












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TABLE III. Present and planned status for tactical symbols.

BATTLE DIMENSION STATUS	AIR/SPACE	SURFACE			
		LAND		SEA SURFACE	SUBSURFACE
		UNITS	EQUIPMENT		
PRESENT POSITIONS (P) FOR FRAMED ICONS					
ANTICIPATED, PLANNED, SUSPECTED, OR ON ORDER (A) FOR FRAMED ICONS					
ANTICIPATED, PLANNED, SUSPECTED, OR ON ORDER (A) FOR UNFRAMED ICONS					

5.3.2 Fill. The fill is the interior area within a frame. If a color fill is used in a framed symbol, it provides redundant information about the affiliation of the object. If a color fill is not used, the interior of the frame shall be transparent. In an unframed symbol, color shall be the sole indicator of affiliation, excluding text modifiers. Table I depicts the default colors that shall be used to designate affiliation when colored symbols are either hand-drawn or displayed electronically. This standard allows deviations from the default when systems require the capability to make distinctions among multiple types of forces, equipment, boundaries, etc. (e.g., to differentiate among coalition forces assigned a Friend affiliation). See 5.7.2 for additional information on how color is to be displayed in a symbol.

5.3.3 Icon. The icon is the innermost part of a symbol that, when displayed, provides an abstract pictorial or alphanumeric representation of a warfighting object. The icon in a tactical symbol portrays the role or mission performed by the object. This standard distinguishes between icons that shall be framed or unframed and icons where framing is optional. The icons in the applicable appendix shall be used whenever a system displays any of the warfighting objects for which an icon is provided.

5.3.4 Modifiers. A modifier provides optional additional information about a symbol, except in the case of field E, the frame shape modifier, which is mandatory. A modifier can be static or dynamic. The size and placement of a static modifier are fixed and remain constant, while the size and placement of a dynamic modifier are based on the attributes of the object represented by the symbol and can change as these attributes and the scale of the background change. The field ID, field title, description, and maximum allowable display and transmission lengths of symbol modifiers are presented in table IV and 5.8. The default placement of static modifiers in fields around the symbol is shown in figure 3, and an example of each static graphic modifier is included in figure 4. The placement of these modifiers applies to all tactical symbols regardless of battle dimension or whether the symbol is framed or unframed. Implementation

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guidance, where available, is provided in the appendix for each symbology set. Static graphic and text modifiers are described in 5.3.4.1 through 5.3.4.10; dynamic graphic modifiers are discussed in 5.3.4.11.

