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PRINCIPAL INVESTIGATOR: Richard K. Pruett, M.D., M.P.H.

CONTRACTING ORGANIZATION: Henry M. Jackson Foundation for the Advancement of Military Medicine
Rockville, Maryland 20814-4799

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Richard K. Pruett, M.D., M.P.H.

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The TRAUMABASE project ending in 1990 attempted to develop a hypertext style interface to access the unique multimedia WDMET data set on combat trauma. Data were reentered and a visual interface was completed. There were no links to multimedia as originally envisioned and the browser lacked good search capabilities. The TRAUMABASE data set currently exist in a Macintosh based 4th Dimension database, a set of ASCII delimited text files, and in PC based Paradox tables. The current project assessed the best approach for improving accessibility while preserving availability of the data in the future. It was decided that current data formats were sufficient and that the best use of project resources would be to concentrate on user interface development to produce a usable browser with good query capabilities. Since the standard USUHS computer is a PC compatible they are common throughout the government, a PC development platform was chosen. Borland Delphi, a visual interface development product tightly integrated with Paradox was used to produce a WDMET Browser visually similar to the original forms, with complete query capabilities using the existing Paradox tables.

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INTRODUCTION

SUBJECT

Accurate, complete, and robust medical data sets facilitate military medical planners, medical educators, casualty care researchers, medical modelers, and ballistics experts in the accuracy of their studies and predictions. Few such data sets exist. One that does is the Wound Data and Munitions Effectiveness Team (WDMET) Study, a multimedia medical data set that is unique in its robustness and level of completeness. The Wound Data and Munitions Effectiveness Team (WDMET) Study data set contains nearly 8,000 Viet Nam casualty data records including clinical records, recorded interviews of patients and observers, autopsy reports, slides, x-rays, and recovered shrapnel. A prospective study of this magnitude would be prohibitively expensive. Most recent studies utilize civilian urban casualty data which do not always accurately reflect combat casualties.

In the past, the storage and maintenance requirements of medical data gathered from military conflicts have dictated that the raw data be maintained for only a limited time beyond the period of original study. Generally, published data a.e all that remain of the original effort. Subsequent retrospective review for different research questions then becomes difficult if not impossible because the context of the data has been lost. The continued push to develop cross platform standards along with the exponential increase in computing and mass storage capacity is now making it possible to store the data in a more universally accessible format. The development of inexpensive mass data storage devices has made computer archiving of certain types of large data sets a cost effective reality. For example, the establishment of a CD-ROM physical format standard that is system independent, combined with the ubiquitous presence of CD-ROM readers, and the long shelf life of the CD-ROM disc, make this a potentially ideal storage device for current and future systems.

The alternative to computerization of the data is to allow qualified researchers access to the hard copy records. The drawbacks to this are: 1) physical wear and tear on the original records from repeated handling; 2) a librarian is required to insure that the records are not lost or misfiled and to orient new users; 3) physical presence on site is required by the researcher; 4) each statistical analysis would require reentry of the pertinent data into an analysis system without the overall benefit of enhancing the existing data set.

Because the WDMET data are unique, robust, and irreplaceable, it is essential that they be preserved in a form that will insure and enhance access to all its components by qualified researchers.

PURPOSE

The ultimate objective of this effort is to preserve WDMET data already computerized and to digitize remaining items for which this format is possible. To attain this goal the following must be accomplished: 1) The data needs to be translated to a recognized standard format with field definitions provided to a basic exportable computerized representation of the data. 2) The data wherever possible should be stored on large capacity durable storage media that adhere to recognized physical and logical standards. 3) The database interface that facilitates browsing and querying of the data by researchers needs to be redesigned and developed with

future upgrading and porting in mind. 4) The 2700 hard copy records that remain undigitized need digitization and all digitized records need to be transferred to large capacity durable storage media that adhere to recognized physical and logical standards. 5) The 54,000 color slides need to be digitized and stored as above. 6) High resolution, full color digitization should be accomplished using the most cost effective storage medium for reference and high resolution reproduction. 7) Audio data need to be transferred to large capacity durable storage media that adhere to recognized physical and logical standards. 8) 2,000 to 3,000 X-rays need to be evaluated against existing photographic representation concerning the necessity or desirability of digitizing separately according to currently accepted electronic representation standards. 9) Alternate modes of secure data access should be investigated to facilitate access by qualified researchers within the constraints of maintaining patient confidentiality. Completion of all of the above items is well beyond the scope of this project.

SCOPE

Most requests for use of the WDMET data involve looking at a few numeric and categorical data fields. Occasionally it is useful to the researcher to view descriptive information to clarify or place in context items being studied. It is not unusual for potential researchers to know little more than the WDMET data are one of the few combat casualty data sets in existence. These individuals often have no real idea what data elements exist, let alone which ones they want to look at.

Fielding these requests has been time consuming and inefficient for both the potential researcher and CCRC staff. Without ready availability of documentation describing what is actually available and in what format, a trip to CCRC for a demonstration is almost mandated before an appropriate proposal can be submitted for approval. Without a truly functioning browser, physical access to the records has almost always been necessary with the concomitant need for oversight and clerical/library services to maintain integrity of the records.

The primary focus of this project therefore is to provide the documentation of what data is already computerized, and in what format, and the browsing and search interface that facilitates current access to that data. In conjunction with this, the issue of best storage format for the data to assist the goal of insuring future access by other hardware and operating systems that don't yet exist was examined.

BACKGROUND OF PREVIOUS WORK

The original WDMET study was completed in 1970. Future accessibility was an important issue, but standards at that time dictated mainframe magnetic tape storage of a limited, statistically analyzable data set. It has not been possible to locate this computer tape and at this point is likely to be unusable since it has not been refreshed periodically as required to maintain the magnetic media and a legacy mainframe would have to be found to read it. In 1987-1990 the ambitious TRAUMABASE project at CCRC attempted to develop a multimedia database to allow browsing of the data via a hypertext paradigm with links to the multimedia items of the collection. Available desktop graphics standards at that time mandated that a Macintosh based computer system be used to handle the multimedia aspects. At the termination of the TRAUMABASE project, the database still lacked complete browsing and query functions. In

1994, the database was corrupted and TRAUMABASE became unusable.

A recovery effort was undertaken and TRAUMABASE and its previously entered data were recovered in 1994. Many of the data fields in TRAUMABASE were defined as 'text' fields even though the data was predominately numeric. This helped accommodate units of dimensions which were often inconsistent depending on the version of the data collection form. It also allowed for entering ranges of values and qualifying comments. While this facilitated the data entry process, it impedes searches and statistical evaluation of certain data items. This was handled in the original WDMET study by defining categories or ranges and assigning a numeric value. This information was not recreated in TRAUMABASE. The listing of the TRAUMABASE fields and data structure are provided in Appendix B.

As part of the preservation process, The TRAUMABASE database was exported as ASCII delimited files. This was done so that the data could be utilized by other hardware systems, in particular, PC compatibles. Some of the TRAUMABASE structures contained no data and were therefore not exported. Additionally some of the TRAUMABASE data fields were secondarily created for the purpose of aiding the performance of browsing and search utilities. These fields when recognized were also not exported. These ASCII delimited files ar described in Appendix C.

To verify functionality once the data were ported to the PC compatible standard CCRC office desktop, the plan was to import the data into Borland Paradox database tables. Because of an incompatibility between allowable 4th Dimension export ASCII delimiters and Paradox import ASCII delimiters, it was necessary to program a utility to allow the translation of the ASCII data into Paradox tables. This utility was programmed in C using the Paradox Engine Library. Additional parsing and conversion capabilities were added to attempt to redefine or provide data in formats useful for more than just browsing. As a result, the resulting Paradox tables contain some partially redundant fields, for example, where a text field has been parsed to try to strip numeric values from its unit of measurement. This results in a table with a text field with the original ASCII information for that field, a numeric field with the value and an alphanumeric field with the unit of measurement. The latter two fields are correct only if the parsing mechanism has correctly parsed the data. Unfortunately this was often not the case because the text data entry formats were often not consistent.

The TRAUMABASE data contain some control and formatting characters imbedded in data fields. These were exported to the ASCII files and occasionally caused some data translation errors when the data were placed into Paradox tables. Many of these errors were cleaned up in the Paradox tables, but still remain in the ASCII files. The effort to place the data into Paradox tables was successful. However, only the standard Paradox query and search functions were available and the tables were not linked in a unified database. A full listing of each of the Paradox tables, its field names and field types is contained in Appendix D.

BODY

METHODS

Computerized data resulting from the WDMET based TRAUMABASE and its subsequent recovery project were utilized. The data existed in the following formats: As an

Apple Macintosh 4th Dimension version 2.1.1 database; ASCII delimited exported from 4th Dimension to IBM PC compatible format; As PC Compatible Paradox tables.

Available database engines both commercial and public domain were evaluated for their capacity to provide querying and browsing capabilities as well as the ability to handle the multimedia aspects of the data. Future compatibility issues were part of this suitability determination. As part of this determination, cross platform programming development tools were evaluated to see if the same look and feel interface could be provided for many target systems based on development from a single platform.

It was decided that a multi-platform approach would not be efficient use of this projects resources and would have a high likelihood of producing an incomplete product and thus not improving the accessibility to the data. The interface design, therefore, was initiated using current CCRC hardware and software. The target system was IBM PC compatible using Windows 95 or Windows NT. The existing Paradox tables were used and Borland Delphi was used as the visual front end design tool to develop the interface.

Requests for information that occurred during this development were used to test the browsing and querying capabilities for suitability and for bugs in the programming. Recently, the interface was provided to an authorized researcher to use. His project was rather ambitious for the time he had allotted for WDMET data review. However, he was able to complete his project and in fact did not need to resort to physical review of the actual WDMET records.

The procedure governing WDMET access, P-6406, was reviewed toward facilitating access by qualified researchers for appropriate topics. The procedure was revised and the proposed revisions were submitted for review. Appendix A contains the revised P-6406.

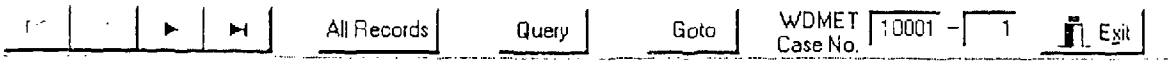
RESULTS

Evaluation of existing cross-platform development strategies resulted in the decision to concentrate on the most common government desktop platform rather than dilute resources. Using Borland Delphi, the browser interface was developed for the existing tables in Borland Paradox.

The data browsing utility screens are 640 by 480 pixels in size. This was chosen to accommodate the most common monitor size of the time as well as laptops and presentation projection systems.

The visual interface is divided into three main areas. The main navigation panel which is at the top of the WDMET Browser window contains buttons to provide the basic browsing and query functions. The central data panel which is the largest of the panels and displays the WDMET data. The information panel at the bottom provides information about the current data set or subset being viewed.

MAIN NAVIGATION PANEL



The main navigation panel provides the means to move about the WDMET data set, search for records of particular interest and, of course, exit the program. The panel items from left to right provide the following functions:

Navigator Object

The navigator object on the far left margin of the navigation panel provides the means to move through the data set. The navigator object has four arrows allowing movement. The two center arrows allow movement forward or backward through the database one record at a time. The left end arrow with the vertical line moves to the first record in the current data set and the right end arrow with the vertical line moves to the last record.

All Records Button

The button to the right of the navigator object titled "All Records" provides the ability to return to the complete data set from a subset that is the result of one or more successful queries. When the browser is first opened, the default is for the data set to contain all available records. Once a successful querying has been performed the data set will be limited to the results of the query until the all records button has been selected.

Query Button

The query button allows the user to search for a subset of the data that includes specific information that the user is interested in. Clicking on this button launches a query window which contains instructions for defining a query and allows the user to define and run a query. Additional instructions are provided in Appendix F.

Goto button

Goto button may be used to locate a specific record. Clicking on this button launches the locator dialog box. The dialog box retains the record number of the previous locator request. Type in the incident No. And casualty No. Of the Whitman record of interest. To search for the record then select OK. If the record is not found a message window will appear stating that fact and browser will remain on its current record and. If the searches successful in the browser proceed to that record. If the browser is currently in the result data set of the successful wiring go to the only 16 to the desired record is within the data subset. If within the data set of all records and, whom a record case No. Known to be valid fails, it indicates that data for that particular case has not been entered in.

WDMET Case No

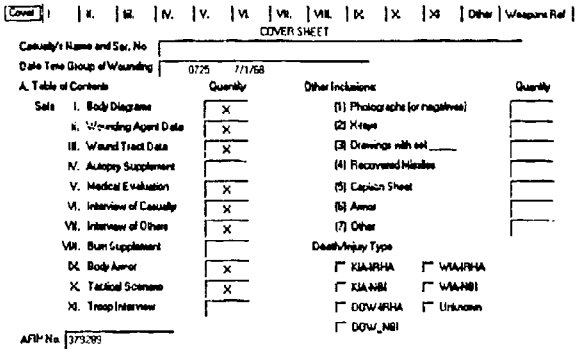
The browser continuously displays the current WDMET case number in the two boxes next to "WDMET Case No". The left hand box indicates the incident number and the right hand box, the casualty number from that incident.

Exit Button

The program may be exited by selecting the Exit button, selecting the standard window close

icon, or the keyboard combination Alt-F4. The latter two methods are standard methods for closing a window on a PC Compatible.

DATA PANEL



The data panel is the large central panel. This is the area where the data recovered from the TRAUMABASE project is presented. The panel is organized as a tabbed note book that contains the various data collection forms. The tabs on the initial screen provide access to the cover sheet, as seen to the right. Any of the eleven WDMET data instruments, a catalog of other inclusions, or the weapons reference section may be accessed by selecting the appropriate tab. If a form has multiple pages, a second imbedded tabbed notebook will appear, one tab for each page. The first page of the form will be displayed the first time a multi-page form is accessed. Subsequently, the page most recently viewed for that form will appear upon access.

The visual interface is closely based on the revised data collection instrument that was in use at the end of the study and which is documented in the WDMET final report. The following exceptions are present: 1) The cover page which in the original data reports which and how many of each data item were submitted, here is derived from data and reflects whether or not data has been entered in the current database for the item. This may or may not reflect accurately the physical existence of the data. 2) Fields containing information that might identify the casualty do not show data. This information is not necessary for review and analysis of the data and protects the privacy of the casualty. 3) The Wounding Agent Data Collection Form (SET II, page 1) has multiple entry spaces for entering wounding agent data for more than one wound. Since each description has the same data fields and in order to conserve space on the Browser form, a wound number navigation object is provided to scroll through each entered wound number. 4) Similarly, the Wound Tract Data Collection Form (SET III, page 1) provides space for multiple wound tracts and for sequential descriptions of each tract. A wound tract navigator object is provided to navigate through all wound tracts for the current case and a tract sequence navigator object is provided to navigate through sequential descriptive data of the current tract. 5) Additional physical activity data on the casualty interview form VI, page 2, in early Army data were entered into the TRAUMABASE data set. These are accommodated by an automatic change in the form appearance for these cases. 6) None of the detailed medical evaluation and treatment data supplementary forms have been created for this interface. This is because none of these data were entered either for the TRAUMABASE project or for computer analysis of the original study. 7) An incomplete table of available slides from the WDMET cataloging available slides was linked to the casualty number and appears in the other inclusions form under photos. 8) A weapons information table is provided via the weapons reference form.

This panel contains a total of 32 different screens for displaying the data. However, on the "Other Inclusions" form, no computerized data is entered for X-rays, Drawings, Missiles, Captions, Armor, or Other and therefore they are merely blank place-holders at the present time.

Each of the data displaying screens is shown and described in Appendix E.

INFORMATION PANEL

The lowest panel contains information about the current data set or subset that is being browsed. It provides information on the current record number, the total number of records in the current data set and information regarding how the current data set was derived. The information panel is scrollable. If more than one line of descriptive information is present, such as for sequential refining data queries, a scroll bar will appear and the information can be scrolled through. The top most is the most recent.

DISCUSSION

At the start of this project, the feasibility of cross-platform development was evaluated. The objective was to determine if it would be reasonable to attempt to develop a cross-platform strategy that would provide a consistent interface on different computer systems and might facilitate migration of the data to systems of the future. If possible, this would enhance the likelihood that a researcher could browse the data on his preferred system.

At the time, Acius was advertising the release of a PC compatible version of the 4th Dimension database that would work and appear similar to the Macintosh version. This would provide cross-platform compatibility at least for the PC and MAC environments, the two major desktop systems. However, the browsing and search facilities of the 4th Dimension WDMET Browser were never completed. This left the Browser with tedious and incomplete capabilities for browsing and searching. These frequently produced error messages or resulted in blind ends. Additionally, the visual interface paralleled the WDMET forms but was not consistent enough to allow easy switching between interface and hard copy if verification or search for further detail was desired. The available documentation for the existing database code was essentially non-existent. Consequently, significant time and effort would be required to learn, understand, and complete and repair proprietary database code to make the TRAUMABASE browser truly functional.

The possibility of developing public domain ANSI standard code in a common programming language such as 'C' was considered. The availability of freeware source code and programs for providing both database functions and interface code was evaluated. The advantage of this in theory would be that the generic source code could be recompiled on any target system and be able to provide WDMET browsing capabilities. Additionally it would be free from proprietary restrictions and be freely distributable. Unfortunately, to integrate the multimedia aspects of the WDMET collection and to provide a user friendly interface, a graphical interface is necessary. There are no standards system to system to accommodate this. Each implementation would require system specific programming for the graphic user interface. Additionally, considerable programming effort would need to be spent to duplicate database and search functions of commercial databases.

The possibility of using cross platform interface libraries was considered as a way to partially solve the above problem. While not providing complete cross platform end product, it at least would widen the scope of accessibility in theory. Potential development schemes would

be to target the Microsoft Windows (3.1, 95, and NT) and Macintosh with Microsoft C./C++ which claimed to have the ability to provide target executable's for various Windows platforms as well as for Macintosh. Because Windows NT covers additional non PC hardware platforms, this would potentially increase the platforms supported.

Another possibility is the use of a third party library supporting multiple platforms was considered. Several commercially available libraries were evaluated for this purpose. All were found to have deficiencies in the degree of accurate duplication of the interface across platforms, performance, learning curve for proprietary sometimes arcane libraries, and in some cases expense and licensing issues. In addition, they would all require considerable programming effort.

The final assessment of a multi platform approach was that all methods require significant programming effort and are likely to produce less than true cross platform availability. With the resources available for this project, the end result would likely be an incomplete, imperfect browsing utility that would leave WDMET data access still difficult and cumbersome. Additionally, it has become apparent that despite the best attempts to predict, it is nearly impossible to know what the future desktop standard will be.

Simultaneously with the cross-platform feasibility assessment, a recovery project for corrupted TRAUMABASE data resulted, as previously stated, in the availability of the data in the following three formats: As an Apple Macintosh 4th Dimension version 2.1.1 database; ASCII delimited exported from 4th Dimension to IBM PC compatible format; As PC Compatible Paradox tables. Also, at this point in time, programs for front end visual interface development were becoming widely available. It therefore seemed prudent to concentrate on designing the actual interface to render the recovered data accessible rather than a best guess at providing ease of future portability of the Browser itself.

Two main options were considered for development of the browser. First was to attempt completion of the 4th Dimension WDMET Browser developed as part of the TRAUMABASE project. As previously discussed it was felt this would require too intensive a programming effort, yet still not provide wide availability on the more common PC platform. The second was to utilize data recovered from a previous project already in Paradox tables on the PC platform. It was felt that the most cost effective approach would be to design a user browser with Borland Delphi a product closely integrated with Paradox and to concentrate on the immediate functionality and accessibility. By using the most common government desktop platform and a widely used Database, likelihood of portability was improved. Additionally, many databases currently have and can be expected to continue to have the capability of importing data from paradox tables.

It is likely that the continuing improvement of visual interface tools will make it easier to develop front end interfaces without intensive skilled programming. Thus as systems change, the best features of the interface can be carried over while other features are enhanced. Additionally, the popularity of the Internet and intranets continues to drive the computing community toward a common browser interface via languages that claim to be platform independent. If this goal is attained, this may be the future development environment of choice.

Future portability of the data is addressed by placing the ASCII delimited data set with its descriptive documentation on a CD-ROM. This has the power of utilizing the ASCII text standard to preserve data, and the CD-ROM physical medium standard to preserve accessibility. ASCII standard text can be read from CD-ROM by all systems that support the CD-ROM

standard.

However, this does not address the saving of data that are not text based such as images and audio data. Certain image definition formats such as Tagged Image File Format (TIFF) have become de facto standards, but the lack of maturity and solid standards concerning lossless compression and storage of high resolution, full color images makes true system independent archiving more difficult to define. The industry continues its attempts to agree on definitions of standards for capturing and storing these types of data. As the field of medicine digitizes more and more of its information, and as the use of telemedicine increases, it can be anticipated that standards will be developed that address diagnostic and legal necessities. Preservation of these types of WDMET data remain an expensive part of the effort. Because computer technology changes so quickly, the determination of the optimal storage medium and format must necessarily be made at the time the next effort to complete computerization of the WDMET Collection.

CONCLUSIONS

The completion of the WDMET Numeric and Descriptive Data User Interface Development project provides a fully functional browser and query tool for the WDMET data as entered during the TRAUMABASE project. These data have been preserved on CD-ROM which has a long shelf life and in as ASCII delimited text, a format that is useful for future porting. The cross-platform goal was determined to be beyond the resources of this project. Many parts of the WDMET Collection remain uncomputerized. Rapidly changing computer technology dictates that where standards have not been agreed upon determination of the best preservation format must be made at the time of the effort.

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TRAUMABASE FINAL REPORT, December 1990.

BIBLIOGRAPHY - No meeting abstracts or publication

LIST OF PERSONNEL

Richard K. Pruett, M.D., M.P.H.
Lisa J. Campbell
John P. Landers

CASUALTY CARE RESEARCH CENTER
UNIFORMED SERVICES UNIVERSITY OF THE HEALTH SCIENCES
Date: 6 February 1998

Subject: Security, Maintenance, and Use Procedures for Casualty Care Research Center (CCRC) Medical Archive Collection including the Wound Data and Munitions Effectiveness Team (WDMET) Materials.

Reference: (a) USUHS Procedure No. 6406, "Security, Maintenance and Use Procedures for Wound Data and Munitions Effectiveness Team (WDMET) Materials," dated 28 August 1989 (hereby canceled).

Keywords: CCRC Medical Archives, WDMET, Security, Fire Protection, Archival Storage, Maintenance Storage, Circulation, Authorization, Use, Location, Archival Materials, Research Procedures.

A. PURPOSE

This Uniformed Services University of the Health Sciences (USUHS) Procedure updates and reissues reference (a) providing guidelines for the storage, maintenance, security, and supervised use of the WDMET materials and expands the scope to include additional items of archival value. Because the WDMET materials are original, valuable, and irreplaceable documents and artifacts, it is necessary to treat them as archival materials. Additionally, in the course of daily operations and research by the Department of Military and Emergency Medicine (MIM), Casualty Care Research Center (CCRC), additional medical materials with unique value or high replacement costs are collected. The Department recognizes the need for individuals both inside and outside USUHS to access the materials. This Procedure defines guidelines for the maintenance of CCRC medical archive materials and priorities for their use in order to facilitate optimum access for all parties, while also preserving the collections.

B. SCOPE

This Procedure is applicable to all USUHS and non-USUHS personnel who request access to CCRC archival materials. The WDMET data users are:

1. USUHS faculty and staff
2. USUHS students, and
3. Authorized non-USUHS personnel.

C. BACKGROUND

The preponderance of the WDMET Data Collection was transferred to USUHS in 1984. From 1987 to 1990 CCRC was funded through the TRAUMABASE project to develop a computerized multimedia format. Computerization is not complete and is a long term goal that currently has no standing funding. CCRC periodically acquires funding to assist in computerization or for projects utilizing the data. During those times additional attempts are made to maintain, update, and computerize the collection in the context of the project. At times when there is no active funding, CCRC continues to provide these services as

part of its obligation to the medical educational community.

Periodically, additional collections and data of medical archive value are obtained by or donated to CCRC and maintained in conjunction with the WDMET data for utilization by appropriate, authorized researchers.

Requests for utilization should anticipate costs to preserve, maintain, and enhance the collection and to reimburse CCRC for any reproduction costs, administrative time and assistance time. Necessarily, funded project priorities take precedence over unfunded projects for utilizing CCRC resources. Unfunded requests may be required to assist with computerization and verification of data related to the project.

D. RESPONSIBILITIES

1. USUHS Faculty and Staff - Faculty and staff who request access to CCRC archival materials may become authorized data users by submitting proposals for research or educational presentations, previously approved by their own departments, to MIM for approval by the Chairperson. An informational copy of the approved proposal will be provided to the Office for Research, USUHS.

2. USUHS Students - Students must be sponsored by a member of MIM and their proposals must be approved by the MIM Chairperson, who will advise the Dean, School of Medicine, of the student's sponsorship.

3. Non-USUHS Personnel - These individuals will send requests for use of CCRC archival materials, with detailed proposals, to the President, USUHS, who in turn, will request review of the submission by the Chairman, MIM and the University Office of General Counsel (OGC). Once approved, proposals will be forwarded to the CCRC for review and scheduling. Non-USUHS personnel will acknowledge the assistance of the University and MIM in any publication and/or presentations generated under this authority. Moreover, they will agree to protect privacy rights of individuals whose materials are contained in the archives, and agree that failure to do so will constitute grounds to deny access to the archives.

4. Casualty Care Research Center - The CCRC Director is responsible for maintaining the archive and reviewing all proposals for suitability. Pursuant to this he may designate an Archive Custodian to perform these tasks, keep the Director informed and serve as the point of contact for information requests and primary review of access requests. The Director and the Archive Custodian will review all proposals to determine if the research is appropriate, if other archive research activities will conflict with the proposed research, if the materials will be available when needed, if any restrictions should be placed on the use of the materials, and when to schedule the proposed use. Applicable DOD and USUHS regulations and directives governing the use of research data will be followed. Where questions arise, OGC and Office of Research will be consulted. The use of archival materials will be supervised and recorded by the Archive Custodian. CCRC management personnel will also be responsible for archival materials storage, maintenance, and security. Recommendations for security procedures and physical security requirements will be made by Archive Custodian through the

Director, CCRC to the C. irperson, MIM.

5. Military Medicine - MIM members may sponsor USUHS student proposals. The Chairperson must approve all requests for use of CCRC archival materials. The Chairperson will inform the Office of Research when approval has been made for use of CCRC archival materials. The Chairperson will also review and forward approved CCRC management requests for facility and/or security support to the appropriate USUHS and/or Naval Medical Center (NMC) elements.

E. PROCEDURES

1. Authorization

Authorization to use CCRC archival materials shall conform to the process outlined in Section D.1-5, and with the priorities outlined in Section E.2.b.

2. Access

a. Location. The CCRC Medical Archives are currently located in building 5, room 419B of the National Naval Medical Center in an area occupied by CCRC.

b. Priority. Access is prioritized firstly to preserve the integrity and enhance the quality of the collections and secondly to provide for the orderly use of the archival materials for research and teaching. Access priority is as follows:

(1) First priority for access to CCRC archival materials is for CCRC preservation measures and use.

(2) Second priority is scheduled use for USUHS teaching purposes.

(3) Third priority is scheduled use for approved research.

(4) Fourth priority is unscheduled use for USUHS teaching purposes.

(5) The last priority is for supervised use of the archival materials by authorized researchers without approved protocols.

c. Use. Users that have been authorized access in accordance with this procedure must schedule a mutually agreeable access time with the CCRC Archive Custodian. CCRC is a secure area. Visitors must first report to the Administrative Assistant located in Room 435. Visitors will then be directed to the Archive Custodian. Other CCRC personnel may be contacted if necessary. Users who have authorized access by MIM will come to the CCRC when scheduled and will be logged in to use the materials. They will be given a check list (enclosure 1) with a copy of this Procedure that lists their responsibilities for: sign in procedures, file safety, care and use of archival materials, copies of materials (which are to be signed by them), and the procedure itself. The sign in log will list their name, department, organization (when not USUHS), date, time of arrival, the nature of use, and time of departure. A visitors badge will be issued, and its number recorded in the log book. A work station will be provided for use of the archival materials, which will be provided by CCRC staff. Users are not to have direct access to the files, slides or other materials in normal operating conditions. This may be waived when unusual circumstances justify

direct access or when additional training has been provided by the Archive Custodian and approved by the Director, CCRC. When copies are authorized, a log will record the items copied, who the copies are for, and the reason for making copies. A list of approved users will be maintained by MIM and CCRC.

