



# A Digital Representation of Standardized Military Symbology

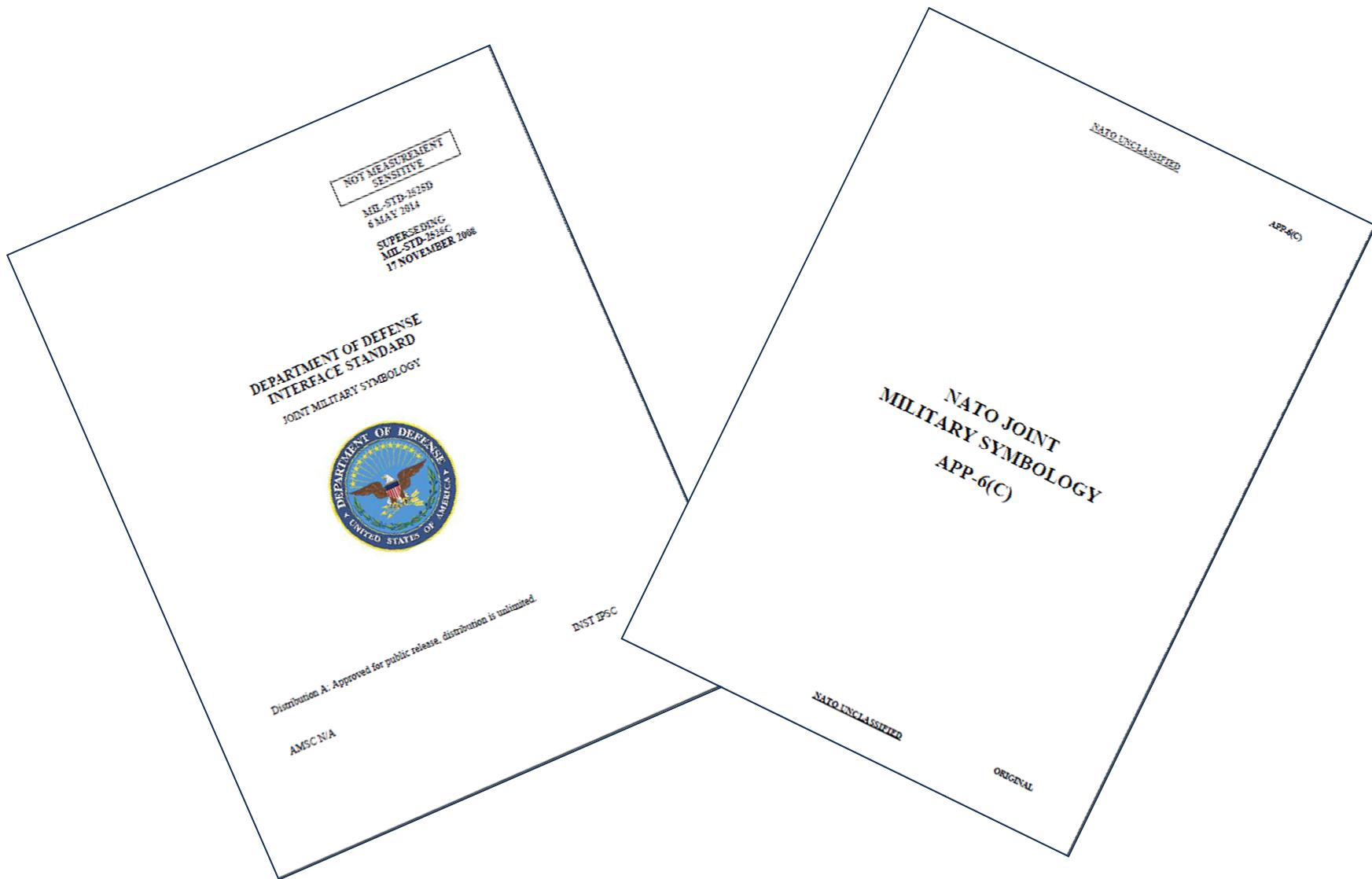
# Topics

- **Standardized Military Symbology**
  - A Brief Examination of MIL-STD 2525 and NATO APP-6
- **Defining Military Symbology**
  - JMSML – A (The) Machine Readable Contents of 2525 and APP-6

**A Brief Examination of MIL-STD 2525 and NATO APP-6**

# **STANDARDIZED MILITARY SYMOLOGY**

# MIL-STD-2525 and NATO APP-6



# 2525D/APP-6(C) Structure

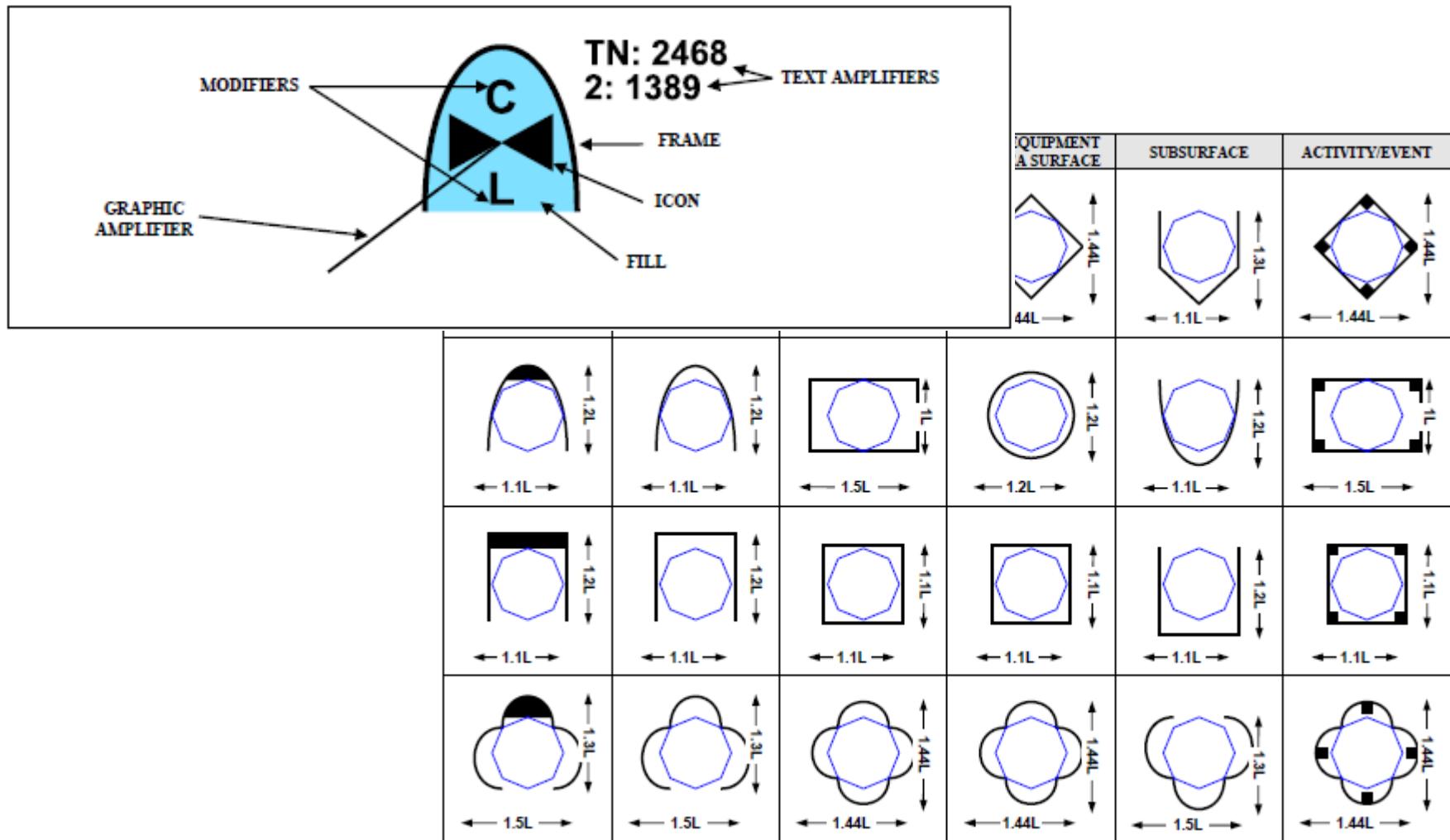
Base Document +

- Appendix A: SIDC
- Appendix B: Space
- Appendix C: Air
- Appendix D: Land
- Appendix E: Sea Surface
- Appendix F: Subsurface
- Appendix G: Stability Ops/Civil Support
- Appendix H: Control Measures
- Appendix I: METOC\*
- Appendix J: Signals Intelligence
- Appendix K: 3-Dimensional
- Appendix L: Cyberspace\*\*

