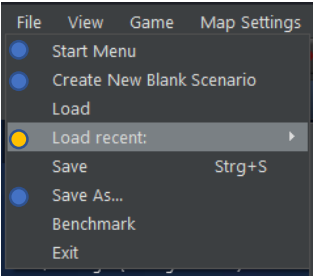
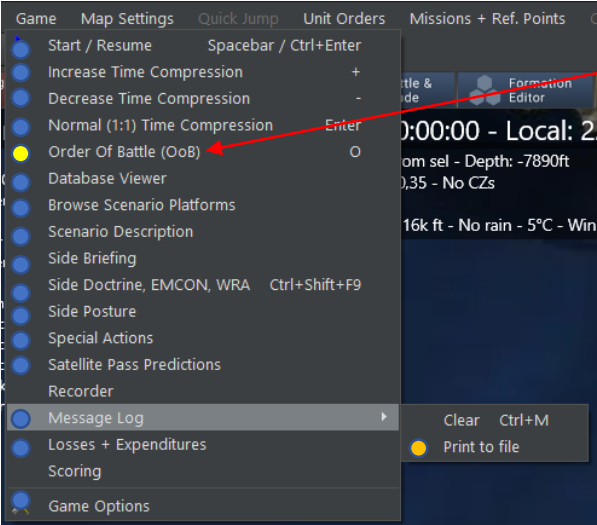