3. Circulation

a. The CCRC Medical Archive is not a circulating institution. The purpose of the archive is to apply archival preservation techniques to research materials collected for or generated by the CCRC. Since the CCRC does not have a large staff, researchers are encouraged to go directly to the source of materials when possible. When CCRC resources are unique, controlled use, under the provisions of this Procedure, is possible. Work space will be provided at work stations in the CCRC. When approved, paper materials may be copied on the CCRC copy machine. Copies of color slides, when approved, will be made by CCRC Staff through the USUHS Audio Visual Center, with charges to USUHS cost centers. The normal time for duplication of slides is five working days. Use of materials for research and teaching will normally be scheduled in advance. Emergency situations will be considered on a case by case basis, but the primary concern will be the preservation of the materials.

b. Copies of CCRC archival materials are to be treated as original CCRC materials. Duplication of copies is prohibited. Additional copies may be made from CCRC originals when approved. The same procedure followed to gain the original approval will be followed for additional copies. Non-USUHS personnel will protect privacy rights as described in section D.3. USUHS Faculty, staff, and students will follow appropriate USUHS and DOD procedures.

4. Storage

All efforts will be made to provide proper levels of archival storage for the CCRC materials. In addition to maintaining proper temperature and humidity levels, this will include limited levels of access, upgrading environmental aspects as resources allow, storing images of materials in electronic storage, use of computer databases at computer terminals, and responding to currently approved methods of the Archive Custodian in professional practice.

5. Security

a. Physical security. Physical security procedures are used to protect the CCRC materials from destruction and/or theft. They supplement the environmental measures listed above. Physical protection requirements are a satisfactory fire protection system, an alarm system to alert the security office of entry attempts, and physical barriers (doors, wall, locks, etc.) that can delay entry until security personnel can respond to the alarm.

b. Operational security. Operational security is based on procedures to monitor the use of CCRC materials and the functioning of physical security systems. This requires that procedures described in this document be followed. Material users will be briefed by CCRC staff on these requirements and will be given the handout when they start to use CCRC materials. All use will be monitored by CCRC staff. The CCRC staff will be

responsible for security.

E. EFFECTIVE DATE
This procedure is effective immediately.

James A. Zimble, M.D.
President

ENCLOSURES (1)

1. Casualty Care Research Center Archives Checklist for Research

USUHS-P No. 6406
Enclosure 1

CHECKLIST FOR CCRC ARCHIVAL MATERIALS RESEARCHERS

This checklist is designed to help you start work with CCRC archival materials, including the Wound Data and Munitions Effectiveness Team (WDMET) materials. After you have completed the steps on this form you will be ready to use the files. Please ask if you have any questions, now or later.

A. SECURITY SIGN IN. When you start your work at CCRC, you will be logged in at room 435, Building 5, National Naval Medical Center, and issued an identification badge and keycard. If you have a U.S. government identification badge you may wear it. The person who logs you in needs to see identification. Please wear your issued badge at all times in the building. When you leave for the day, please return your badge and keycard.

B. FILE SAFETY RESPONSIBILITIES. The Archival materials are original papers, slides and artifacts that cannot be replaced. Please make all efforts to ensure that the files are handled and used carefully. If for some reason you find a file in which the pages are wrinkled or there is some other damage or problem, notify the archive custodian. If dust needs to be removed from slides, CCRC staff will supply lint brushes to do so. Do not use other means to remove dust.

C. USUHS PROCEDURE FOR CCRC ARCHIVAL MATERIALS USE. USUHS Procedure 6406, dated 6 February, 1998, govern the use of CCRC archival materials. A copy is attached to this form. Please read it and follow it in your use of CCRC archival materials. Again, if you have any questions, please ask.

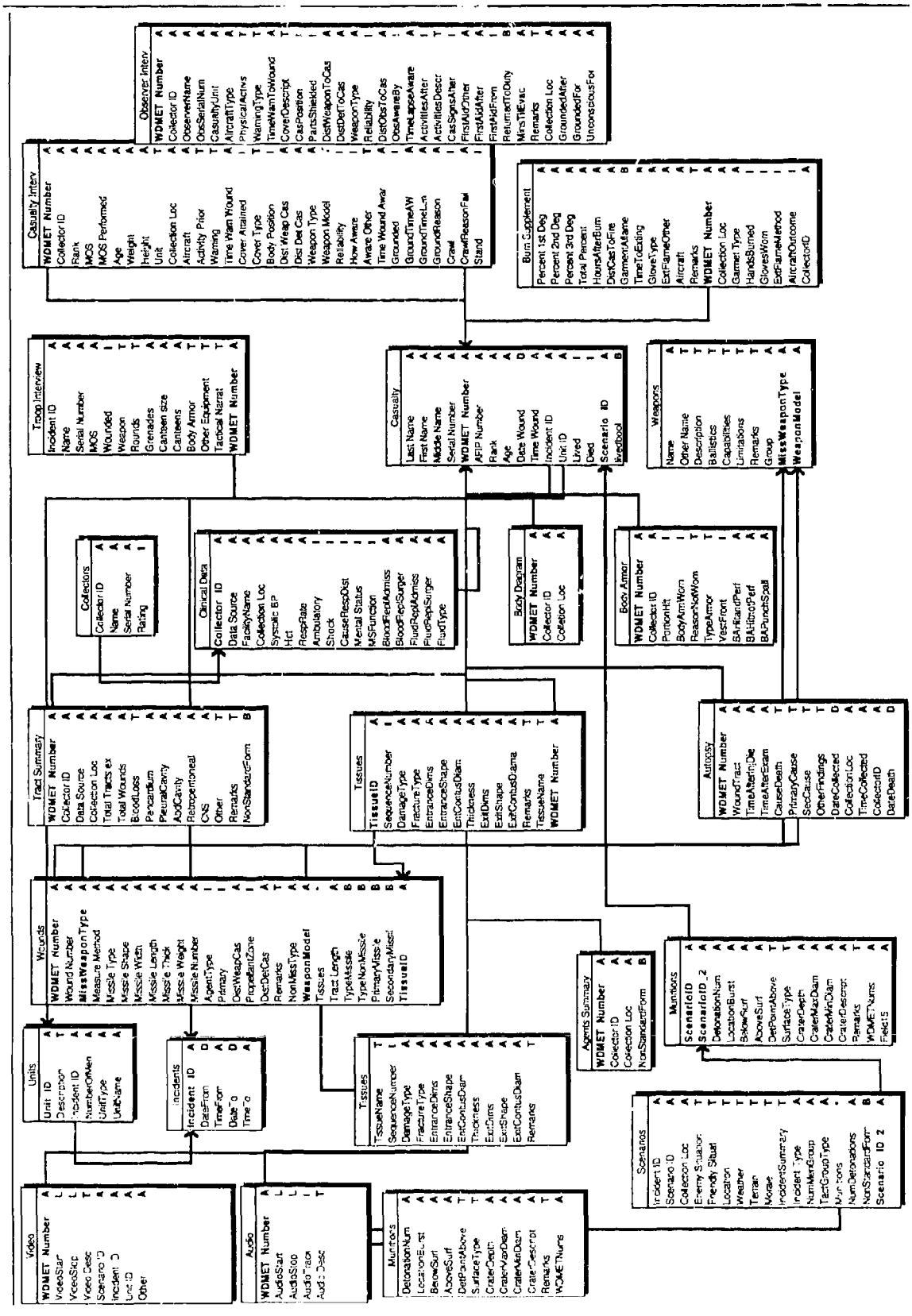
D. COPIES OF CCRC ARCHIVAL MATERIALS. When approved, copies of CCRC archival materials may be made. These copies must be treated the same as originals. They contain patient information and all applicable regulations concerning patient information apply. Do NOT make copies of the copies. If more are needed, they will be made from originals and the same approval procedures will be followed. Copies used in publication and/or presentations will be identified as CCRC materials and the assistance of the Department of Military and Emergency Medicine and the University acknowledged.

E. ACKNOWLEDGMENT. I have read and understand the above information.

_____

Signature/printed name Date

Appendix B - Structure for TRAUMABASE WDMET Browser



Structure: Casualty		
Last Name	Alpha 40	Enterable; Modifiable
First Name	Alpha 40	Enterable; Modifiable
Middle Name	Alpha 20	Enterable; Modifiable
Serial Number	Alpha 15	Enterable; Modifiable
WDMET Number	Alpha 10	Indexed; Mandatory; Enterable; Modifiable
AFIP Number	Alpha 20	Enterable; Modifiable
Rank	Alpha 20	Enterable; Modifiable
Age	Alpha 20	Enterable; Modifiable
Date Wound	Date	Enterable; Modifiable
Time Wound	Alpha 4	Enterable; Modifiable
Incident ID	Alpha 10	Enterable; Modifiable
Unit ID	Alpha 10	Enterable; Modifiable
Lived	Integer	Enterable; Modifiable
Died	Integer	Enterable; Modifiable
Scenario ID	Alpha 10	Indexed; Enterable; Modifiable
livedbool	Boolean	Enterable; Modifiable
diedbool	Boolean	Enterable; Modifiable

Structure: Incidents		
Incident ID	Alpha 10	Indexed; Mandatory; Enterable; Modifiable
DateFrom	Date	Enterable; Modifiable
TimeFrom	Alpha 4	Enterable; Modifiable
DateTo	Date	Enterable; Modifiable
TimeTo	Alpha 4	Enterable; Modifiable

Structure: Units		
Unit ID	Alpha 10	Indexed; Mandatory; Enterable; Modifiable
Description	Text	Enterable; Modifiable
Incident ID	Alpha 10	Enterable; Modifiable
NumberOfMen	Alpha 20	Enterable; Modifiable
UnitType	Alpha 80	Choices; Enterable; Modifiable
UnitName	Alpha 80	Enterable; Modifiable

Structure: Scenarios		
Incident ID	Alpha 10	Mandatory; Enterable; Modifiable
Scenario ID	Alpha 10	Mandatory; Enterable; Modifiable
Collection Loc	Alpha 80	Choices; Enterable; Modifiable
Enemy Situation	Text	Enterable; Modifiable
Friendly Situat	Text	Enterable; Modifiable
Location	Text	Enterable; Modifiable
Weather	Text	Enterable; Modifiable
Terrain	Text	Enterable; Modifiable
Morale	Text	Enterable; Modifiable
IncidentSummary	Text	Enterable; Modifiable
Incident Type	Alpha 80	Choices; Enterable; Modifiable
NumMenGroup	Alpha 20	Enterable; Modifiable
TactGroupType	Alpha 80	Choices; Enterable; Modifiable
Munitions	Subfile	
NumDetonations	Alpha 20	Enterable; Modifiable
NonStandardForm	Boolean	Enterable; Modifiable
Scenario ID_2	Alpha 10	Indexed; Enterable; Modifiable

Structure: Munitions		
DetonationNum	Alpha 20	Enterable; Modifiable
LocationBurst	Alpha 20	Choices; Enterable; Modifiable
BelowSurf	Alpha 20	Enterable; Modifiable
AboveSurf	Alpha 20	Enterable; Modifiable
DetPointAbove	Text	Choices; Enterable; Modifiable
SurfaceType	Text	Choices; Enterable; Modifiable
CraterDepth	Alpha 10	Enterable; Modifiable
CraterMaxDiam	Alpha 10	Enterable; Modifiable
CraterMinDiam	Alpha 10	Enterable; Modifiable
CraterDescript	Alpha 40	Choices; Enterable; Modifiable
Remarks	Text	Enterable; Modifiable
WDMETNums	Alpha 60	Enterable; Modifiable

Structure: Wounds		
WDMET Number	Alpha 10	Indexed; Mandatory; Enterable; Modifiable
Wound Number	Alpha 20	Mandatory; Enterable; Modifiable
MissWeaponType	Alpha 40	Choices; Indexed; Enterable; Modifiable
Measure Method	Alpha 15	Choices; Enterable; Modifiable
Missile Type	Alpha 40	Choices; Enterable; Modifiable
Missile Shape	Alpha 20	Choices; Enterable; Modifiable
Missile Width	Alpha 10	Enterable; Modifiable
Missile Length	Alpha 10	Enterable; Modifiable
Missile Thick	Alpha 10	Enterable; Modifiable
Missile Weight	Alpha 10	Enterable; Modifiable
Missile Number	Alpha 6	Enterable; Modifiable
AgentType	Integer	Enterable; Modifiable
Primary	Integer	Enterable; Modifiable
DistWeapCas	Alpha 20	Enterable; Modifiable
PropellantZone	Integer	Enterable; Modifiable
DistDetCas	Alpha 20	Enterable; Modifiable
Remarks	Text	Enterable; Modifiable
NonMissType	Alpha 40	Choices; Enterable; Modifiable
WeaponModel	Alpha 40	Choices; Indexed; Enterable; Modifiable
Tissues	Subfile	
Tract Length	Alpha 20	Enterable; Modifiable
TypeMissile	Boolean	Enterable; Modifiable
TypeNonMissile	Boolean	Enterable; Modifiable
PrimaryMissile	Boolean	Enterable; Modifiable
SecondaryMissil	Boolean	Enterable; Modifiable
TissueID	Alpha 30	Indexed; Enterable; Modifiable

Structure: Tissues		
TissueName	Text	Choices; Enterable; Modifiable
SequenceNumber	Integer	Enterable; Modifiable
DamageType	Alpha 40	Choices; Enterable; Modifiable
FractureType	Alpha 40	Choices; Enterable; Modifiable
EntranceDims	Alpha 20	Enterable; Modifiable
EntranceShape	Alpha 20	Choices; Enterable; Modifiable
EntContusDiam	Alpha 20	Enterable; Modifiable
Thickness	Alpha 20	Enterable; Modifiable
ExitDims	Alpha 20	Enterable; Modifiable
ExitShape	Alpha 20	Choices; Enterable; Modifiable
ExitContusDiam	Alpha 20	Enterable; Modifiable
Remarks	Text	Enterable; Modifiable

Structure: Tract Summary		
WDMET Number	Alpha 10	Indexed; Mandatory; Enterable; Modifiable
Collector ID	Alpha 20	Choices; Enterable; Modifiable
Data Source	Alpha 40	Choices; Enterable; Modifiable
Collection Loc	Alpha 60	Choices; Enterable; Modifiable
Total Tracts ex	Alpha 20	Enterable; Modifiable
Total Wounds	Alpha 20	Enterable; Modifiable
BloodLoss	Text	Enterable; Modifiable
Pericardium	Alpha 40	Enterable; Modifiable
PleuralCavity	Alpha 40	Enterable; Modifiable
AbdCavity	Alpha 40	Enterable; Modifiable
Retroperitoneal	Alpha 40	Enterable; Modifiable
CNS	Alpha 40	Enterable; Modifiable
Other	Text	Enterable; Modifiable
Remarks	Text	Enterable; Modifiable
NonStandardForm	Boolean	Enterable; Modifiable
NoWindow	Alpha 2	Enterable; Modifiable
Form	Integer	Enterable; Modifiable
HrtChamEnter	Integer	Enterable; Modifiable
HrtRAtrium	Boolean	Enterable; Modifiable
HrtLAtrium	Boolean	Enterable; Modifiable
HrtRVentricle	Boolean	Enterable; Modifiable
HrtLVentricle	Boolean	Enterable; Modifiable

Structure: Agents Summary		
WDMET Number	Alpha 10	Indexed; Mandatory; Enterable; Modifiable
Collector ID	Alpha 40	Choices; Enterable; Modifiable
Collection Loc	Alpha 40	Choices; Enterable; Modifiable
NonStandardForm	Boolean	Enterable; Modifiable
NoWindow	Alpha 2	Enterable; Modifiable

Structure: Autopsy		
WDMET Number	Alpha 10	Indexed; Mandatory; Enterable; Modifiable
WoundTract	Alpha 20	Enterable; Modifiable
TimeAfterInjDie	Alpha 20	Enterable; Modifiable
TimeAfterExam	Alpha 20	Enterable; Modifiable
CauseDeath	Text	Enterable; Modifiable
PrimaryCause	Text	Enterable; Modifiable
SecCause	Text	Enterable; Modifiable
OtherFindings	Text	Enterable; Modifiable
DateCollected	Date	Enterable; Modifiable
CollectionLoc	Alpha 40	Choices; Enterable; Modifiable
TimeCollected	Alpha 4	Enterable; Modifiable
CollectorID	Alpha 40	Choices; Enterable; Modifiable
DateDeath	Date	Enterable; Modifiable
TimeDeath	Alpha 4	Enterable; Modifiable
AutopsyNum	Alpha 20	Enterable; Modifiable
MorgueNum	Integer	Enterable; Modifiable
Remarks	Text	Enterable; Modifiable
NonStandardForm	Boolean	Enterable; Modifiable
NoWindow	Alpha 2	Enterable; Modifiable
PercentBurned	Alpha 20	Enterable; Modifiable
BurnDegree	Alpha 20	Enterable; Modifiable
CauseDeathOther	Text	Enterable; Modifiable
HemorType	Alpha 80	Enterable; Modifiable
HeartFailType	Alpha 80	Enterable; Modifiable
ThrombusOrgan	Alpha 60	Enterable; Modifiable
FatTissueOrgan	Alpha 60	Enterable; Modifiable
AirOrgan	Alpha 60	Enterable; Modifiable
BactFungal	Alpha 60	Enterable; Modifiable
OrganismName	Alpha 60	Enterable; Modifiable
SecCauseOther	Text	Enterable; Modifiable
CNSDiag	Alpha 60	Enterable; Modifiable
CardVasDiag	Alpha 60	Enterable; Modifiable
PulDiag	Alpha 60	Enterable; Modifiable
GasIntestDiag	Alpha 60	Enterable; Modifiable
GenitDiag	Alpha 60	Enterable; Modifiable
PreExOther	Alpha 80	Enterable; Modifiable
PreExOtherDiag	Alpha 60	Enterable; Modifiable
LungBlastInj	Alpha 50	Enterable; Modifiable
GasIntestInj	Alpha 50	Enterable; Modifiable
Form	Integer	Enterable; Modifiable
PrimCauseDeath	Integer	Enterable; Modifiable
HeartDamage	Integer	Enterable; Modifiable
PulDamage	Integer	Enterable; Modifiable
EmbolismType	Integer	Enterable; Modifiable
SecCauseDeath	Integer	Enterable; Modifiable
SecEmbolType	Integer	Enterable; Modifiable
Infection	Integer	Enterable; Modifiable
PreExDisease	Integer	Enterable; Modifiable
BlastInj	Integer	Enterable; Modifiable
PrimBrain	Boolean	Enterable; Modifiable
PrimSpCord	Boolean	Enterable; Modifiable
PrimHeart	Boolean	Enterable; Modifiable
PrimOthVes	Boolean	Enterable; Modifiable
PrimPul	Boolean	Enterable; Modifiable
PrimEmbol	Boolean	Enterable; Modifiable

PrimOther	Boolean	Enterable; Modifiable
PrimUnk	Boolean	Enterable; Modifiable
MassHem	Boolean	Enterable; Modifiable
Tamponade	Boolean	Enterable; Modifiable
CoronaryDam	Boolean	Enterable; Modifiable
PulHemo	Boolean	Enterable; Modifiable
PulPneumo	Boolean	Enterable; Modifiable
PulBldAspir	Boolean	Enterable; Modifiable
FatEmbol	Boolean	Enterable; Modifiable
AirEmbol	Boolean	Enterable; Modifiable
SecHem	Boolean	Enterable; Modifiable
SecHrtFail	Boolean	Enterable; Modifiable
SecEmbol	Boolean	Enterable; Modifiable
SecIntfect	Boolean	Enterable; Modifiable
SecOther	Boolean	Enterable; Modifiable
SecUnk	Boolean	Enterable; Modifiable
EmbolThrom	Boolean	Enterable; Modifiable
EmbolFat	Boolean	Enterable; Modifiable
EmbolBactFung	Boolean	Enterable; Modifiable
InfectGP	Boolean	Enterable; Modifiable
InfectGN	Boolean	Enterable; Modifiable
InfectClos	Boolean	Enterable; Modifiable
InfectBact	Boolean	Enterable; Modifiable
InfectSept	Boolean	Enterable; Modifiable
InfectPara	Boolean	Enterable; Modifiable
InfectFungal	Boolean	Enterable; Modifiable
PEDCNS	Boolean	Enterable; Modifiable
PEDCardVas	Boolean	Enterable; Modifiable
PEDPul	Boolean	Enterable; Modifiable
PEDGastrt	Boolean	Enterable; Modifiable
PEDGenit	Boolean	Enterable; Modifiable
PEDOther	Boolean	Enterable; Modifiable
BlastLung	Boolean	Enterable; Modifiable
BlastGasInt	Boolean	Enterable; Modifiable

Structure: Body Diagram		
WDMET Number	Alpha 20	Indexed; Mandatory; Enterable; Modifiable
Collector ID	Alpha 40	Enterable; Modifiable
Collection Loc	Alpha 40	Enterable; Modifiable

Structure: Collectors		
Collector ID	Alpha 20	Mandatory; Enterable; Modifiable
Name	Alpha 30	Enterable; Modifiable
Serial Number	Alpha 15	Enterable; Modifiable
Rating	Integer	Enterable; Modifiable

Structure: Body Armor		
WDMET Number	Alpha 10	Indexed; Mandatory; Enterable; Modifiable
Collector ID	Alpha 40	Choices; Enterable; Modifiable
PortionHit	Integer	Enterable, Modifiable
BodyArmWorn	Integer	Enterable; Modifiable
ReasonNotWorn	Text	Choices; Enterable; Modifiable
TypeArmor	Text	Choices; Enterable; Modifiable
VestFront	Integer	Enterable; Modifiable
BAHitandPerf	Alpha 20	Enterable; Modifiable
BAHitnotPerf	Alpha 20	Enterable; Modifiable
BAPunchSpall	Alpha 20	Enterable; Modifiable
HeadgearWorn	Integer	Enterable; Modifiable
TimesHelmitHit	Alpha 20	Enterable; Modifiable
TimesHitnotPerf	Alpha 20	Enterable; Modifiable
PunchSpallHel	Alpha 20	Enterable; Modifiable
TypeHelmetLiner	Alpha 40	Choices; Enterable; Modifiable
BootType	Alpha 60	Choices; Enterable; Modifiable
TimesBootHit	Alpha 20	Enterable; Modifiable
BootHitnotPerf	Alpha 20	Enterable; Modifiable
Remarks	Text	Enterable; Modifiable
PortionHitOther	Alpha 60	Enterable; Modifiable
WTNBodyArmor	Alpha 40	Enterable; Modifiable
OtherHeadgear	Alpha 40	Enterable; Modifiable
WTNHelmet	Alpha 20	Enterable; Modifiable
PunchSpallWTNBA	Alpha 20	Enterable; Modifiable
PunchSpallWTNHe	Alpha 20	Enterable; Modifiable
WTNFatigues	Alpha 60	Enterable; Modifiable
CollectionLoc	Alpha 60	Choices; Enterable; Modifiable
WTNBoot	Alpha 20	Enterable; Modifiable
VestHits	Integer	Enterable; Modifiable
HeadHits	Integer	Enterable; Modifiable
BootHits	Integer	Enterable; Modifiable
NoWindow	Alpha 2	Enterable; Modifiable
Source	Alpha 60	Enterable; Modifiable
WTNButBuck	Alpha 40	Enterable; Modifiable
Form	Integer	Enterable; Modifiable
NonStandardForm	Boolean	Enterable; Modifiable
CollarPos	Integer	Enterable; Modifiable
PorHitFat	Boolean	Enterable; Modifiable
PorHitButBuck	Boolean	Enterable; Modifiable
PorHitOther	Boolean	Enterable; Modifiable
PorHitUnk	Boolean	Enterable; Modifiable
BArmWorn	Boolean	Enterable; Modifiable
BArmNotWorn	Boolean	Enterable; Modifiable
BArmUnk	Boolean	Enterable; Modifiable
VFOpen	Boolean	Enterable; Modifiable
VFClosed	Boolean	Enterable; Modifiable
VFUnk	Boolean	Enterable; Modifiable
VHHit	Boolean	Enterable; Modifiable
VHNotHit	Boolean	Enterable; Modifiable
VHUnk	Boolean	Enterable; Modifiable
HGWNone	Boolean	Enterable; Modifiable
HGWHelLin	Boolean	Enterable; Modifiable
HGWLin	Boolean	Enterable; Modifiable
HGWUnk	Boolean	Enterable; Modifiable
HGWOther	Boolean	Enterable; Modifiable
ColPosUp	Boolean	Enterable; Modifiable
ColPosDown	Boolean	Enterable; Modifiable
BootHit	Boolean	Enterable; Modifiable
HeadHit	Boolean	Enterable; Modifiable

Structure: Observer Interv		
WDMET Number	Alpha 10	Indexed; Mandatory; Enterable; Modifiable
Collector ID	Alpha 20	Choices; Enterable; Modifiable
ObserverName	Alpha 40	Enterable; Modifiable
ObsSerialNum	Alpha 20	Enterable; Modifiable
CasualtyUnit	Alpha 70	Enterable; Modifiable
AircraftType	Alpha 60	Enterable; Modifiable
PhysicalActivs	Text	Enterable; Modifiable
WarningType	Text	Enterable; Modifiable
TimeWarnToWound	Alpha 20	Enterable; Modifiable
CoverDescript	Text	Enterable; Modifiable
CasPosition	Integer	Enterable; Modifiable
PartsShielded	Integer	Enterable; Modifiable
DistWeaponToCas	Alpha 20	Enterable; Modifiable
DistDetToCas	Alpha 20	Enterable; Modifiable
WeaponType	Alpha 60	Choices; Enterable; Modifiable
Reliability	Integer	Enterable; Modifiable
DistObsToCas	Alpha 20	Enterable; Modifiable
ObsAwareBy	Integer	Enterable; Modifiable
TimeLapseAware	Alpha 20	Enterable; Modifiable
ActivitiesAfter	Integer	Enterable; Modifiable
ActivitiesDescr	Text	Enterable; Modifiable
CasSignsAfter	Integer	Enterable; Modifiable
FirstAidOther	Alpha 60	Enterable; Modifiable
FirstAidAfter	Alpha 20	Enterable; Modifiable
FirstAidFrom	Integer	Enterable; Modifiable
ReturnedToDuty	Boolean	Enterable; Modifiable
MinsTilEvac	Alpha 20	Enterable; Modifiable
Remarks	Text	Enterable; Modifiable
Collection Loc	Alpha 60	Choices; Enterable; Modifiable
GroundedAfter	Alpha 20	Enterable; Modifiable
GroundedFor	Alpha 20	Enterable; Modifiable
UnconsciousFor	Alpha 20	Enterable; Modifiable
UnconsciousAft	Alpha 20	Enterable; Modifiable
NormalFor	Alpha 20	Enterable; Modifiable
NormalAfter	Alpha 20	Enterable; Modifiable
IVFluidType	Alpha 30	Choices; Enterable; Modifiable
LandEvac	Alpha 80	Enterable; Modifiable
AirEvac	Alpha 80	Enterable; Modifiable
CoverAttained	Boolean	Enterable; Modifiable
FrontsShielded	Integer	Enterable; Modifiable
BacksShielded	Integer	Enterable; Modifiable
FirstAidType	Integer	Enterable; Modifiable
EvacBy	Integer	Enterable; Modifiable
FirstAidFromOth	Alpha 60	Enterable; Modifiable
ObsAwareOther	Alpha 80	Enterable; Modifiable
Crawl	Integer	Enterable; Modifiable
Stand	Integer	Enterable; Modifiable
Walk	Integer	Enterable; Modifiable
Run	Integer	Enterable; Modifiable
Load	Integer	Enterable; Modifiable
Fire	Integer	Enterable; Modifiable
Throw	Integer	Enterable; Modifiable
NormalDuty	Integer	Enterable; Modifiable
OtherActivity	Integer	Enterable; Modifiable
CrawlReasonFail	Alpha 20	Enterable; Modifiable

