

APTIMA
HUMAN-CENTERED
ENGINEERING

DDD v4.2 Quick Reference

November 2011

Main Menu

Status Pane:
Simulation
Scoring
Selected Unit

Unit Status

PlayerID	BluePlayer01
Scenario	DDD 4.0: Service Pack 4 Demonstration
Score	

Unit Controls

Transfer Unit... Display Range Finder? ☒

Movement Capabilities SubPlatforms

Throttle: 100 % Current Throttle:

Fuel Gauge: 327 lbs Max Fuel: 4444.00 lbs

Throttle

Map Pane

Map Zoom

Unit Filters

Map Inset

Object color associated with Player ID

Communications Pane:
System Messages
Voice Chat
Text Chat
Shared Whiteboards

Messages Voice whiteboard - blueroom chat - Enormous chat - Green

Opening a DDD Client Session and Logging In

1. To open a client session in a browser, enter URL <file:///hostname/Users/Public/DDDClient/index.htm> (Windows 7)
or
<file:///hostname/ /DDDClient/index.htm> (Windows XP)
The DDD client software is installed and launched automatically.
2. Click **Run**. The Login box is displayed.
3. Enter the assigned user name and password and click **Login**.
4. The Choose a Decision Maker box is displayed. Choose a name from the list and click **OK**.
5. The Player Briefing box is displayed. Read the player brief. Click **Close** when done.
6. The scenario map is loaded. Click on the Windows maximize button for best results.

Tailoring the Map Display

- The entire map is displayed by default. To zoom in and out, left-click on the Zoom bar or hold the left mouse button down on the Zoom slider and move it. When a portion of the map is displayed, the Inset Map appears automatically.
- To pan or move, press and drag the left mouse button inside the Inset Map.
- To lighten the playing field, select Lighten Map from the Map Options menu. To darken the playing field, select Darken Map.
- To change the color of the Inset Map background, select Inset Map Background Color from the Map Options menu and choose a color.
- To identify objects by color in the Inset Map, select Inset Map Unit Colors from the Map Options menu.
- To change the size of object icons, select Scale Unit Icon to Map from the Map Options menu.

Understanding Object Attributes

- Each object's name is displayed in the same color as its owner. When selected, an object's name and icon are displayed in the lower left corner of the Map Pane.

- Each object's fuel level is displayed as a fuel bar under the object's name. Each Decision Maker only sees fuel levels for objects s/he owns.
- When an object is selected, it is highlighted in yellow. In the Status Pane, Unit Status displays information about that object's name, class, status, location, altitude, and maximum speed. A unit tag (i.e., user-entered label) can be entered in the field provided.
- When an enemy object is attacked, a red line from the attacking object to the attacked object is displayed, as well as a small red box above the attacked object that counts down the seconds until the attack ends. Attack status information is provided in the Messages tab in the Communications pane.

Moving an Object

1. Position the cursor on top of an object.
2. To select an object, left-click on it. If objects are grouped together, hold the mouse over that group and left-click repeatedly. With each click, a different object in that group is selected.
3. To change the speed of the selected object, adjust the Throttle Slider (in Movement tab in the Unit Controls pane).
4. To move the selected object, move the cursor to a new destination on the map and right-click. A blue line is displayed from the object to its destination. This line indicates the object's new direction, heading, and final destination.
5. To change the direction of the current movement, right-click on a new destination.
6. To stop the current movement, right-click at the object's current position.

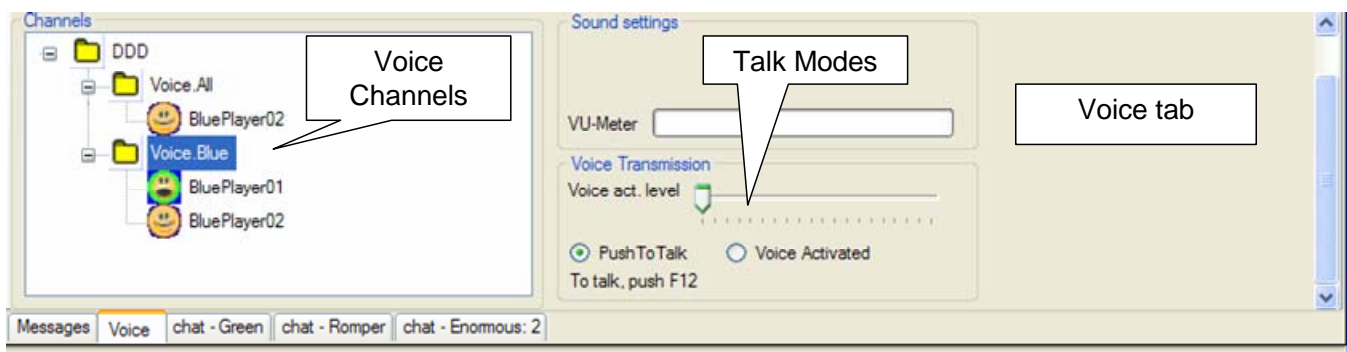
Attacking an Object

1. To learn which weapons to use, select an enemy object on the map and then click on the Movement tab in the Unit Controls pane. The Vulnerabilities box displays all weapons that can attack the selected object.
2. To display a list of an attacking object's weapons, select an object on the map and then click on the Capabilities tab in Unit Controls. Some objects must be launched before their weapons can be used. To launch an object, click the Subplatforms tab, select an object on the map, then right-click on a launch destination on the map. The launched object appears on the