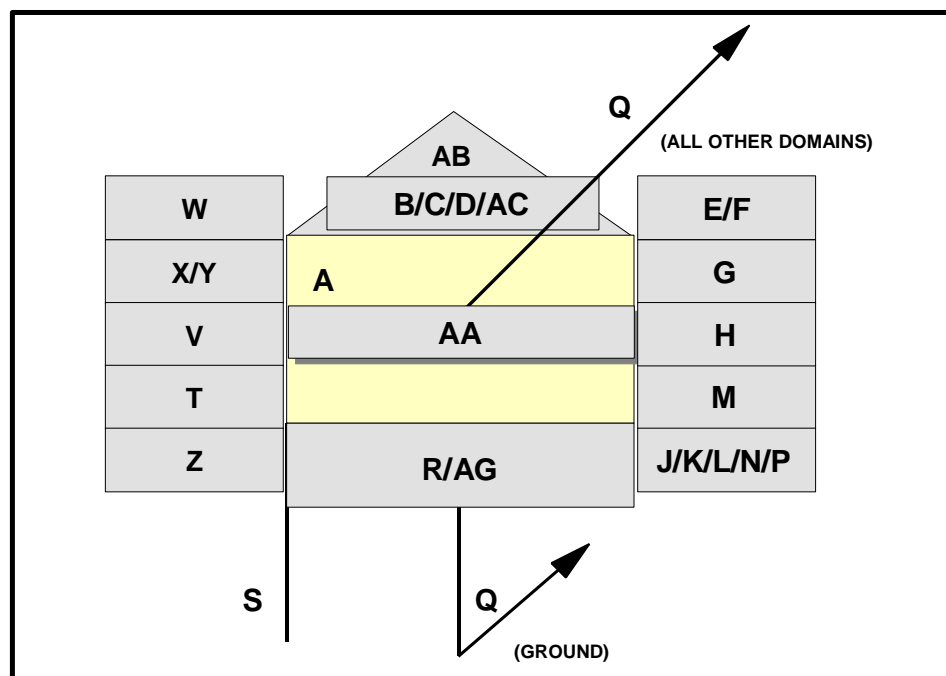


FIGURE 3. Field positions for tactical symbols.

TABLE IV. Modifier field definitions and maximum display lengths for tactical symbols.

FIELD ID	FIELD TITLE	DESCRIPTION	U ¹	E ^{1/2}	I ¹	SI ¹	M ¹
A	Symbol Icon	The innermost part of a symbol that represents a warfighting object (see 5.3.3).	G	G	G	G	G
B	Echelon	A graphic modifier in a unit symbol that identifies command level (see 5.3.4.2, table V, and figures 3 and 4).	G	-	-	-	G
C	Quantity	A text modifier in an equipment symbol that identifies the number of items present.	-	9 ³	-	-	-
D	Task Force Indicator	A graphic modifier that identifies a unit or MOOTW symbol as a task force (see 5.3.4.6 and figures 3 and 4).	G	-	-	-	G
E	Frame Shape Modifier	A graphic modifier that displays affiliation, battle dimension, or exercise amplifying descriptors of an object (see 5.3.1 and tables I and II).	G	G	G	-	G
F	Reinforced or Reduced	A text modifier in a unit symbol that displays (+) for reinforced, (-) for reduced, (±) reinforced and reduced.	3	-	-	-	3
G	Staff Comments	A text modifier for units, equipment and installations; content is implementation specific.	20	20	20	20	20
H	Additional Information	A text modifier for units, equipment, and installations; content is implementation specific.	20	20	20	20	20

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TABLE IV. Modifier field definitions and maximum display lengths for tactical symbols - Continued.

FIELD ID	FIELD TITLE	DESCRIPTION	U ¹	E ^{1/2}	I ¹	SI ¹	M ¹
J ⁴	Evaluation Rating	A text modifier for units, equipment, and installations that consists of a one-letter reliability rating and a one-number credibility rating: Reliability Ratings: A-completely reliable, B-usually reliable, C-fairly reliable, D-not usually reliable, E-unreliable, F-reliability cannot be judged. Credibility Ratings: 1-confirmed by other sources, 2-probably true, 3-possibly true, 4-doubtfully true, 5-improbable, 6-truth cannot be judged.	2	2	2	2	2
K	Combat Effectiveness	A text modifier for units and installations that indicates unit effectiveness or installation capability.	5	--	5	--	3
L	Signature Equipment	A text modifier for hostile equipment; “!” indicates detectable electronic signatures.	-	1	-	1	-
M	Higher Formation	A text modifier for units that indicates number or title of higher echelon command (corps are designated by Roman numerals).	21	-	-	21	-
N	Hostile (Enemy)	A text modifier for equipment; letters “ENY” denote hostile symbols.	-	3	-	-	-
P	IFF/SIF	A text modifier displaying IFF/SIF Identification modes and codes.	5	5	5	-	5
Q	Direction of Movement Indicator	A graphic modifier for units, equipment, and installations that identifies the direction of movement or intended movement of an object (see 5.3.4.1 and figures 3 and 4).	G	G	G	-	G
R	Mobility Indicator	A graphic modifier for equipment that depicts the mobility of an object (see 5.3.4.3, figures 3 and 4, and table VI).	-	G	-	-	-
R2	SIGINT Mobility Indicator	M = Mobile, S = Static, or U = Uncertain.	-	-	-	1	-
S	Headquarters Staff Indicator/Offset Location Indicator	Headquarters staff indicator: A graphic modifier for units, equipment, and installations that identifies a unit as a headquarters (see 5.3.4.8 and figures 3 and 4). Offset location indicator: A graphic modifier for units, equipment, and installations used when placing an object away from its actual location (see 5.3.4.9 and figures 3 and 4).	G	G	G	-	G
T	Unique Designation	A text modifier for units, equipment, and installations that uniquely identifies a particular symbol or track number. Identifies acquisitions number when used with SIGINT symbology.	21	21	21	21	21
V	Type	A text modifier for equipment that indicates types of equipment.	-	24	-	24	-
W ⁵	Date/Time Group (DTG)	A text modifier for units, equipment, and installations that displays traditional military Date/Time Group format: DDHMMSSZMONYY or “O/O” for on order.	20	20	20	20	20
X	Altitude/Depth	A text modifier for units, equipment, and installations that displays the altitude portion of GPS; flight level for aircraft; depth for submerged objects; height in feet of equipment or structures on the ground.	6	6	6	-	6
Y	Location	A text modifier for units, equipment, and installations that displays a symbol’s location in degrees, minutes, and seconds (or in UTM or other applicable display format).	19	19	19	19	19