CrawlWhyNotAtt	Alpha 20	Enterable; Modifiable
StandReasonFail	Alpha 20	Enterable; Modifiable
StandWhyNotAtt	Alpha 20	Enterable; Modifiable
WalkReasonFail	Alpha 20	Enterable; Modifiable
WalkWhyNotAtt	Alpha 20	Enterable; Modifiable
RunReasonFail	Alpha 20	Enterable; Modifiable
RunWhyNotAtt	Alpha 20	Enterable; Modifiable
LoadReasonFail	Alpha 20	Enterable; Modifiable
LoadWhyNotAtt	Alpha 20	Enterable; Modifiable
FireReasonFail	Alpha 20	Enterable; Modifiable
FireReasonNotAt	Alpha 20	Enterable; Modifiable
ThrowReasonFail	Alpha 20	Enterable; Modifiable
ThrowWhyNotAtt	Alpha 20	Enterable; Modifiable
NormalReasonFai	Alpha 20	Enterable; Modifiable
NormalWhyNotAtt	Alpha 20	Enterable; Modifiable
OtherReasonFail	Alpha 20	Enterable; Modifiable
OtherWhyNotAtt	Alpha 20	Enterable; Modifiable
OtherActivDesc	Alpha 60	Enterable; Modifiable
RHandFor	Alpha 20	Enterable; Modifiable
RHandAfter	Alpha 20	Enterable; Modifiable
LHandFor	Alpha 20	Enterable; Modifiable
LHandAfter	Alpha 20	Enterable; Modifiable
RArmFor	Alpha 20	Enterable; Modifiable
RArmAfter	Alpha 20	Enterable; Modifiable
LArmFor	Alpha 20	Enterable; Modifiable
LArmAfter	Alpha 20	Enterable; Modifiable
RLegFor	Alpha 20	Enterable; Modifiable
RLegAfter	Alpha 20	Enterable; Modifiable
LLegAfter	Alpha 20	Enterable; Modifiable
LLegFor	Alpha 20	Enterable; Modifiable
MovedHeadFor	Alpha 20	Enterable; Modifiable
MovedHeadAfter	Alpha 20	Enterable; Modifiable
MovedTrunkFor	Alpha 20	Enterable; Modifiable
MovedTrunkAfter	Alpha 20	Enterable; Modifiable
VomitingFor	Alpha 20	Enterable; Modifiable
VomitingAfter	Alpha 20	Enterable; Modifiable
FirstAidFor	Alpha 20	Enterable; Modifiable
NonStandardForm	Boolean	Enterable; Modifiable
NoWindow	Alpha 2	Enterable; Modifiable
FireProne	Integer	Enterable; Modifiable
FireStand	Integer	Enterable; Modifiable
FireProneReason	Alpha 20	Enterable; Modifiable
FireProneWhyNot	Alpha 20	Enterable; Modifiable
FireStandReason	Alpha 20	Enterable; Modifiable
FireStandWhyNot	Alpha 20	Enterable; Modifiable
GroundReason	Alpha 80	Enterable; Modifiable
Form	Integer	Enterable; Modifiable
BPStand	Boolean	Enterable; Modifiable
BPWalk	Boolean	Enterable; Modifiable
BPRun	Boolean	Enterable; Modifiable
BPCrouch	Boolean	Enterable; Modifiable
BPSit	Boolean	Enterable; Modifiable
BPKneel	Boolean	Enterable; Modifiable
BPProne	Boolean	Enterable; Modifiable
BPSupine	Boolean	Enterable; Modifiable
BPRSide	Boolean	Enterable; Modifiable

BPLSide	Boolean	Enterable; Modifiable
BPUnk	Boolean	Enterable; Modifiable
ShieldHeadNeck	Boolean	Enterable; Modifiable
ShieldThorax	Boolean	Enterable; Modifiable
ShieldAbdomen	Boolean	Enterable; Modifiable
ShieldPelvis	Boolean	Enterable; Modifiable
ShieldRLExt	Boolean	Enterable; Modifiable
ShieldLLExt	Boolean	Enterable; Modifiable
ShieldRUExt	Boolean	Enterable; Modifiable
ShieldLUExt	Boolean	Enterable; Modifiable
ShieldAll	Boolean	Enterable; Modifiable
ShieldUnk	Boolean	Enterable; Modifiable
ShieldNone	Boolean	Enterable; Modifiable
BckShHead	Boolean	Enterable; Modifiable
BckShThorax	Boolean	Enterable; Modifiable
BckShAbdomen	Boolean	Enterable; Modifiable
BckShPelvis	Boolean	Enterable; Modifiable
BckShRLExt	Boolean	Enterable; Modifiable
BckShLLExt	Boolean	Enterable; Modifiable
BckShRUExt	Boolean	Enterable; Modifiable
BckShLUExt	Boolean	Enterable; Modifiable
FrtShHead	Boolean	Enterable; Modifiable
FrtShThorax	Boolean	Enterable; Modifiable
FrtShAbdomen	Boolean	Enterable; Modifiable
FrtShPelvis	Boolean	Enterable; Modifiable
FrtShRLExt	Boolean	Enterable; Modifiable
FrtShLLExt	Boolean	Enterable; Modifiable
FrtShRUExt	Boolean	Enterable; Modifiable
FrtShLUExt	Boolean	Enterable; Modifiable
WpnDefinite	Boolean	Enterable; Modifiable
WpnPossible	Boolean	Enterable; Modifiable
WpnUnk	Boolean	Enterable; Modifiable
ObsAwImpact	Boolean	Enterable; Modifiable
ObsAwSaw	Boolean	Enterable; Modifiable
ObsAwCasTold	Boolean	Enterable; Modifiable
ObsAwTold	Boolean	Enterable; Modifiable
ObsAwOther	Boolean	Enterable; Modifiable
CrawlAccomp	Boolean	Enterable; Modifiable
CrawlTry	Boolean	Enterable; Modifiable
StandAccomp	Boolean	Enterable; Modifiable
StandTry	Boolean	Enterable; Modifiable
WalkAccomp	Boolean	Enterable; Modifiable
WalkTry	Boolean	Enterable; Modifiable
RunAccomp	Boolean	Enterable; Modifiable
RunTry	Boolean	Enterable; Modifiable
LoadAccomp	Boolean	Enterable; Modifiable
LoadTry	Boolean	Enterable; Modifiable
FireAccomp	Boolean	Enterable; Modifiable
FireTry	Boolean	Enterable; Modifiable
ThrowAccomp	Boolean	Enterable; Modifiable
ThrowTry	Boolean	Enterable; Modifiable
NormDutyAccomp	Boolean	Enterable; Modifiable
NormDutyTry	Boolean	Enterable; Modifiable
OtherActAccomp	Boolean	Enterable; Modifiable
OtherActTry	Boolean	Enterable; Modifiable
CSFell	Boolean	Enterable; Modifiable

CSUncon	Boolean	Enterable; Modifiable
CSNormal	Boolean	Enterable; Modifiable
CSRHMove	Boolean	Enterable; Modifiable
CSLHMove	Boolean	Enterable; Modifiable
CSRAMove	Boolean	Enterable; Modifiable
CSLAMove	Boolean	Enterable; Modifiable
CSRLMove	Boolean	Enterable; Modifiable
CSLLMove	Boolean	Enterable; Modifiable
CSHeadMove	Boolean	Enterable; Modifiable
CSTrunkMove	Boolean	Enterable; Modifiable
CSVomit	Boolean	Enterable; Modifiable
FABandage	Boolean	Enterable; Modifiable
FATourn	Boolean	Enterable; Modifiable
FASplint	Boolean	Enterable; Modifiable
FAPainMed	Boolean	Enterable; Modifiable
FATracheo	Boolean	Enterable; Modifiable
FAPressure	Boolean	Enterable; Modifiable
FAFluids	Boolean	Enterable; Modifiable
FAOther	Boolean	Enterable; Modifiable
FANone	Boolean	Enterable; Modifiable
FAFBuddy	Boolean	Enterable; Modifiable
FAFSelf	Boolean	Enterable; Modifiable
FAFAidman	Boolean	Enterable; Modifiable
FAFDoctor	Boolean	Enterable; Modifiable
FAFOther	Boolean	Enterable; Modifiable
EvacHelo	Boolean	Enterable; Modifiable
EvacAirOther	Boolean	Enterable; Modifiable
EvacWater	Boolean	Enterable; Modifiable
EvacLandOther	Boolean	Enterable; Modifiable

Structure: Troop Interview

Incident ID	Alpha 40	Mandatory; Enterable; Modifiable
Name	Alpha 40	Enterable; Modifiable
Serial Number	Alpha 20	Enterable; Modifiable
MOS	Alpha 10	Enterable; Modifiable
Wounded	Integer	Enterable; Modifiable
Weapon	Text	Enterable; Modifiable
Rounds	Text	Enterable; Modifiable
Grenades	Alpha 60	Enterable; Modifiable
Canteen size	Alpha 20	Enterable; Modifiable
Canteens	Alpha 40	Enterable; Modifiable
Body Armor	Text	Enterable; Modifiable
Other Equipment	Text	Enterable; Modifiable
Tactical Narrat	Text	Enterable; Modifiable
WDMET Number	Alpha 10	Indexed; Enterable; Modifiable
Wounded_bool	Boolean	Enterable; Modifiable

Structure: Burn Supplement		
Percent 1st Deg	Alpha 20	Enterable; Modifiable
Percent 2nd Deg	Alpha 20	Enterable; Modifiable
Percent 3rd Deg	Alpha 20	Enterable; Modifiable
Total Percent	Alpha 20	Enterable; Modifiable
HoursAfterBurn	Alpha 20	Enterable; Modifiable
DistCasToFire	Alpha 6	Enterable; Modifiable
GarmentAflame	Boolean	Enterable; Modifiable
TimeToExting	Alpha 20	Enterable; Modifiable
GloveType	Alpha 80	Enterable; Modifiable
ExtFlameOther	Alpha 80	Enterable; Modifiable
Aircraft	Alpha 40	Enterable; Modifiable
Remarks	Text	Enterable; Modifiable
WDMET Number	Alpha 10	Indexed; Mandatory; Enterable; Modifiable
Collection Loc	Alpha 40	Choices; Enterable; Modifiable
Garmet Type	Alpha 80	Enterable; Modifiable
HandsBurned	Integer	Enterable; Modifiable
GlovesWorn	Integer	Enterable; Modifiable
ExtFlameMethod	Integer	Enterable; Modifiable
AircraftOutcome	Integer	Enterable; Modifiable
CollectorID	Alpha 40	Choices; Enterable; Modifiable
NoWindow	Alpha 2	Enterable; Modifiable
TimeWeak	Alpha 30	Enterable; Modifiable
TimeUnableToCon	Alpha 30	Enterable; Modifiable
TimeMedTreat	Alpha 30	Enterable; Modifiable
Form	Integer	Enterable; Modifiable
PosCasToFire	Integer	Enterable; Modifiable
PerfWhileExt	Integer	Enterable; Modifiable
PainWas	Integer	Enterable; Modifiable
PainOnTask	Integer	Enterable; Modifiable
NonStandardForm	Integer	Enterable; Modifiable
HandBurnExt	Integer	Enterable; Modifiable
HBRight	Boolean	Enterable; Modifiable
HBLeft	Boolean	Enterable; Modifiable
HBBoth	Boolean	Enterable; Modifiable
HBUnk	Boolean	Enterable; Modifiable
HandBurnYes	Boolean	Enterable; Modifiable
HandBurnNo	Boolean	Enterable; Modifiable
HandBurnUnk	Boolean	Enterable; Modifiable
GWRight	Boolean	Enterable; Modifiable
GWLeft	Boolean	Enterable; Modifiable
GWBoth	Boolean	Enterable; Modifiable
GWUnk	Boolean	Enterable; Modifiable
	Boolean	Enterable; Modifiable
ExtSlap	Boolean	Enterable; Modifiable
ExtRoll	Boolean	Enterable; Modifiable
ExtSmother	Boolean	Enterable; Modifiable
ExtSmothPon	Boolean	Enterable; Modifiable
ExtSmothDirt	Boolean	Enterable; Modifiable
ExtWater	Boolean	Enterable; Modifiable
ExtOther	Boolean	Enterable; Modifiable
ArCrftFire	Boolean	Enterable; Modifiable
ArCrftCrash	Boolean	Enterable; Modifiable
ArCrftLand	Boolean	Enterable; Modifiable
PosCasCenter	Boolean	Enterable; Modifiable
PosCasEdge	Boolean	Enterable; Modifiable

PosCasOut	Boolean	Enterable; Modifiable
PosCasDis	Boolean	Enterable; Modifiable
PerfNone	Boolean	Enterable; Modifiable
PerfHarass	Boolean	Enterable; Modifiable
PerfComp	Boolean	Enterable; Modifiable
PWNegl	Boolean	Enterable; Modifiable
PWModer	Boolean	Enterable; Modifiable
PWSevere	Boolean	Enterable; Modifiable
PWExcruc	Boolean	Enterable; Modifiable
PainNone	Boolean	Enterable; Modifiable
PainPart	Boolean	Enterable; Modifiable
PainComp	Boolean	Enterable; Modifiable
GWRight	Boolean	Enterable; Modifiable
GWLeft	Boolean	Enterable; Modifiable
GWBoth	Boolean	Enterable; Modifiable
GWUnk	Boolean	Enterable; Modifiable

Structure: Clinical Data		
Collector ID	Alpha 40	Choices; Indexed; Enterable; Modifiable
Data Source	Alpha 40	Choices; Enterable; Modifiable
FacilityName	Alpha 40	Choices; Enterable; Modifiable
Collection Loc	Alpha 40	Choices; Enterable; Modifiable
Systolic BP	Alpha 3	Enterable; Modifiable
Hct	Alpha 3	Enterable; Modifiable
RespRate	Alpha 3	Enterable; Modifiable
Ambulatory	Integer	Enterable; Modifiable
Shock	Integer	Enterable; Modifiable
CauseRespDist	Integer	Enterable; Modifiable
Mental Status	Integer	Enterable; Modifiable
MSFunction	Integer	Enterable; Modifiable
BloodReplAdmiss	Alpha 20	Enterable; Modifiable
BloodReplSurger	Alpha 20	Enterable; Modifiable
FluidReplAdmiss	Alpha 20	Enterable; Modifiable
FluidReplSurger	Alpha 20	Enterable; Modifiable
FluidType	Alpha 80	Choices; Enterable; Modifiable
SurgicalProcs	Text	Enterable; Modifiable
Diagnosis	Text	Enterable; Modifiable
Complications	Integer	Enterable; Modifiable
Disposition	Integer	Enterable; Modifiable
Remarks	Text	Enterable; Modifiable
WDMET Number	Alpha 10	Indexed; Mandatory; Enterable; Modifiable
Diastolic BP	Alpha 3	Enterable; Modifiable
RespDistOther	Alpha 80	Enterable; Modifiable
WeaknessOf	Alpha 40	Enterable; Modifiable
WeakSecInjOf	Alpha 40	Choices; Enterable; Modifiable
UnableToMove	Alpha 40	Enterable; Modifiable
UnableSecInjOf	Alpha 40	Enterable; Modifiable
BloodInfo	Integer	Enterable; Modifiable
FluidInfo	Integer	Enterable; Modifiable
NatureEngage	Integer	Enterable; Modifiable
CompsPrevInj	Text	Enterable; Modifiable
CompsOther	Text	Enterable; Modifiable
TransferredTo	Alpha 80	Choices; Enterable; Modifiable
TransferredOn	Date	Enterable; Modifiable
HeartRate	Alpha 20	Enterable; Modifiable
DateRecSurgery	Date	Enterable; Modifiable
ReturnDutyOn	Date	Enterable; Modifiable
DischargedOn	Date	Enterable; Modifiable
DiedOn	Date	Enterable; Modifiable
CauseOfDeath	Alpha 80	Enterable; Modifiable
DispositionOth	Alpha 80	Enterable; Modifiable
OutcomeLived	Integer	Enterable; Modifiable
OutcomeDied	Integer	Enterable; Modifiable
PostOpComp	Text	Enterable; Modifiable
Temperature	Alpha 20	Enterable; Modifiable
NonStandardForm	Boolean	Enterable; Modifiable
BloodDurSurg	Alpha 20	Enterable; Modifiable
FluidDurSurg	Alpha 20	Enterable; Modifiable
DateCollected	Date	Enterable; Modifiable
TimeCollected	Alpha 4	Enterable; Modifiable
NoWindow	Alpha 2	Enterable; Modifiable
Form	Integer	Enterable; Modifiable
LocalGeneral	Integer	Enterable; Modifiable

LiveType	Integer	Enterable; Modifiable
DeathType	Integer	Enterable; Modifiable
WalkYes	Boolean	Enterable; Modifiable
WalkNo	Boolean	Enterable; Modifiable
WalkUnk	Boolean	Enterable; Modifiable
ShockYes	Boolean	Enterable; Modifiable
ShockNo	Boolean	Enterable; Modifiable
ShockCanDet	Boolean	Enterable; Modifiable
AirObstruct	Boolean	Enterable; Modifiable
ThorWallInj	Boolean	En 'e; Modifiable
IntraThorInj	Boolean	Enterable; Modifiable
Neurological	Boolean	Enterable; Modifiable
RespDisOther	Boolean	Enterable; Modifiable
MentalNormal	Boolean	Enterable; Modifiable
MentalHyper	Boolean	Enterable; Modifiable
MentalUncon	Boolean	Enterable; Modifiable
MentalUnk	Boolean	Enterable; Modifiable
MentalHypo	Boolean	Enterable; Modifiable
MSNormal	Boolean	Enterable; Modifiable
MSRest	Boolean	Enterable; Modifiable
MSWeakness	Boolean	Enterable; Modifiable
MSInability	Boolean	Enterable; Modifiable
MSUnk	Boolean	Enterable; Modifiable
MSConvulsion	Boolean	Enterable; Modifiable
BldInfoAdeq	Boolean	Enterable; Modifiable
BldInfoInadeq	Boolean	Enterable; Modifiable
BldInfoUnk	Boolean	Enterable; Modifiable
FldInfoAdeq	Boolean	Enterable; Modifiable
FldInfoInadeq	Boolean	Enterable; Modifiable
FldInfoUnk	Boolean	Enterable; Modifiable
Malaria	Boolean	Enterable; Modifiable
Typhus	Boolean	Enterable; Modifiable
Fever	Boolean	Enterable; Modifiable
HeatExhaust	Boolean	Enterable; Modifiable
RecentIllness	Boolean	Enterable; Modifiable
RecentSurg	Boolean	Enterable; Modifiable
PreviousInj	Boolean	Enterable; Modifiable
CompOther	Boolean	Enterable; Modifiable
CompNone	Boolean	Enterable; Modifiable
FriendEngage	Boolean	Enterable; Modifiable
EnemyEngage	Boolean	Enterable; Modifiable
NonBatEngage	Boolean	Enterable; Modifiable
LivedCRO	Boolean	Enterable; Modifiable
LivedNBI	Boolean	Enterable; Modifiable
LivedWIA	Boolean	Enterable; Modifiable
DiedNBI	Boolean	Enterable; Modifiable
DiedDOW	Boolean	Enterable; Modifiable
DiedKIA	Boolean	Enterable; Modifiable
Transfer	Boolean	Enterable; Modifiable
RTDuty	Boolean	Enterable; Modifiable
Discharge	Boolean	Enterable; Modifiable
DiedOn	Boolean	Enterable; Modifiable
DispOther	Boolean	Enterable; Modifiable
ConLocal	Boolean	Enterable; Modifiable
ConGeneral	Boolean	Enterable; Modifiable
LiveTypeCRO	Boolean	Enterable; Modifiable
LiveTypeNBI	Boolean	Enterable; Modifiable
LiveTypeWIA	Boolean	Enterable; Modifiable
DeathDOW	Boolean	Enterable; Modifiable
DeathDOA	Boolean	Enterable; Modifiable
DeathKIA	Boolean	Enterable; Modifiable
DeathHom	Boolean	Enterable; Modifiable
DeathSuic	Boolean	Enterable; Modifiable
DeathNBI	Boolean	Enterable; Modifiable
Lived	Boolean	Enterable, Modifiable
Died	Boolean	Enterable; Modifiable

Structure: Casualty Interv		
WDMET Number	Alpha 10	Indexed; Mandatory; Enterable; Modifiable
Collector ID	Alpha 30	Choices; Enterable; Modifiable
Rank	Alpha 20	Enterable; Modifiable
MOS	Alpha 20	Enterable; Modifiable
MOS Performed	Alpha 20	Enterable; Modifiable
Age	Alpha 20	Enterable; Modifiable
Weight	Alpha 7	Enterable; Modifiable
Height	Alpha 6	Enterable; Modifiable
Unit	Text	Enterable; Modifiable
Collection Loc	Alpha 40	Choices; Enterable; Modifiable
Aircraft	Alpha 20	Enterable; Modifiable
Activity Prior	Text	Enterable; Modifiable
Warning	Text	Enterable; Modifiable
Time Warn Wound	Alpha 20	Enterable; Modifiable
Cover Attained	Integer	Enterable; Modifiable
Cover Type	Text	Enterable; Modifiable
Body Position	Integer	Enterable; Modifiable
Dist Weap Cas	Alpha 20	Enterable; Modifiable
Dist Det Cas	Alpha 20	Enterable; Modifiable
Weapon Type	Alpha 60	Choices; Enterable; Modifiable
Weapon Model	Text	Choices; Enterable; Modifiable
Reliability	Integer	Enterable; Modifiable
How Aware	Integer	Enterable; Modifiable
Aware Other	Text	Enterable; Modifiable
Time Wound Awar	Alpha 20	Enterable; Modifiable
Grounded	Integer	Enterable; Modifiable
GroundTimeAW	Alpha 20	Enterable; Modifiable
GroundTimeLen	Alpha 20	Enterable; Modifiable
GroundReason	Alpha 80	Enterable; Modifiable
Crawl	Integer	Enterable; Modifiable
CrawlReasonFail	Alpha 20	Enterable; Modifiable
Stand	Integer	Enterable; Modifiable
StandReasonFail	Alpha 20	Enterable; Modifiable
Walk	Integer	Enterable; Modifiable
WalkReasonFail	Alpha 20	Enterable; Modifiable
Load	Integer	Enterable; Modifiable
LoadReasonFail	Alpha 20	Enterable; Modifiable
Fire	Integer	Enterable; Modifiable
FireReasonFail	Alpha 20	Enterable; Modifiable
Throw	Integer	Enterable; Modifiable
ThrowReasonFail	Alpha 20	Enterable; Modifiable
NormalDuty	Integer	Enterable; Modifiable
NormReasonFail	Alpha 20	Enterable; Modifiable
ActivityTilEvac	Text	Enterable; Modifiable
REyeDisabled	Integer	Enterable; Modifiable
REyeOutFor	Alpha 20	Enterable; Modifiable
REyeOutAfter	Alpha 20	Enterable; Modifiable
LEyeDisabled	Integer	Enterable; Modifiable
LEyeOutFor	Alpha 20	Enterable; Modifiable
LEyeOutAfter	Alpha 20	Enterable; Modifiable
HearLossFor	Alpha 20	Enterable; Modifiable
HearLossAfter	Alpha 20	Enterable; Modifiable
TalkLossFor	Alpha 20	Enterable; Modifiable
TalkLossAfter	Alpha 20	Enterable; Modifiable
DyspnoaFor	Alpha 20	Enterable; Modifiable

DyspneaAfter	Alpha 20	Enterable; Modifiable
WeakFor	Alpha 20	Enterable; Modifiable
WeakAfter	Alpha 20	Enterable; Modifiable
VomitedFor	Alpha 20	Enterable; Modifiable
VomitedAfter	Alpha 20	Enterable; Modifiable
PainType	Integer	Enterable; Modifiable
PainFor	Alpha 20	Enterable; Modifiable
PainAfter	Alpha 20	Enterable; Modifiable
PainLocation	Alpha 60	Enterable; Modifiable
FeltNormalFor	Alpha 20	Enterable; Modifiable
FeltNormalAfter	Alpha 20	Enterable; Modifiable
FirstAidAfter	Alpha 20	Enterable; Modifiable
FirstAidType	Integer	Enterable; Modifiable
FirstAidOther	Alpha 40	Enterable; Modifiable
FirstAidFrom	Integer	Enterable; Modifiable
FirstAidFromOth	Alpha 20	Enterable; Modifiable
RTDFirstAid	Integer	Enterable; Modifiable
EvacBy	Integer	Enterable; Modifiable
EvacAirOther	Alpha 80	Enterable; Modifiable
EvacLandOther	Alpha 80	Enterable; Modifiable
EstTimeTilEvac	Alpha 20	Enterable; Modifiable
Remarks	Text	Enterable; Modifiable
Run	Integer	Enterable; Modifiable
RunReasonFail	Alpha 20	Enterable; Modifiable
PartsShielded	Integer	Enterable; Modifiable
FrontsShielded	Integer	Enterable; Modifiable
BacksShielded	Integer	Enterable; Modifiable
HearLoss	Integer	Enterable; Modifiable
TalkLoss	Integer	Enterable; Modifiable
Dyspnea	Integer	Enterable; Modifiable
Weakness	Integer	Enterable; Modifiable
Vomited	Integer	Enterable; Modifiable
FeltPain	Integer	Enterable; Modifiable
FeltNormal	Integer	Enterable; Modifiable
CrawlWhyNotAtt	Alpha 20	Enterable; Modifiable
StandWhyNotAtt	Alpha 20	Enterable; Modifiable
WalkWhyNotAtt	Alpha 20	Enterable; Modifiable
RunWhyNotAtt	Alpha 20	Enterable; Modifiable
LoadWhyNotAtt	Alpha 20	Enterable; Modifiable
FireWhyNotAtt	Alpha 20	Enterable; Modifiable
ThrowWhyNotAtt	Alpha 20	Enterable; Modifiable
NormWhyNotAtt	Alpha 20	Enterable; Modifiable
OtherActivDesc	Text	Enterable; Modifiable
OtherActivity	Integer	Enterable; Modifiable
OtherWhyNotAtt	Alpha 20	Enterable; Modifiable
OtherReasonFail	Alpha 20	Enterable; Modifiable
LHandDisabled	Integer	Enterable; Modifiable
LHandOutFor	Alpha 20	Enterable; Modifiable
LHandOutAfter	Alpha 20	Enterable; Modifiable
RHandDisabled	Integer	Enterable; Modifiable
RHandOutFor	Alpha 20	Enterable; Modifiable
RHandOutAfter	Alpha 20	Enterable; Modifiable
LArmDisabled	Integer	Enterable; Modifiable
LArmOutFor	Alpha 20	Enterable; Modifiable
LArmOutAfter	Alpha 20	Enterable; Modifiable
RArmDisabled	Integer	Enterable; Modifiable