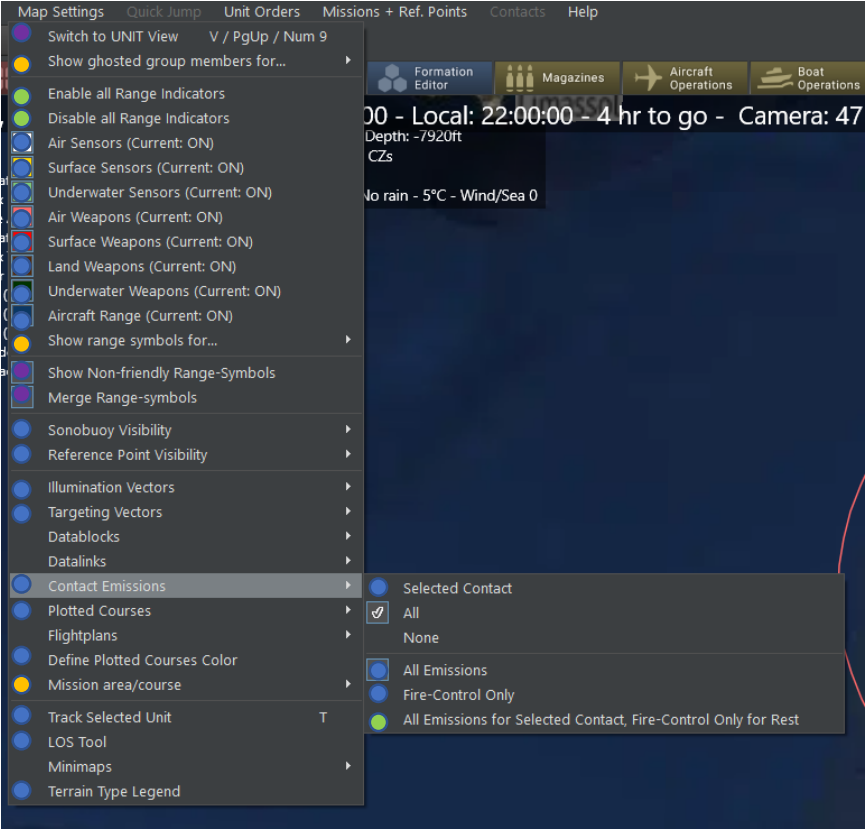
Menus I



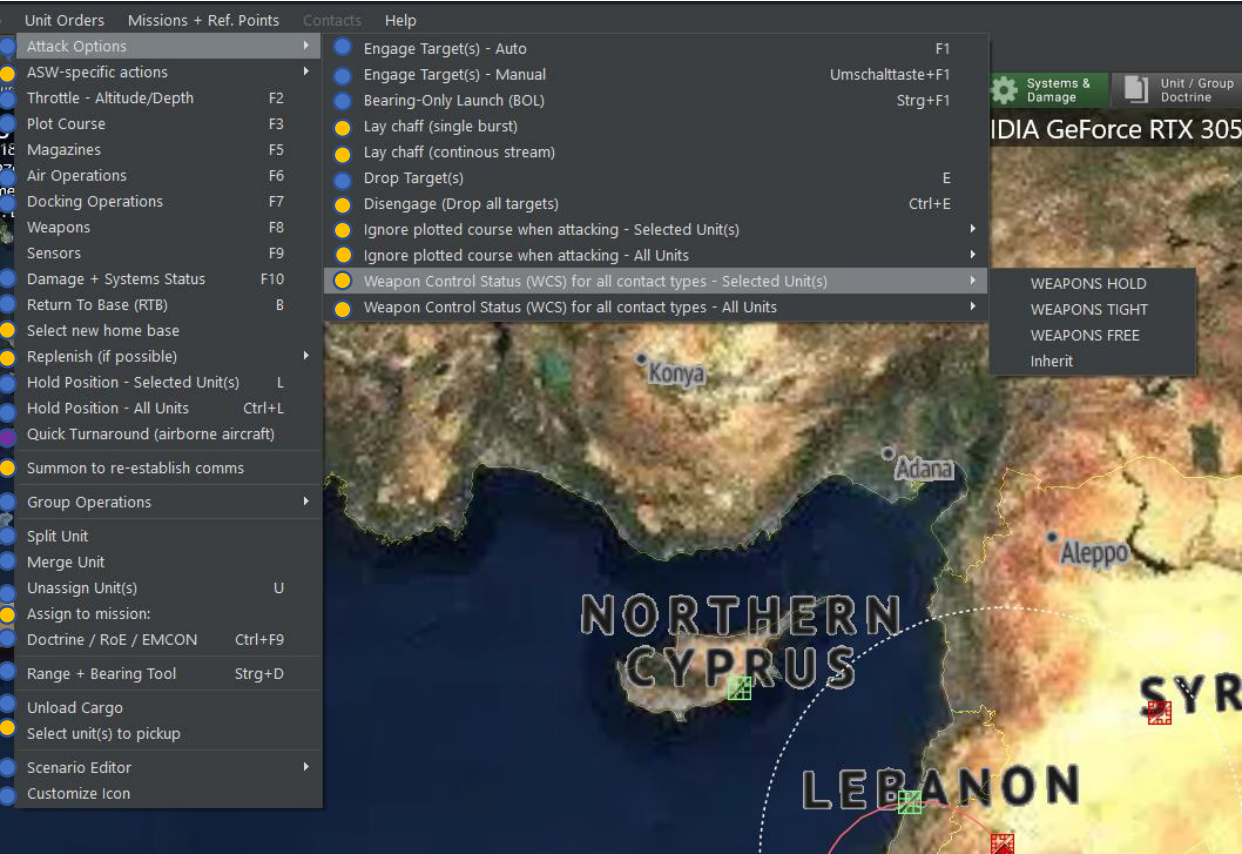
- All Words Capitalised
- All Nouns capitalised
- Only first word capitalised
- Even transitional words capitalised
- First word and Nouns capitalised
- Others
- CamelCase