\*METOC appendix sub-divided into 3 sections: Oceanic, Atmospheric, and Space

\*\*A new appendix developed in collaboration with intelligence communities

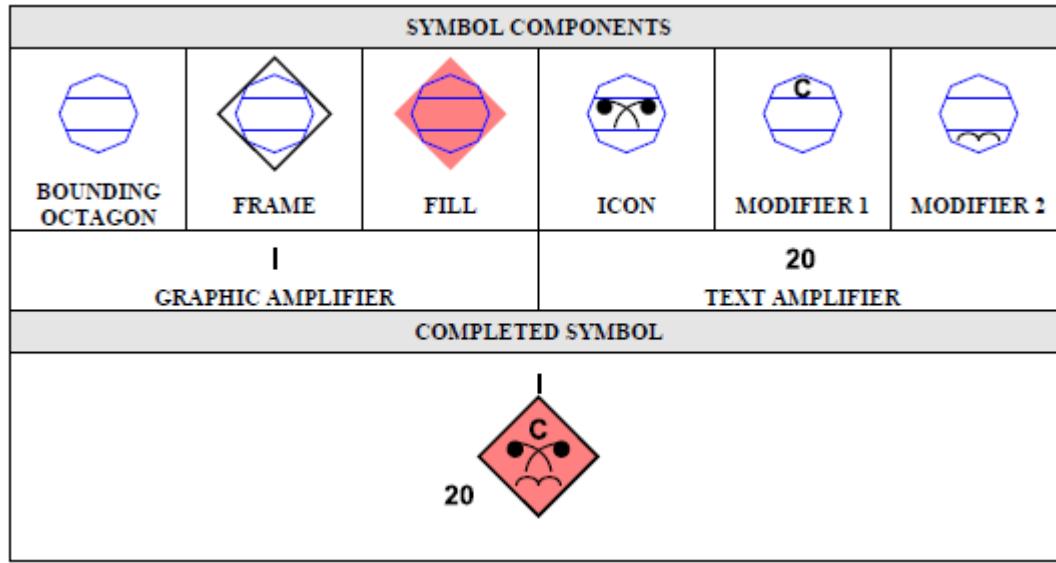
# Anatomy of a Symbol



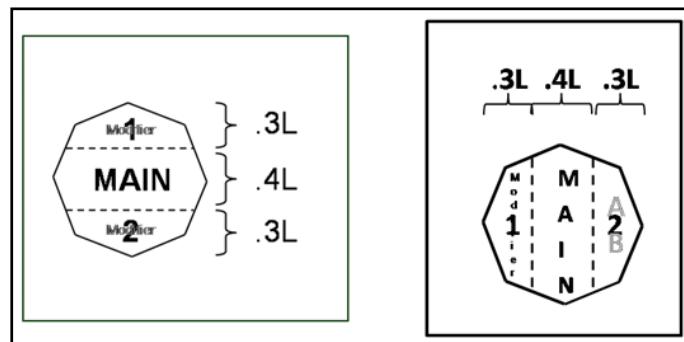
# Framing a Symbol

DIMENSION STANDARD IDENTITY	UNKNOWN	SPACE	AIR	LAND UNIT	LAND EQUIPMENT AND SEA SURFACE	LAND INSTALLATION	SUBSURFACE	ACTIVITY/ EVENT
PENDING (YELLOW)								
UNKNOWN (YELLOW)								
FRIEND (CYAN)								
NEUTRAL (GREEN)								
HOSTILE (RED)								
ASSUMED FRIEND (CYAN)								
SUSPECT (RED)								

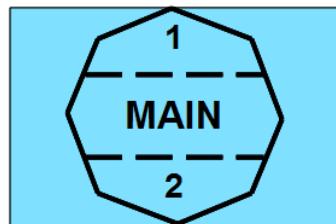
# “Parts Box” Approach



FRIENDLY	HOSTILE
NEUTRAL	UNKNOWN

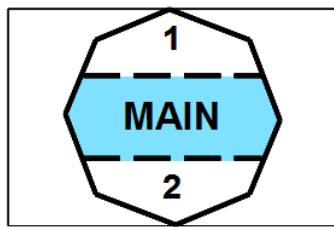


# Full Frame Icons



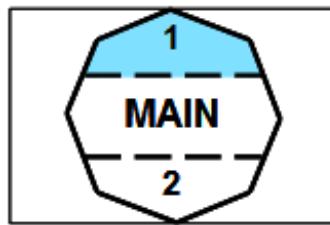
DESCRIPTION	ICON	REMARKS
<b>AMPHIBIOUS</b>  Type: Entity Type Entity: MOVEMENT AND MANEUVER Symbol Set Code: 10 Code: 120300 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
<b>ANTITANK/ANTIARMOR</b>  Type: Entity Type Entity: MOVEMENT AND MANEUVER Symbol Set Code: 10 Code: 120400 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
<b>ARMORED</b>  Type: Entity Type Entity: MOVEMENT AND MANEUVER/ ANTITANK/ANTIARMOR Symbol Set Code: 10 Code: 120401 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
<b>MOTORIZED</b>  Type: Entity Type Entity: MOVEMENT AND MANEUVER/ ANTITANK/ANTIARMOR Symbol Set Code: 10 Code: 120402 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.

# Main Sector Icons



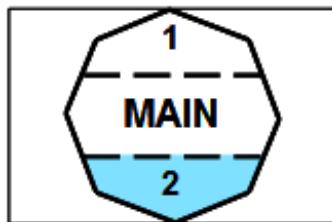
DESCRIPTION	ICON	REMARKS
<b>SURVEILLANCE</b>  Type: Entity Type Entity: MOVEMENT AND MANEUVER Symbol Set Code: 10 Code: 121600 Icon Type: Main		N/A
<b>SPECIAL FORCES</b>  Type: Entity Type Entity: MOVEMENT AND MANEUVER Symbol Set Code: 10 Code: 121700 Icon Type: Main		N/A
<b>SPECIAL OPERATIONS FORCES (SOF)</b>  Type: Entity Type Entity: MOVEMENT AND MANEUVER Symbol Set Code: 10 Code: 121800 Icon Type: Main		N/A

# Sector One Modifiers



DESCRIPTION	CATEGORY	MODIFIER	REMARKS
AIR MOBILE/AIR ASSAULT  Symbol Set Code: 10 Code: 01	MOBILITY		US only
AREA  Symbol Set Code: 10 Code: 02	CAPABILITY		N/A
ATTACK  Symbol Set Code: 10 Code: 03	CAPABILITY		N/A
BIOLOGICAL  Symbol Set Code: 10 Code: 04	CAPABILITY		N/A
BORDER  Symbol Set Code: 10 Code: 05	CAPABILITY		N/A

# Sector Two Modifiers



DESCRIPTION	CATEGORY	MODIFIER	REMARKS
AIRBORNE  Symbol Set Code: 10 Code: 01	MOBILITY		N/A
ARCTIC  Symbol Set Code: 10 Code: 02	MOBILITY		N/A
BATTLE DAMAGE REPAIR  Symbol Set Code: 10 Code: 03	CAPABILITY		N/A
BICYCLE EQUIPPED  Symbol Set Code: 10 Code: 04	MOBILITY		N/A
CASUALTY STAGING  Symbol Set Code: 10 Code: 05	CAPABILITY		Modifier is offset so that the modifier is not compromised by the main sector icon.

