# mIRC SETUP AND OVERVIEW





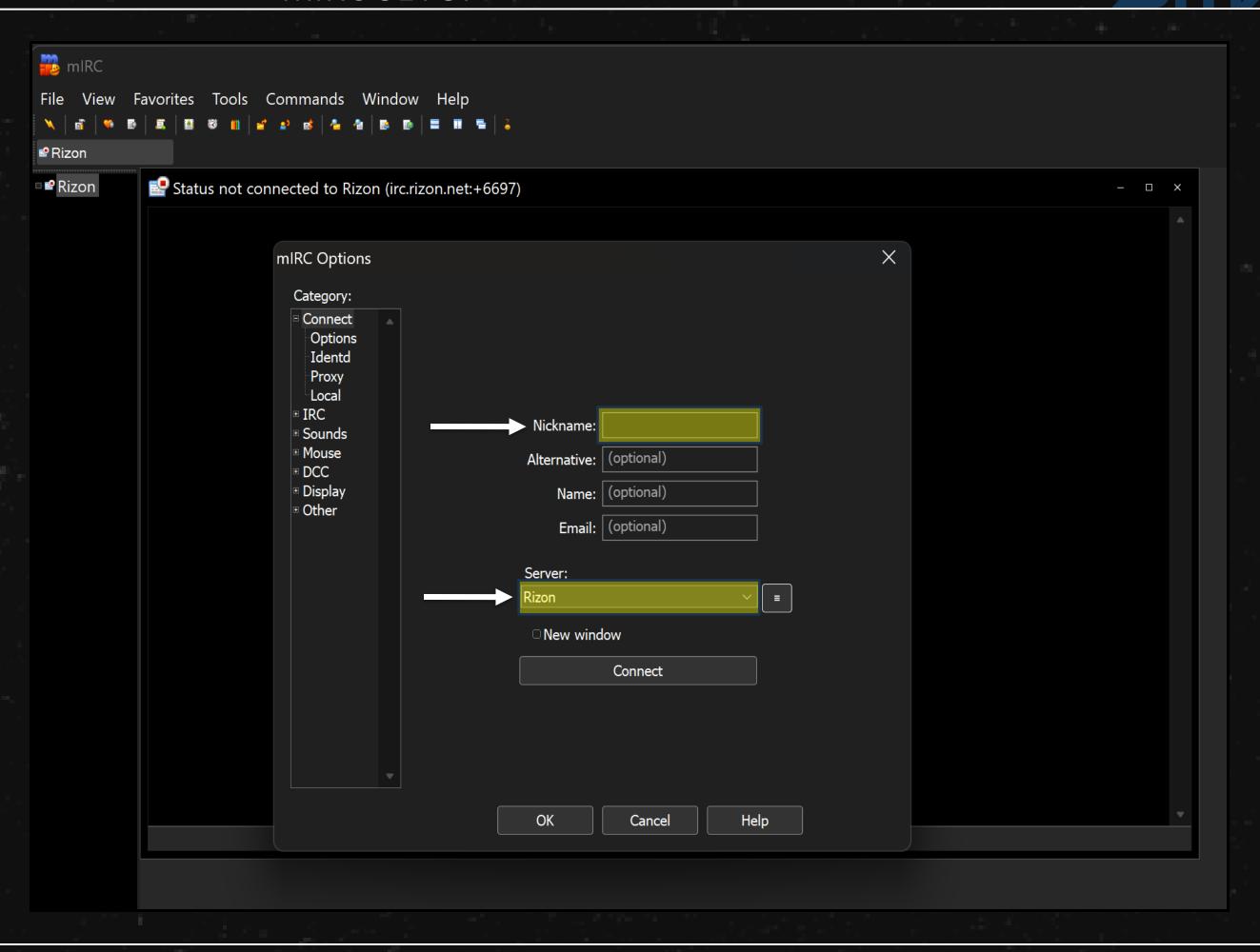
### mIRC OVERVIEW

- What is mIRC?
  - mIRC is a real-time text-based Internet Relay Chat (IRC) client communication tool that is used extensively in military ISR and PED environments. It enables coordination, data sharing, and team communication across distributed intelligence and operational nodes. mIRC
- What is mIRCs Role in Live FMV PED (Processing, Exploitation, Dissemination)
  - Real-Time Tactical Communication
    - Instant messaging between Screener, Analysts, Sensor Operators, Pilots, and ITC's
    - Rapidly share observations from Full Motion Video Feeds
    - Coordinate actions and cue assets
  - Information Dissemination
    - Quickly distribute critical updates, spot reports, and target details
    - Shared situational awareness across mission participants
  - Channel-Based Coordination