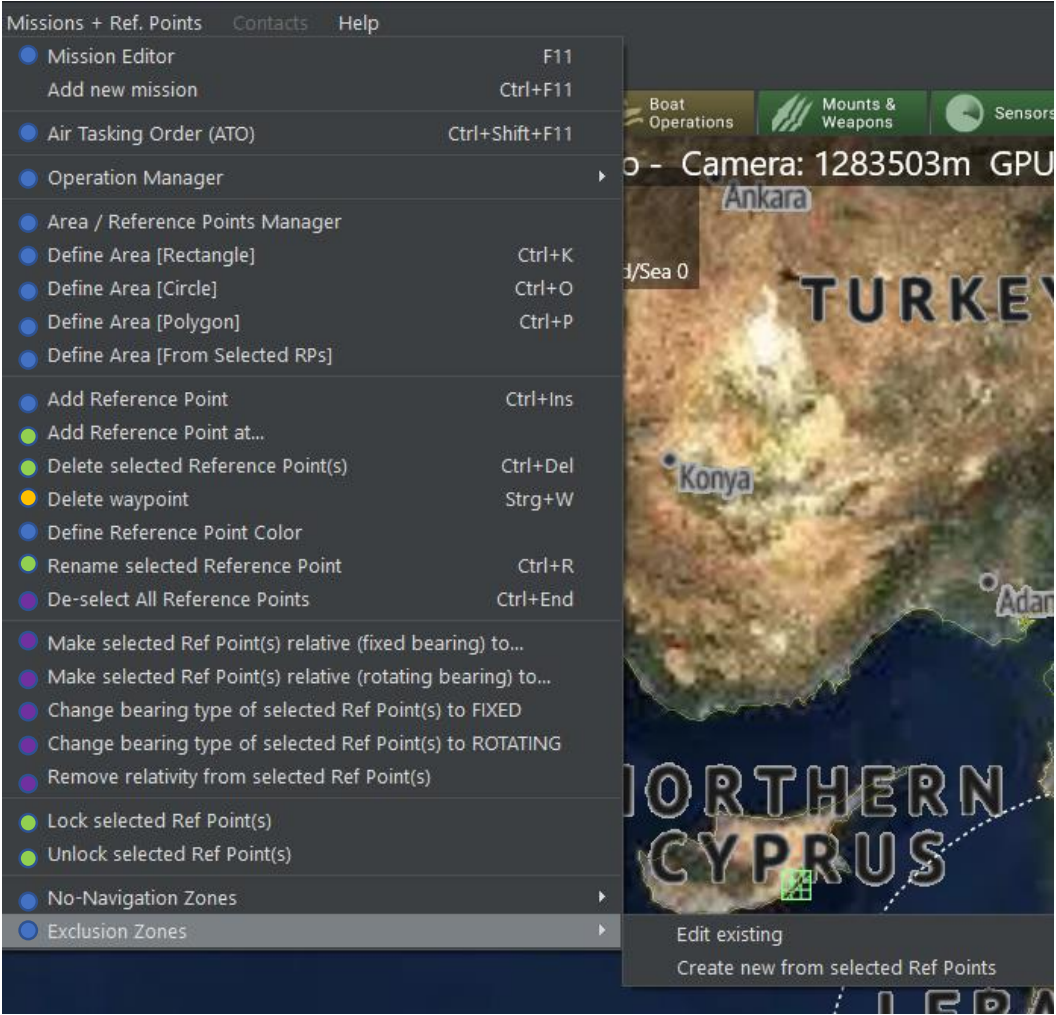
„Of“ capitalised in description
but not in abbreviation