# Other Icon Configurations

Main + 1

SPECIAL BOAT  Type: Entity Subtype Entity: MOVEMENT AND MANEUVER/SPECIAL OPERATIONS FORCES (SOF) Symbol Set Code: 10 Code: 121803 Icon Type: Main +1		N/A
--	---	-----

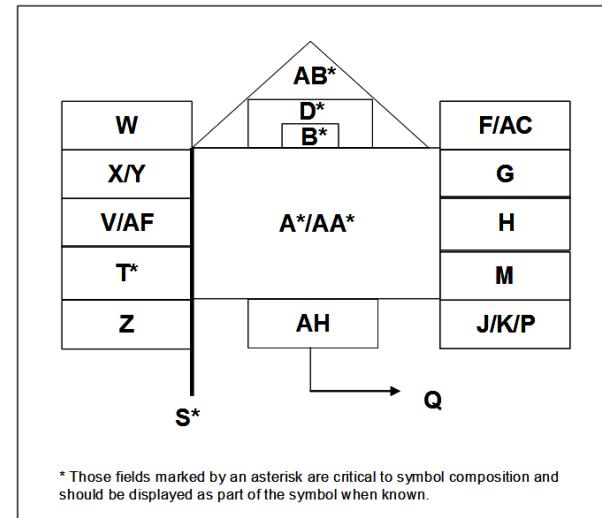
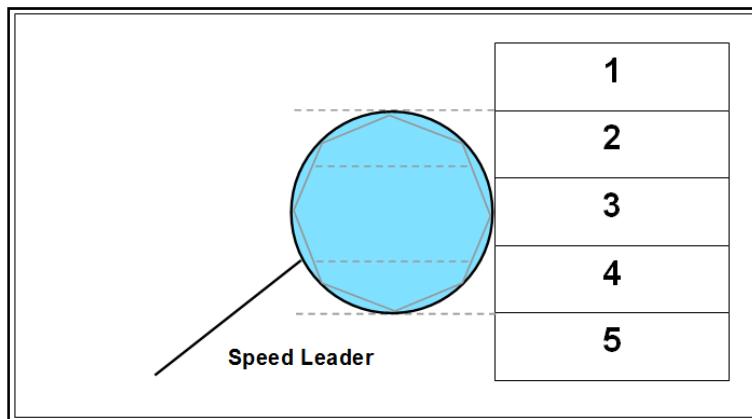
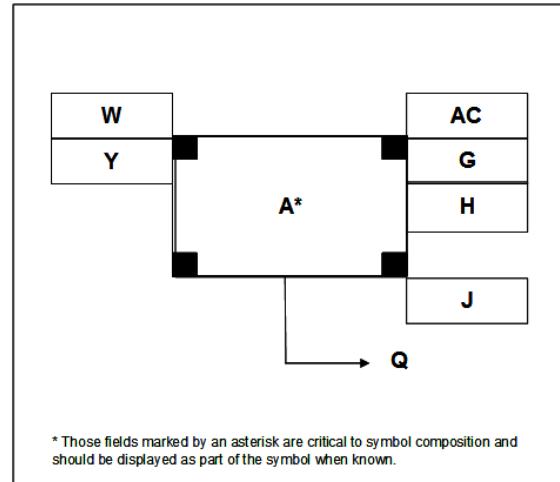
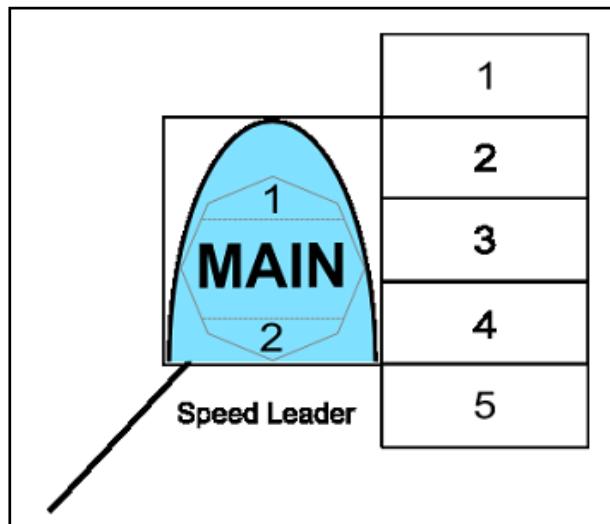
Full Octagon

FIXED WING MISO  Type: Entity Subtype Entity: MOVEMENT AND MANEUVER/SPECIAL OPERATIONS FORCES (SOF) Symbol Set Code: 10 Code: 121801 Icon Type: Full Octagon		N/A
--	--	-----

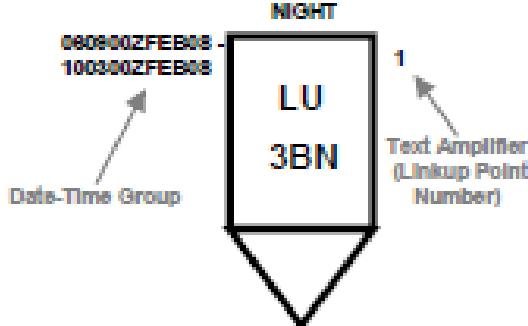
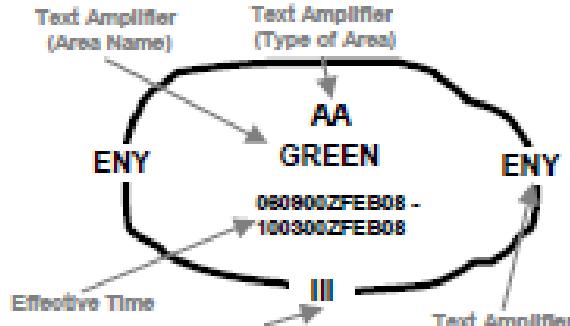
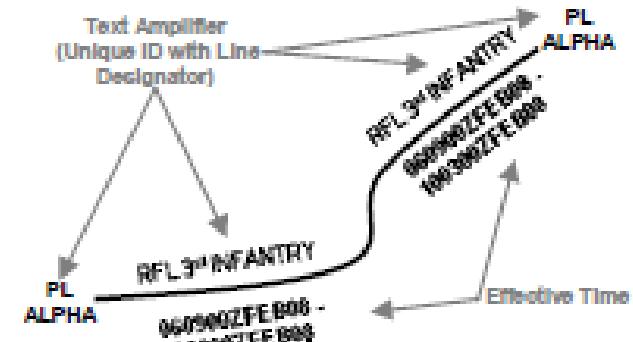
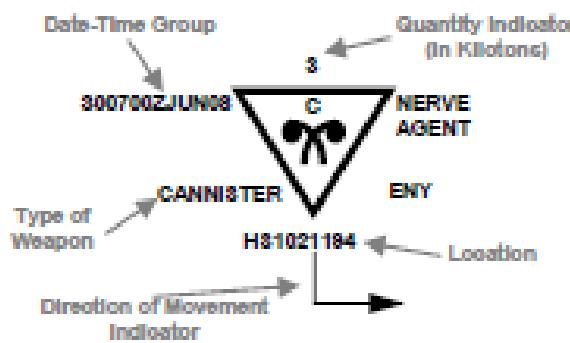
Main + 2

SECURITY POLICE (AIR)  Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 141900 Icon Type: Main+2		N/A
--	---	-----