RArmOutFor	Alpha 20	Enterable; Modifiable
RArmOutAfter	Alpha 20	Enterable; Modifiable
RLegDisabled	Integer	Enterable; Modifiable
RLegOutFor	Alpha 20	Enterable; Modifiable
RLegOutAfter	Alpha 20	Enterable; Modifiable
LLegDisabled	Integer	Enterable; Modifiable
LLegOutFor	Alpha 20	Enterable; Modifiable
LLegOutAfter	Alpha 20	Enterable; Modifiable
RFootDisabled	Integer	Enterable; Modifiable
RFootOutFor	Alpha 20	Enterable; Modifiable
RFootOutAfter	Alpha 20	Enterable; Modifiable
LFootDisabled	Integer	Enterable; Modifiable
LFootOutFor	Alpha 20	Enterable; Modifiable
LFootOutAfter	Alpha 20	Enterable; Modifiable
FirstAidFor	Alpha 20	Enterable; Modifiable
NonStandardForm	Boolean	Enterable; Modifiable
NoWindow	Alpha 2	Enterable; Modifiable
IVFluidSpec	Text	Enterable; Modifiable
FireProneReason	Alpha 20	Enterable; Modifiable
FireStandReason	Alpha 20	Enterable; Modifiable
FireProne	Integer	Enterable; Modifiable
FireStand	Integer	Enterable; Modifiable
FireProneWhyNot	Alpha 20	Enterable; Modifiable
FireStandWhyNot	Alpha 20	Enterable; Modifiable
Form	Integer	Enterable; Modifiable
Symptoms	Integer	Enterable; Modifiable
BPStand	Boolean	Enterable; Modifiable
BPWalk	Boolean	Enterable; Modifiable
BPRun	Boolean	Enterable; Modifiable
BPCrouch	Boolean	Enterable; Modifiable
BPSit	Boolean	Enterable; Modifiable
BPKneel	Boolean	Enterable; Modifiable
BPProne	Boolean	Enterable; Modifiable
BPSupine	Boolean	Enterable; Modifiable
BPRSide	Boolean	Enterable; Modifiable
BPLSide	Boolean	Enterable; Modifiable
BPUnk	Boolean	Enterable; Modifiable
ShieldHeadNeck	Boolean	Enterable; Modifiable
ShieldThorax	Boolean	Enterable; Modifiable
ShieldAbdomen	Boolean	Enterable; Modifiable
ShieldPelvis	Boolean	Enterable; Modifiable
ShieldRLExt	Boolean	Enterable; Modifiable
ShieldLLExt	Boolean	Enterable; Modifiable
ShieldRUExt	Boolean	Enterable; Modifiable
ShieldLUExt	Boolean	Enterable; Modifiable
ShieldAll	Boolean	Enterable; Modifiable
ShieldUnk	Boolean	Enterable; Modifiable
ShieldNone	Boolean	Enterable; Modifiable
BckShHead	Boolean	Enterable; Modifiable
BckShThorax	Boolean	Enterable; Modifiable
BckShAbdomen	Boolean	Enterable; Modifiable
BckShPelvis	Boolean	Enterable; Modifiable
BckShRLExt	Boolean	Enterable; Modifiable
BckShLLExt	Boolean	Enterable; Modifiable
BckShRUExt	Boolean	Enterable; Modifiable
BckShLUExt	Boolean	Enterable; Modifiable

BckShAll	Boolean	Enterable; Modifiable
FrtShHead	Boolean	Enterable; Modifiable
FrtShThorax	Boolean	Enterable; Modifiable
FrtShAbdomen	Boolean	Enterable; Modifiable
FrtShPelvis	Boolean	Enterable; Modifiable
FrtShRLExt	Boolean	Enterable; Modifiable
FrtShLLExt	Boolean	Enterable; Modifiable
FrtShRUExt	Boolean	Enterable; Modifiable
FrtShLUExt	Boolean	Enterable; Modifiable
FrtShAll	Boolean	Enterable; Modifiable
WpnDefinite	Boolean	Enterable; Modifiable
WpnPossible	Boolean	Enterable; Modifiable
WpnUnk	Boolean	Enterable; Modifiable
AwImpact	Boolean	Enterable; Modifiable
AwTold	Boolean	Enterable; Modifiable
AwSaw	Boolean	Enterable; Modifiable
AwOther	Boolean	Enterable; Modifiable
CrawlComp	Boolean	Enterable; Modifiable
CrawlFail	Boolean	Enterable; Modifiable
CrawlCould	Boolean	Enterable; Modifiable
CrawlCouldnt	Boolean	Enterable; Modifiable
StandComp	Boolean	Enterable; Modifiable
StandFail	Boolean	Enterable; Modifiable
StandCould	Boolean	Enterable; Modifiable
StandCouldnt	Boolean	Enterable; Modifiable
WalkComp	Boolean	Enterable; Modifiable
WalkFail	Boolean	Enterable; Modifiable
WalkCould	Boolean	Enterable; Modifiable
WalkCouldnt	Boolean	Enterable; Modifiable
RunComp	Boolean	Enterable; Modifiable
RunFail	Boolean	Enterable; Modifiable
RunCould	Boolean	Enterable; Modifiable
RunCouldnt	Boolean	Enterable; Modifiable
LoadComp	Boolean	Enterable; Modifiable
LoadFail	Boolean	Enterable; Modifiable
LoadCould	Boolean	Enterable; Modifiable
LoadCouldnt	Boolean	Enterable; Modifiable
FireComp	Boolean	Enterable; Modifiable
FireFail	Boolean	Enterable; Modifiable
FireCould	Boolean	Enterable; Modifiable
FireCouldnt	Boolean	Enterable; Modifiable
FireProneComp	Boolean	Enterable; Modifiable
FireProneFail	Boolean	Enterable; Modifiable
FireProneCould	Boolean	Enterable; Modifiable
FireProneCouldn	Boolean	Enterable; Modifiable
FireStandComp	Boolean	Enterable; Modifiable
FireStandFail	Boolean	Enterable; Modifiable
FireStandCould	Boolean	Enterable; Modifiable
FireStandCouldn	Boolean	Enterable; Modifiable
ThrowComp	Boolean	Enterable; Modifiable
ThrowFail	Boolean	Enterable; Modifiable
ThrowCould	Boolean	Enterable; Modifiable
ThrowCouldnt	Boolean	Enterable; Modifiable
NormDutyComp	Boolean	Enterable; Modifiable
NormDutyFail	Boolean	Enterable; Modifiable
NormDutyCould	Boolean	Enterable; Modifiable

NormDutyCouldnt	Boolean	Enterable; Modifiable
OtherComp	Boolean	Enterable; Modifiable
OtherFail	Boolean	Enterable; Modifiable
OtherCould	Boolean	Enterable, Modifiable
OtherCouldnt	Boolean	Enterable; Modifiable
RightHandDis	Boolean	Enterable; Modifiable
RHDPart	Boolean	Enterable; Modifiable
RHDComp	Boolean	Enterable; Modifiable
LeftHandDis	Boolean	Enterable; Modifiable
LHDPart	Boolean	Enterable; Modifiable
LHDComp	Boolean	Enterable; Modifiable
RightArmDis	Boolean	Enterable; Modifiable
RADPart	Boolean	Enterable; Modifiable
RADComp	Boolean	Enterable; Modifiable
LeftArmDis	Boolean	Enterable; Modifiable
LADPart	Boolean	Enterable; Modifiable
LADComp	Boolean	Enterable; Modifiable
RightLegDis	Boolean	Enterable; Modifiable
RLDPart	Boolean	Enterable; Modifiable
RLDComp	Boolean	Enterable; Modifiable
LeftLegDis	Boolean	Enterable; Modifiable
LLDPart	Boolean	Enterable; Modifiable
LLDComp	Boolean	Enterable; Modifiable
RightFootDis	Boolean	Enterable; Modifiable
RFDPart	Boolean	Enterable; Modifiable
RFDComp	Boolean	Enterable; Modifiable
LeftFootDis	Boolean	Enterable; Modifiable
LFDPart	Boolean	Enterable; Modifiable
LFDComp	Boolean	Enterable; Modifiable
RightEyeDis	Boolean	Enterable; Modifiable
REDPart	Boolean	Enterable; Modifiable
REDComp	Boolean	Enterable; Modifiable
LeftEyeDis	Boolean	Enterable; Modifiable
LEDPart	Boolean	Enterable; Modifiable
LEDComp	Boolean	Enterable; Modifiable
PainMild	Boolean	Enterable; Modifiable
PainModerate	Boolean	Enterable; Modifiable
PainSevere	Boolean	Enterable; Modifiable
FABandage	Boolean	Enterable; Modifiable
FATourn	Boolean	Enterable; Modifiable
FASplint	Boolean	Enterable; Modifiable
FAPainMed	Boolean	Enterable; Modifiable
FATracheo	Boolean	Enterable; Modifiable
FAPressure	Boolean	Enterable; Modifiable
FAFluids	Boolean	Enterable; Modifiable
FAOther	Boolean	Enterable; Modifiable
FANone	Boolean	Enterable; Modifiable
FAFBuddy	Boolean	Enterable; Modifiable
FAFSelf	Boolean	Enterable; Modifiable
FAFAidman	Boolean	Enterable; Modifiable
FAFDoctor	Boolean	Enterable; Modifiable
FAFOther	Boolean	Enterable; Modifiable
EvacHelo	Boolean	Enterable; Modifiable
EvacAirOther	Boolean	Enterable; Modifiable
EvacWater	Boolean	Enterable; Modifiable
EvacLandOther	Boolean	Enterable; Modifiable

ReturnedDuty	Boolean	Enterable; Modifiable
Lived	Boolean	Enterable; Modifiable
Died	Boolean	Enterable; Modifiable
_____	Boolean	Enterable; Modifiable
_____	Boolean	Enterable; Modifiable
_____	Boolean	Enterable; Modifiable
_____	Boolean	Enterable; Modifiable

Structure: Video

WDMET Number	Alpha 10	Indexed; Enterable; Modifiable
VideoStart	Long Integer	Enterable; Modifiable
VideoStop	Long Integer	Enterable; Modifiable
Video Desc	Text	Enterable; Modifiable
Scenario ID	Alpha 10	Enterable; Modifiable
Incident ID	Alpha 10	Enterable; Modifiable
Unit ID	Alpha 10	Enterable; Modifiable
Other	Alpha 20	Enterable; Modifiable

Structure: Tissues

TissueID	Alpha 30	Indexed; Enterable; Modifiable
SequenceNumber	Integer	Enterable; Modifiable
DamageType	Alpha 40	Enterable; Modifiable
FractureType	Alpha 40	Choices; Enterable; Modifiable
EntranceDims	Alpha 20	Enterable; Modifiable
EntranceShape	Alpha 20	Choices; Enterable; Modifiable
EntContusDiam	Alpha 20	Enterable; Modifiable
Thickness	Alpha 20	Enterable; Modifiable
ExitDims	Alpha 20	Enterable; Modifiable
ExitShape	Alpha 20	Choices; Enterable; Modifiable
ExitContusDiama	Alpha 20	Enterable; Modifiable
Remarks	Text	Enterable; Modifiable
TissueName	Text	Enterable; Modifiable
WDMET Number	Alpha 10	Indexed; Enterable; Modifiable

Structure: Munitions		
ScenarioID	Alpha 10	Indexed; Enterable; Modifiable
ScenarioID_2	Alpha 10	Indexed; Enterable; Modifiable
DetonationNum	Alpha 20	Enterable; Modifiable
LocationBurst	Alpha 20	Enterable; Modifiable
BelowSurf	Alpha 20	Enterable; Modifiable
AboveSurf	Alpha 20	Enterable; Modifiable
DetPointAbove	Text	Enterable; Modifiable
SurfaceType	Text	Enterable; Modifiable
CraterDepth	Alpha 10	Enterable; Modifiable
CraterMaxDiam	Alpha 10	Enterable; Modifiable
CraterMinDiam	Alpha 10	Enterable; Modifiable
CraterDescript	Alpha 40	Choices; Enterable; Modifiable
Remarks	Text	Enterable; Modifiable
WDMETNums	Alpha 60	Enterable; Modifiable
Field15	Alpha 20	Enterable; Modifiable
Field16	Alpha 20	Enterable; Modifiable

Structure: Audio		
WDMET Number	Alpha 10	Indexed; Enterable; Modifiable
AudioStart	Long Integer	Enterable; Modifiable
AudioStop	Long Integer	Enterable; Modifiable
AudioTrack	Integer	Enterable; Modifiable
Audio Desc	Text	Enterable; Modifiable

Structure: Weapons		
Name	Alpha 80	Enterable; Modifiable
Other Name	Text	Enterable; Modifiable
Description	Text	Enterable; Modifiable
Ballistics	Text	Enterable; Modifiable
Capabilities	Text	Enterable; Modifiable
Limitations	Text	Enterable; Modifiable
Remarks	Text	Enterable; Modifiable
Group	Alpha 20	Enterable; Modifiable
MissWeaponType	Alpha 40	Choices; Indexed; Enterable; Modifiable
WeaponModel	Alpha 40	Choices; Indexed; Enterable; Modifiable

Appendix C -WDMET ASCII Data Archive

1. GENERAL:

As part of the TRAUMABASE project 1987-1990 a major portion of the WDMET Study data was reentered from hard copy records into the Apple Macintosh based database 4th Dimension by Acius. Because funding was discontinued, computerization of multimedia data objects was not accomplished and some data items of questionable reliability or usefulness were not entered to provide the greatest amount of useful data.

All extractable information in the TRAUMABASE database has been exported into ASCII delimited files. Fields are delimited by the ASCII "Escape" character (ASCII value 27 in decimal or 1b in hexadecimal). Records are delimited by the ASCII "Form Feed" character (ASCII value 12 in decimal or 0c in hexadecimal).

Additionally, as part of the preparation for archiving photographic data, the just over 19,000 of the 50,000 plus unique slides were indexed. These have been entered on an IBM PC compatible system and have been entered or transferred over time from Quatro Pro to dBase to Paradox formats. The record count is nominally 19,243 but at least 100 of these are known to have duplicate film roll and frame numbers indicating either duplication or error in data entry. All entered records have been extracted and had delimiters altered to provide the same ASCII delimited form as described for the extracted TRAUMABASE text above.

2. DIRECTORY LISTINGS:

IBM PC - DOS listing of TRAUMABASE ASCII export files:

WDAGENT	TXT	219,966	12-12-94	2:40p
WDARMOR	TXT	794,123	12-12-94	2:40p
WDAUTOP	TXT	663,574	12-12-94	2:40p
WDBURN	TXT	33,752	12-12-94	2:40p
WDCASIV	TXT	4,088,899	12-12-94	2:40p
WDCLIND	TXT	2,566,580	12-12-94	2:40p
WDCSLTY	TXT	664,658	12-12-94	2:40p
WDINCID	TXT	85,307	12-12-94	2:40p
WDMUNIT	TXT	124,753	12-12-94	2:40p
WDOBSIV	TXT	1,530,771	12-12-94	2:40p
WDSCENA	TXT	1,255,088	12-12-94	2:40p
WDTISSU	TXT	2,855,299	12-12-94	2:40p
WDTRACT	TXT	846,745	12-12-94	2:40p
WDTRPIV	TXT	421,994	12-12-94	2:40p
WDUNITS	TXT	259,971	12-12-94	2:40p
WDWEAP	TXT	35,408	12-12-94	2:40p
WDWOUND	TXT	3,045,983	12-12-94	2:40p
17 file(s)		19,492,871 bytes		

Appendix C -WDMET ASCII Data Archive

IBM PC - DOS listing of WDMET Slide ASCII export files:

```
WDSLIDES NDX      1,120,618 12-12-94   2:40p
        1 file(s)      1,120,618 bytes
```

3. DATABASE FILE STRUCTURES (Field Definitions):

A. TRAUMABASE ASCII DATA FILES: TABLE AND FIELD STRUCTURE

Note: The 4th Dimension database program exports "Boolean" fields as "True" or "False". Representation in the ASCII delimited text files is therefore equivalent to an "Alpha 6" field definition. If these fields are to be imported and used as true boolean or logical fields, a translation appropriate to the receiving database engine must be made.

Number of Export Files (Tables) from TRAUMABASE DataBase: 17

FILE: WDAGENT.TXT
TABLE: Agents Summary; Number of Fields: 5; Records 7210

Field Name	Field Type
WDMET Number,	Alpha 10
Collector ID,	Alpha 40
Collection Loc,	Alpha 40
NonStandardForm,	Boolean
NoWindow,	Alpha 2

LINKS FROM:
none
LINKS TO:
WDMET Number to [Casualty]'WDMET Number

FILE: WDARMOR.TXT
TABLE: Body Armor; Number of Fields: 37; Records 6254

Field Name	Field Type
WDMET Number,	Alpha 10
Collector ID,	Alpha 40
PortionHit,	Integer
BodyArmWorn,	Integer
ReasonNotWorn,	Text
TypeArmor,	Text
VestFront,	Integer
BAHitandPerf,	Alpha 20
BAHitnotPerf,	Alpha 20
BAPunchSpall,	Alpha 20
HeadgearWorn,	Integer
TimesHelmitHit,	Alpha 20
TimesHitnotPerf,	Alpha 20
PunchSpallHel,	Alpha 20
TypeHelmetLiner,	Alpha 40
BootType,	Alpha 60

TimesBootHit,	Alpha 20
BootHitnotPerf,	Alpha 20
Remarks,	Text
PortionHitOther,	Alpha 60
WTNBodyArmor,	Alpha 40
OtherHeadgear,	Alpha 40
WTNHelmet,	Alpha 20
PunchSpallWTNBA,	Alpha 20
PunchSpallWTNHe,	Alpha 20
WTNFatiques,	Alpha 60
CollectionLoc,	Alpha 60
WTNBoot,	Alpha 20
VestHits,	Integer
HeadHits,	Integer
BootHits,	Integer
NoWindow,	Alpha 2
Source,	Alpha 60
WTNButBuck,	Alpha 40
Form,	Integer
NonStandardForm,	Boolean
CollarPos,	Integer

LINKS FROM:
none
LINKS TO:
WDMET Number to [Casualty]'WDMET Number

FILE: WDAUTOP.TXT
TABLE: Autopsy; Number of Fields: 49; Records 1223

Field Name	Field Type
WDMET Number,	Alpha 10
WoundTract,	Alpha 20
TimeAfterInjDie,	Alpha 20
TimeAfterExam,	Alpha 20
CauseDeath,	Text
PrimaryCause,	Text
SecCause,	Text
OtherFindings,	Text
DateCollected,	Date
CollectionLoc,	Alpha 40
TimeCollected,	Alpha 4
CollectorID,	Alpha 40
DateDeath,	Date
TimeDeath,	Alpha 4
AutopsyNum,	Alpha 20
MorgueNum,	Integer
Remarks,	Text
NonStandardForm,	Boolean
NoWindow,	Alpha 2
PercentBurned,	Alpha 20
BurnDegree,	Alpha 20
CauseDeathOther,	Text

HemorType,	Alpha 80
HeartFailType,	Alpha 80
ThrombusOrgan,	Alpha 60
FatTissueOrgan,	Alpha 60
AirOrgan,	Alpha 60
BactFungal,	Alpha 60
OrganismName,	Alpha 60
SecCauseOther,	Text
CNSDiag,	Alpha 60
CardVasDiag,	Alpha 60
PulDiag,	Alpha 60
GasIntestDiag,	Alpha 60
GenitDiag,	Alpha 60
PreExOther,	Alpha 80
PreExOtherDiag,	Alpha 60
LungBlastInj,	Alpha 50
GasIntestInj,	Alpha 50
Form,	Integer
PrimCauseDeath,	Integer
HeartDamage,	Integer
PulDamage,	Integer
EmbolismType,	Integer
SecCauseDeath,	Integer
SecEmbolType,	Integer
Infection,	Integer
PreExDisease,	Integer
BlastInj,	Integer

LINKS FROM:
none
LINKS TO:
WDMET Number to [Casualty]'WDMET Number

FILE: WDBURN.TXT
TABLE: Burn Supplement; Number of Fields: 31; Records 156

Field Name	Field Type
Percent 1st Deg,	Alpha 20
Percent 2nd Deg,	Alpha 20
Percent 3rd Deg,	Alpha 20
Total Percent,	Alpha 20
HoursAfterBurn,	Alpha 20
DistCasToFire,	Alpha 6
GarmentAflame,	Boolean
TimeToExting,	Alpha 20
GloveType,	Alpha 80
ExtFlameOther,	Alpha 80
Aircraft,	Alpha 40
Remarks,	Text
WDMET Number,	Alpha 10
Collection Loc,	Alpha 40
Garmet Type,	Alpha 80
HandsBurned,	Integer

GlovesWorn,	Integer
ExtFlameMethod,	Integer
AircraftOutcome,	Integer
CollectorID,	Alpha 40
NoWindow,	Alpha 2
TimeWeak,	Alpha 30
TimeUnableToCon,	Alpha 30
TimeMedTreat,	Alpha 30
Form,	Integer
PosCasToFire,	Integer
PerfWhileExt,	Integer
PainWas,	Integer
PainOnTask,	Integer
NonStandardForm,	Integer
HandBurnExt,	Integer

LINKS FROM:

none

LINKS TO:

WDMET Number to [Casualty]'WDMET Number

FILE: WDCASIV.TXT

TABLE: Casualty Interv; Number of Fields: 137; Records 5854

Field Name	Field Type
WDMET Number,	Alpha 10
Collector ID,	Alpha 30
Rank,	Alpha 20
MOS,	Alpha 20
MOS Performed,	Alpha 20
Age,	Alpha 20
Weight,	Alpha 7
Height,	Alpha 6
Unit,	Text
Collection Loc,	Alpha 40
Aircraft,	Alpha 20
Activity Prior,	Text
Warning,	Text
Time Warn Wound,	Alpha 20
Cover Attained,	Integer
Cover Type,	Text
Body Position,	Integer
Dist Weap Cas,	Alpha 20
Dist Det Cas,	Alpha 20
Weapon Type,	Alpha 60
Weapon Model,	Text
Reliability,	Integer
How Aware,	Integer
Aware Other,	Text
Time Wound Awar,	Alpha 20
Grounded,	Integer
GroundTimeAW,	Alpha 20
GroundTimeLen,	Alpha 20

GroundReason,	Alpha 80
Crawl,	Integer
CrawlReasonFail,	Alpha 20
Stand,	Integer
StandReasonFail,	Alpha 20
Walk,	Integer
WalkReasonFail,	Alpha 20
Load,	Integer
LoadReasonFail,	Alpha 20
Fire,	Integer
FireReasonFail,	Alpha 20
Throw,	Integer
ThrowReasonFail,	Alpha 20
NormalDuty,	Integer
NormReasonFail,	Alpha 20
ActivityTilEvac,	Text
REyeDisabled,	Integer
REyeOutFor,	Alpha 20
REyeOutAfter,	Alpha 20
LEyeDisabled,	Integer
LEyeOutFor,	Alpha 20
LEyeOutAfter,	Alpha 20
HearLossFor,	Alpha 20
HearLossAfter,	Alpha 20
TalkLossFor,	Alpha 20
TalkLossAfter,	Alpha 20
DyspneaFor,	Alpha 20
DyspneaAfter,	Alpha 20
WeakFor,	Alpha 20
WeakAfter,	Alpha 20
VomitedFor,	Alpha 20
VomitedAfter,	Alpha 20
PainType,	Integer
PainFor,	Alpha 20
PainAfter,	Alpha 20
PainLocation,	Alpha 60
FeltNormalFor,	Alpha 20
FeltNormalAfter,	Alpha 20
FirstAidAfter,	Alpha 20
FirstAidType,	Integer
FirstAidOther,	Alpha 40
FirstAidFrom,	Integer
FirstAidFromOth,	Alpha 20
RTDFirstAid,	Integer
EvacBy,	Integer
EvacAirOther,	Alpha 80
EvacLandOther,	Alpha 80
EstTimeTilEvac,	Alpha 20
Remarks,	Text
Run,	Integer
RunReasonFail,	Alpha 20
PartsShielded,	Integer

FrontsShielded,	Integer
BacksShielded,	Integer
HearLoss,	Integer
TalkLoss,	Integer
Dyspnea,	Integer
Weakness,	Integer
Vomited,	Integer
FeltPain,	Integer
FeltNormal,	Integer
CrawlWhyNotAtt,	Alpha 20
StandWhyNotAtt,	Alpha 20
WalkWhyNotAtt,	Alpha 20
RunWhyNotAtt,	Alpha 20
LoadWhyNotAtt,	Alpha 20
FireWhyNotAtt,	Alpha 20
ThrowWhyNotAtt,	Alpha 20
NormWhyNotAtt,	Alpha 20
OtherActivDesc,	Text
OtherActivity,	Integer
OtherWhyNotAtt,	Alpha 20
OtherReasonFail,	Alpha 20
LHandDisabled,	Integer
LHandOutFor,	Alpha 20
LHandOutAfter,	Alpha 20
RHandDisabled,	Integer
RHandOutFor,	Alpha 20
RHandOutAfter,	Alpha 20
LArmDisabled,	Integer
LArmOutFor,	Alpha 20
LArmOutAfter,	Alpha 20
RArmDisabled,	Integer
RArmOutFor,	Alpha 20
RArmOutAfter,	Alpha 20
RLegDisabled,	Integer
RLegOutFor,	Alpha 20
RLegOutAfter,	Alpha 20
LLegDisabled,	Integer
LLegOutFor,	Alpha 20
LLegOutAfter,	Alpha 20
RFootDisabled,	Integer
RFootOutFor,	Alpha 20
RFootOutAfter,	Alpha 20
LFootDisabled,	Integer
LFootOutFor,	Alpha 20
LFootOutAfter,	Alpha 20
FirstAidFor,	Alpha 20
NonStandardForm,	Boolean
NoWindow,	Alpha 2
IVFluidSpec,	Text
FireProneReason,	Alpha 20
FireStandReason,	Alpha 20
FireProne,	Integer

FireStand,	Integer
FireProneWhyNot,	Alpha 20
FireStandWhyNot,	Alpha 20
Form,	Integer
Symptoms,	Integer

LINKS FROM:
none
LINKS TO:
WDMET Number to [Casualty]'WDMET Number

FILE: WDCLIND.TXT
TABLE: Clinical Data; Number of Fields: 157; Records 6004

Field Name	Field Type
Collector ID,	Alpha 40
Data Source,	Alpha 40
FacilityName,	Alpha 40
Collection Loc,	Alpha 40
Systolic BP,	Alpha 3
Hct,	Alpha 3
RespRate,	Alpha 3
Ambulatory,	Integer
Shock,	Integer
CauseRespDist,	Integer
Mental Status,	Integer
MSFunction,	Integer
BloodReplAdmiss,	Alpha 20
BloodReplSurger,	Alpha 20
FluidReplAdmiss,	Alpha 20
FluidReplSurger,	Alpha 20
FluidType,	Alpha 80
SurgicalProcs,	Text
Diagnosis,	Text
Complications,	Integer
Disposition,	Integer
Remarks,	Text
WDMET Number,	Alpha 10
Diastolic BP,	Alpha 3
RespDistOther,	Alpha 80
WeaknessOf,	Alpha 40
WeakSecInjOf,	Alpha 40
UnableToMove,	Alpha 40
UnableSecInjOf,	Alpha 40
BloodInfo,	Integer
FluidInfo,	Integer
NatureEngage,	Integer
CompsPrevInj,	Text
CompsOther,	Text
TransferredTo,	Alpha 80
TransferredOn,	Date
HeartRate,	Alpha 20
DateRecSurgery,	Date

```
     ReturnDutyOn,          Date
     DischargedOn,          Date
     DiedOn,                Date
     CauseOfDeath,          Alpha 80
     DispositionOth,        Alpha 80
     OutcomeLived,          Integer
     OutcomeDied,           Integer
     PostOpComp,            Text
     Temperature,           Alpha 20
     NonStandardForm,       Boolean
     BloodDurSurg,          Alpha 20
     FluidDurSurg,          Alpha 20
     DateCollected,         Date
     TimeCollected,         Alpha 4
     NoWindow,              Alpha 2
     Form,                  Integer
     LocalGeneral,          Integer
     LiveType,              Integer
     DeathType,             Integer
LINKS FROM:
     none
LINKS TO:
     WDMET Number to [Casualty]'WDMET Number

FILE:  WDCSLTY.TXT
TABLE: Casualty; Number of Fields: 15; Records 7815
     Field Name             Field Type
     -----------------      ----------
     Last Name,             Alpha 40
     First Name,            Alpha 40
     Middle Name,           Alpha 20
     Serial Number,         Alpha 15
     WDMET Number,          Alpha 10
     AFIP Number,           Alpha 20
     Rank,                  Alpha 20
     Age,                   Alpha 20
     Date Wound,            Date
     Time Wound,            Alpha 4
     Incident ID,           Alpha 10
     Unit ID,               Alpha 10
     Lived,                 Integer
     Died,                  Integer
     Scenario ID,           Alpha 10
LINKS FROM:
     WDMET Number from [Casualty]'WDMET Number
                       [Agents Summary]'WDMET Number
                       [Body Armor]'WDMET Number
                       [Autopsy]'WDMET Number
                       [Burn Supplement]'WDMET Number
                       [Casualty Interv]'WDMET Number
                       [Clinical Data]'WDMET Number
                       [Observer Interv]'WDMET Number
```

```
                                [Tissues]'WDMET Number
                                [Tract Summary]'WDMET Number
                                [Troop Interview]'WDMET Number
                                [Wounds]'WDMET Number
     Scenario ID from           [Scenarios]'ScenarioID
LINKS TO:
     Incident ID to [Incidents]'Incident ID
     Unit ID to [Units]'Unit ID

FILE:  WDINCID.TXT
TABLE: Incidents; Number of Fields: 5; Records 3019
     Incident ID,          Alpha 10
     DateFrom,             Date
     TimeFrom,             Alpha 4
     DateTo,               Date
     TimeTo,               Alpha 4
LINKS FROM:
     Incident ID from [Casualty]'Incident ID
                      [Units]'Incident ID
LINKS TO:
     none

FILE:  WDMUNIT.TXT
TABLE: Munitions; Number of Fields: 14; Records 1499
     ScenarioID,           Alpha 10
     ScenarioID_2,         Alpha 10
     DetonationNum,        Alpha 20
     LocationBurst,        Alpha 20
     BelowSurf,            Alpha 20
     AboveSurf,            Alpha 20
     DetPointAbove,        Text
     SurfaceType,          Text
     CraterDepth,          Alpha 10
     CraterMaxDiam,        Alpha 10
     CraterMinDiam,        Alpha 10
     CraterDescript,       Alpha 40
     Remarks,              Text
     WDMETNums,            Alpha 60
LINKS FROM:
    ScenarioID_2 from [Munitions]'ScenarioID_2
LINKS TO:
    ScenarioID to [Casualty]'ScenarioID

FILE:  WDOBSIV.TXT
TABLE: Observer Interv; Number of Fields: 102; Records 2468
     Field Name            Field Type
     ------------------    ----------
     WDMET Number,         Alpha 10
     Collector ID,         Alpha 20
     ObserverName,         Alpha 40
     ObsSerialNum,         Alpha 20
     CasualtyUnit,         Alpha 70
```