Menus II

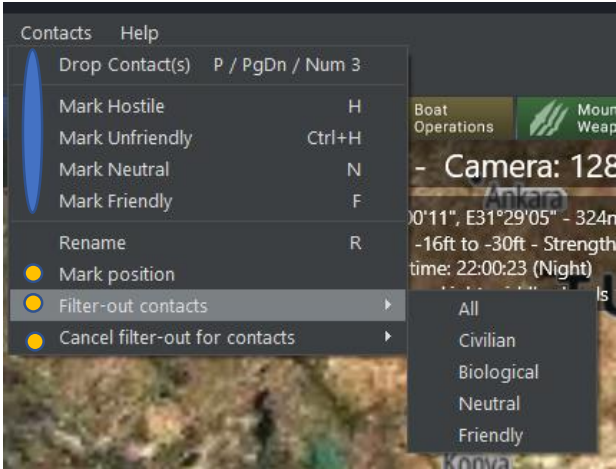
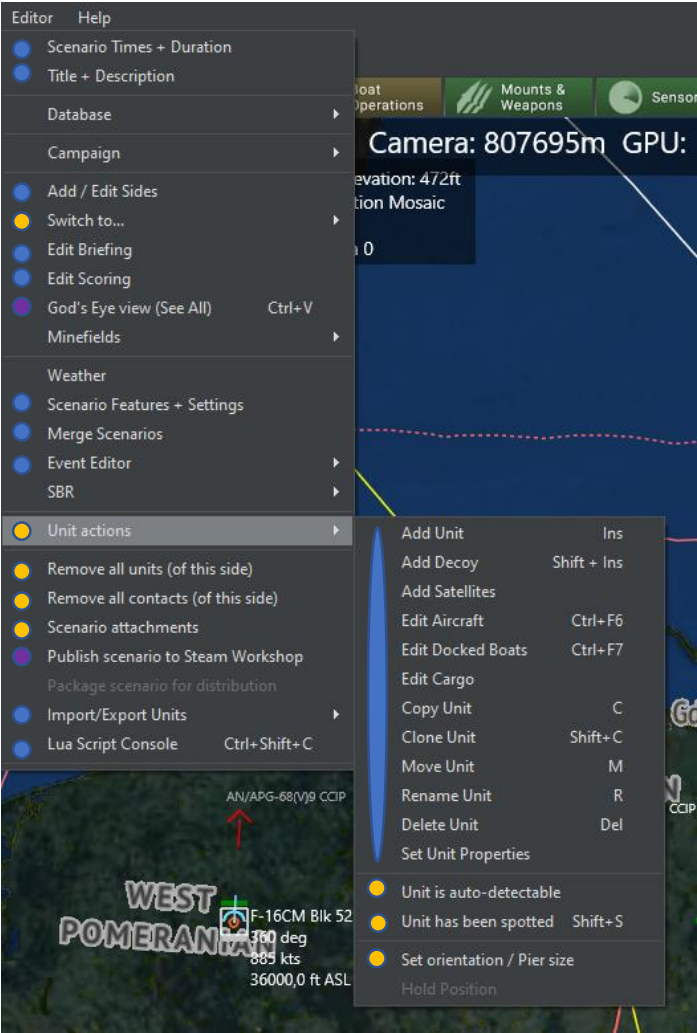


- All Words Capitalised
- All Nouns capitalised
- Only first word capitalised
- Even trasional words capitalised
- First word and Nouns capitalised
- Others
- CamelCase



Menus III

- All Words Capitalised
- All Nouns capitalised
- Only first word capitalised
- Even trasitional words capitalised
- First word and Nouns capitalised
- Others
- CamelCase



Dialogs I

New Mission / Task Pool / Package

Category: Mission

Name: Mission: <name>

Class: Strike (incl. Air Intercept)

Type: Air Intercept

Status: Active

Parent pool:

☒ Open Mission Editor window

OK

Activation Time

Date: YYYY-MM-DD

Time: hh:mm:ss

Clear

Deactivation Time

Date: YYYY-MM-DD

Time: hh:mm:ss

Clear

☐ Unassign Units

☐ Order RTB

☐ Delete Mission

Cancel

Mission Editor

Missions Add Clone Delete

Name: Mission: <name>

Summary Air Intercept

Custom Generated

Mission: <name> -Strike- [No Targets]

Status: Active

Phase: Waiting for trigger

Activation Time (Zulu)

Date:

Time:

Clear

Deactivation Time (Zulu)

Date:

Time:

Clear

☐ Unassign Units

☐ Order RTB

☐ Delete Mission

Take-Off Time (Zulu)

Date:

Time:

Clear

Time on Target (ToT)

Date:

Time:

Clear

Home bases

Airbase (None)

Naval Base (None)

Units Mission Settings NO Targets EMCON/ WRA Escort EMCON / WRA

Strike / Air Intercept Escorts

Mission triggers when contact is minimum: Unknown

Aircraft settings Ship / submarine settings

Flight size: 2

☒ Enforce flight size (by base, AC type and loadout)