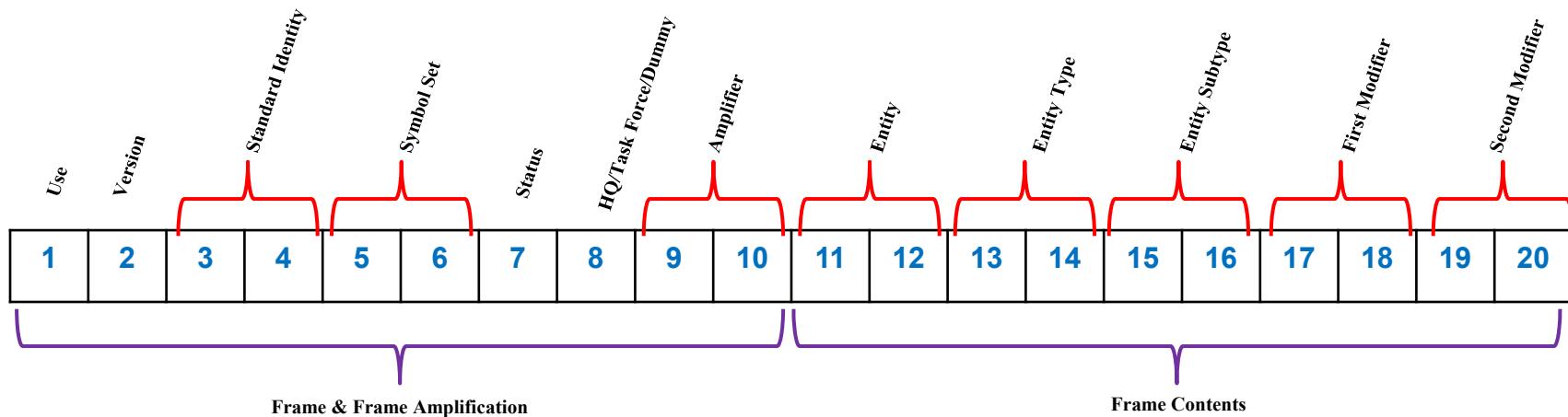
# Amplifiers Differ by Dimension



# Control Measures

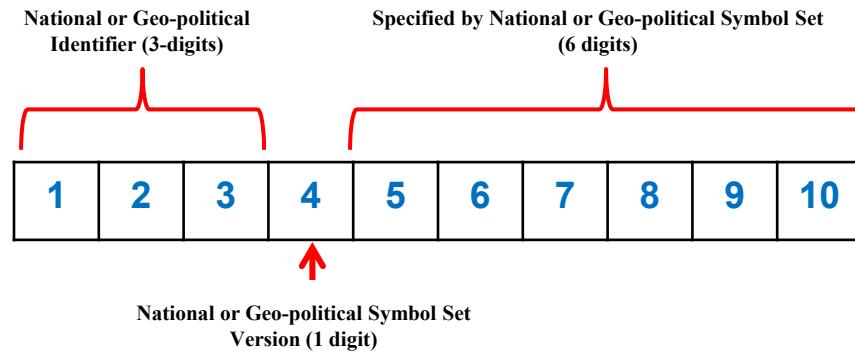
<b>POINTS</b> 	<b>AREAS</b> 
<b>LINES</b> 	<b>CBRN EVENTS</b> 

# Identifying a Symbol



## Optional Third Ten Digit Set (STANAG 2019/APP-6 compliant systems)

- The third ten digit set of the symbol identification codes is to accommodate national modifications/additions that are not included in MIL-STD-2525 or APP-6.
- Used when a nation (or approved entity) has a need to transfer symbol information to another allied country/system
- The 3-digit identifier identifies the **originator** of the symbol information.



**JMSML – A (The) Machine Readable Contents of 2525 and APP-6**

# **DEFINING MILITARY SYMOLOGY**

# **JointMilSyML (JMSML)**

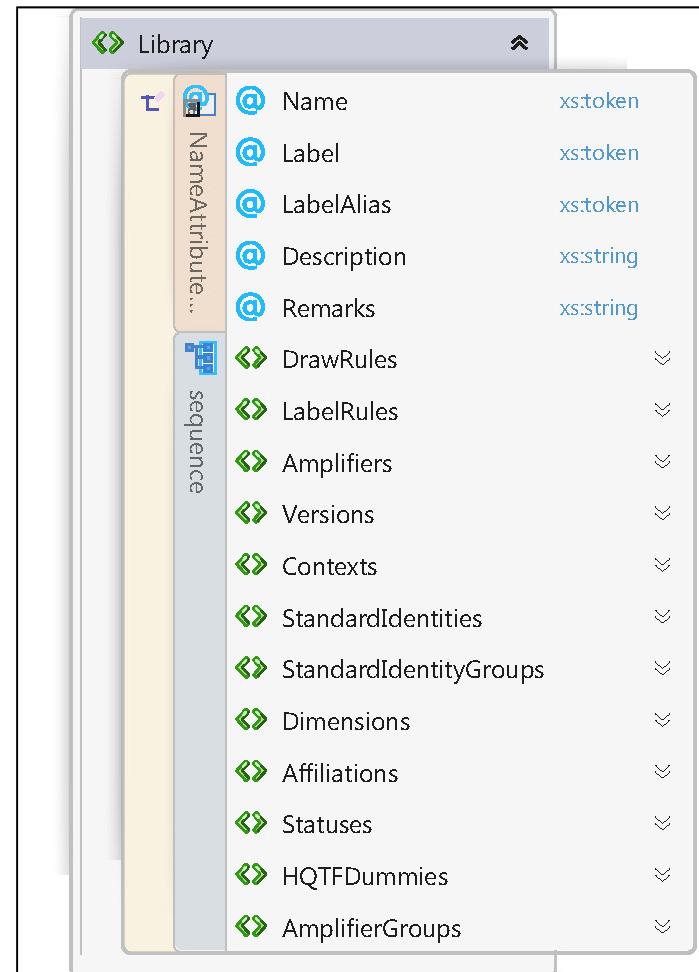
- An XML schema for 2525 and APP-6
- CM database, not information exchange
- Provides a machine readable version of the valid AND invalid symbol definitions
- Implement changes to the standard, in systems, more rapidly
- More efficient and consistent means of interpreting these standards
  - Greatly reduce or even eliminate guess work
  - Joint systems become more joint wrt symbols

# **Contents of JMSML**

- **XML schema**
- **Instance data for 2525D and APP-6(C/D)**
- **C# library of private and public classes**
- **C# API for exercising these classes**
- **Unit tests for testing these classes and the overall API**
- **Import and export functions**
- **Sample/demo symbol viewer application**
- **Documentation**

# JMSML Library

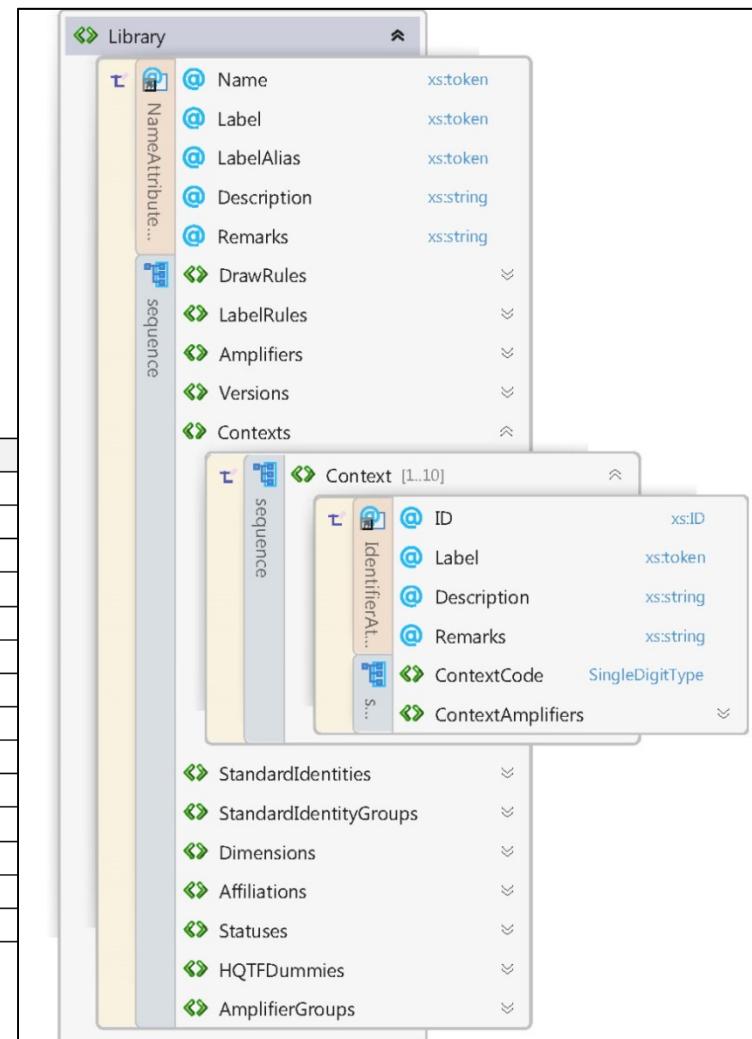
- Root of the schema
- <http://disa.mil/JointMilSyML.xsd>
- References symbol set XML files
- Defines Information from the base document
  - First 10 digits in the SIDC
    - Version
    - Context
    - Standard Identity
    - Symbol Set (reference)
    - Status
    - HQ/Task Force/Feint Dummy
    - Echelon/Mobility/Towed Arrays