AircraftType,	Alpha 60
PhysicalActivs,	Text
WarningType,	Text
TimeWarnToWound,	Alpha 20
CoverDescript,	Text
CasPosition,	Integer
PartsShielded,	Integer
DistWeaponToCas,	Alpha 20
DistDetToCas,	Alpha 20
WeaponType,	Alpha 60
Reliability,	Integer
DistObsToCas,	Alpha 20
ObsAwareBy,	Integer
TimeLapseAware,	Alpha 20
ActivitiesAfter,	Integer
ActivitiesDescr,	Text
CasSignsAfter,	Integer
FirstAidOther,	Alpha 60
FirstAidAfter,	Alpha 20
FirstAidFrom,	Integer
ReturnedToDuty,	Boolean
MinsTilEvac,	Alpha 20
Remarks,	Text
Collection Loc,	Alpha 60
GroundedAfter,	Alpha 20
GroundedFor,	Alpha 20
UnconsciousFor,	Alpha 20
UnconsciousAft,	Alpha 20
NormalFor,	Alpha 20
NormalAfter,	Alpha 20
IVFluidType,	Alpha 30
LandEvac,	Alpha 80
AirEvac,	Alpha 80
CoverAttained,	Boolean
FrontsShielded,	Integer
BacksShielded,	Integer
FirstAidType,	Integer
EvacBy,	Integer
FirstAidFromOth,	Alpha 60
ObsAwareOther,	Alpha 80
Crawl,	Integer
Stand,	Integer
Walk,	Integer
Run,	Integer
Load,	Integer
Fire,	Integer
Throw,	Integer
NormalDuty	Integer
OtherActivity,	Integer
CrawlReasonFail,	Alpha 20
CrawlWhyNotAtt,	Alpha 20
StandReasonFail,	Alpha 20

```
      StandWhyNotAtt,        Alpha 20
      WalkReasonFail,        Alpha 20
      WalkWhyNotAtt,         Alpha 20
      RunReasonFail,         Alpha 20
      RunWhyNotAtt,          Alpha 20
      LoadReasonFail,        Alpha 20
      LoadWhyNotAtt,         Alpha 20
      FireReasonFail,        Alpha 20
      FireReasonNotAt,       Alpha 20
      ThrowReasonFail,       Alpha 20
      ThrowWhyNotAtt,        Alpha 20
      NormalReasonFai,       Alpha 20
      NormalWhyNotAtt,       Alpha 20
      OtherReasonFail,       Alpha 20
      OtherWhyNotAtt,        Alpha 20
      OtherActivDesc,        Alpha 60
      RHandFor,              Alpha 20
      RHandAfter,            Alpha 20
      LHandFor,              Alpha 20
      LHandAfter,            Alpha 20
      RArmFor,               Alpha 20
      RArmAfter,             Alpha 20
      LArmFor,               Alpha 20
      LArmAfter,             Alpha 20
      RLegFor,               Alpha 20
      RLegAfter,             Alpha 20
      LLegAfter,             Alpha 20
      LLegFor,               Alpha 20
      MovedHeadFor,          Alpha 20
      MovedHeadAfter,        Alpha 20
      MovedTrunkFor,         Alpha 20
      MovedTrunkAfter,       Alpha 20
      VomitingFor,           Alpha 20
      VomitingAfter,         Alpha 20
      FirstAidFor,           Alpha 20
      NonStandardForm,       Boolean
      NoWindow,              Alpha 2
      FireProne,             Integer
      FireStand,             Integer
      FireProneReason,       Alpha 20
      FireProneWhyNot,       Alpha 20
      FireStandReason,       Alpha 20
      FireStandWhyNot,       Alpha 20
      GroundReason,          Alpha 80
      Form,                  Integer
         Link to [Casualty]'WDMET Number
LINKS FROM:
      none
LINKS TO:
      WDMET Number to [Casualty]'WDMET Number

FILE:  WDSCENA.TXT
```

TABLE: Scenarios; Number of Fields: 16; Records 2700

Field Name	Field Type
Incident ID,	Alpha 10
Scenario ID,	Alpha 10
Collection Loc,	Alpha 80
Enemy Situation,	Text
Friendly Situat,	Text
Location,	Text
Weather,	Text
Terrain,	Text
Morale,	Text
IncidentSummary,	Text
Incident Type,	Alpha 80
NumMenGroup,	Alpha 20
TactGroupType,	Alpha 80
NumDetonations,	Alpha 20
NonStandardForm,	Boolean
Scenario ID_2,	Alpha 10,

LINKS FROM:
none
LINKS TO:
Scenario ID_2 to [Munitions]'Scenario ID_2

FILE: WDTISSU.TXT
TABLE: Tissues; Number of Fields: 14; Records 29148

Field Name	Field Type
TissueID,	Alpha 30
SequenceNumber,	Integer
DamageType,	Alpha 40
FractureType,	Alpha 40
EntranceDims,	Alpha 20
EntranceShape,	Alpha 20
EntContusDiam,	Alpha 20
Thickness,	Alpha 20
ExitDims,	Alpha 20
ExitShape,	Alpha 20
ExitContusDiama,	Alpha 20
Remarks,	Text
TissueName,	Text
WDMET Number,	Alpha 10

LINKS FROM:
none
LINKS TO:
TissueID to [Wound]'TissueID
WDMET Number to [Casualty]'WDMET Number

FILE: WDTRACT.TXT
TABLE: Tract Summary; Number of Fields: 18; Records 6332

Field Name	Field Type

WDMET Number,	Alpha 10
Collector ID,	Alpha 20
Data Source,	Alpha 40
Collection Loc,	Alpha 60
Total Tracts ex,	Alpha 20
Total Wounds,	Alpha 20
BloodLoss,	Text
Pericardium,	Alpha 40
PleuralCavity,	Alpha 40
AbdCavity,	Alpha 40
Retroperitoneal,	Alpha 40
CNS,	Alpha 40
Other,	Text
Remarks,	Text
NonStandardForm,	Boolean
NoWindow,	Alpha 2
Form,	Integer
HrtChamEnter,	Integer

LINKS FROM:
none
LINKS TO:
WDMET Number to [Casualty]'WDMET Number

FILE: WDTRPIV.TXT
TABLE: Troop Interview; Number of Fields: 14; Records 2356

Field Name	Field Type
Incident ID,	Alpha 40
Name,	Alpha 40
Serial Number,	Alpha 20
MOS,	Alpha 10
Wounded,	Integer
Weapon,	Text
Rounds,	Text
Grenades,	Alpha 60
Canteen size,	Alpha 20
Canteens,	Alpha 40
Body Armor,	Text
Other Equipment,	Text
Tactical Narrat,	Text
WDMET Number,	Alpha 10

LINKS FROM:
none
LINKS TO:
WDMET Number to [Casualty]'WDMET Number

FILE: WDUNITS.TXT
TABLE: Units; Number of Fields: 6; Records 3315

Field Name	Field Type
Unit ID,	Alpha 10
Description,	Text

```
     Incident ID,          Alpha 10
     NumberOfMen,          Alpha 20
     UnitType,             Alpha 80
     UnitName,             Alpha 80
LINKS FROM:
     Unit ID from [Casualty]'Unit ID
LINKS TO:
     Incident ID to [Incident]'Incident ID


FILE:  WDWEAP.TXT
TABLE: Weapons; Number of Fields: 10; Records 26
     Field Name            Field Type
     -----------------     ----------
     Name,                 Alpha 80
     Other Name,           Text
     Description,          Text
     Ballistics,           Text
     Capabilities,         Text
     Limitations,          Text
     Remarks,              Text
     Group,                Alpha 20
     MissWeaponType,       Alpha 40
     WeaponModel,          Alpha 40
LINKS FROM:
     MissWeaponType from [Wounds]'MissWeaponType
     WeaponModel from [Wounds]'WeaponModel
LINKS TO:
     none

FILE:  WDWOUND.TXT
TABLE: Wounds; Number of Fields: 20; Records 23457
     Field Name            Field Type
     -----------------     ----------
     WDMET Number,         Alpha 10
     Wound Number,         Alpha 20
     MissWeaponType,       Alpha 40
     Measure Method,       Alpha 15
     Missile Type,         Alpha 40
     Missile Shape,        Alpha 20
     Missile Width,        Alpha 10
     Missile Length,       Alpha 10
     Missile Thick,        Alpha 10
     Missile Weight,       Alpha 10
     Missile Number,       Alpha 6
     AgentType,            Integer
     Primary,              Integer
     DistWeapCas,          Alpha 20
     PropellantZone,       Integer
     DistDetCas,           Alpha 20
     Remarks,              Text
     NonMissType,          Alpha 40
```

```
     WeaponModel,          Alpha 40
     Tract Length,         Alpha 20
     TissueID,             Alpha 30
LINKS FROM:
     TissueID from [Tissues]'TissueID
LINKS TO:
     WDMET Number to [Casualty]'WDMET Number
     MissWeaponType to [Weapons].'MissWeaponType
     WeaponModel to [Weapons].'WeaponModel
```

B. WDMET SLIDE ASCII DATA FILES: TABLE AND FIELD STRUCTURE

Number of Export Files (Tables) from WDMET Slide DataBase: 1

TABLE: Wdslides; Number of Fields: 6; Records 19243

Field Name	Field Type
Rollnumber	Alpha 8
Frame	Integer
Wdnumber	Alpha 8
Caption	Alpha 60
Howmany	Integer
Tobeused	Alpha 1

Appendix D - Paradox Table Descriptions

The following table descriptions are of the tables used to import the ASCII delimited data and any transforms performed during the process:

WDCLCTR.DB

Field ID		Field Name	Type	Size	Key
1	InedntNo	I		*	
2	CasltyNo	S		*	
3	CletrID	A	40		
4	CletnLoc	A	40		
5	NnStdFrm	S			
6	NoWindow	A	2		

WDINCID.DB

Field ID		Field Name	Type	Size	Key
1	InedntNo	I		*	
2	DateFrom	D			
3	TimeFrom	S			
4	TmFrom	A	4		
5	DateTo	D			
6	TimeTo	S			
7	TmTo	A	4		

WDCSLTY.DB

Field ID		Field Name	Type	Size	Key
1	InedntNo	I		*	
2	CasltyNo	S		*	
3	LastName	A	40		
4	FrstName	A	40		
5	MidlName	A	20		
6	SerialNo	A	15		
7	AFIPNo	A	20		
8	Rank	A	20		
9	Age	A	20		
10	WndDate	D			
11	WndTime	A	4		
12	InedntID	A	10		
13	UnitID	A	10		
14	DthInjTy	S			
15	Lived	S			
16	Died	S			
17	ScenarID	A	10		

WDAGENT.DB

Field ID		Field Name	Type	Size	Key
1	InedntNo	I		*	
2	CasltyNo	S		*	

3	TissueID	A	30	*
4	WoundNo	A	20	
5	WeapType	A	40	
6	MeasMeth	A	15	
7	MislType	A	40	
8	MislShap	A	20	
9	MislWid	A	10	
10	MisWidNo	N		
11	MisWidUn	A	4	
12	MislLen	A	10	
13	MisLenNo	N		
14	MisLenUn	A	4	
15	MislThek	A	10	
16	MisThkNo	N		
17	MisThkUn	A	4	
18	MislWt	A	10	
19	MisWtNo	N		
20	MisWtUn	A	4	
21	MislNo	A	6	
22	AgntType	S		
23	PriOrSec	S		
24	DxWepCas	A	20	
25	DxWepCNo	A	10	
26	DxWepCUn	A	10	
27	PrpIntZn	S		
28	PrpZnOth	A	20	
29	DxDetCas	A	20	
30	DxDetCNo	A	10	
31	DxDetCUn	A	10	
32	Remarks	M	20	
33	NnMslTyp	A	40	
34	WeapModl	A	40	
35	TractLen	A	20	
36	TreLenNo	A	6	
37	TreLenUn	A	4	
38	IsMissil	S		
39	IsNonMsl	S		
40	IsPriMsl	S		
41	IsSecMsl	S		

WDTRACT.DB

Field ID		Field Name	Type	Size	Key
1	IncdntNo	I		*	
2	CasltyNo	S		*	
3	CletrID	A	20		
4	DataSrce	A	40		

5	CletnLoc	A	60
6	TotTrExp	A	20
7	TotWnds	A	20
8	BldLoss	M	20
9	Pericard	A	40
10	PleurCav	A	40
11	AbdCav	A	40
12	RtrPrtnl	A	40
13	CNS	A	40
14	Other	M	20
15	Remarks	M	20
16	NnStdFrm	S	
17	NoWindow	A	2
18	Form	S	
19	HrtChmlEn	S	

WDTISSUE.DB

Field ID		Field Name	Type	Size	Key
1	IncdntNo	I		*	
2	CasltyNo	S		*	
3	TissueID	A	30	*	
4	SeqnceNo	S		*	
5	DmgeType	A	40		
6	FxType	A	40		
7	EnDims	A	20		
8	EnShape	A	20		
9	EnCntsDi	A	20		
10	Thckness	A	20		
11	ExDims	A	20		
12	ExShape	A	20		
13	ExCntsDi	A	20		
14	Remarks	M	20		
15	TissName	M	20		

WDAUTOP.DB

Field ID		Field Name	Type	Size	Key
1	IncdntNo	I		*	
2	CasltyNo	S		*	
3	CletrID	A	40		
4	CletnLoc	A	40		
5	CletTime	A	4		
6	CletDate	D			
7	DateDead	D			
8	WndTract	A	20		
9	Hrs2Die	N			
10	Inj2Die	A	20		

11	Hrs2Exam	N	
12	Die2Exam	A	20
13	PriCxDth	M	20
14	SecCxDth	M	20
15	OtherFnd	M	20
16	TimeDead	A	4
17	AutopNum	A	20
18	MorgNum	S	
19	Remarks	M	20
20	NnStdFrm	S	
21	NoWindow	A	2
22	PctBurnd	N	
23	BurnDeg	A	12
24	CxDthOth	M	20
25	HmrgType	A	80
26	HrtFaTyp	A	80
27	ThrmbOrg	A	60
28	FatTsOrg	A	60
29	AirOrgan	A	60
30	BactFung	A	60
31	MicrbNam	A	60
32	SecCxOth	M	20
33	CNSDiag	A	60
34	CVDiag	A	60
35	PulDiag	A	60
36	GIDiag	A	60
37	GUDiag	A	60
38	PreExOth	A	80
39	PreXOtDx	A	60
40	PulBlstl	A	50
41	GIInj	A	50
42	Form	S	
43	PriCxDxs	S	
44	HrtDamge	S	
45	PulDamge	S	
46	EmbType	S	
47	SecCxDxs	S	
48	SecEmbTp	S	
49	Infectn	S	
50	PreExDis	S	
51	BlastInj	S	

WDCLIND.DB

Field ID		Field Name	Type	Size	Key
1	IncdntNo	I		*	
2	CasltyNo	S		*	

3	CletrID	A	40
4	DataSrc	A	40
5	FacName	A	40
6	CletnLoc	A	40
7	SystolBP	S	
8	SystBPTx	A	3
9	Hct	N	
10	HctTxt	A	3
11	RespRate	S	
12	RRTxt	A	3
13	Ambulate	S	
14	Shock	S	
15	CxRsplDis	S	
16	MentStat	S	
17	MSFxn	S	
18	BldRAd	S	
19	BldRAdTx	A	20
20	BldRSx	S	
21	BldRSxTx	A	20
22	FldRAd	S	
23	FldRAdTx	A	20
24	FldRSx	A	20
25	FldRSxTx	A	20
26	FluidTyp	A	20
27	SurgProc	M	20
28	Dx	M	20
29	Cmpletns	S	
30	Disposit	S	
31	Remarks	M	20
32	DiastBP	S	
33	DiasBPTx	A	3
34	RsplDisOt	A	80
35	WknessOf	A	40
36	WkSecInj	A	40
37	CantMove	A	40
38	CMSecInj	A	40
39	BldInfo	S	
40	FldInfo	S	
41	NaturEng	S	
42	CmpPrevI	M	20
43	CompsOth	M	20
44	TrfTo	A	80
45	TrfOn	D	
46	HrtRate	S	
47	HrtRtTxt	A	20
48	DteRecSx	D	

49	DteRTD	D	
50	DschrgOn	D	
51	DiedOn	D	
52	CxDeath	A	80
53	DisposOt	A	80
54	OtemLive	S	
55	OtemDied	S	
56	PstOpCmp	M	20
57	Temp	A	20
58	NnStdFrm	S	
59	BldDurSx	S	
60	FldDurSx	S	
61	CletDate	D	
62	CletTime	A	4
63	NoWindow	A	2
64	Form	S	
65	LoclGnrl	S	
66	LiveType	S	
67	DieType	S	

WDCASIV.DB

Field ID		Field Name	Type	Size	Key
1	IncdntNo	I		*	
2	CasltyNo	S		*	
3	CletrID	A	30		
4	Rank	A	20		
5	MOS	A	20		
6	MOSPfrmd	A	20		
7	Age	S			
8	AgeTxt	A	7		
9	Weight	S			
10	WtTxt	A	7		
11	Height	S			
12	HtTxt	A	6		
13	Unit	A	70		
14	CletnLoc	A	60		
15	AcrftTyp	A	60		
16	PhysActv	M	20		
17	WarnType	M	20		
18	Wrn2WdSc	S			
19	Wrn2WdTm	A	20		
20	CvrAttnd	S			
21	CovrDesc	M	20		
22	CasPosit	S			
23	PrtsShld	S			
24	FrntShld	S			

25	BackShld	S	
26	Wp2Cas_M	N	
27	Wp2CasDx	A	20
28	Det2Ca_M	N	
29	Det2CaDx	A	20
30	WeapType	A	60
31	WeapModl	A	30
32	Reliabil	S	
33	CasAwrBy	S	
34	CasAwrOt	A	80
35	WndAwrSe	S	
36	WndAwrTm	A	20
37	Grnd2How	S	
38	GrnddAft	A	20
39	GrnddFor	A	20
40	GrnddRsn	A	80
41	Crawl	S	
42	CrwlRNAc	A	20
43	Stand	S	
44	StndRNAc	A	20
45	Walk	S	
46	WalkRNAc	A	20
47	Run	S	
48	RunRNAc	A	20
49	Load	S	
50	LoadRNAc	A	20
51	Fire	S	
52	FireRNAc	A	20
53	Throw	S	
54	ThrwRNAc	A	20
55	NrmlDuty	S	
56	NrmlRNAc	A	20
57	OthActDe	M	20
58	OtherAct	S	
59	OthrRNAc	A	20
60	Act2Evac	M	20
61	REyeDis	S	
62	REyeFor	A	20
63	REyeAft	A	20
64	LEyeDis	S	
65	LEyeFor	A	20
66	LEyeAft	A	20
67	HearLoss	S	
68	HrLsFor	A	20
69	HrLsAft	A	20
70	TalkLoss	S	

71	TlkLsFor	A	20
72	TlkLsAft	A	20
73	Dyspnea	S	
74	DyspnFor	A	20
75	DyspnAft	A	20
76	Weakness	S	
77	WeakFor	A	20
78	WeakAft	A	20
79	Vomited	S	
80	VomtdFor	A	20
81	VomtdAft	A	20
82	PainFelt	S	
83	PainAmt	S	
84	PainFor	A	20
85	PainAft	A	20
86	PainLoc	A	60
87	NrmlFelt	S	
88	NrmlFor	A	20
89	NrmlAft	A	20
90	FsAidMn2	S	
91	FsAidAft	A	20
92	FsAidTyp	S	
93	FsAidOth	A	60
94	FsAidFrm	S	
95	FsAidFOt	A	60
96	RTDbyAid	S	
97	EvacBy	S	
98	EvAirOth	A	80
99	EvLndOth	A	80
100	EstMn2Ev	S	
101	EstTm2Ev	A	20
102	Remarks	M	20

WDOTHIV.DB

Field ID		Field Name	Type	Size	Key
1		IncdntNo	I	*	
2		CasltyNo	S	*	
3		CletrID	A	30	
4		ObsName	A	40	
5		ObsSeNum	A	20	
6		Unit	A	70	
7		CletnLoc	A	60	
8		AcrftTyp	A	60	
9		PhysActv	M	20	
10		WarnType	M	20	
11		Wrn2WdSc	S		

12	Wrn2WdTm	A	20
13	CvrAttnd	S	
14	CovrDesc	M	20
15	CasPosit	S	
16	PrtsShld	S	
17	FrntShld	S	
18	BackShld	S	
19	Wp2Cas_M	N	
20	Wp2CasDx	A	20
21	Det2Ca_M	N	
22	Det2CaDx	A	20
23	WeapType	A	60
24	WeapModl	A	30
25	Reliabil	S	
26	Obs2Ca_M	A	20
27	Obs2CaDx	A	20
28	ObsAwrBy	S	
29	ObsAwrOt	A	80
30	WndAwrSc	S	
31	WndAwrTm	A	20
32	ActvAftr	S	
33	Crawl	S	
34	CrwlRNAc	A	20
35	Stand	S	
36	StndRNAc	A	20
37	Walk	S	
38	WalkRNAc	A	20
39	Run	S	
40	RunRNAc	A	20
41	Load	S	
42	LoadRNAc	A	20
43	Fire	S	
44	FireRNAc	A	20
45	Throw	S	
46	ThrwRNAc	A	20
47	NrmlDuty	S	
48	NrmlRNAc	A	20
49	Act2Evac	M	20
50	CasSxAft	S	
51	Grnd2How	S	
52	GrnddAft	A	20
53	GrnddFor	A	20
54	GrnddRea	A	20
55	UnconFor	A	20
56	UnconAft	A	20
57	NrmlFor	A	20

58	NrmlAft	A	20
59	FsAidMn2	S	
60	FsAidAft	A	20
61	FsAidTyp	S	
62	FsAIVtyp	A	30
63	FsAidOth	A	60
64	FsAidFrm	S	
65	FsAidFOt	A	60
66	RTDbyAid	S	
67	EvacBy	S	
68	EvAirOth	A	80
69	EvLndOth	A	80
70	EstMn2Ev	S	
71	EstTm2Ev	A	20
72	Remarks	M	20
73	NnStdFrm	S	

WDBURN.DB

Field ID		Field Name	Type	Size	Key
1	IncdntNo	I		*	
2	CasltyNo	S		*	
3	Pet1Deg	N			
4	PetDeg1	A	20		
5	Pet2Deg	N			
6	PetDeg2	A	20		
7	Pet3Deg	N			
8	PetDeg3	A	20		
9	TotalPet	N			
10	PetTotal	A	20		
11	HrAftBrn	N			
12	HrPBrnTx	A	20		
13	DxCs2FrM	N			
14	DxCs2FrT	A	6		
15	GrmtAflm	S			
16	See2Ext	N			
17	See2ExTx	A	20		
18	GlveType	A	80		
19	ExtFlmOt	A	80		
20	Aircraft	A	40		
21	Remarks	M	20		
22	CletnLoc	A	40		
23	GrmtType	A	80		
24	HndsBrnd	S			
25	GlvsWorn	S			
26	ExFlmMth	S			
27	ArcrftOc	S			

28	CletrID	A	40
29	NoWindow	A	2
30	TimeWeak	A	30
31	TmUnbl2C	A	30
32	Tm2MedRx	A	30
33	Form	S	
34	PosCs2Fr	S	
35	PrfWhlEx	S	
36	PainWas	S	
37	PainTask	S	
38	NnStdFrm	S	
39	HndBrnEx	S	

WDARMOR.DB

Field ID		Field Name	Type	Size	Key
1	IncdntNo	I		*	
2	CasltyNo	S		*	
3	CletrID	A	40		
4	CletnLoc	A	60		
5	Source	A	60		
6	UnfmlHit	S			
7	Fatg_WTN	A	60		
8	BB_WTN	A	40		
9	UnfmlHtOt	A	60		
10	BAWorn	S			
11	BARsnNot	M	20		
12	BAType	M	20		
13	BAFrnt	S			
14	BAHit	S			
15	BAHtPrf	A	20		
16	BA_WTN	A	40		
17	BAHtNPrf	A	20		
18	BA_PS	A	20		
19	BAPS_WTN	A	20		
20	HGWorn	S			
21	HGOth	A	40		
22	HGHit	S			
23	HGHtPrf	A	20		
24	HG_WTN	A	20		
25	HGHtNPrf	A	20		
26	HG_PS	A	20		
27	HGPS_WTN	A	20		
28	HGLnrTyp	A	40		
29	BtType	A	60		
30	BtHit	S			
31	BtHtNPrf	A	20		

32	BtHtPrf	A	20
33	Bt_WTN	A	20
34	Remarks	M	20
35	CollrPos	S	
36	NnStdFrm	S	

WDSCENA.DB

Field ID		Field Name	Type	Size	Key
1	IncdntNo	I		*	
2	ScenarID	A	10	*	
3	CletnLoc	A	80		
4	EnemySit	M	20		
5	FrndSit	M	20		
6	Location	M	20		
7	Weather	M	20		
8	Terrain	M	20		
9	Morale	M	20		
10	IncdSum	M	20		
11	IncdType	A	80		
12	NumMenGr	A	20		
13	TacGrTyp	A	80		
14	NumDeton	A	20		
15	NnStdFrm	S			

WDMUNIT.DB

Field ID		Field Name	Type	Size	Key
1	IncdntNo	I		*	
2	ScenarID	A	10	*	
3	DetNum	S		*	
4	DetNumTx	A	20		
5	WDMETNos	A	60		
6	F[illegible]Loc	A	20		
7	BeloSurf	A	20		
8	AbovSurf	A	20		
9	DetPtAbv	M	20		
10	SurfType	A	50		
11	SrfTyDes	M	20		
12	CrtrDpth	A	10		
13	CrtrMxDi	A	10		
14	CrtrMnDi	A	10		
15	CrtrDese	A	40		
16	Remarks	M	20		