    - Dedicated "chat rooms" (channels) for specific operations, teams, or users
  - Record Keeping
    - Logs conversations for after-action review and analysis
- Why mIRC is used
  - Speed and Brevity: Faster than voice for conveying precise, short data bursts (e.g., coordinates, times)
  - Low Bandwidth: Effective in environments with limited or unreliable connectivity
  - Simplicity: Easy to use, established protocol. Powerful scripting capabilities that allows users to customize its appearance and functions



# mIRC SETUP

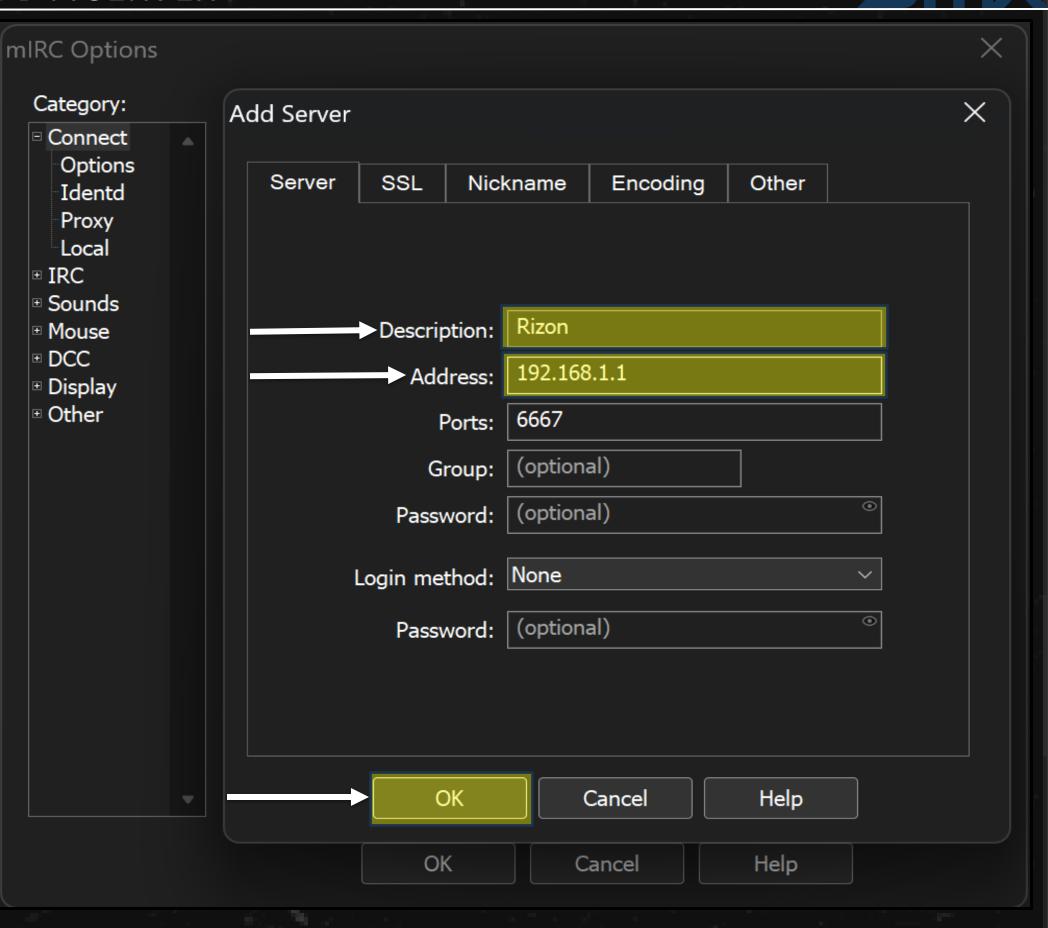
- Start mIRC, the window "mIRC Options" should pop up. If it doesn't, click "File" and then "Select Server" (Shortcut is Alt+E)
- Choose your Nickname (this is your mIRC handle, ex: FAYPED-ASSET01-SCR-INITIALS)
- You can select your server through the "Server" dropdown menu. (Commonly used are AUAB and NAVCENT servers)