# JMSML Context

- First part of “Standard Identity”
- Reality vs. Exercise vs. Simulation
- “X” or “S” as part of frame

Description	1st Digit	
Context		
Reality	0	
Exercise	1	
Simulation	2	
Reserved for future use	3-9	
Standard Identity		
Pending		
Unknown		
Assumed Friend		
Friend		
Neutral		
Suspect/Joker		
Hostile/Faker		
Reserved for future use		

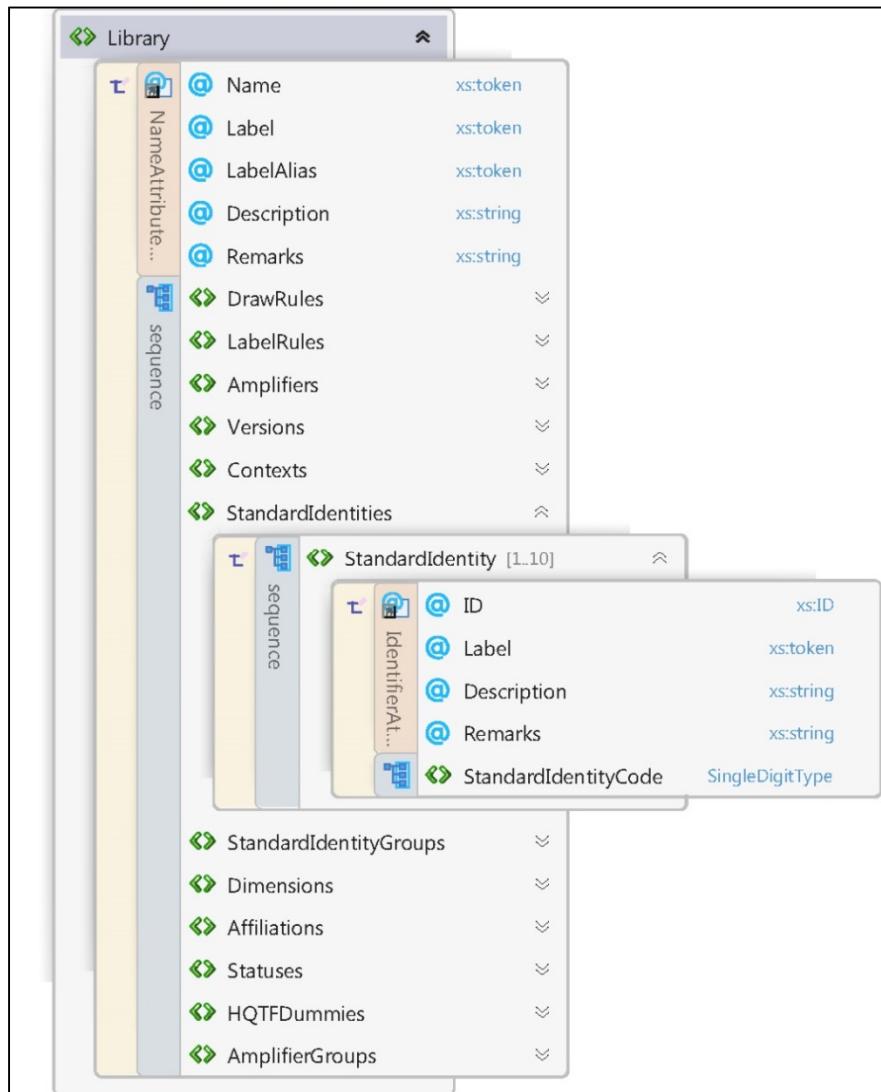


# Context Example

```
<Contexts>
  <Context ID="REALITY" Label="Reality">
    <ContextCode>0</ContextCode>
  </Context>
  <Context ID="EXERCISE" Label="Exercise">
    <ContextCode>1</ContextCode>
  </Context>
  <Context ID="SIMULATION" Label="Simulation">
    <ContextCode>2</ContextCode>
  </Context>
  <Context ID="EXTENSION" Label="Extension" Description="Details specified by extension">
    <ContextCode>9</ContextCode>
  </Context>
</Contexts>
```



# JMSML Standard Identity



- **Second part of “Standard Identity”**
- **Friend/Hostile/Neutral/Etc.**
- **Standard Identity Groups**
  - Unknown (and Pending)
  - Friend (and Assumed Friend)
  - Neutral
  - Hostile (and Suspect)