WDUNIT.DB

Field ID		Field Name	Type	Size	Key
1	IncdntNo	I		*	

2	UnitID	A	10	*	
3	Descript	M	20		
4	NumMen	A	20		
5	UnitType	A	80		
6	UnitName	A	80		

WDTRPIV.DB

Field ID		Field Name	Type	Size	Key
1	IncdntNo	I		*	
2	CasltyNo	S		*	
3	IncidNum	A	40	*	
4	Name	A	40	*	
5	SerialNo	A	20		
6	MOS	A	10		
7	Wounded	S			
8	Weapon	M	20		
9	Rounds	M	20		
10	Grenades	A	60		
11	CntnSize	A	20		
12	NumCntns	A	40		
13	BodyArmr	M	20		
14	OthEquip	M	20		
15	TactNarr	M	20		

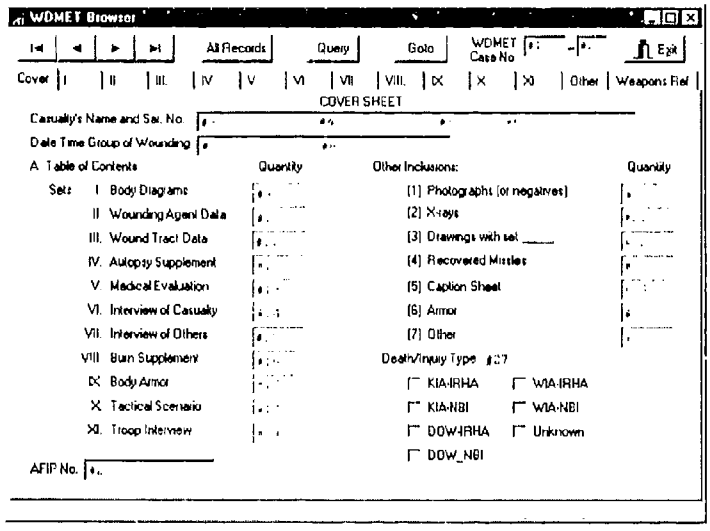
WDSLIDE.DB

Field ID		Field Name	Type	Size	Key
1	IncdntNo	I		*	
2	CasltyNo	S		*	
3	RollNo	A	10	*	
4	FrameNo	S		*	
5	Caption	A	60	*	
6	HowMany	S			
7	ToBeUsed	S			

WDWEAP.DB

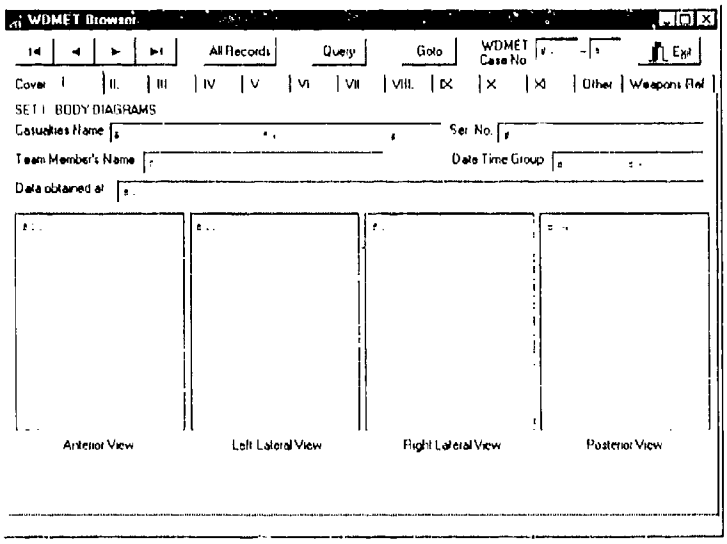
Field ID		Field Name	Type	Size	Key
1	WeapName	A	80	*	
2	WeapNmOt	M	20		
3	WeapDesc	M	20		
4	Bllstics	M	20		
5	Capabil	M	20		
6	Limits	M	20		
7	Remarks	M	20		
8	WeapType	A	40		
9	WeapModl	A	40		

COVER SHEET



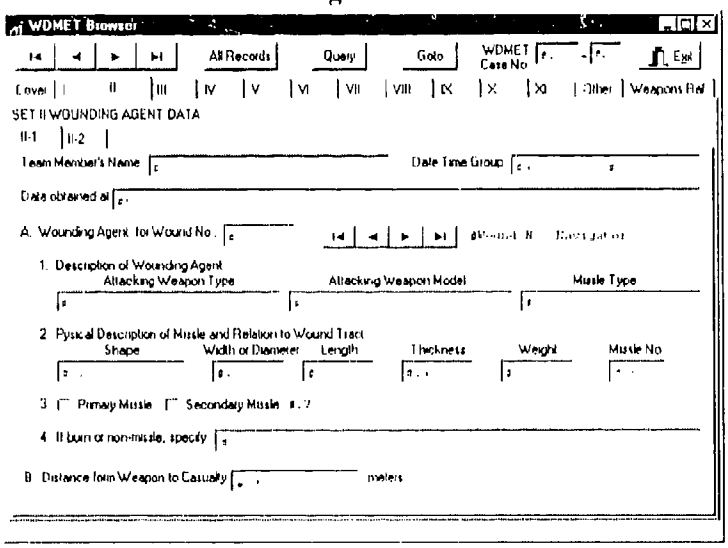
FieldNumber	ScreenText	FieldType	TableName	FieldName
#1	Incident Number	integer	Wdeslty	IncdntNo
#2	Casualty Number	integer	Wdeslty	CasltyNo
#3	Last Name	hidden	Wdeslty	LastName
#4	First Name	hidden	Wdeslty	FrstName
#5	Middle Name	hidden	Wdeslty	MidlName
#6	Serial Number	hidden	Wdeslty	SerialNo
#7	Time of Wounding	alphanumeric	Wdeslty	WndTime
#8	Date of Wounding	date	Wdeslty	WndDate
#9	Body Diagrams	derived	Wdbdiag	IncdntNo
#10	Wounding Agent Data	derived	Wdagent	IncdntNo
#11	Wound Tract Data	derived	Wdtract	IncdntNo
#12	Autopsy Supplement	derived	Wdautop	IncdntNo
#13	Medical Evaluation	derived	Wdelind	IncdntNo
#14	Interview of Casualty	derived	Wdeasiv	IncdntNo
#15	Interview of Others	derived	Wdothiv	IncdntNo
#16	Burn Supplement	derived	Wdburn	IncdntNo
#17	Body Armor	derived	Wdarmor	IncdntNo
#18	Tactical Scenario	derived	Wdscena	IncdntNo
#19	Troop Interview	derived	Wdtrpiv	IncdntNo
#20	Photographs	derived	Wdslide	IncdntNo
#21	X-rays	derived	N A	N A
#22	Drawings with set	derived	N A	N A
#23	Sets with Drawings	derived	N A	N A
#24	Recovered Missiles	derived	N A	N A
#25	Caption Sheet	derived	N A	N A
#26	Armor	derived	N A	N A
#27	Other	derived	N A	N A
#28	Death Injury Type	derived	N A	N A
#29	AFIP Number	alphanumeric	Wdeslty	AFIPNo

SET I. BODY DIAGRAMS



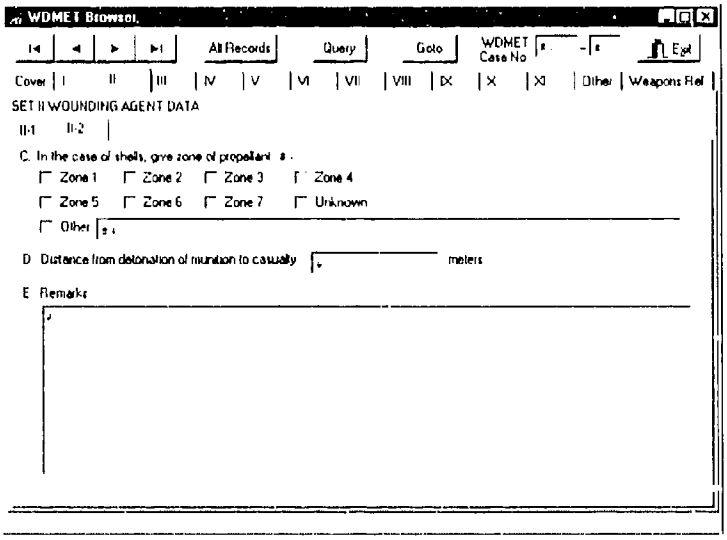
FieldNumber	ScreenText	FieldType	TableName	FieldName
#1	Incident Number	integer	Wdcletr	IncdntNo
#2	Casualty Number	integer	Wdcletr	CasltyNo
#3	Last Name	hidden	Wdcslty	LastName
#4	First Name	hidden	Wdcslty	FrstName
#5	Middle Name	hidden	Wdcslty	MidlName
#7	Team Member's Name	alphanumeric	Wdcletr	CletrID
#8	Time of Wounding	alphanumeric	Wdcslty	WndTime
#9	Date of Wounding	date	Wdcslty	WndDate
#10	Data Collection Location	alphanumeric	Wdcletr	CletnLoc
#11	Anterior View	BLOB image	Wdbdiag	BDAntVw
#12	Left Lateral View	BLOB image	Wdbdiag	BDLLatVw
#13	Right Lateral View	BLOB image	Wdbdiag	BDRLatVw
#14	Posterior View	BLOB image	Wdbdiag	BDPostVw

SET II. WOUNDING AGENT DATA - Page 1



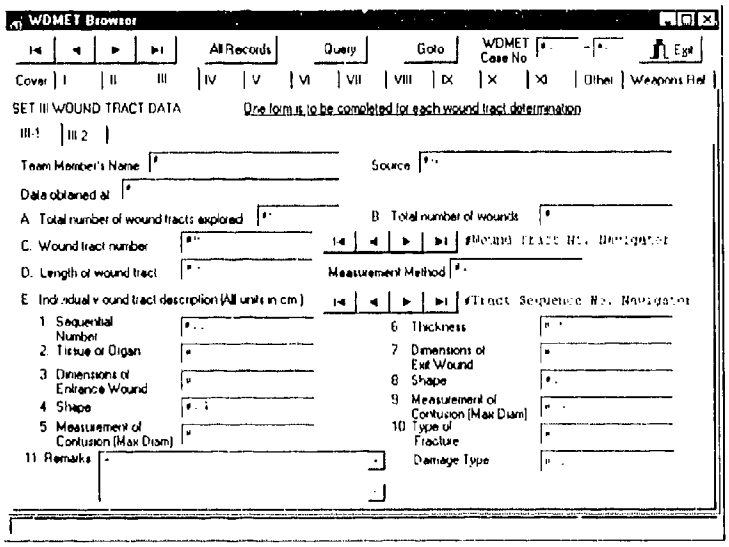
FieldNumber	ScreenText	FieldType	TableName	FieldName
#1	Incident Number	integer	Wdagent	IncdntNo
#2	Casualty Number	integer	Wdagent	CasltyNo
#3	Team Member's Name	alphanumeric	Wdcletr	CletrID
#4	Date of Wounding	alphanumeric	Wdcslty	WndDate
#5	Time of Wounding	alphanumeric	Wdcslty	WndTime
#6	Data Collection Location	alphanumeric	Wdcletr	CletnLoc
#7	Wound Number	alphanumeric	Wdagent	WoundNo
#8	Weapon Type	alphanumeric	Wdagent	WeapType
#9	Weapon Model	alphanumeric	Wdagent	WeapModl
#10	Missile Type	alphanumeric	Wdagent	MislType
#11	Missile Shape	alphanumeric	Wdagent	MislShap
#12	Missile Width ro Diameter	alphanumeric	Wdagent	MislWid
#13	Missile Length	alphanumeric	Wdagent	MislLen
#14	Missile Thickness	alphanumeric	Wdagent	MislThck
#15	Missile Weight	alphanumeric	Wdagent	MislWt
#16	Missile No.	alphanumeric	Wdagent	MislNo
#17	Primary or Secondary Missile 1 Primary Missile; 2 Secondary Missile	categorical	Wdagent	PriOrSec
#18	Burn or Non-Missile Type	alphanumeric	Wdagent	NnMslTyp
#19	Distance from Weapon to Casualty	alphanumeric	Wdagent	DxWepCas

SET II. WOUNDING AGENT DATA - Page 2



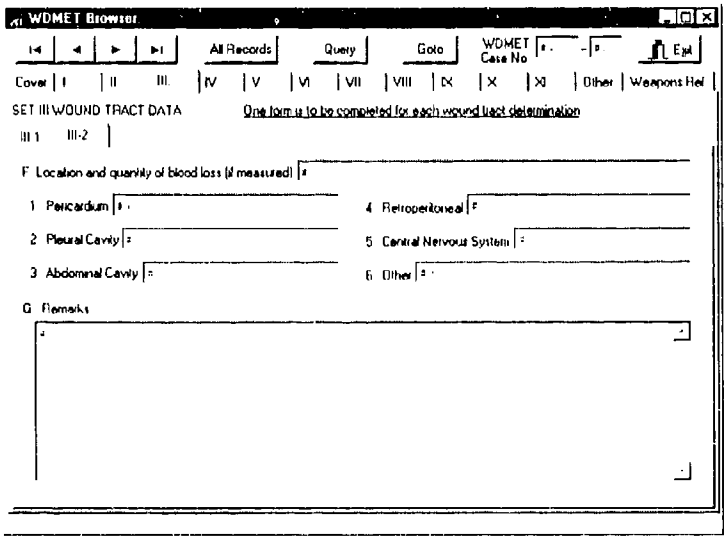
FieldNumber	ScreenText	FieldType	TableName	FieldName
#1	Incident Number	integer	Wdagent	IncdntNo
#2	Casualty Number	integer	Wdagent	CaslyNo
#3	Zone of Propellant	categorical	Wdagent	PrpInt/Zn
	1 Zone 1; 2 Zone 2; 3 Zone 3; 4 Zone 4; 5 Zone 5; 6 Zone 6; 7 Zone 7; 8 Zone Unknown; 9 Zone Other			
#4	Zone of Propellant, Other	alphanumeric	Wdagent	PrpZnOth
#5	Distance, Munition Detonation-Casualty	alphanumeric	Wdagent	DxDetCas
#6	Remarks	text	Wdagent	Remarks

SET III. WOUND TRACT DATA Page 1



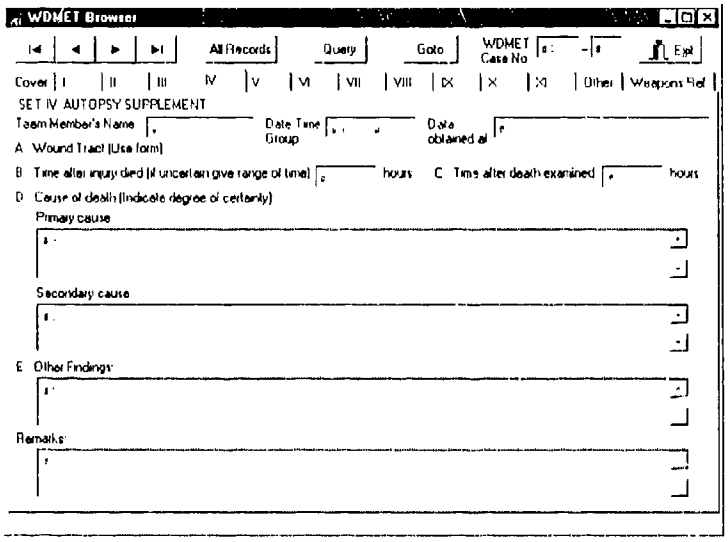
FieldNumber	ScreenText	FieldType	TableName	FieldName
#1	Incident Number	integer	Wdcslty	IncdntNo
#2	Casualty Number	integer	Wdcslty	Caslty No
#3	Team Member's Name	alphanumeric	Wdtract	CletrID
#4	Source	alphanumeric	Wdtract	DataSrce
#5	Data Collection Location	alphanumeric	Wdtract	CletnLoc
#6	Total Number of Wound Tracts Explored	alphanumeric	Wdtract	TotTrExp
#7	Total Number of Wounds	alphanumeric	Wdtract	TotWnds
#8	Wound Tract Number	alphanumeric	Wdagent	WoundNo
#9	Wound Tract Length	alphanumeric	Wdagent	TractLen
#10	Measurement Method	alphanumeric	Wdagent	MeasMeth
#11	Sequence Number	integer	Wdtissu	SeqnceNo
#12	Tissue or Organ	alphanumeric	Wdtissu	TissName
#13	Dimensions of Entrance Wound	alphanumeric	Wdtissu	EnDims
#14	Shape of Entrance Wound	alphanumeric	Wdtissu	EnShape
#15	Size of Entrance Contusion(Max Diam)	alphanumeric	Wdtissu	EnCntsDi
#16	Thickness	alphanumeric	Wdtissu	Thckness
#17	Dimensions of Exit Wound	alphanumeric	Wdtissu	ExDims
#18	Shape of Exit Wound	alphanumeric	Wdtissu	ExShape
#19	Size of Exit Contusion (Max Diam)	alphanumeric	Wdtissu	ExCntsDi
#20	Type of Fracture	alphanumeric	Wdtissu	ExType
#21	Damage Type	alphanumeric	Wdtissu	DmgeType
#22	Remarks	text	Wdtissu	Remarks

SET III. WOUND TRACT DATA Page 2



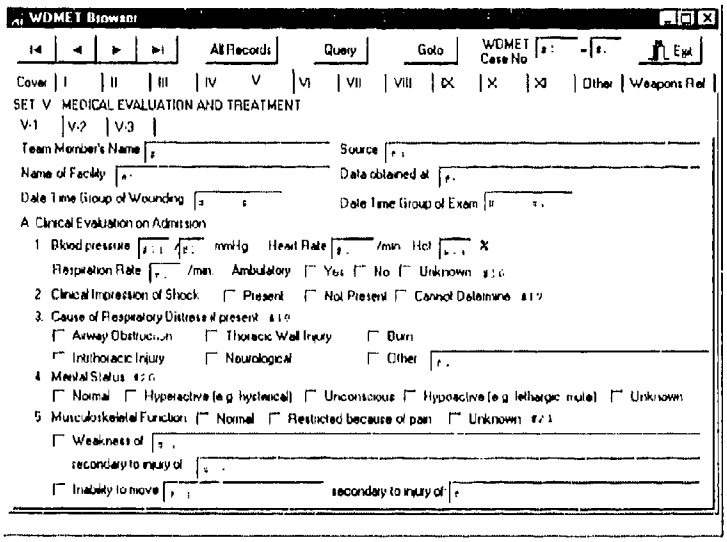
FieldNumber	ScreenText	FieldType	TableName	FieldName
#1	Incident Number	integer	Wdcslty	IncdntNo
#2	Casualty Number	integer	Wdcslty	CaslityNo
#3	Blood Loss, Location and Quantity	text	Wdtract	BldLoss
#4	Blood Loss, Pericardium	alphanumeric	Wdtract	Pericard
#5	Blood Loss, Pleural Cavity	alphanumeric	Wdtract	PleurCav
#6	Blood Loss, Abdominal Cavity	alphanumeric	Wdtract	AbdCav
#7	Blood Loss, Other	alphanumeric	Wdtract	Other
#8	Blood Loss, CNS	alphanumeric	Wdtract	CNS
#10	Remarks	text	Wdtract	Remarks

SET IV. AUTOPSY SUPPLEMENT



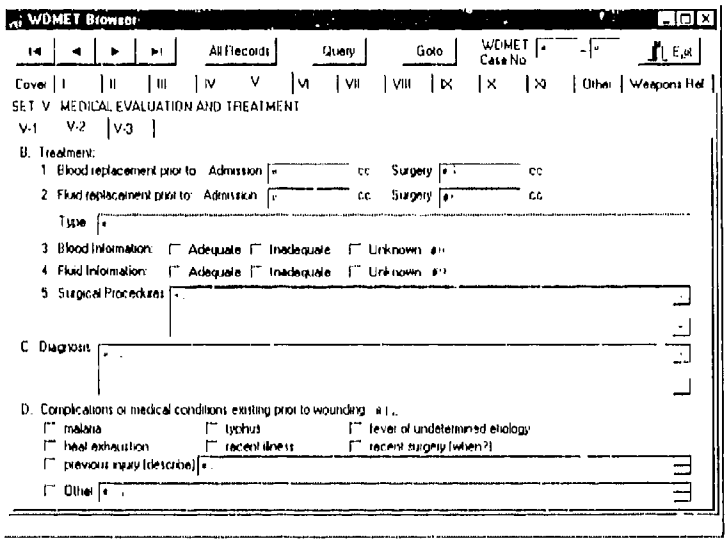
FieldNumber	ScreenText	FieldType	TableName	FieldName
#1	Incident Number	integer	Wdautop	IncdntNo
#2	Casualty Number	integer	Wdautop	CaslyNo
#3	Team Member's Name	alphanumeric	Wdautop	CletrID
#4	Time of Data Collection	alphanumeric	Wdautop	CletTime
#5	Date of Data Collection	date	Wdautop	CletDate
#6	Data Collection Location	alphanumeric	Wdautop	CletnLoc
#7	Time After Injury Died	alphanumeric	Wdautop	Inj2Die
#8	Time After Death Examined	alphanumeric	Wdautop	Die2Exam
#9	Primary Cause of Death	text	Wdautop	PriCxDth
#10	Secondary cause of Death	text	Wdautop	SecCxDth
#11	Other Findings	text	Wdautop	OtherFnd
#12	Remarks	text	Wdautop	Remarks

SET V. MEDICAL EVALUATION AND TREATMENT - Page 1



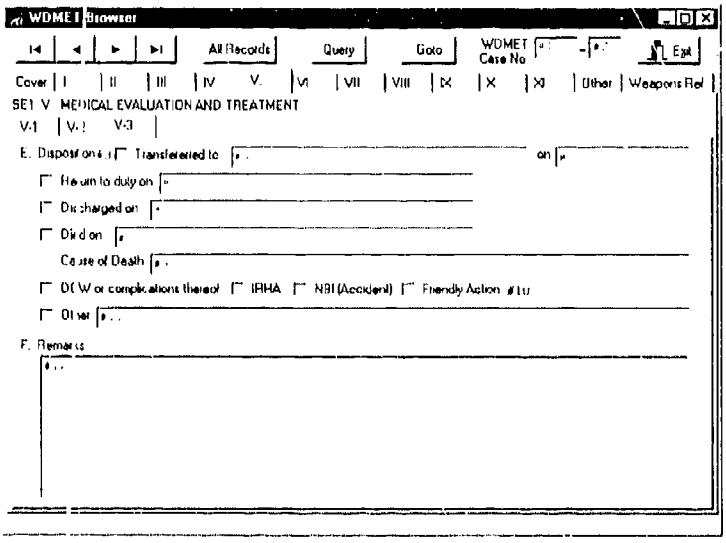
FieldNumber	ScreenText	FieldType	TableName	FieldName
#1	Incident Number	integer	Wdclind	IncdntNo
#2	Casualty Number	integer	Wdclind	CasltyNo
#3	Team Member's Name	alphanumeric	Wdclind	CletrID
#4	Source	alphanumeric	Wdclind	DataSrc
#5	Name of Facility	alphanumeric	Wdclind	FacName
#6	Data Collection Location	alphanumeric	Wdclind	CletnLoc
#11	Systolic Pressure	alphanumeric	Wdclind	SystBPTx
#12	Diastolic Pressure	alphanumeric	Wdclind	DiasBPTx
#13	Heart Rate	alphanumeric	Wdclind	HrtRTTxt
#14	Hematocrit	alphanumeric	Wdclind	HctTxt
#15	Respiration Rate	alphanumeric	Wdclind	RRTxt
#16	Ambulatory	category	Wdclind	Ambulate
	1 Ambulatory; 2 Not Ambulatory; 3 Unknown if Ambulatory			
#17	Clinical Impression of Shock	category	Wdclind	Shock
	1 Unknown if Shock Present; 2 Shock Not Present; 3 Shock Present			
#18	Cause of Respiratory Distress if Present	bitwise	Wdclind	CxRspDis
	1 Airway Obstruction; 2 Thoracic Wall Injury; 4 Burn; 8 Intrathoracic Injury			
	16 Neurological; 32 Other			
#19	Other Cause of Respiratory Distress	alphanumeric	Wdclind	RspDisOt
#20	Mental Status	bitwise	Wdclind	MentStat
	1 Normal; 2 Hyperactive (e.g. hysterical); 4 Unconscious;			
	8 Hypoactive (e.g. lethargic, mute); 16 Unknown			
#21	Musculoskeletal Function	bitwise	Wdclind	MSLxn
	1 Normal; 2 Restricted because of pain; 4 Weakness; 8 Inability to move; 16 Unknown			
#22	Weakness of Muskuloskeletal Function	alphanumeric	Wdclind	WknessOf
#23	Weakness Secondary to Injury of	alphanumeric	Wdclind	WkSecInj
#24	Inability to Move	alphanumeric	Wdclind	CantMove
#25	Inability to Move Secondary to Injury of	alphanumeric	Wdclind	CMSecInj

SET V. MEDICAL EVALUATION AND TREATMENT - Page 2



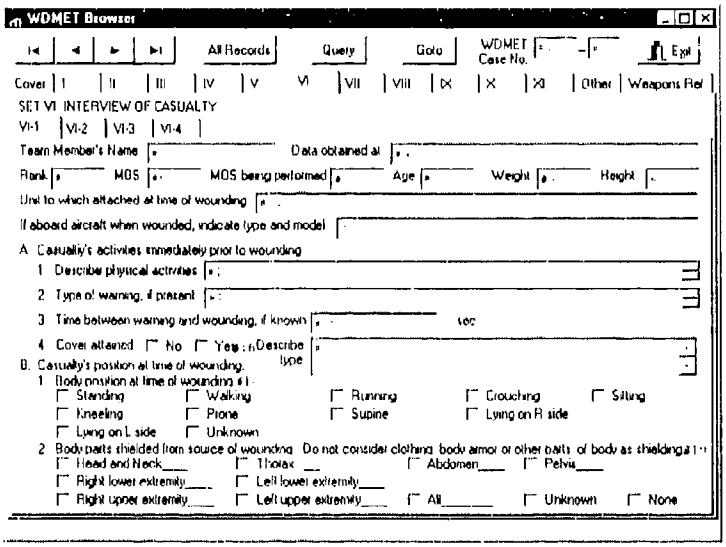
FieldNumber	ScreenText	FieldType	TableName	FieldName
#1	Incident Number	integer	Wdelind	IncdntNo
#2	Casualty Number	integer	Wdelind	CasltyNo
#3	Blood replacement prior to Admission	alphanumeric	Wdelind	BldRAdTx
#4	Blood replacement prior to Surgery	alphanumeric	Wdelind	BldRSxTx
#5	Fluid replacement prior to Admission	alphanumeric	Wdelind	FldRAdTx
#6	Fluid replacement prior to Surgery	alphanumeric	Wdelind	FldRSxTx
#7	Fluid Type	alphanumeric	Wdelind	FluidTyp
#8	Blood Information Quality 1 Adequate; 2 Inadequate; 3 Unknown	categorical	Wdelind	BldInfo
#9	Fluid Information Quality 1 Adequate; 2 Inadequate; 3 Unknown	categorical	Wdelind	FldInfo
#10	Surgical Procedures	alphanumeric	Wdelind	SurgProc
#11	Diagnosis	alphanumeric	Wdelind	Dx
#12	Complications Medical Conditions Prior 1 Malaria; 2 Typhus; 4 Fever of undetermined origin; 8 Heat Exhaustion 16 Recent Illness; 32 Recent Surgery; 64 Previous Injury; 128 Other	bitwise	Wdelind	Cmpletns
#13	Previous Injury Description	text	Wdelind	CmpPrevI
#14	Other Complication Description	text	Wdelind	CompsOth

