line obstacle

d. **IO** Input/output routines for direct access files, sequential files,
and for printing information to the CRT or the RAMTEK.

e. **NET** Network routines for logistics.

f. **ROAD_NET** Accesses the link node data base for road networks.

g. **ROAD_PATH** Use the link node data base to construct paths along the
roads.

h. **SUBMENU** Draw and select from the submenus.

i. **TAC** Tactical area routines.

j. **UNIT_ROUTE** Constructs detailed paths between VIC path points.

k. **UNIT_SUBORD** Constructs the unit subordinate structure.

l. **UTLY** Utility routines.
END

11-87

PTIC