2d Digit	
	0
	1
	2
	3
	4
	5
	6
	7-9

# Standard Identity Example

```
<StandardIdentities>
  <StandardIdentity ID="SI_PENDING" Label="Pending">
    <StandardIdentityCode>0</StandardIdentityCode>
  </StandardIdentity>

  <StandardIdentity ID="SI_UNKNOWN" Label="Unknown">
    <StandardIdentityCode>1</StandardIdentityCode>
  </StandardIdentity>

  <StandardIdentity ID="SI_ASSUMED_FRIEND" Label="Assumed Friend">
    <StandardIdentityCode>2</StandardIdentityCode>
  </StandardIdentity>

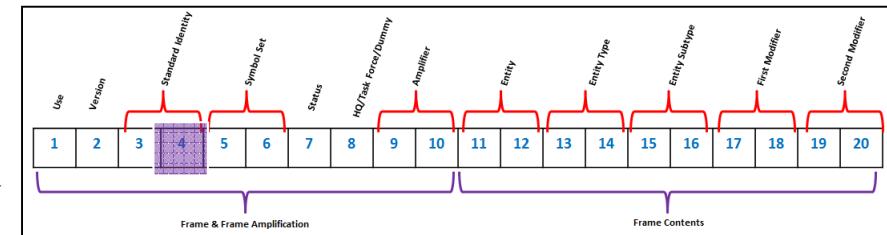
  <StandardIdentity ID="SI_FRIEND" Label="Friend">
    <StandardIdentityCode>3</StandardIdentityCode>
  </StandardIdentity>

  <StandardIdentity ID="SI_NEUTRAL" Label="Neutral">
    <StandardIdentityCode>4</StandardIdentityCode>
  </StandardIdentity>

  <StandardIdentity ID="SI_SUSPECT_JOKER" Label="Suspect/Joker">
    <StandardIdentityCode>5</StandardIdentityCode>
  </StandardIdentity>

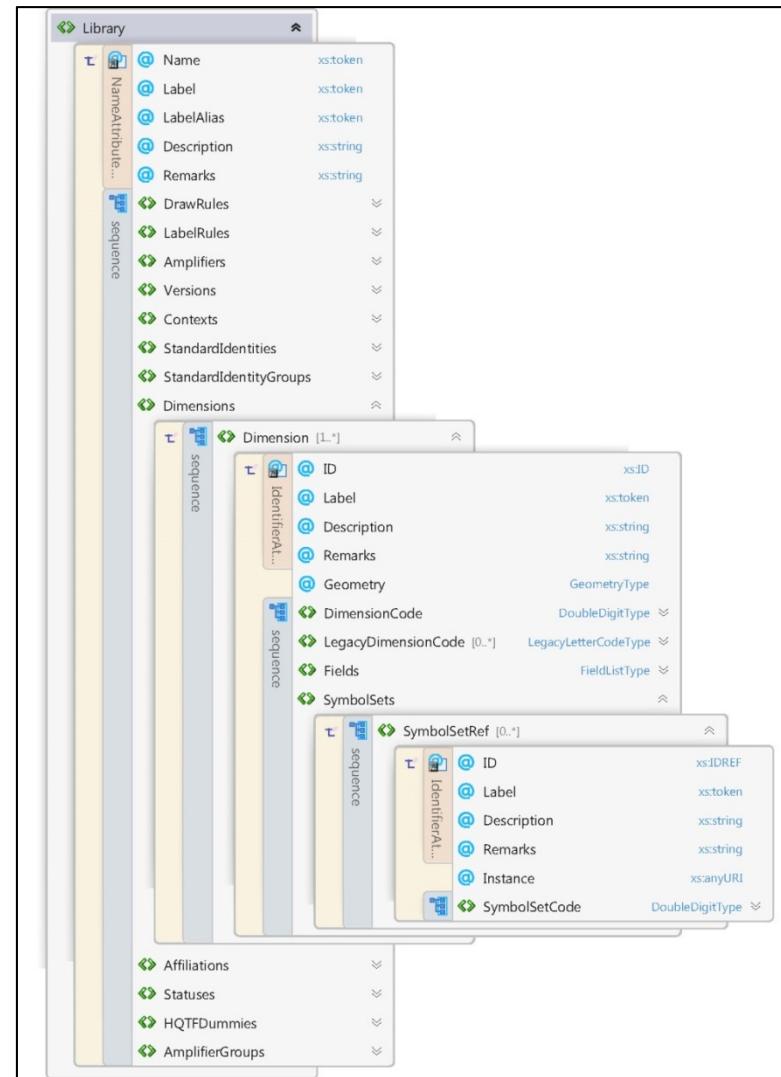
  <StandardIdentity ID="SI_HOSTILE_FAKER" Label="Hostile/Faker">
    <StandardIdentityCode>6</StandardIdentityCode>
  </StandardIdentity>

  <StandardIdentity ID="SI_EXTENSION" Label="Extension" Description="Details specified by extension">
    <StandardIdentityCode>9</StandardIdentityCode>
  </StandardIdentity>
</StandardIdentities>
```



# JMSML Dimension

- **Similar to an appendix in the standard**
- **Share common frame shape**
- **Share common text amplification**
- **Includes...**
  - Air
  - Space
  - Land Unit
  - Land Equipment
  - Land Installation
  - Sea Surface
  - Sea Subsurface
  - Activity
  - Control Measure
  - METOC
- **Group of Symbol Sets**
- **SIGINT and Cyberspace are contained within some of the above**



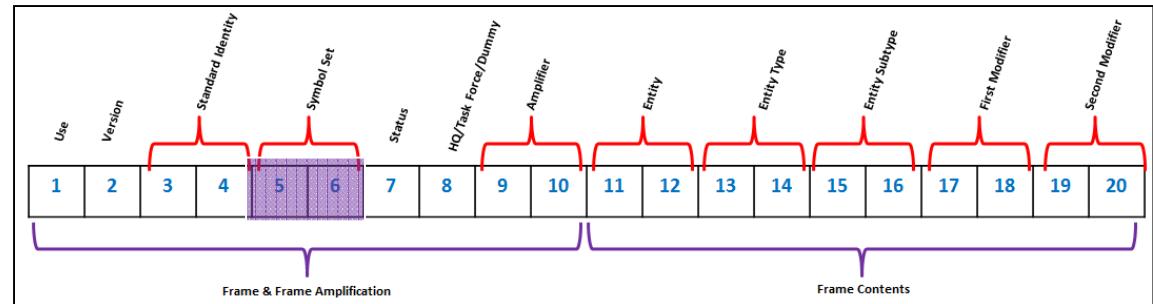
# Dimension Example

```

<Dimension ID="LAND_UNIT" Label="Land Unit" Geometry="POINT">
    <DimensionCode>
        <DigitOne>1</DigitOne>
        <DigitTwo>0</DigitTwo>
    </DimensionCode>
    <LegacyDimensionCode Name="2525C" FirstFunctionLetter="U">G</LegacyDimensionCode>
    <LegacyDimensionCode Name="2525C">F</LegacyDimensionCode>
    <Fields>...<Fields/>
    <SymbolSets>
        <SymbolSetRef ID="SS_LAND_UNIT" Label="Land Units" Instance="jmsml_D_Land_Unit.xml">
            <SymbolSetCode>
                <DigitOne>1</DigitOne>
                <DigitTwo>0</DigitTwo>
            </SymbolSetCode>
        </SymbolSetRef>

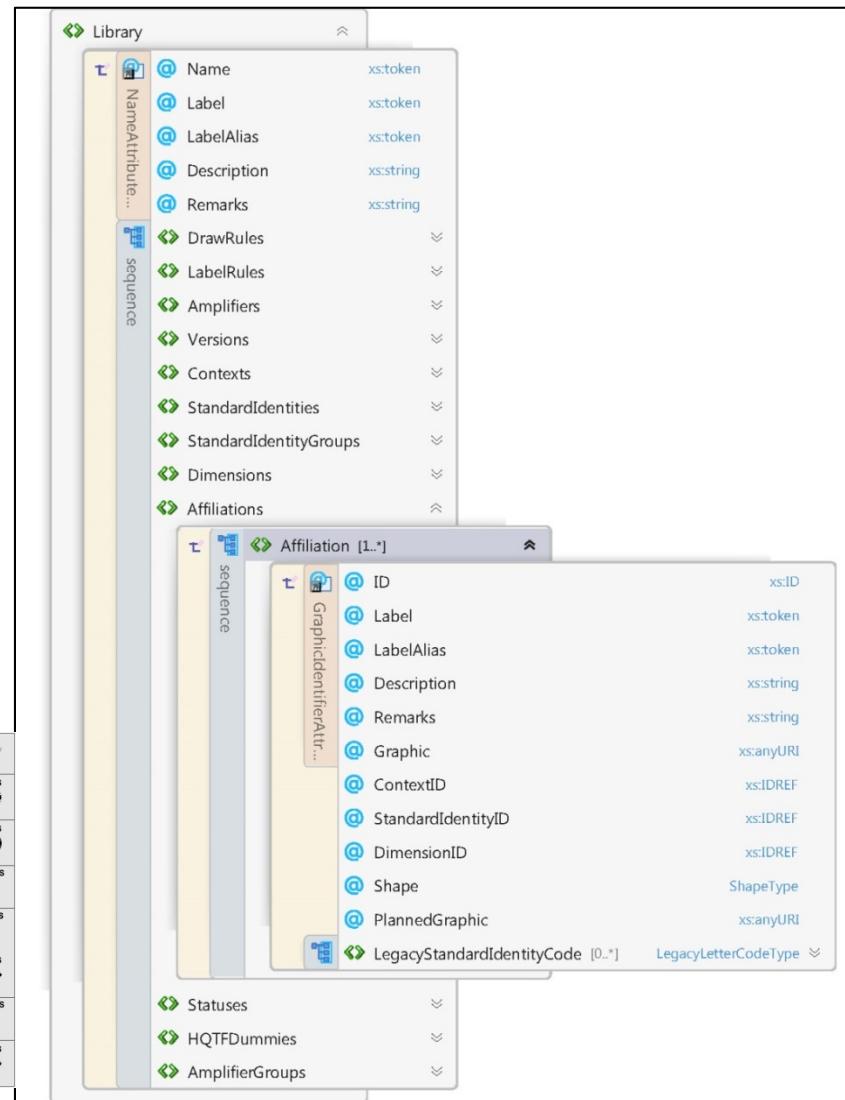
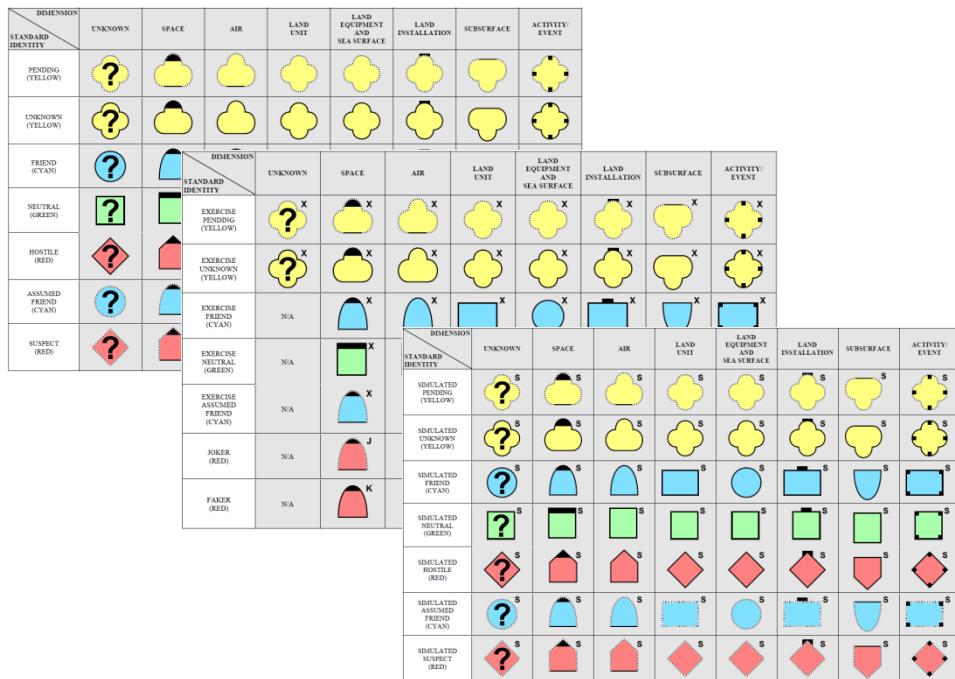
        <SymbolSetRef ID="SS_LAND_CIVILIAN" Label="Land Civilian" Instance="jmsml_D_Land_Civilian.xml">
            <SymbolSetCode>
                <DigitOne>1</DigitOne>
                <DigitTwo>1</DigitTwo>
            </SymbolSetCode>
        </SymbolSetRef>
    </SymbolSets>
</Dimension>