SET V. MEDICAL EVALUATION AND TREATMENT - Page 3



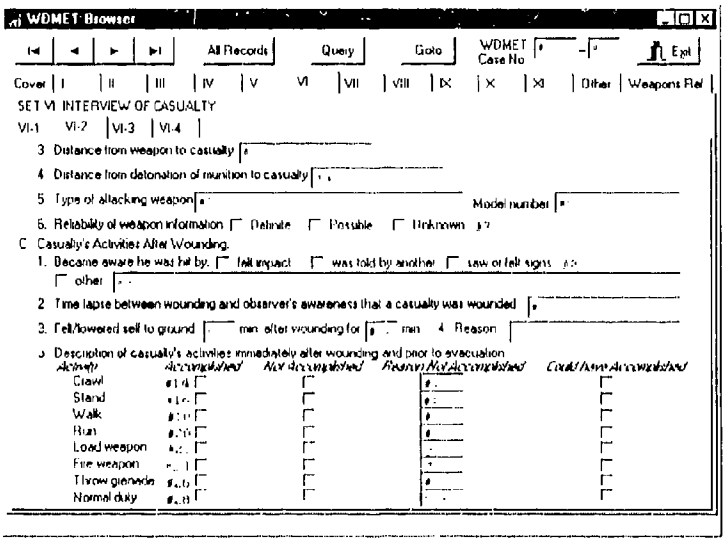
FieldNumber	ScreenText	FieldType	TableName	FieldName
#1	Incident Number	integer	Wdclind	IncdntNo
#2	Casualty Number	integer	Wdclind	CasltyNo
#3	Disposition	categorical	Wdclind	Disposit
	1 Transferred; 2 Returned to Duty; 4 Discharged; 8 DOW or complications; 16 Other			
#4	Location Transferred to	alphanumeric	Wdclind	TrfTo
#5	Transferred on	date	Wdclind	TrfOn
#6	Date Returned to Duty	date	Wdclind	DteRTD
#7	Date Discharged on	date	Wdclind	DschrgOn
#8	Date Died on	date	Wdclind	DiedOn
	Note: Preceding box is checked if presence of data in field #8 is detected			
#10	Nature of Engagement	integer	Wdclind	NaturEng
#11	Other Disposition	alphanumeric	Wdclind	DisposOt
#12	Remarks	text	Wdclind	Remarks
#13	Outcome, Died	integer	Wdclind	OtcmDied
#14	Outcome, Lived	integer	Wdclind	OtcmLive

SET VI. INTERVIEW OF CASUALTY - Page 1



FieldNumber	ScreenText	FieldType	TableName	FieldName
#1	Incident Number	integer	Wdcasiv	IncdntNo
#2	Casualty Number	integer	Wdcasiv	CasltyNo
#3	Team Member's Name	alphanumeric	Wdcasiv	CletrID
#4	Data Collection Location	alphanumeric	Wdcasiv	CletnLoc
#5	Rank	alphanumeric	Wdcasiv	Rank
#6	MOS	alphanumeric	Wdcasiv	MOS
#7	MOS Performed	alphanumeric	Wdcasiv	MOSPfrmd
#8	Age	integer	Wdcasiv	Age
#9	Weight	integer	Wdcasiv	Weight
#10	Height	integer	Wdcasiv	Height
#11	Unit	alphanumeric	Wdcasiv	Unit
#12	Type and Model of Aircraft, if aboard	alphanumeric	Wdcasiv	AcrftTyp
#13	Physical Activities	text	Wdcasiv	PhysActv
#14	Type of Warning, if Present	alphanumeric	Wdcasiv	WarnType
#15	Time Between Warning and Wounding	alphanumeric	Wdcasiv	Wrn2WdTm
#16	Cover Attained 1 No; 2 Yes	categorical	Wdcasiv	CvrAttnd
#17	Description of Cover Type	text	Wdcasiv	CovrDesc
#18	Body Position at Time of Wounding 1 Standing; 2 Walking; 3 Running; 4 Crouching; 5 Sitting; 6 Kneeling; 7 Prone; 8 Supine; 9 Lying on R side; 10 Lying on L side; 11 Unknown	categorical	Wdcasiv	CasPosit
#19	Body Parts Shielded from Wounding Source 1 Head and Neck; 2 Thorax; 4 Abdomen; 8 Pelvis; 16 Right Lower Extremity; 32 Left Lower Extremity; 64 Right Upper Extremity; 128 Left Upper Extremity; 256 All; 512 Unknown; 1024 None	bitwise	Wdcasiv	PrtsShld

SET VI. INTERVIEW OF CASUALTY - Page 2



FieldNumber	ScreenText	FieldType	TableName	FieldName
#1	Incident Number	integer	Wdcasiv	IncdntNo
#2	Casualty Number	integer	Wdcasiv	CasltyNo
#3	Distance from Weapon to Casualty	alphanumeric	Wdcasiv	Wp2CasDx
#4	Distance, Munition Detonation-Casualty	alphanumeric	Wdcasiv	Det2CaDx
#5	Type of Attacking Weapon	alphanumeric	Wdcasiv	WeapType
#6	Model Number of Weapon	alphanumeric	Wdcasiv	WeapModl
#7	Reliability of Weapon Information 0 Unknown; 1 Definite; 2 Possible	categorical	Wdcasiv	Reliabil
#8	How Casualty Became Aware He was Hit 1 Felt Impact; 2 Was Told by Another; 4 Saw or Felt Signs; 8 Other	bitwise	Wdcasiv	CasAwrBy
#9	Casualty Aware of Wounding, Other	alphanumeric	Wdcasiv	CasAwrOt
#10	Time Observer Aware Casualty Wounded	alphanumeric	Wdcasiv	WndAwrTm
#11	Time Fell Lowered Self to Ground	alphanumeric	Wdcasiv	GrnddAft
#12	Time on Ground	alphanumeric	Wdcasiv	GrnddFor
#13	Reason on Ground	alphanumeric	Wdcasiv	GrnddRsn
#14	Crawl	categorical	Wdcasiv	Crawl
#15	Stand	categorical	Wdcasiv	Stand
#16	Walk	categorical	Wdcasiv	Walk
#17	Run	categorical	Wdcasiv	Run
#18	Load Weapon	categorical	Wdcasiv	Load
#19	Fire Weapon	categorical	Wdcasiv	Fire
#20	Throw Grenade	categorical	Wdcasiv	Throw
#21	Normal Duty	categorical	Wdcasiv	NrmlDuty

#14 Crawl, #15 Stand, #16 Walk, #17 Run, #18 Load Weapon, #19 Fire Weapon, #20 Throw Grenade, #21 Normal Duty

For U.S. Army Cases prior to Incident No. 80090:
1 Attempted and Accomplished; 2 Attempted, Not Accomplished, 3 Could Have Accomplished, 4 Could Not Have Accomplished

For U.S. Army Cases starting with Incident No. 80090 and all Marine Cases
1 Attempted and Accomplished, 2 Attempted, Not Accomplished, 3 Could Have Accomplished

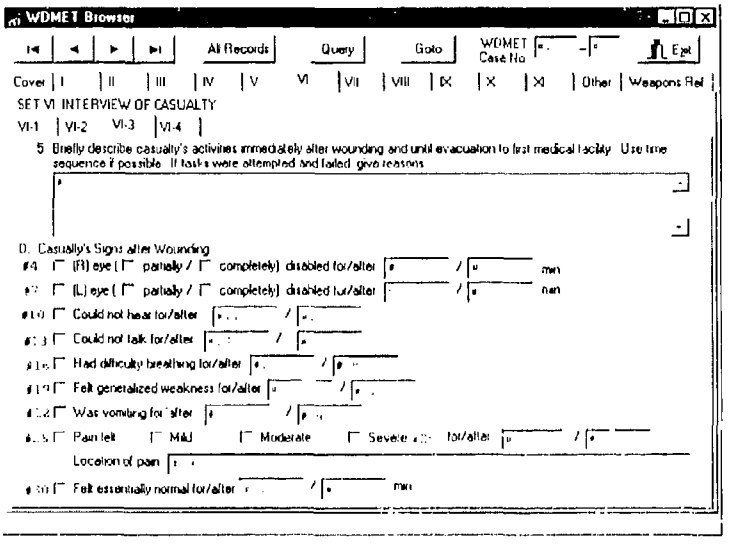
#22	Reason Crawl not Accomplished	alphanumeric	Wdcasiv	CrwlRNAc
#23	Reason Stand not Accomplished	alphanumeric	Wdcasiv	StndRNAc
#24	Reason Walk not Accomplished	alphanumeric	Wdcasiv	WalkRNAc
#25	Reason Run not Accomplished	alphanumeric	Wdcasiv	RunRNAc
#26	Reason Load Weapon not Accomplished	alphanumeric	Wdcasiv	LoadRNAc
#27	Reason Fire Weapon not Accomplished	alphanumeric	Wdcasiv	FireRNAc
#28	Reason Throw Grenade not Accomplished	alphanumeric	Wdcasiv	ThrwRNAc
#29	Reason Normal Duty not Accomplished	alphanumeric	Wdcasiv	NrmlRNAc

Reasons Not Accomplished #22 Crawl, #23 Stand, #24 Walk, #25 Run, #26 Load Weapon, #27 Fire Weapon, #28 Throw Grenade, #29 Normal Duty.

For: U.S. Army Cases prior to Incident No. 80090:
1 Medical Intervention; 2 Restrained (outside force); 3 Weakness (generalized); 4 Paralysis; 5 Unconsciousness; 6 Pain;

For U.S. Army Cases starting with Incident No. 80090 and all Marine Cases:
1 Pain; 2 Other Effects of Wound(s); 3 Reasons Other than wounding (i.e. medical intervention, no need to continue, etc.)

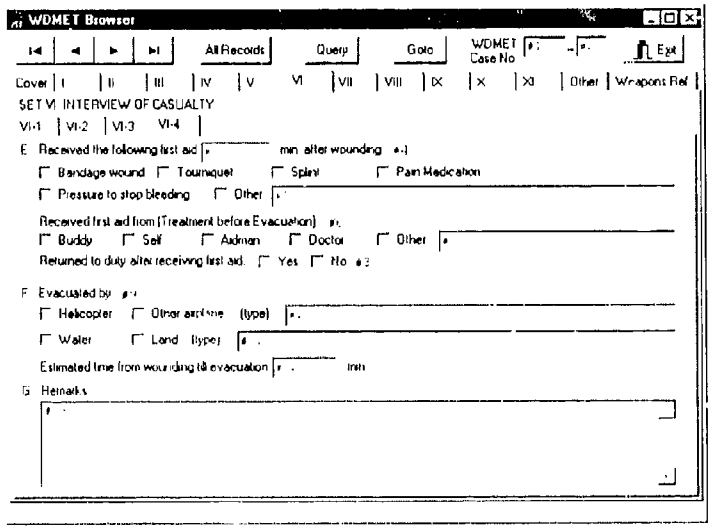
SET VI. INTERVIEW OF CASUALTY - Page 3



FieldNumber	ScreenText	FieldType	TableName	FieldName
#1	Incident Number	integer	Wdeasiv	IncdntNo
#2	Casualty Number	integer	Wdeasiv	CasltyNo
#3	Physical Activities	text	Wdeasiv	PhysActv
#4	Right Eye Disabled	categorical	Wdeasiv	ReyeDis
	0 Not Disabled; 1 Partially Disabled; 2 Completely Disabled			
#5	Right Eye Disabled After	alphanumeric	Wdeasiv	REyeAft
#6	Right Eye Disabled for	alphanumeric	Wdeasiv	REyeFor
#7	Left Eye Disabled	categorical	Wdeasiv	LEyeDis
	0 Not Disabled; 1 Partially Disabled; 2 Completely Disabled			
#8	Left Eye Disabled After	alphanumeric	Wdeasiv	LEyeAft
#9	Left Eye Disabled for	alphanumeric	Wdeasiv	LEyeFor
#10	Could not Hear	categorical	Wdeasiv	HearLoss
	0 False; 1 True			
#11	Could not Hear for	alphanumeric	Wdeasiv	HrLsFor
#12	Could not Hear After	alphanumeric	Wdeasiv	HrLsAft
#13	Could not Talk	integer	Wdeasiv	TalkLoss
	0 False; 1 True			
#14	Could not Talk for	alphanumeric	Wdeasiv	TlkLsFor
#15	Could not Talk After	alphanumeric	Wdeasiv	TlkLsAft
#16	Had Difficulty Breathing	categorical	Wdeasiv	Dyspnea
	0 False; 1 True			
#17	Had Difficulty Breathing for	alphanumeric	Wdeasiv	DyspnFor
#18	Had Difficulty Breathing After	alphanumeric	Wdeasiv	DyspnAft
#19	Felt Generalized Weakness	categorical	Wdeasiv	Weakness
	0 False; 1 True			
#20	Felt Generalized Weakness for	alphanumeric	Wdeasiv	WeakFor
#21	Felt Generalized Weakness After	alphanumeric	Wdeasiv	WeakAft
#22	Was Vomiting	categorical	Wdeasiv	Vomited
	0 False; 1 True			
#23	Was Vomiting for	alphanumeric	Wdeasiv	VomtdFor
#24	Was Vomiting After	alphanumeric	Wdeasiv	VomtdAft
#25	Felt Pain	categorical	Wdeasiv	PainFelt
	0 False; 1 True			

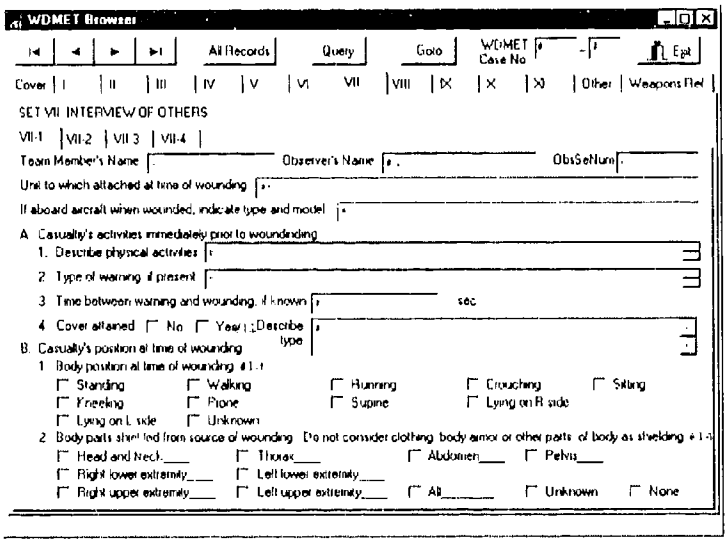
#26	Amount of Pain Felt 1 Mild; 2 Moderate; 3 Severe	categorical	Wdcasiv	PainAmt
#27	Pain Felt for	alphanumeric	Wdcasiv	PainFor
#28	Pain Felt After	alphanumeric	Wdcasiv	PainAft
#29	Location of Pain	alphanumeric	Wdcasiv	PainLoc
#30	Felt Essentially Normal 0 False; 1 True	categorical	Wdcasiv	NrmlFelt
#31	Felt Essentially Normal for	alphanumeric	Wdcasiv	NrmlFor
#32	Felt Essentially Normal after	alphanumeric	Wdcasiv	NrmlAft

SET VI. INTERVIEW OF CASUALTY - Page 4



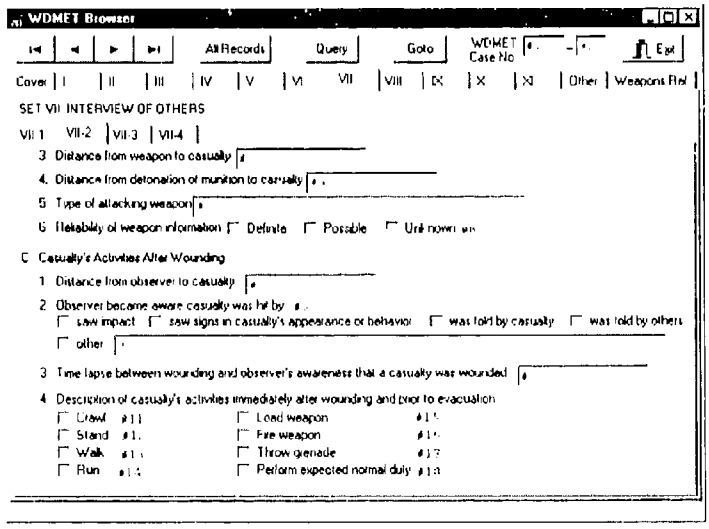
FieldNumber	ScreenText	FieldType	TableName	FieldName
#1	Incident Number	integer	Wdcasiv	IncdntNo
#2	Casualty Number	integer	Wdcasiv	CasltyNo
#3	Time to Receive First Aid	alphanumeric	Wdcasiv	FsAidAft
#4	Type of First Aid Received	bitwise	Wdcasiv	FsAidTyp
	1 Bandage; 2 Tourniquet; 4 Splint; 8 Pain Medication; 16 Tracheotomy; 32 IV Fluids; 64 Pressure to Stop Bleeding; 128 Other			
#5	Other First Aid	alphanumeric	Wdcasiv	FsAidOth
#6	Received First Aid from	bitwise	Wdcasiv	FsAidFrm
	1 Buddy; 2 Self; 4 Aidman; 8 Doctor; 16 Other			
#7	First Aid From Other	alphanumeric	Wdcasiv	FsAidFOt
#8	Returned to Duty after First Aid	categorical	Wdcasiv	RTDbyAid
	1 Yes; 2 No			
#9	Evacuated by	bitwise	Wdcasiv	EvacBy
	1 Helicopter; 2 Other Air; 4 Water; 8 Land			
#10	Other Airplane Type	alphanumeric	Wdcasiv	EvAirOth
#11	Other Land Type	alphanumeric	Wdcasiv	EvLndOth
#12	Est. Time from Wounding till Evacuation	alphanumeric	Wdcasiv	EstTm2Ev
#13	Remarks	text	Wdcasiv	Remarks

SET VII. INTERVIEW OF OTHERS - Page 1



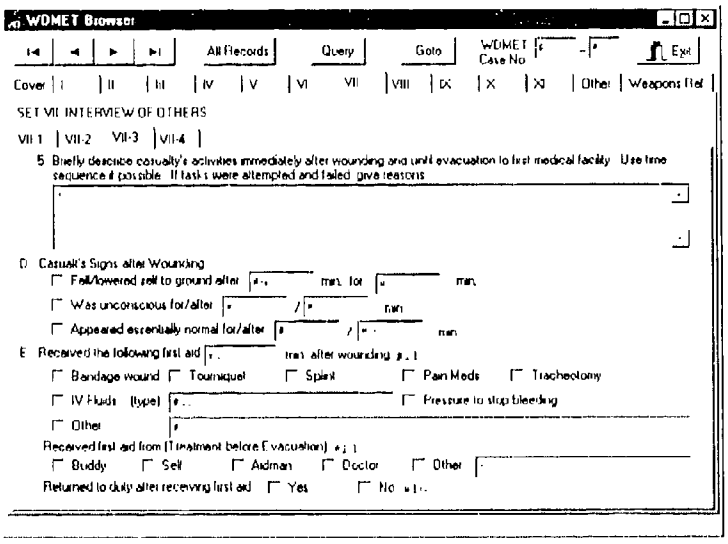
FieldNumber	ScreenText	FieldType	TableName	FieldName
#1	Incident Number	integer	Wdothiv	IncdntNo
#2	Casualty Number	integer	Wdothiv	CasltyNo
#3	Team Member's Name	alphanumeric	Wdothiv	CltrID
#4	Observer's Name	alphanumeric	Wdothiv	ObsName
#5	Observer's Serial Number	alphanumeric	Wdothiv	ObsSeNum
#6	Unit at Time of Wounding	alphanumeric	Wdothiv	Unit
#7	If Aboard Aircraft, Type and Model	alphanumeric	Wdothiv	AcrftTyp
#8	Casualty's Physical Activity Prior	text	Wdothiv	PhysActv
#9	Type of Warning, if Present	text	Wdothiv	WarnType
#10	Time between Warning and Wounding	alphanumeric	Wdothiv	Wrn2WdTm
#11	Cover Attained 1 No; 2 Yes	categorical	Wdothiv	CvrAttnd
#12	Description of Cover	text	Wdothiv	CovrDesc
#13	Casualty's Position at Time of Wounding 1 Standing; 2 Walking; 3 Running; 4 Crouching; 5 Sitting, 6 Kneeling; 7 Prone; 8 Supine; 9 Lying on R side; 10 Lying on L side; 11 Unknown	categorical	Wdothiv	CasPosit
#14	Body Parts Shielded from Wounding Source 1 Head and Neck; 2 Thorax; 4 Abdomen, 8 Pelvis; 16 Right Lower Extremity; 32 Left Lower Extremity; 64 Right Upper Extremity; 128 Left Upper Extremity; 256 All;; 512 Unknown; 1024 None	categorical	Wdothiv	PrtsShld

SET VII. INTERVIEW OF OTHERS - Page 2



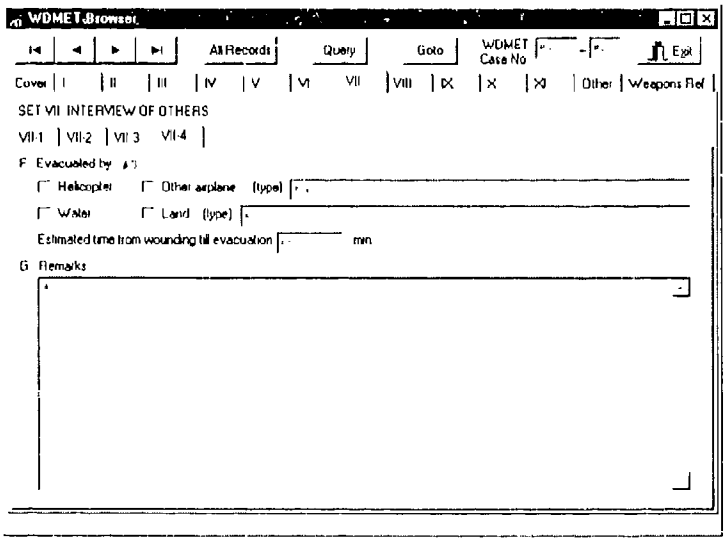
FieldNumber	ScreenText	FieldType	TableName	FieldName
#1	Incident Number	integer	Wdothiv	IncdntNo
#2	Casualty Number	integer	Wdothiv	CasltyNo
#3	Distance from Weapon to Casualty	alphanumeric	Wdothiv	Wp2CasDx
#4	Distance, Munition Detonation-Casualty	alphanumeric	Wdothiv	Det2CaDx
#5	Type of Attacking Weapon	alphanumeric	Wdothiv	WeapType
#6	Reliability of Weapon Information	categorical	Wdothiv	Reliabil
	0 Unknown; 1 Definite; 2 Possible			
#7	Distance from Observer to Casualty	alphanumeric	Wdothiv	Obs2CaDx
#8	How Observer Became Aware Casualty Hit	bitwise	Wdothiv	ObsAwrBy
	1 Saw Impact; 2 Saw Signs in casualty's appearance or behavior;			
	4 Was Told by Casualty; 8 Was Told by Others; 16 Other			
#9	Observer Aware Casualty Hit, Other	alphanumeric	Wdothiv	ObsAwrOt
#10	Time, Wounding-Observers Awareness	alphanumeric	Wdothiv	WndAwrTm
#11	Crawl	categorical	Wdothiv	Crawl
	1 Accomplished			
#12	Stand	categorical	Wdothiv	Stand
	1 Accomplished			
#13	Walk	categorical	Wdothiv	Walk
	1 Accomplished			
#14	Run	categorical	Wdothiv	Run
	1 Accomplished			
#15	Load Weapon	categorical	Wdothiv	Load
	1 Accomplished			
#16	Fire Weapon	categorical	Wdothiv	Fire
	1 Accomplished			
#17	Throw Grenade	categorical	Wdothiv	Throw
	1 Accomplished			
#18	Perform Expected Normal Duty	categorical	Wdothiv	NrmlDuty
	1 Accomplished			

SET VII. INTERVIEW OF OTHERS - Page 3



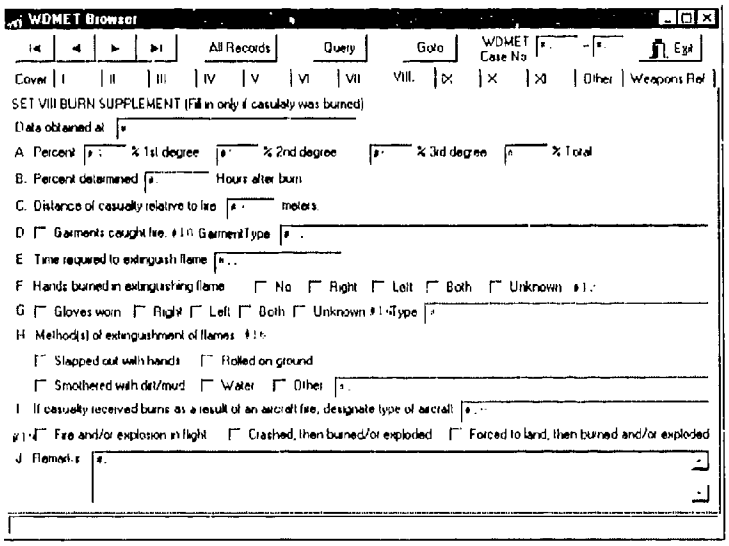
FieldNumber	ScreenText	FieldType	TableName	FieldName
#1	Incident Number	integer	Wdothiv	IncdntNo
#2	Casualty Number	integer	Wdothiv	CaslyNo
#3	Activities from Wounding to Evacuation	alphanumeric	Wdothiv	Act2Evac
#4	Fell Lowered Self to Ground after	alphanumeric	Wdothiv	GrnddAft
#5	On Ground for	alphanumeric	Wdothiv	GrnddFor
#6	Was Unconscious for	alphanumeric	Wdothiv	UnconFor
#7	Was Unconscious after	alphanumeric	Wdothiv	UnconAft
#8	Appeared Essentially Normal for	alphanumeric	Wdothiv	NrmlFor
#9	Appeared Essentially Normal after	alphanumeric	Wdothiv	NrmlAft
#10	Received First Aid after	alphanumeric	Wdothiv	FsAidAft
#11	Type First Aid Received	bitwise	Wdothiv	FsAidTyp
	1 Bandage; 2 Tourniquet; 4 Splint; 8 Pain Medication; 16 Tracheotomy; 32 IV Fluids; 64 Pressure to Stop Bleeding; 128 Other			
#12	Type of IV Fluids	alphanumeric	Wdothiv	FsAIVtyp
#13	Other Type First Aid	alphanumeric	Wdothiv	FsAidOth
#14	Received First Aid From	bitwise	Wdothiv	FsAidFrm
	1 Buddy, 2 Self; 4 Aidman; 8 Doctor; 16 Other			
#16	Returned to Duty after First Aid	categorical	Wdothiv	RTDbyAid
	1 Yes, 2 No			

SET VII. INTERVIEW OF OTHERS - Page 4



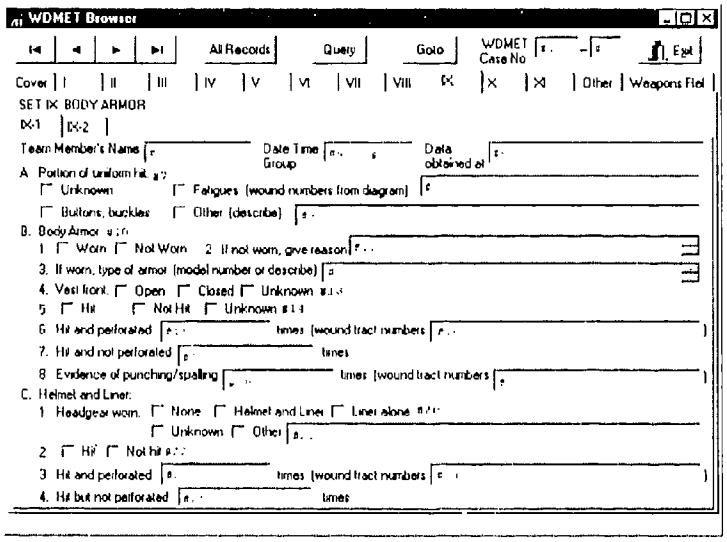
FieldNumber	ScreenText	FieldType	TableName	FieldName
#1	Incident Number	integer	Wdothiv	IncdntNo
#2	Casualty Number	integer	Wdothiv	Caslty No
#3	Evacuated by 1 Helicopter; 2 Other Air; 4 Water; 8 Land	categorical	Wdothiv	EvacBy
#4	Other Airplane Type	alphanumeric	Wdothiv	EvAirOth
#5	Type of Land Evacuation	alphanumeric	Wdothiv	EvLndOth
#6	Est. Time from Wound till Evacuation	alphanumeric	Wdothiv	EstTm2Ev
#7	Remarks	text	Wdothiv	Remarks