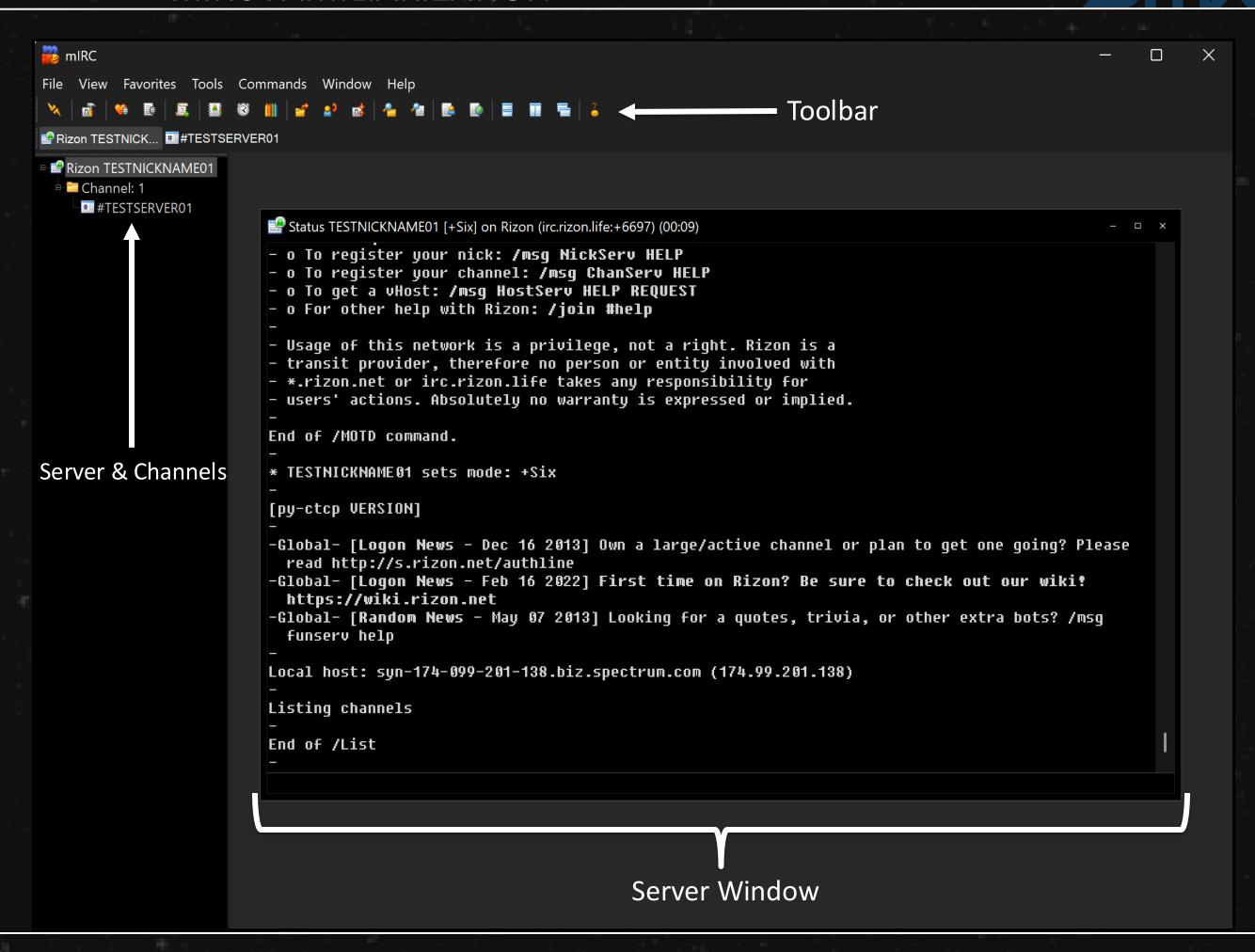
# ADD A SERVER

- If AUAB/NAVCENT are not available or you need to add a server, click the button next to the server dropdown menu and then click "Add"
- Description is the name you'll see on the server dropdown menu
- Address is the IP address you'll need for the specific server you want to connect to
- When you are finished, click "OK"