```



# JMSML Affiliation

- Three way relationship
  - Context
  - Standard Identity
  - Dimension
- Specifies the frame SVG file

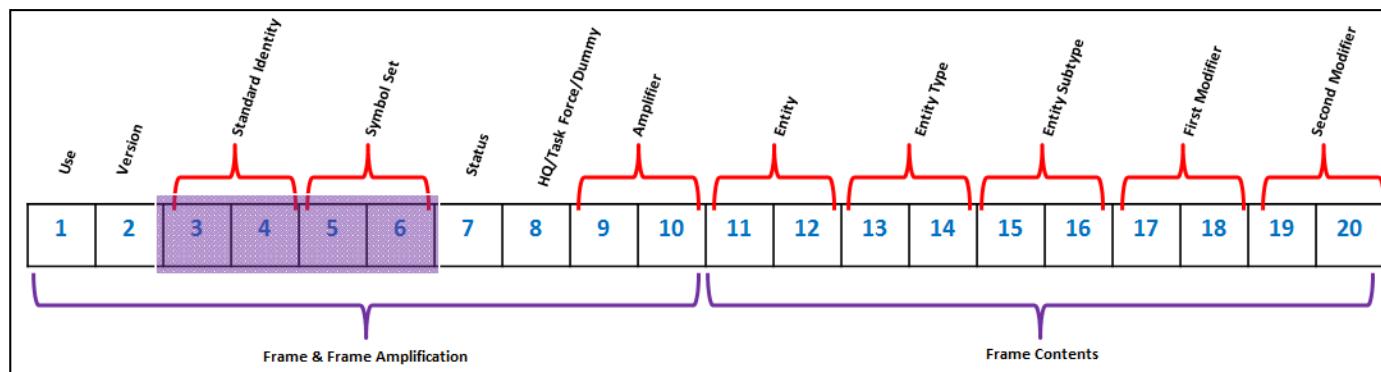


# Affiliation Example

```
<Affiliation ID="REALITY_LU_FRIEND" ContextID="REALITY" DimensionID="LAND_UNIT" StandardIdentityID="SI_FRIEND"
Shape="CIRCLE" Graphic="0_310_0.svg" PlannedGraphic="0_310_1.svg">
    <LegacyStandardIdentityCode Name="2525C" FirstFunctionLetter="U">F</LegacyStandardIdentityCode>
</Affiliation>

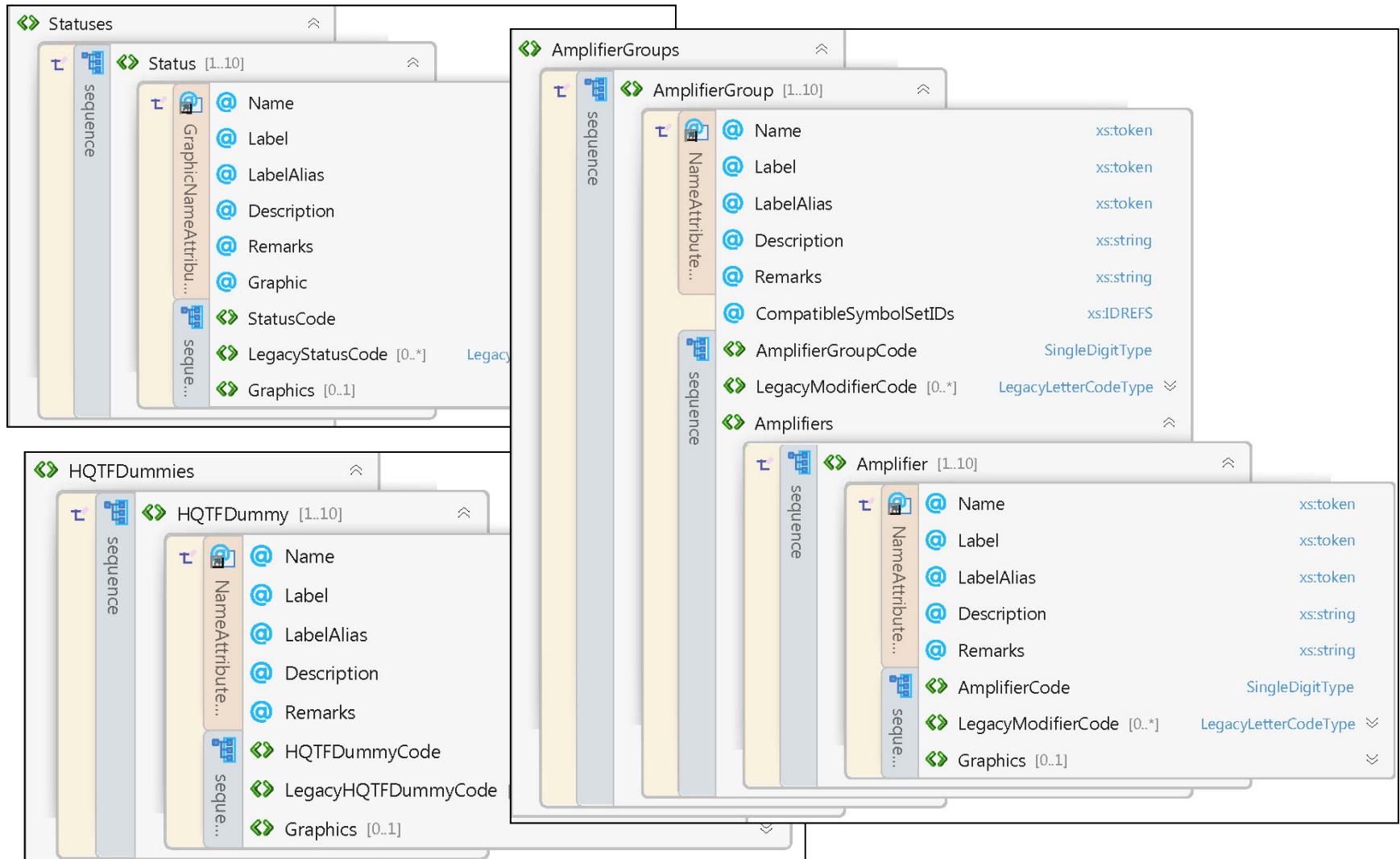
<Affiliation ID="EXERCISE_LU_FRIEND" ContextID="EXERCISE" DimensionID="LAND_UNIT" StandardIdentityID="SI_FRIEND"
Shape="CIRCLE" Graphic="1_310_0.svg" PlannedGraphic="1_310_1.svg">
    <LegacyStandardIdentityCode Name="2525C" FirstFunctionLetter="U">D</LegacyStandardIdentityCode>
</Affiliation>

<Affiliation ID="SIMULATED_LU_FRIEND" ContextID="SIMULATION" DimensionID="LAND_UNIT"
StandardIdentityID="SI_FRIEND" Shape="CIRCLE" Graphic="2_310_0.svg" PlannedGraphic="2_310_1.svg"/>
```



