

Codes

Identification Friend or Foe (IFF) [Side Info]	Not used in-sim.
Classification [Class Info] / Brilliant Weapon [Automatic Target Acquisition]	Can autonomously classify/identify targets. Weapons can ID targets even in a crowded area.
Non-Cooperative Target Recognition (NCTR) - Jet Engine Modulation	Also known as fan blade counting, JEM only works in a frontal arc of 15 degrees offset from the target (so fan blades are visible). Will not work against aircraft with shielded intakes.
Non-Cooperative Target Recognition (NCTR) - Narrow Beam Interleaved Search and Track	Also known as synthetic pseudo-imaging, this method is possible only with phased-array radars but works regardless of target aspect.
Continuous Tracking Capability	Sensor is able to continuously track a certain target, instead of taking regular "snapshots." Makes a contact's position refresh continuously, and also makes it easier / more likely to perform NCTR and/or SAR classification if supported.
Continuous Tracking Capability [Target Tracking Radar]	Same as above but reserved for radar sensors.
Continuous Tracking Capability [Visual]	Same as above but reserved for visual sensors.
Periscope Search - Basic Capability	For sensors with basic periscope search capability but no dedicated signal processing features. Periscope search is not possible without this flag.
Periscope/Surface Search - Fine Range Resolution + Rapid Scan [1980+]	For sensors better suited to periscope search. Halves clutter for all surface-search checks.
Periscope/Surface Search - Advanced Processing [2000+]	For sensors with dedicated advanced PS features. Quarters clutter for all surface-search checks.
Track While Scan (TWS)	Not used in-sim.
Moving Target Indicator (MTI)	Not used in-sim. Use the "Land Search – Mobile Target" capability flag instead.
Low Probability of Intercept (LPI)	Not used in-sim. LPI radars <i>are</i> modeled in-sim, but the property is only applied to electronic-scan radars (especially AESAs), which get an LPI bonus (reduced effective received power) during counter-detection checks by ESM/RWR sensors.
LLTV / NVG / CCD (Night-Capable) / Searchlight [Visual Night-Capable]	Visual sensors without this flag will perform significantly worse in low light: □ At Dawn/Dusk: 25% range reduction during air search, 20% for surface search □ At Night: 65% range reduction during air search, 55% reduction for surface search Sensors with this flag are still susceptible to interference from other factors, such as rainfall rate and the presence of fog and/or clouds.
Pulse-Only Radar	Not used in-sim. Intended to impose certain capability penalties on older, pulse-only radars.

Pulse Doppler Radar (Full LDSD Capability)	For radars using pulse-doppler signal processing with full look down, shoot down (LDSD) ability. This has two implications: □ Can detect air targets at a significant lookdown angle (up to 15 deg under the grazing angle to the horizon). □ Susceptible to beaming evasion. Aircraft under AI control will, if under missile attack, attempt to disrupt the guidance chain: if the missile is SARH, TVM/SAGG- or command/datalink-guided (i.e., the tracking sensor is on the firing unit), they will try to beam the firing unit; if the missile is tracking via onboard seeker, they will try to beam the missile itself.
Pulse Doppler Radar (Limited LDSD Capability)	For radars using pulse-doppler signal processing (or analog radars with similar capabilities) with limited look down, shoot down (LDSD) ability. These can detect air targets at a more limited lookdown angle (up to 5 deg) and are also susceptible to beaming evasion.
Passive Electronically Scanned Array (PESA)	PESA radar can provide continuous track, illuminate targets while continuing volume-scan, and resist noise jamming (each jammer's effective power output against them is halved). They can not be beamed like with pulse-doppler.
Active Electronically Scanned Array (AESA)	AESA radar has all the advantages of PESA, but is even harder to spoof or jam (each jammer's effective power output against them is reduced by 90%), able to completely ignore chaff interference, and much harder to detect by ESM/RWRs (apparent power received by sensors trying to detect them is reduced to 0.25%).
Can Classify Ground Targets (SAR)	For Synthetic Aperture Radars (SAR) or similarly capable radars. Only radars with this flag can classify/ID land/surface contacts. Time needed to improve the classification of a contact depends on range to target (easier when closer), operator proficiency level, and sensor tech generation.
Continuous Wave Illumination	<i>Not used in-sim.</i>
Interrupted Continuous Wave Illumination	<i>Not used in-sim.</i>
Weapon FCR (No CW Illumination)	<i>Not used in-sim.</i>
Frequency Agile	Frequency-agile radars are immune to Doppler notching and have some resistance against noise jammers (25% reduction in jam power).
Cognitive EW	For ESM. Improved performance and detection of frequency agile, PESA, and AESA radars.

Generates AAW Fire-Control Data	For non-radar sensors. (Radars are assumed to have this capability already.) The sensor is able to provide fire control-grade tracking against air targets. Several modern IRSTs offer an example, like Eurofighter's PIRATE, the Rafale F3's OSF+, etc. Tracking information can be used by the sensor host or passed to other shooters via CEC. The presence of this flag does <i>not</i> override the downrange/crossrange tolerance requirements during weapon prefire checks. For example, if an IRST with this flag generates a target AOU whose apparent angular width or downrange uncertainty exceed the tolerance requirements for a missile shot, the weapon cannot be fired, even though the detecting sensor has this flag.
Shallow Water Capable (Partial)	<i>Not used in-sim.</i>
Shallow Water Capable (Full)	<i>Not used in-sim.</i>