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TABLE IV. Modifier field definitions and maximum display lengths for tactical symbols - Continued.

FIELD ID	FIELD TITLE	DESCRIPTION	U ¹	E ^{1/2}	I ¹	SI ¹	M ¹
Z	Speed	A text modifier for units, equipment, and installations that displays velocity as set forth in MIL-STD-6040.	8	8	8	-	8
AA	Special C ² Headquarters	A text modifier for units; indicator is contained inside the frame (see figures 3 and 4); contains the name of the special C ² Headquarters.	9	-	-	-	9
AB	Feint/Dummy Indicator	Feint or dummy indicator: A graphic modifier for units, equipment, and installations that identifies an offensive or defensive unit intended to draw the enemy's attention away from the area of the main attack (see 5.3.4.7 and figures 3 and 4).	G	G	G	-	G
AC	Installation	Installation: A graphic modifier for units, equipment, and installations used to show that a particular symbol denotes an installation (see 5.3.4.5 and figures 3 and 4).	G	G	G	-	G
AD	Platform Type	ELNOT or CENOT	-	-	-	6	-
AE	Equipment Teardown Time	Equipment teardown time in minutes.	-	-	-	3	-
AF	Common Identifier	Example: "Hawk" for Hawk SAM system.	-	-	-	12	-
AG	Auxiliary Equipment Indicator	Towed sonar array indicator: A graphic modifier for equipment that indicates the presence of a towed sonar array (see 5.3.4.4, figures 3 and 4, and table VII).	-	G	-	-	-
AH	Area of Uncertainty	A graphic modifier for units, equipment, and installations that indicates the area where an object is most likely to be, based on the object's last report and the reporting accuracy of the sensor that detected the object (see 5.3.4.11.1 and figure 5).	G	G	G	-	G
AI	Dead Reckoning Trailer	A graphic modifier for units, equipment, and installations that identifies where an object should be located at present, given its last reported course and speed (see 5.3.4.11.2 and figure 5).	G	G	G	-	G
AJ	Speed Leader	A graphic modifier for units, equipment, and installations that depicts the speed and direction of movement of an object (see 5.3.4.11.3 and figure 5).	G	G	G	-	G
AK	Pairing Line	A graphic modifier for units, equipment, and installations that connects two objects and is updated dynamically as the positions of the objects change (see 5.3.4.11.4 and figure 5).	G	G	G	-	G

- Notes:
1. Column headings: U = units, E = equipment, I = installations, SI = signals intelligence (SIGINT), and M = military operations other than war (MOOTW).
 2. Equipment includes air, space, sea surface, subsurface, and SOF, as well as land-based equipment as shown in table I.
 3. Numeric entry indicates text modifier. "G" indicates graphic modifier. A dash (-) inside boxes indicates non-applicable.
 4. Field J: See FM 34-3, Intelligence Analysis, March 1990, pages 2-13 through 2-17 for complete definitions of evaluation ratings.
 5. Field W: D = day, H = hour, M = minute, S = second, Z = Greenwich or local time, MON = month, and Y = year.