Time
Simulated time. Updated together with the rest of the map.

Position
Mouse pointer position in the map showed in lat/long format.

Map control
Checkbox to show/hide object name, sensor and effect indicator and bearing arrow. Choose map provider from dropdown list.

Object info box
Double click on an object to show an info box with information about object owner, position etc. The box is closed by clicking on the cross.
Move the box by clicking and dragging the box' header

Unit information   – x
Name: Boat 4
Owner: Blue player 3
Type: Effector boat
Max speed: 30 km/h
Actual speed: 0 km/h
Desired speed: 30 km/h
Position: 67.001 / 9.602
Bearing: 262.371°
Activation: active
Status: 100%

Sensor and effect circle
Gray circle: maximum distance for object sensor (capacity to detect or observe another object) and coloured circle: object effect (capacity to inflict control or damage on another object).

Selected object indicator
Select an object either by clicking the object on the map, or by clicking on the object's name in the Unit list.

Object symbol
2525B NATO std unit symbols for game objects. Indicates object type and affiliation.

Object name
Turn on/of with Map control | Name. Name of objects controlled by this player with yellow background.

Menu
Click object to get menu. Click to select menu alternative. Menu alternatives are object specific.
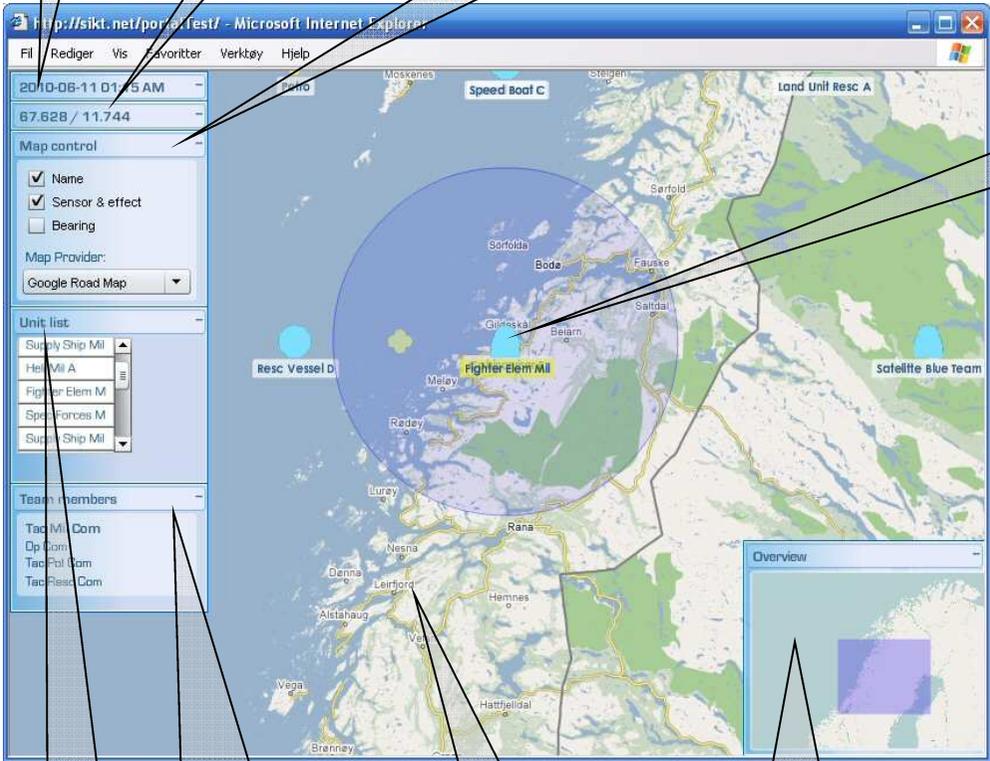
http://sikt.net/portalTest/ - Microsoft Internet Explorer

Fil   Rediger   Vis   Favoritter   Verktøy   Hjelp

2010-06-11 01:15 AM
67.628 / 11.744

Map control
☑ Name
☑ Sensor & effect
☐ Bearing

Map Provider:
Google Road Map ▾

Unit list
Supply Ship Mil
Heli Mil A
Fighter Elem M
Spec Forces M
Supply Ship Mil

Team members
Tac Mil Com
Op Com
Tac Pol Com
Tac Resc Com

Speed Boat C   Land Unit Resc A
Moskenes
Værøy
Steigen
Sørfold
Sørfolda
Bodø   Fauske
Saltdal
Gildeskål
Beiarn
Resc Vessel D   Fighter Elem Mil
Meløy
Rødøy
Lurøy
Rana
Nesna
Dønna
Leirfjord   Hemnes
Alstahaug
Vefsn
Vega
Hattfjelldal
Brønnøy
Satellite Blue Team