# mIRC FAMILIARIZATION

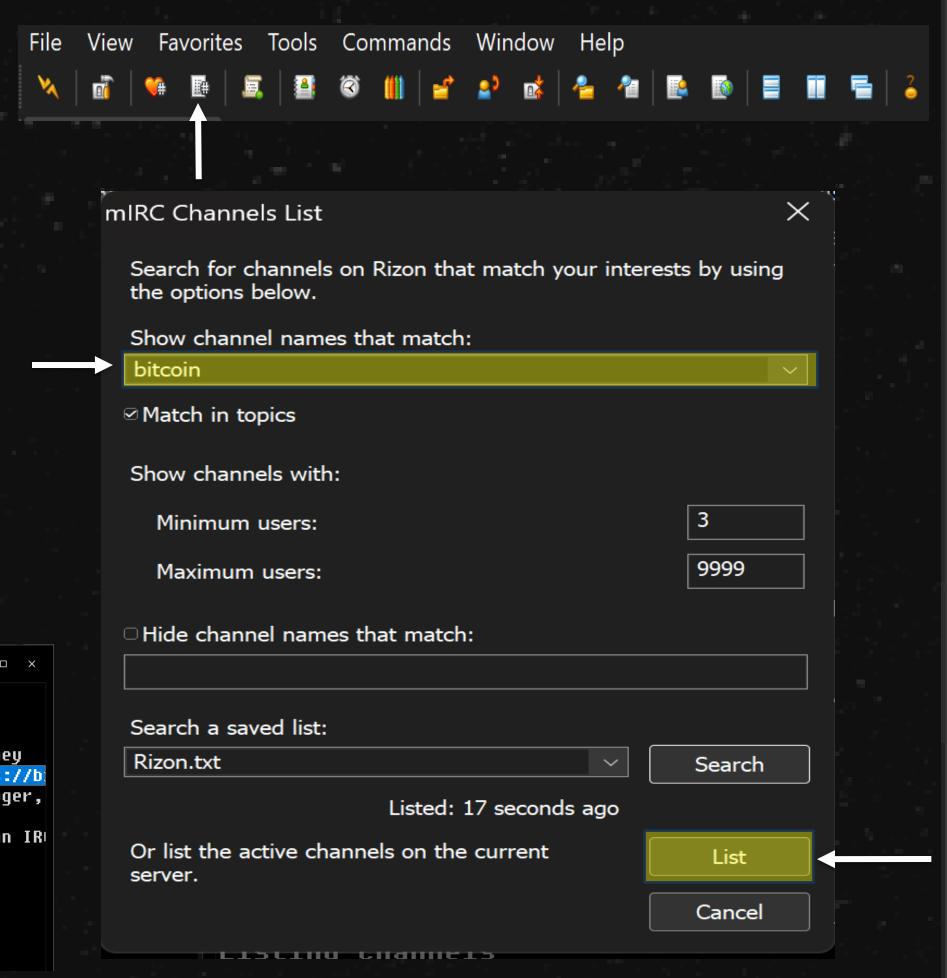
- Your mIRC should now look something like this.
- The top row of buttons are shortcuts to different tools.
  You can hover over each one to see what it does.
- The servers you are connected to as well as the channels you are in will appear on the left side
- The "Server Window" shows you important information pushed from the connected server. You can run mIRC commands in here as well without disturbing a mission room