SET VIII. BURN SUPPLEMENT



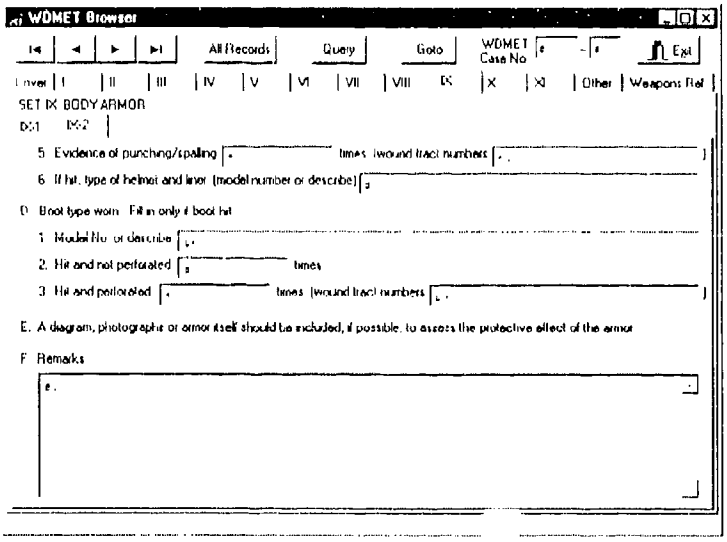
FieldNumber	ScreenText	FieldType	TableName	FieldName
#1	Incident Number	integer	Wdburn	IncdntNo
#2	Casualty Number	integer	Wdburn	CasltyNo
#3	Data Collection Location	alphanumeric	Wdburn	CletnLoc
#4	Percent 1st Degree Burn	number	Wdburn	Pct1Deg
#5	Percent 2nd Degree Burn	number	Wdburn	Pct2Deg
#6	Percent 3rd Degree Burn	number	Wdburn	Pct3Deg
#7	Percent Burned Total	number	Wdburn	TotalPct
#8	Hours after Burn Determined	number	Wdburn	HrAftBrn
#10	Garments Caught Fire 1 Yes; 0 No	categorical	Wdburn	GrmtAflm
#11	Garment Type	alphanumeric	Wdburn	GrmtType
#12	Time Required to Extinguish Fire	number	Wdburn	Sec2Ext
#13	Hands Burned in Extinguishing Flame 0 No; 1 Right; 2 Left; 4 Both; 8 Unknown	bitwise	Wdburn	HndsBrnd
#14	Gloves Worn 0 No; 1 Right; 2 Left; 4 Both; 8 Unknown	bitwise	Wdburn	GlvsWorn
#16	Glove Type	alphanumeric	Wdburn	GlveType
#17	Method(s) of Extinguishing Flame 1 Slapped; 2 Rolled; 4 Smothered; 8 Water; 16 Other	bitwise	Wdburn	ExtFlmMth
#18	Method of Extinguishing Flame, Other	alphanumeric	Wdburn	ExtFlmOt
#19	If Aircraft Fire, Type of Aircraft	alphanumeric	Wdburn	Aircraft
#20	When Aircraft Fire Occurred 1 Fire and or explosion in flight; 2 Crashed, then burned and or exploded 3 Forced to land, then burned and or exploded	bitwise	Wdburn	ArcrftOc
#21	Remarks	text	Wdburn	Remarks

SET IX. BODY ARMOR - Page 1



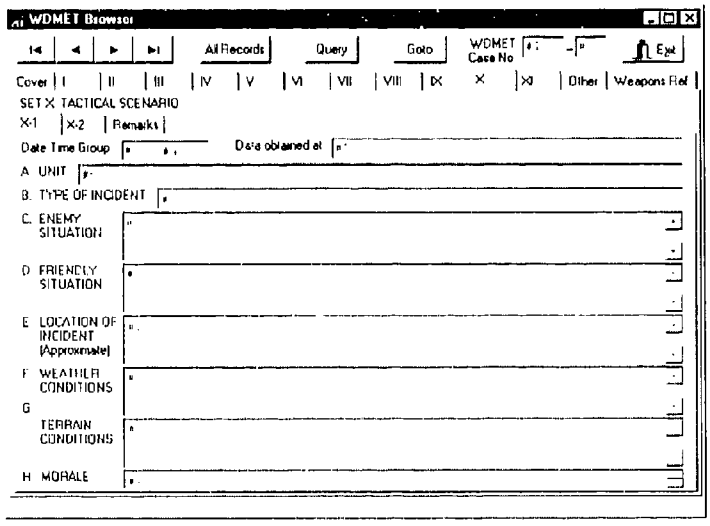
FieldNumber	ScreenText	FieldType	TableName	FieldName
#1	Incident Number	integer	Wdarmor	IncdntNo
#2	Casualty Number	integer	Wdarmor	CasltyNo
#3	Team Member's Name	alphanumeric	Wdarmor	CletrID
#4	Time of Wounding	alphanumeric	Wdcslty	WndTime
#5	Date of Wounding	date	Wdcslty	WndDate
#6	Data Collection Location	alphanumeric	Wdarmor	CletnLoc
#7	Portion of Uniform Hit	bitwise	Wdarmor	UnfmHit
	1 Fatigues; 2 Buttons, buckles; 4 Other; 8 Unknown			
#8	Wound Numbers of Fatigue Hits	alphanumeric	Wdarmor	Fatg_WTN
#9	Portion of Uniform Hit, Other	alphanumeric	Wdarmor	UnfmHtOt
#10	Body Armor Worn or Not	category	Wdarmor	BAWorn
	1 Worn; 2 Not Worn; 3 Unknown			
#11	Reason Body Armor not Worn	alphanumeric	Wdarmor	BARsnNot
#12	Type of Body Armor if Worn	alphanumeric	Wdarmor	BAType
#13	Vest Front Open or Not	category	Wdarmor	BAFrnt
	1 Open; 2 Not Open; 3 Unknown			
#14	Vest Hit or not	category	Wdarmor	BAHit
	1 Hit; 2 Not Hit; 3 Unknown			
#15	Hit and Perforated	alphanumeric	Wdarmor	BAHtPrf
#16	Body Armor Hit Wound Tract Nos.	alphanumeric	Wdarmor	BA_WTN
#17	Hit and Not Perforated	alphanumeric	Wdarmor	BAHtNPrf
#18	Vest Punching Spalling	alphanumeric	Wdarmor	BA_PS
#19	Punch Spall Wound Tract Nos.	alphanumeric	Wdarmor	BAPS_WTN
#20	Head Gear Worn	bitwise	Wdarmor	HGWorn
	1 None; 2 Helmet and Liner; 4 Liner Alone; 8 Unknown; 16 Other			
#21	Other Head Gear	alphanumeric	Wdarmor	HGOth
#22	Head Gear Hit	category	Wdarmor	HGHit
	1 Hit; 2 Not Hit			
#23	# Head Gear Hit and Perforated	alphanumeric	Wdarmor	HGHtPrf
#24	Head Gear Wound Tract Numbers	alphanumeric	Wdarmor	HG_WTN
#25	# Head Gear Hit but not Perf	alphanumeric	Wdarmor	HGHtNPrt

SET IX. BODY ARMOR - Page 2



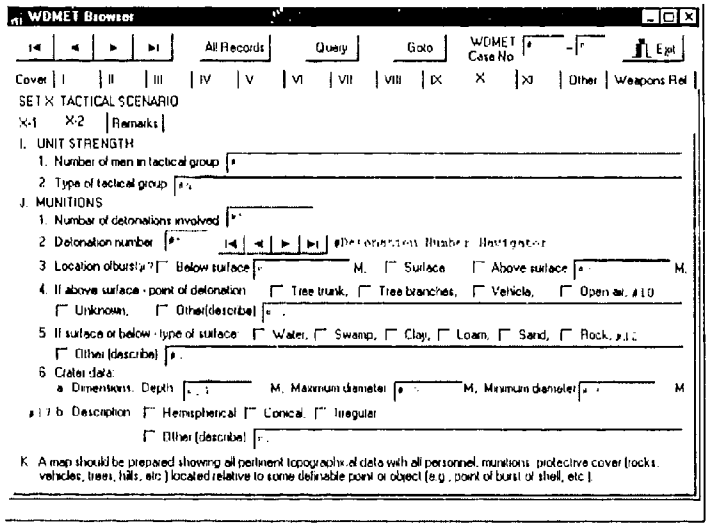
FieldNumber	ScreenText	FieldType	TableName	FieldName
#1	Incident Number	integer	Wdarmor	IncdntNo
#2	Casualty Number	integer	Wdarmor	CasltyNo
#3	Evidence of Punching Spalling Helmet	alphanumeric	Wdarmor	HG_PS
#4	Helmet Punch Spall Wound Tracct Nos.	alphanumeric	Wdarmor	HGPS_WTN
#5	If Hit, Type Helmet and Liner	alphanumeric	Wdarmor	HGLnrTyp
#6	If Boot Hit, Model No. or Description	alphanumeric	Wdarmor	BtType
#7	Times Boot Hit and not Perforated	alphanumeric	Wdarmor	BtHtNPrf
#8	Times Boot Hit and Perforated	alphanumeric	Wdarmor	BtHtPrf
#9	Boot Hit Wound Tract Nos.	alphanumeric	Wdarmor	Bt_WTN
#10	Remarks	text	Wdarmor	Remarks

SET X. TACTICAL SCENARIO - Page 1



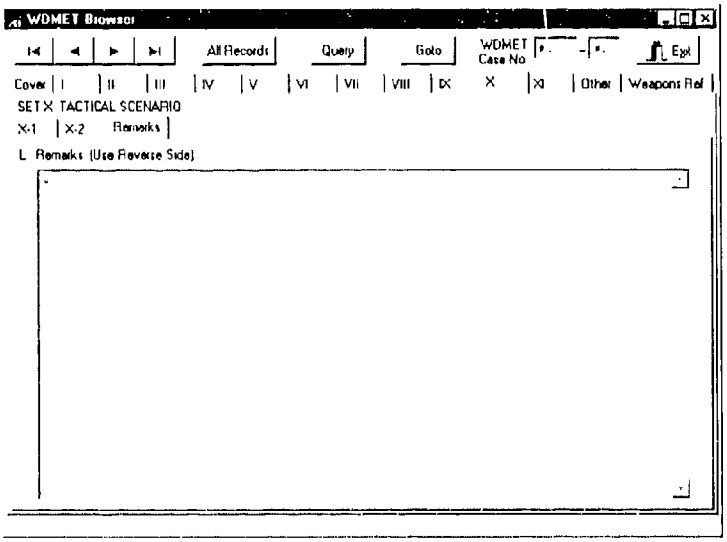
FieldNumber	ScreenText	FieldType	TableName	FieldName
#1	Incident Number	integer	Wdscena	IncdntNo
#3	Time of Wounding	alphanumeric	Wdcslty	WndTime
#4	Date of Wounding	date	Wdcslty	WndDate
#5	Data Collection Location	alphanumeric	Wdscena	CletnLoc
#6	Unit	alphanumeric	Wdcasiv	Unit
#7	Type of Incident	alphanumeric	Wdscena	IncdType
#8	Enemy Situation	text	Wdscena	EnemySit
#9	Friendly Situation	text	Wdscena	FrndSit
#10	Location of Incident	text	Wdscena	Locat[illegible]
#11	Weather Conditions	text	Wdscena	Weather
#12	Terrain Conditions	text	Wdscena	Terrain
#13	Morale	text	Wdscena	Morale

SET X. TACTICAL SCENARIO - Page 2



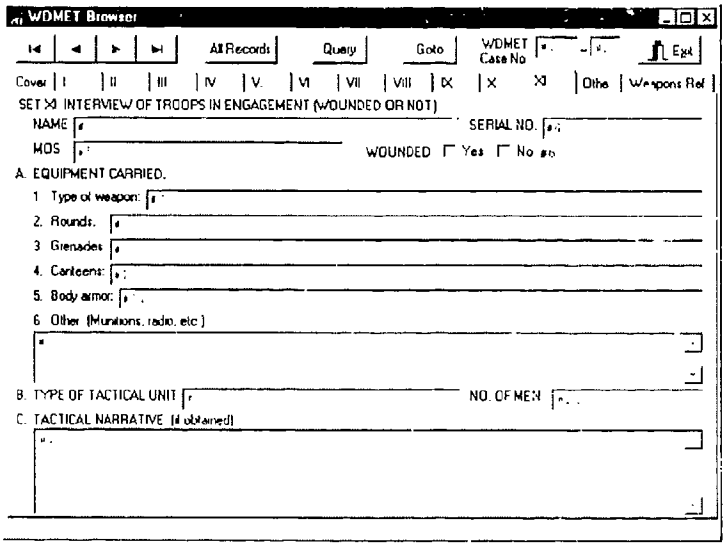
FieldNumber	ScreenText	FieldType	TableName	FieldName
#1	Incident Number	integer	Wdsceena	IncdntNo
#3	Number of Men in Group	alphanumeric	Wdsceena	NumMenGr
#4	Type of Tactical Group	alphanumeric	Wdsceena	TacGrTyp
#5	Number of Detonations	alphanumeric	Wdsceena	NumDeton
#6	Detonation Number	integer	Wdmunit	DetNum
#7	Location of Burst	alphanumeric	Wdmunit	BurstLoc
#8	Meters Below Surface	alphanumeric	Wdmunit	BeloSurf
#9	Meters Above Surface	alphanumeric	Wdmunit	AbovSurf
#12	Type of Surface if Surface or Below	alphanumeric	Wdmunit	SurfType
#13	Surface Type Description	alphanumeric	Wdmunit	SrfTyDes
#14	Crater Depth	alphanumeric	Wdmunit	CrtrDpth
#15	Crater Maximum Diameter	alphanumeric	Wdmunit	CrtrMxDi
#16	Crater Minimum Diameter	alphanumeric	Wdmunit	CrtrMnDi
#18	Crater Description	alphanumeric	Wdmunit	CrtrDesc

SET X. TACTICAL SCENARIO - Remarks



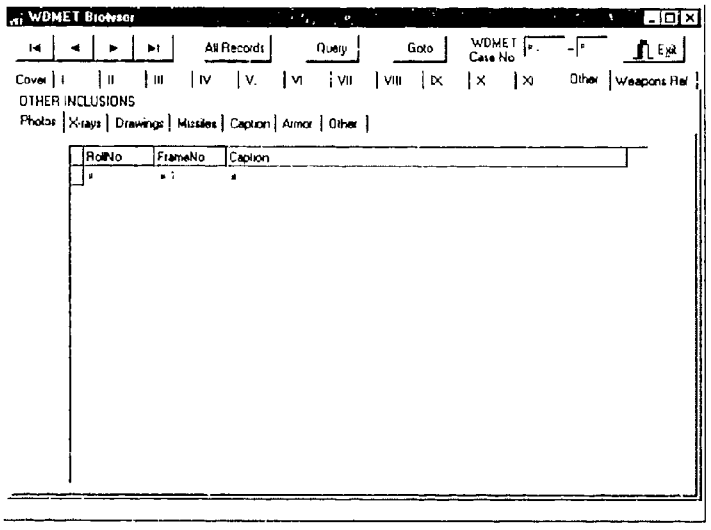
FieldNumber	ScreenText	FieldType	TableName	FieldName
#1	Incident Number	integer	Wdscena	IncdntNo
#3	Remarks	text	Wdmunit	Remarks

SET XI. INTERVIEW OF TROOPS IN ENGAGEMENT



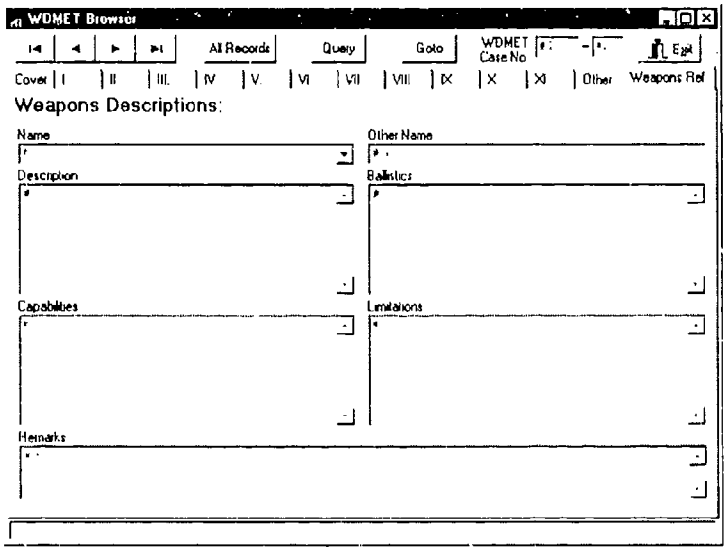
FieldNumber	ScreenText	FieldType	TableName	FieldName
#1	Incident Number	integer	Wdtrpiv	IncdntNo
#2	Casualty Number	integer	Wdtrpiv	CasltyNo
#3	Name of Troop Being Interviewed	hidden	Wdtrpiv	Name
#4	Canteens	alphanumeric	Wdtrpiv	NumCntns
#4	Serial No of Troop Being Interviewed	hidden	Wdtrpiv	SerialNo
#5	MOS of Troop Being Interviewed	alphanumeric	Wdtrpiv	MOS
#6	Wounded	categorical	Wdtrpiv	Wounded
#7	Type of Weapon	text	Wdtrpiv	Weapon
#8	Rounds	text	Wdtrpiv	Rounds
#9	Grenades	alphanumeric	Wdtrpiv	Grenades
#11	Body Armor	text	Wdtrpiv	BodyArmr
#12	Other (Munitions, radio, etc)	text	Wdtrpiv	OthEquip
#14	Number of Men	alphanumeric	Wdunits	NumMen
#15	Tactical Narrative	text	Wdtrpiv	TactNarr

OTHER INCLUSIONS



FieldNumber	ScreenText	FieldType	TableName	FieldName
#1	Incident Number	integer	Wdslide	IncdntNo
#2	Casualty Number	integer	Wdslide	CasltyNo
#3	Film Roll Number	alphanumeric	Wdslide	RollNo
#4	Film Frame Number	alphanumeric	Wdslide	FrameNo
#5	Frame Caption	alphanumeric	Wdslide	Caption

WEAPONS REFERENCE



FieldNumber	ScreenText	FieldType	TableName	FieldName
#1	Incident Number	integer	Wdcslty	IncdntNo
#2	Casualty Number	integer	Wdcslty	CasltyNo
#3	Name	text	Wdweap	WeapName
#4	Other Name	text	Wdweap	WeapNmOt
#5	Description	text	Wdweap	WeapDesc
#6	Ballistics	text	Wdweap	Bllstics
#7	Capabilities	text	Wdweap	Capabil
#8	Limitations	text	Wdweap	Limits
#9	Remarks	text	Wdweap	Remarks

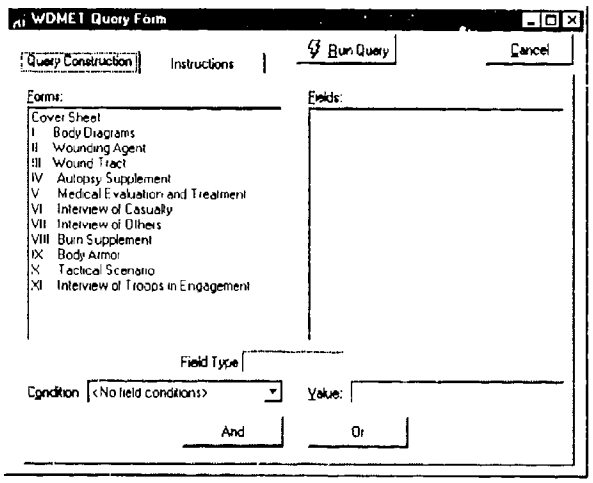


Figure 1

The WDMET Browser contains query capabilities that allow the user to search for records that contain specific information. A query is initiated by selecting the query button in the navigation panel of the main browser form. Clicking on this button launches the WDMET Query Form window (figure 1). The forms box on the left of the window lists the WDMET data forms in the browser.

A form must be selected if the query is to continue. If a form has more than one page, when it is selected, a pop-up box with page numbers will appear as seen in figure 2. The desired page of the form should then be highlighted. The query may be canceled at any point using the cancel button. If no form is selected and the Run Query button is selected, an error message stating that a form must be selected.

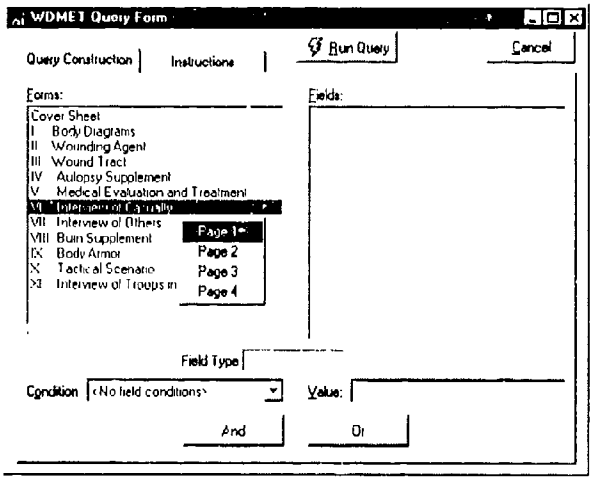


Figure 2

Once a form (and page if applicable) has been selected, a list of searchable fields for that page will be displayed in the Fields box as shown in figure 3. Fields that contain personal information are neither visible in the browser nor searchable in a query. Additionally, some fields that appear on the Cover Sheet form are actually derived from other data. These also are not searchable and will not appear in the fields list for that form.

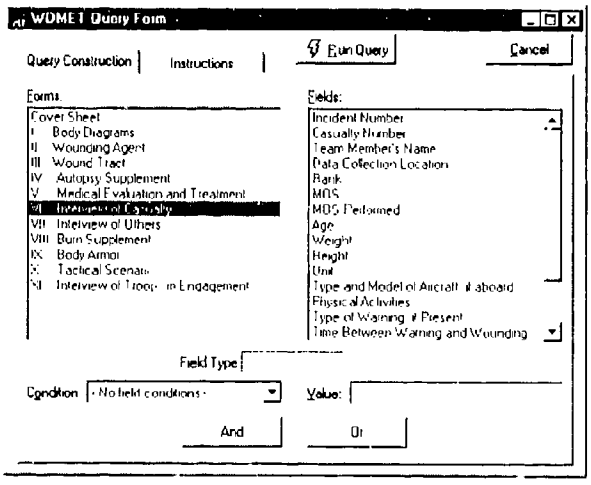


Figure 3

A query may be run at this point if desired. In this case, the query will have the effect of finding all WDMET cases for which any data has been filled out in the selected form.

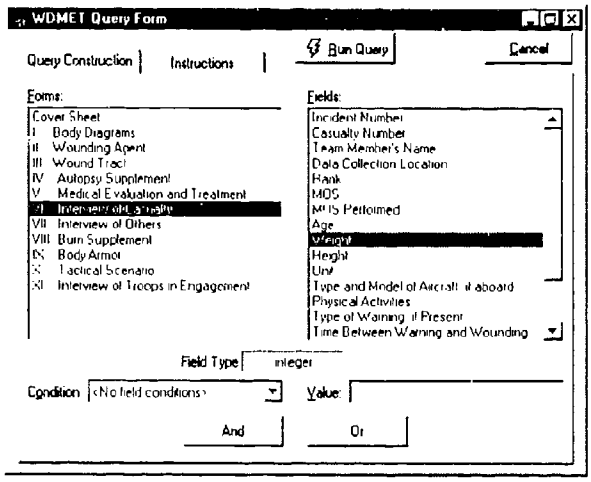


Figure 5

If a more specific query is desired, a field should be selected from the field list. Once this is done, the data type of the selected field will be displayed in the field type information box below the Forms and Fields boxes as shown in Figure 4. The types of fields are alphanumeric, text, date, integer, number, categorical, bitwise, and image. This information is provided to assist the user in making appropriate selections of conditions and values to be searched on. A condition must be selected and a search value must be supplied at this point. Otherwise, the query has the same effect as if no field had been selected and a set of WDMET cases for which any data has been entered in the form will be generated.

When the down arrow in the condition box is selected, a scrollable pop-up list appears (Figure 5) that contains the following conditions to select from: no field conditions, equals, is not equal to, is less than, is less than or equal to, is greater than, is greater than or equal to, starts with, doesn't start with, ends with, doesn't end with, contains, doesn't contain, is blank, is not blank, contains only, doesn't contain. If "no field conditions" (the default) is selected, no value needs to be entered. Otherwise, a value must be entered

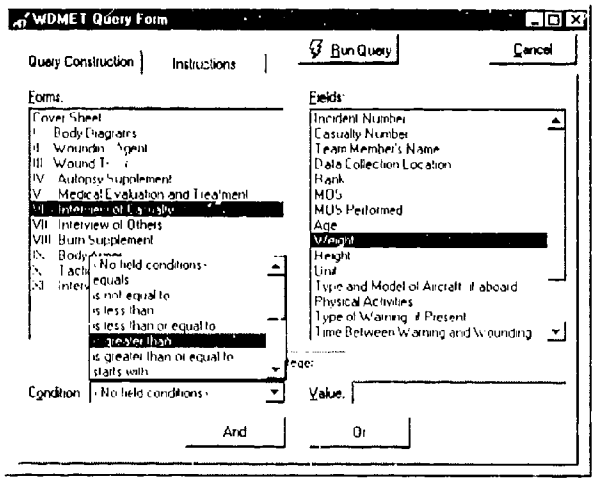


Figure 4

into the value field (Figure 6). A value that is not appropriate for the field type will result in either an error message or unexpected results.

A compound query may be submitted by next selecting the AND or the OR button below the type and value fields. Additional conditions may be added for the previously selected fields or additional fields and corresponding conditions may be added as well. When finished constructing the query information, the query may be run by selecting the run query button at the top of the form. The query will then be performed and the user will be returned to the browser interface. If the query is successful the

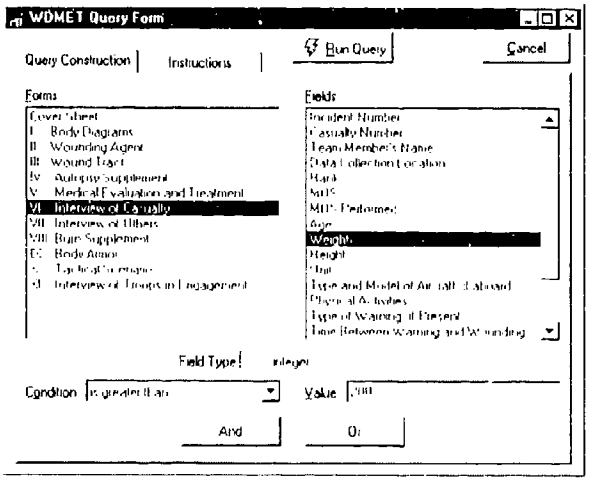


Figure 6

browser will limit records to the query set. Information summarizing the query will appear in the information panel at the bottom of the browser window. This includes the current record number, the total records in the current data set, and the query leading to the current data set. If no matching records are found, then the user will be prompted to that effect and be returned to the data set in effect prior to the unsuccessful query. Additional searches have the effect of further refining the query results. The information panel maintains a scrollable list of the all queries leading to the current data set. Selecting the all records button at any time will return the current data set to the full WDMET data set.