Fill empty slots

Minimum # of ready strike a/c required to trigger mission: No preferences

Maximum # of flights allowed to fly mission: No preferences

Tankers (AAR): Inherited, Allow, but not tankers refuelling tankers

Configure

Fuel / ordnance: Expend/jettison or bring back A/G ordnance as per loadout setting

Radar usage: Use mission EMCON for whole flightplan

Minimum strike radius (distance to target): 0 nm

Maximum strike radius (distance to target): 0 nm

Cruise formation:

Attack formation:

Time-of-day:

Weather:

Attack Method: Formation, single-aim

Split Distance: 20nm (typical)

☐ Allow off-axis attack

☐ One time only (auto-generation by Mission AI)

☐ Use pre-generated flightplans only (no auto-generation by Mission AI)

☐ Include in Air Tasking Order (ATO)

Air Tasking Order

Flightplan Editor

CREATE or UPDATE flightplans

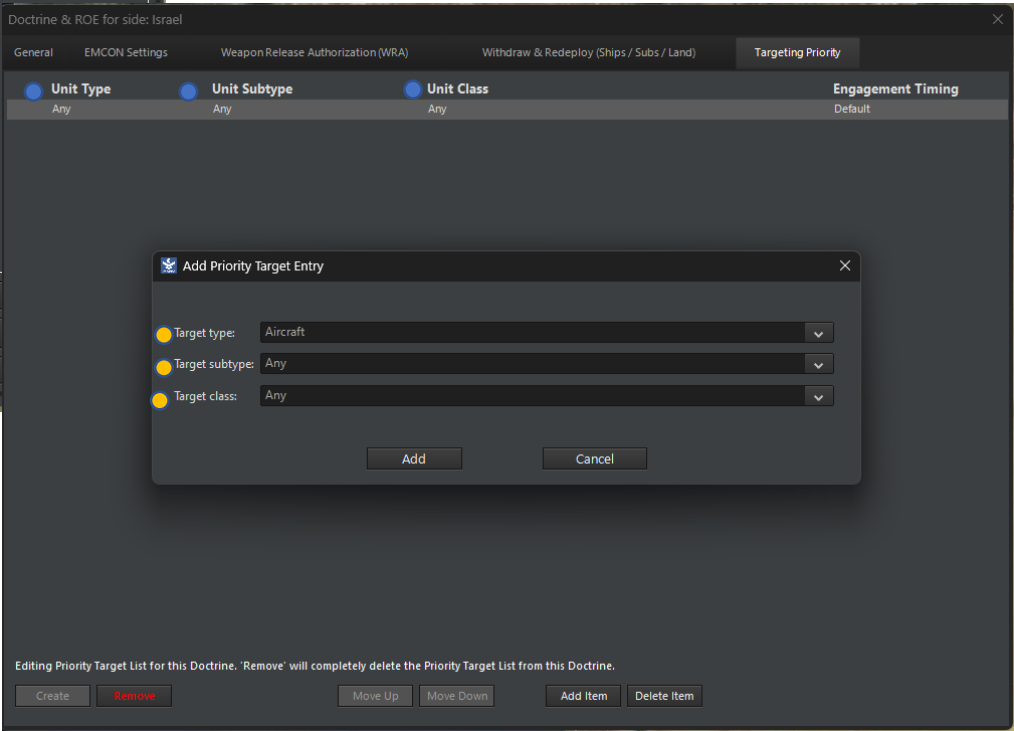
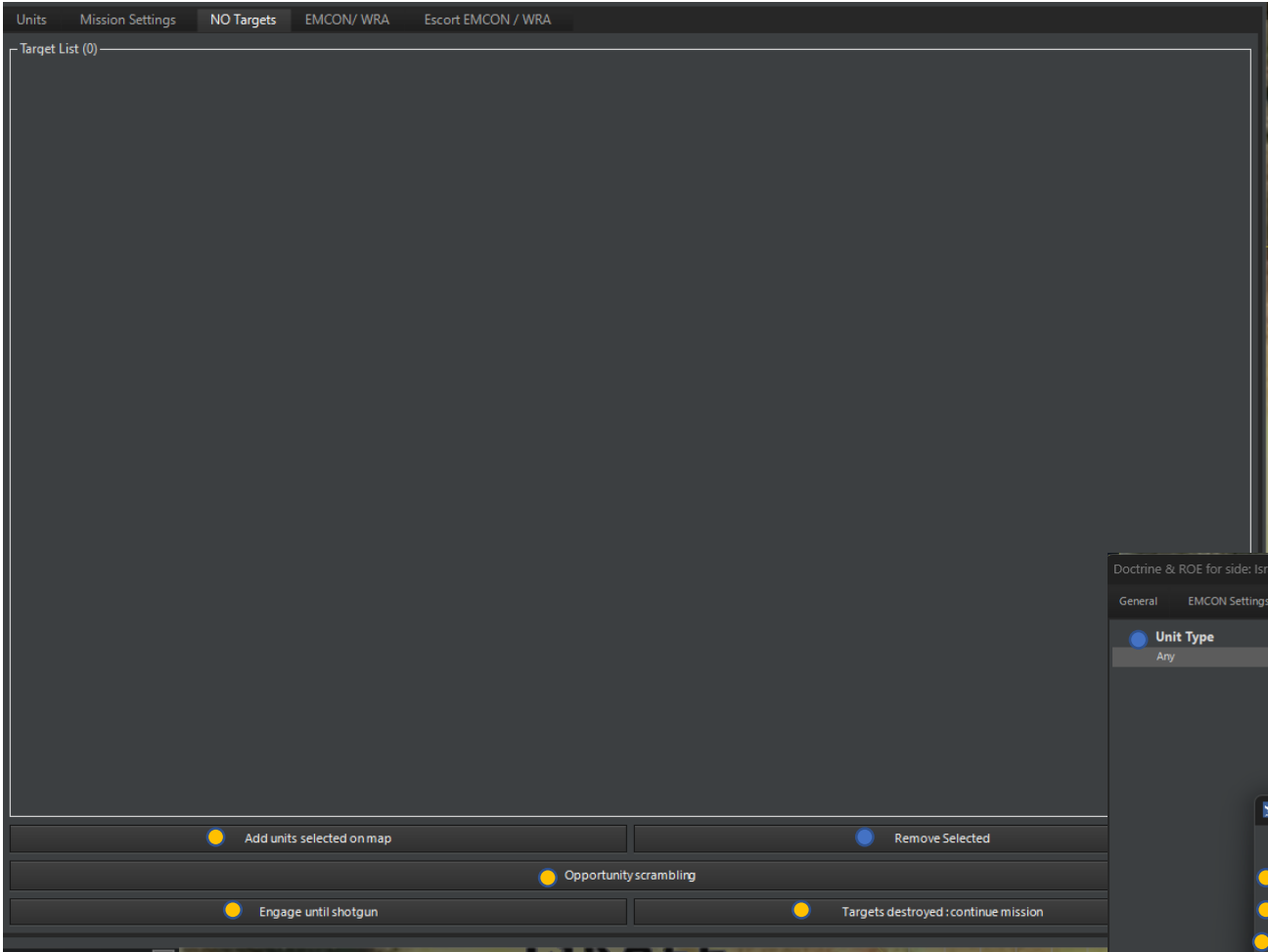