- map and its weapons now can be used. (To recall the object back to its Subplatform, select that object, the Subplatforms tab of that object's parent, and Dock to Parent. The object disappears from the map.)
3. To initiate an Attack, select an attacking object on the map and then click on a weapon in the Capabilities tab.
 4. Right-click on the object to be attacked. The Messages tab reports that the attack status.
 5. When the attack ends, the Messages tab reports the result of the attack. An object disappears from the map when it is destroyed. The object's symbol may change if it has been damaged.

Using the Communications Pane

- To view scenario status Messages, click on the Messages tab in the Status pane.
- To use Text Chat, click on a Chat tab (if one exists). Chat tabs display chat messages between players assigned to that chat room.
- To communicate with other players, type a message in the Chat text box and click **Send**. Messages appear below the text box, tagged with the time elapsed and player name.
- Players can use the Chat window even when the simulation has been paused.
- To create a Chat window, select Communication from the menu bar, then select New Chat Window. The Chat Window Properties box is displayed. In the Group ID field, enter a name for the new window. Click on each player allowed to use the new window. Click **Create**. A new Chat tab appears at the bottom of the communications pane. Click on this tab to open the new Chat window. Each Chat tab displays the number of unread messages inside.
- If the scenario includes Voice Chat, a Voice tab is displayed in the Communications pane. To use Voice Chat, click on the Voice tab.
- A tree view includes available voice channels. Double-click on a channel to open it. Double-click on a Decision Maker to (un)mute audio.
- Click Show Options to use voice controls. Push to Talk (F12) is the default; click Voice Activated to communicate without pressing F12. Adjust volume using the slider provided.
- The current speaker's Decision Maker icon is highlighted in green when s/he is speaking.
- To create a shared Whiteboard, select Communication from the menu bar, then select New Whiteboard Window. The Whiteboard Window Properties box is displayed. In the Group ID field, enter a name for the new Whiteboard window. Click on each player allowed to use the new Whiteboard window. Click **Create**. A new Whiteboard tab appears at the bottom of the Communications pane. Click on this tab to use the new Whiteboard window.
- When viewing a Whiteboard, the Map Inset will include wireframes for your view, as well as those of other whiteboard participants.
- Click on the Drawing Control dropdown to enable Line, Circle, Arrow or Text draw mode.
- Optionally click on the Color swatch to change the annotation color, and use the Point Size slider to adjust line thickness/font size.
- To draw a line, circle or arrow (if selected), place the cursor on the map and press the left mouse button. Drag to the desired map location (the object is drawn as you drag). Release the mouse button to 'drop' the object on the map.
- For text annotations, select Text mode. Enter text info Text field and optionally adjust Point Size. Press and slightly drag cursor on map and let go to 'drop' text on the map.
- To delete a single annotation: To undo/delete the last annotation made, click the Undo arrow. To delete the selected annotation, click Select mode in Drawing Controls and then click on the annotation on the map. Then hit the Delete key.
- To delete all annotations: click 'Clear' to delete your annotations or 'Clear All' (if you own the whiteboard) to delete all whiteboard annotations.
- To synchronize your map view to another whiteboard participant's view (i.e., to see what s/he is seeing), select a Decision Maker from the dropdown in Viewing Controls. Click the Revert (left arrow) button to restore your previous view.
- To overlay multiple whiteboards in a single view, select other available whiteboards from the list provided in Viewing Controls.
- When needed, scroll bars are provided in the Message and Chat windows.
- The Communications pane can be resized.
- To hide the communications pane, select Tab Windows from the View menu.



Getting Information

- To display the player brief, select Player Briefing from the Help menu.
- The status pane has four sections:

Section	Displays
Simulation Status	Player ID and scenario name
Score	All player scores
Unit Status	Information about the currently selected object
Unit Controls	Information about the movement, capabilities, and subplatforms of the currently selected object

- In Unit Controls, the Movement tab displays the throttle control, fuel gauge, and vulnerabilities of the selected object. The Capabilities tab lists the weapons available for use by the selected object. The Subplatforms tab lists objects that can be launched by the selected object.

- To locate objects that can be controlled, select Managed Units in the Unit Finder Category, then use the Unit Finder dropdown menu.
- To locate objects controlled by teammates or the enemy, select Unmanaged Units in the Unit Finder Category, then use the Unit Finder dropdown menu.
- The clock is displayed in the bottom right corner of the map.
- The icon and name of the currently selected object are displayed in the bottom left corner of the map.
- When the simulation ends, a Game Over box is displayed.

Note: Topographical map of Nanaimo, British Columbia provided by Spectrum Digital Imaging, www.mapsdigital.com.