Overview

Boat 4
Movement
Engage
Messages
Activation
Speed

Movement
Move: Click to set waypoints. Double click to end route. Accept or cancel route with menu choices. Before accepted, route can be changed by dragging waypoints and prolonged by clicking on the last point and then adding more points. Drop existing route by creating new route.
Follow: Click object to follow. Needs sensor contact.
Patrol: Works as 'Move', but when reached endpoint the object will continue to the start point and repeat the route.

Engage
Select action type, then select a target for action.
Engage to destroy: Reduces status of engaged object, depending on engaging object(s) capacity.
Order to stop: Reduces speed of engaged object, depending on engaging object(s) capacity.
Search information: Search target for information. Information collected will show up as messages.

Message
Select message to send, and then click a message recipient. Look for response in message system.

Activate
Select to activate/deactivate object.

Speed
Select object desired speed (**Full/Half/Stop**)

Bearing arrow
Indicates direction when object are moving. Turn on/off with Map control.

Boat 4

Observed, but unidentified object
Object within team sensor range.

Boat 4

Lost sensor contact shadow
Indicates last observed position for object with lost sensor contact.

Identified object
Identified object after 'Information search' completed. Observe 'Information search' indication line.

Fisher 3   Boat 4

Influence indicator
Colour glow indicates influence like 'Information search' (blue), 'Order to stop' (green) and 'Engage to destroy' (red) from other object.

SpeedBoat A

Video indicator
Indicates video stream available and direction of shooting. Click on indicator to open video stream window.

Team members list
Members of current players team. Current player in bold.

Unit List
Game objects controlled by player. Click on list to select object and centre it in main map.

Map navigation
Click and drag anywhere in map to pan the map. Use + (scroll wheel up) to zoom in and - (scroll wheel down) to zoom out.

Overview map
Drag centre rectangle to pan main map. Click in overview map to set new main map centre position. Minimize/maximize overview map box by clicking upper right corner of box

MindLab
mil 3.1 map

Get message
Messages retrieved auto-matically each 15 sec. Click to force message retrieve.

Message boxes
Click to see content of mes-sage boxes in message list

Message list
Messages in selected Mes-sage box

Message
Message selected in Mes-sage list

Attachment to message
Click Download to save, Open to see.

Reply
Reply on selected message to sender.

Forward
Forward selected message to new addresses.

Attachment indicator

List Column heading
Click on list column to sort on criteria.