pool and window
are the only non-capitalised nouns

NO Targets
Or
No Targets

Dialogs II

- All Words Capitalised
- Only first word capitalised



Dialogs III

Bomber small
Bomber capitalised

Performance small
Performance capitalised

Doctrine & ROE for side: Israel

GeneralEMCON SettingsWeapon Release Authorization (WRA)Withdraw & Redeploy (Ships / Subs / Land)Targeting Priority

Weapon Vs. Target Type	Weapons per Salvo	Shooters Per Salvo	Automatic Firing Range	Self Defence
20mm/85 M61A1 Vulcan Burst [100 rnds]				
20mm/85 M61A2 Vulcan Burst [100 rnds]				
25mm GAU-22/A Equalizer Burst [30 rnds]				
AIM-7F Sparrow III				
Air Contact - Unknown Type	System default, 1 rnd	System default, 1 unit	System Default, 50% of ...	System default, 10 nm
Aircraft - Unspecified	System default, 1 rnd	System default, 1 unit	System Default, 50% of ...	System default, 10 nm
Aircraft - Super-manouverability fighter (F-2...	System default, 2 rnds	System default, 1 unit	Not Configured, 50% of m...	System default, 10 nm
Aircraft - High manouverability fighter (F-14...	System default, 2 rnds	System default, 1 unit	Not Configured, 50% of m...	System default, 10 nm
Aircraft - Increased manouverability fighter (...)	System default, 2 rnds	System default, 1 unit	Not Configured, 50% of m...	System default, 10 nm
Aircraft - Less manouverable fighter/attack (...)	Not Configured, 1 rnd (Us...	Not Configured, 1 unit (U...	Not Configured, 50% of m...	Not Configured, 10 nm (U...
Aircraft - High-performance bomber (B-1B, B...	Not Configured, 1 rnd (Us...	Not Configured, 1 unit (U...	Not Configured, 50% of m...	Not Configured, 10 nm (U...
Aircraft - Medium performance bomber (B-5...	Not Configured, 1 rnd (Us...	Not Configured, 1 unit (U...	Not Configured, 50% of m...	Not Configured, 10 nm (U...
Aircraft - Low-performance Bomber (B-24, C...	Not Configured, 1 rnd (Us...	Not Configured, 1 unit (U...	Not Configured, 50% of m...	Not Configured, 10 nm (U...
Aircraft - High-Performance Reconnaissance...	Not Configured, 1 rnd (Us...	Not Configured, 1 unit (U...	Not Configured, 50% of m...	Not Configured, 10 nm (U...
Aircraft - Medium-Performance Reconnaissa...	Not Configured, 1 rnd (Us...	Not Configured, 1 unit (U...	Not Configured, 50% of m...	Not Configured, 10 nm (U...
Aircraft - Low-Performance Reconnaissance ...	Not Configured, 1 rnd (Us...	Not Configured, 1 unit (U...	Not Configured, 50% of m...	Not Configured, 10 nm (U...
Aircraft - Airborne Early Warning and Control	Not Configured, 1 rnd (Us...	Not Configured, 1 unit (U...	Not Configured, 50% of m...	Not Configured, 10 nm (U...
Aircraft - Tanker	Not Configured, 1 rnd (Us...	Not Configured, 1 unit (U...	Not Configured, 50% of m...	Not Configured, 10 nm (U...
Aircraft - Micro-UAV	Not Configured, 1 rnd (Us...	Not Configured, 1 unit (U...	Not Configured, Automati...	Not Configured, 10 nm (U...
Helicopter - Unspecified	Not Configured	Not Configured, Not Co...	System Default, Autom...	Not Configured, Not Co...
Guided Weapon - Unspecified	System default, 1 rnd	System default, 1 unit	System Default, Autom...	System default, 10 nm
Guided Weapon - Subsonic Sea-Skimming	Not Configured, 1 rnd (Us...	Not Configured, 1 unit (U...	Not Configured, Automati...	Not Configured, 10 nm (U...
Guided Weapon - Supersonic Sea-Skimming	Not Configured, 1 rnd (Us...	Not Configured, 1 unit (U...	Not Configured, Automati...	Not Configured, 10 nm (U...
Guided Weapon - Subsonic	Not Configured, 1 rnd (Us...	Not Configured, 1 unit (U...	Not Configured, Automati...	Not Configured, 10 nm (U...
Guided Weapon - Supersonic	Not Configured, 1 rnd (Us...	Not Configured, 1 unit (U...	Not Configured, Automati...	Not Configured, 10 nm (U...
Guided Weapon - Ballistic	Not Configured, 1 rnd (Us...	Not Configured, 1 unit (U...	Not Configured, Automati...	Not Configured, 10 nm (U...

AIM-7F Sparrow III

Reset WRA (use system defaults)Reset affected units (inherit from above WRA)Reset affected missions (inherit from above WRA)