### JOINING A CHANNEL

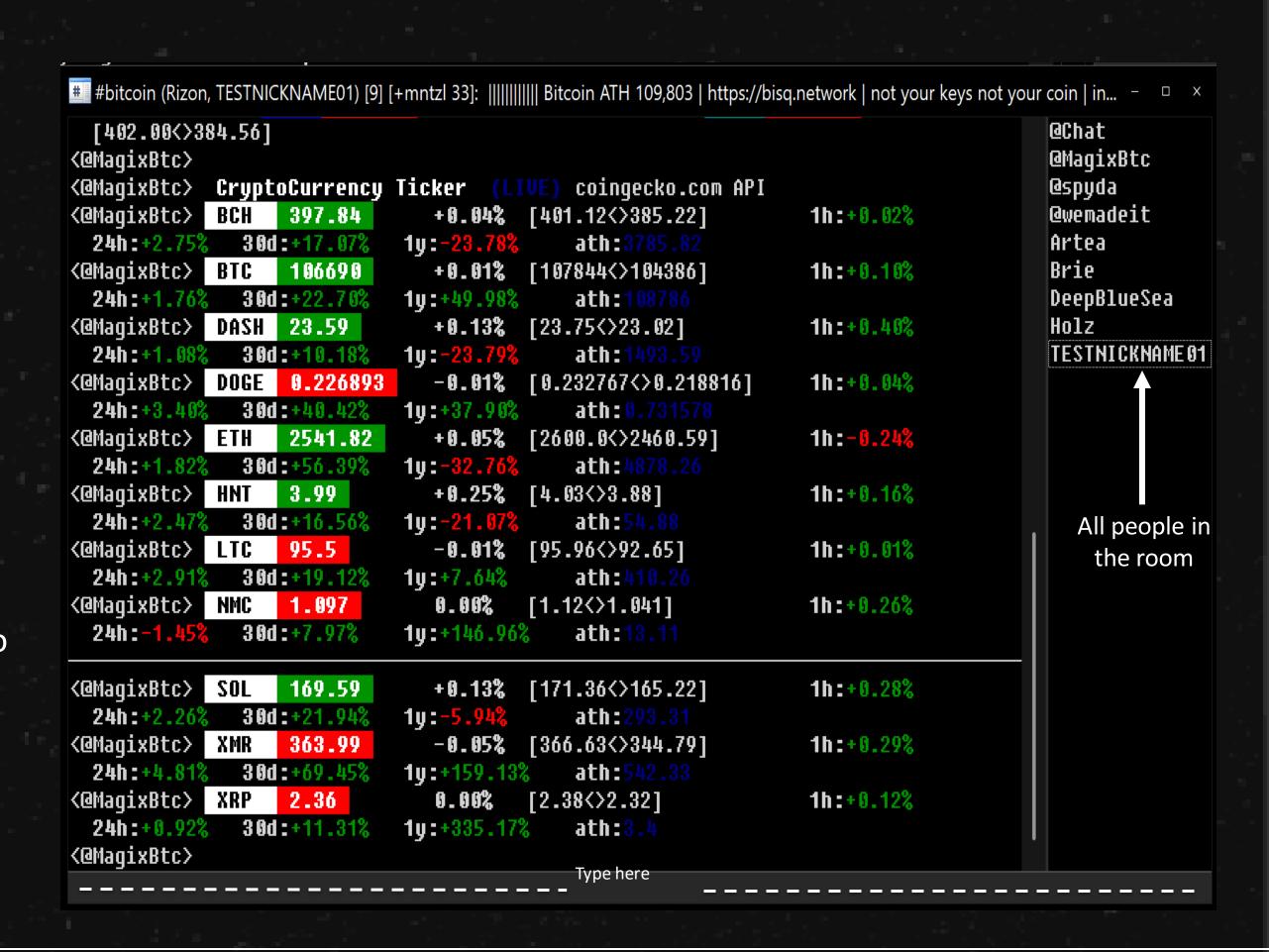
- To join a channel (your asset room / relevant target or intel room), start by clicking the button at the top toolbar.
- Type the room name, or part of the room name in the "Show channel names that match" box, ex: bitcoin
- Click "List" at the bottom
- A list of rooms that contain the searched text will appear. The number in the row over from the name is how many people are in the room. Double click the relevant room.





#### mIRC ROOM FAMILIARIZATION

- After double clicking the relevant room, it will open in a new window.
- The half window on the right-hand side shows the list of people in the room with their associated mIRC handle.
- The row at the bottom is where you will type information or callouts into the room.





### **COMMON ABBREVIATIONS**



- FF: Feed Frozen
- FS: Feed Sweet
- AOR: Area of Responsibility
- COI: Compound of Interest
- POI: Person of Interest
- VOI: Vehicle of Interest
- EO: Electro-Optical (Daylight Camera)
- IR: Infrared
- FOV: Field of View
- JTAC: Joint Terminal Attack Coordinator
- PID: Positive Identification
- LOI: Line of Interest
- TGT: Target
- SITREP: Situational Report
- STBY: Standby
- RTB: Return to Base
- WX: Weather
- CX: Canceled

- ACK: Acknowledge
- ROZ: Restricted Operating Zone
- BDA: Battle Damage Assessment
- ASR: Alternate Supply Route
- MSR: Main Supply Route
- ETA: Estimated Time of Arrival
- HVT: High-Value Target
- LOE: Line of Effort
- NSTR: Nothing Significant to Report
- SQUIRTER: Individual Fleeing Site
- KZ: Kill Zone
- OB: Order of Battle
- POL: Pattern of Life
- HLZ: Helicopter Landing Zone
- MGRS: Military Grid Reference System
- OFFSET: Move Sensor View
- IED: Improvised Explosive Device
- VBIED: Vehicle-Borne Improvised Explosive Device

# QUESTIONS?