Reply all
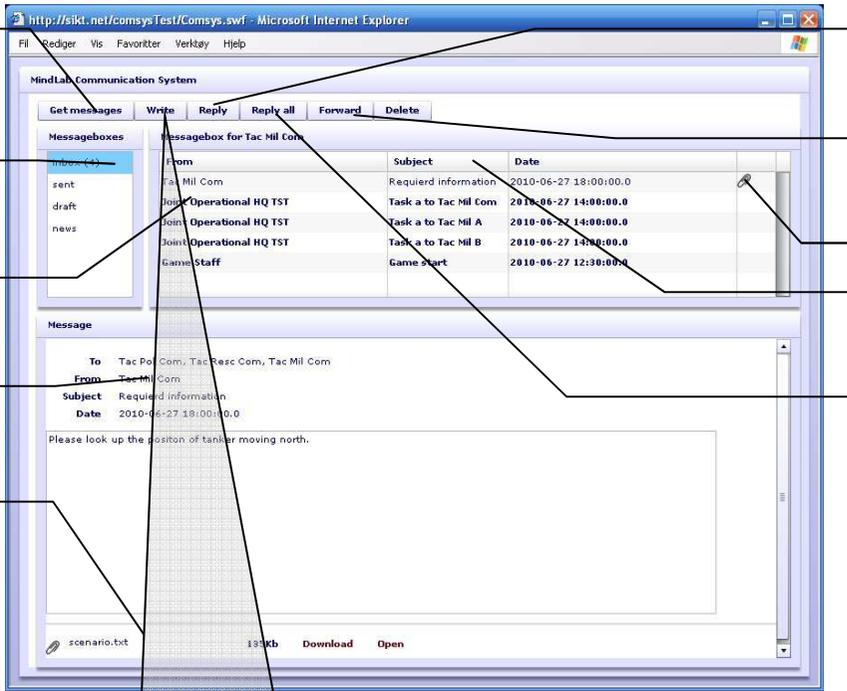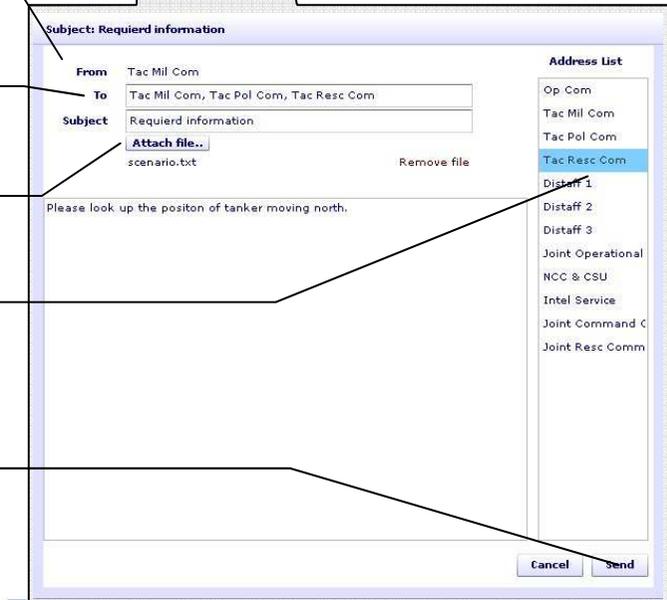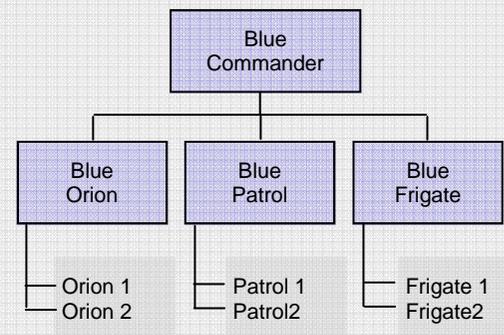Reply on selected message to sender and recipients.

From
Message sender. Filled out based on player role.

To
List of message recipients. To edit click on Address list

Attach file
Click to add file attachments to message.

Address list
Address list shows all possi-ble message recipients. Click to add address to 'To' field. Click once more to

Send
Click Send to deliver mes-sage, Cancel to abort mes-sage writing

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http://sikt.net/comsysTest/Comsys.swf - Microsoft Internet Explorer

Fil   Rediger   Vis   Favoritter   Verktøy   Hjelp

MindLab Communication System

Get messages | Write | Reply | Reply all | Forward | Delete

Messageboxes | **Messagebox for Tac Mil Com**

inbox (4)
sent
draft
news

From	Subject	Date
Tac Mil Com	Requierd information	2010-06-27 18:00:00.0
Joint Operational HQ TST	Task to Tac Mil Com	2010-06-27 14:00:00.0
Joint Operational HQ TST	Task a to Tac Mil A	2010-06-27 14:00:00.0
Joint Operational HQ TST	Task a to Tac Mil B	2010-06-27 14:00:00.0
Game Staff	Game start	2010-06-27 12:30:00.0

Message

To   Tac Pol Com, Tac Resc Com, Tac Mil Com
From   Tac Mil Com
Subject Requierd information
Date   2010-06-27 18:00:00.0

Please look up the positon of tanker moving north.

scenario.txt   135Kb   Download   Open

Write new message

Subject: Requierd information

From   Tac Mil Com
To   Tac Mil Com, Tac Pol Com, Tac Resc Com
Subject   Requierd information
          Attach file..
          scenario.txt   Remove file

Please look up the positon of tanker moving north.

Address List

Op Com
Tac Mil Com
Tac Pol Com
Tac Resc Com
Distaff 1
Distaff 2
Distaff 3
Joint Operational
NCC & CSU
Intel Service
Joint Command C
Joint Resc Comm

Cancel   Send

Organization

Blue Commander

Blue Orion — Blue Patrol — Blue Frigate

Orion 1 — Orion 2 | Patrol 1 — Patrol2 | Frigate 1 — Frigate2

	Orion	Patrol	Frigate
Sensor range (km)	200	75	40
Effector range (km)	0	10	35
Max speed (km/h)	500	50	30
Detect capacity	High	Medium	Low
Info.search capacity	N/A	High	High
Stop & destroy capacity	N/A	N/A	High

NATO 2525b standard	Un-known	Friend	Neutral	Hostile
Air track				
Surface track				
Subsea track				
Ground track				