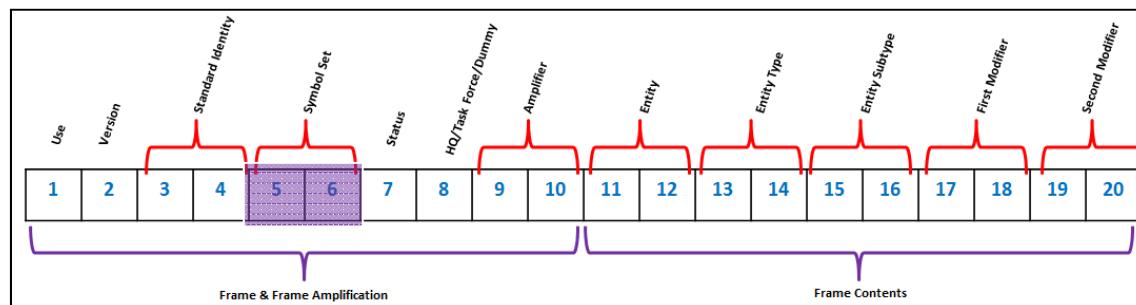
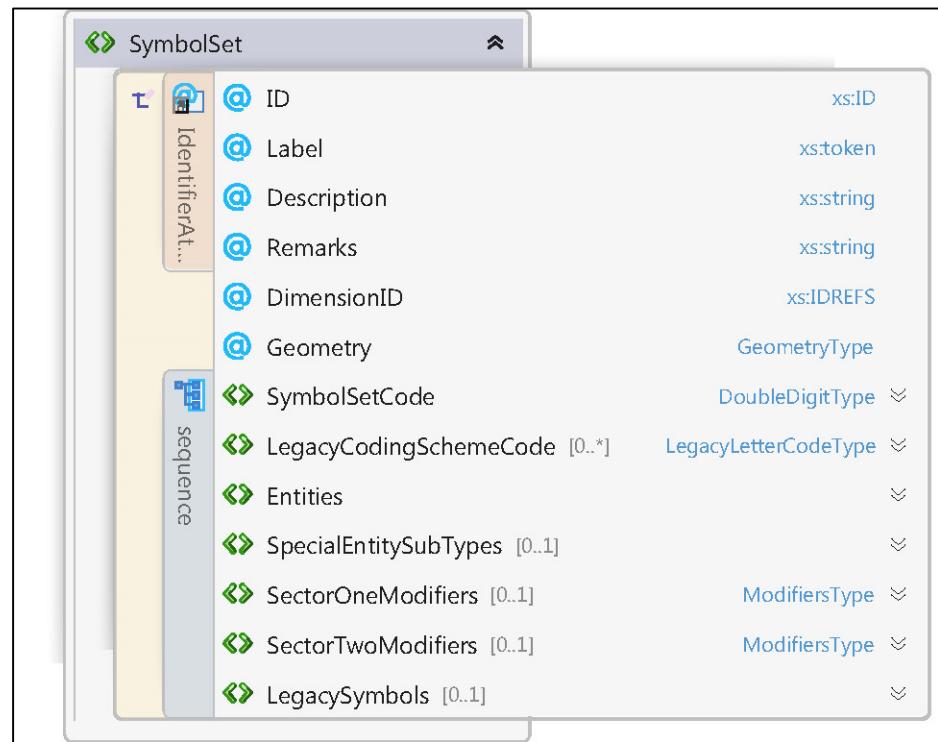
# JMSML

# Status/HQTFDummies/Amplifiers



# JMSML SymbolSet

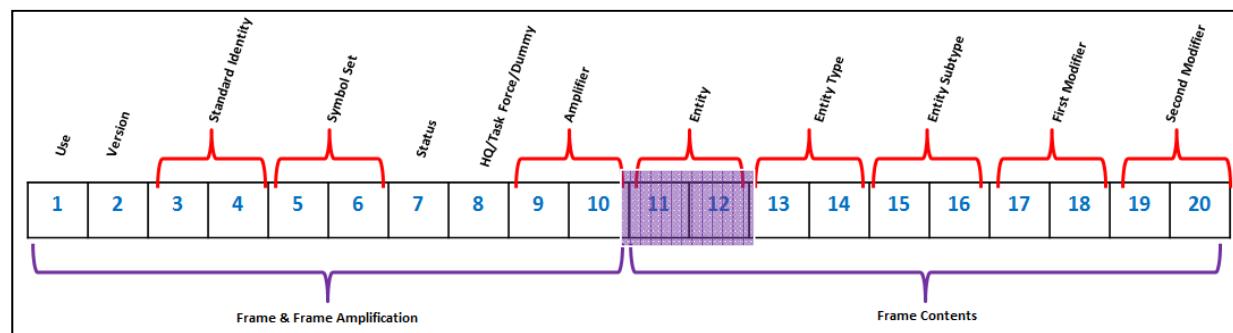
- **One file per Symbol Set**
- **Defines symbol detail**
  - Entity
  - Entity Type
  - Entity SubType
  - Modifier Ones
  - Modifier Twos
- **Specifies SVG files**
- **Legacy information**



# SymbolSet Example (Entity)

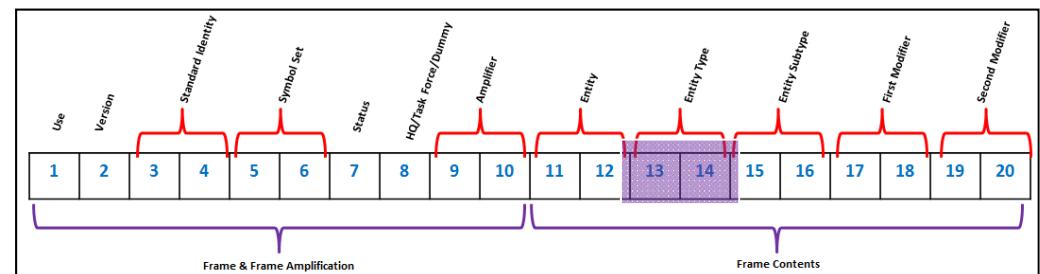
```
<?xml version="1.0"?>
<SymbolSet xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
  xmlns:xsd="http://www.w3.org/2001/XMLSchema" ID="SS_LAND_UNIT" Label="Land Units"
  DimensionID="LAND_UNIT" xmlns="http://disa.mil/JointMilSyML.xsd" Geometry="POINT">
  <SymbolSetCode>
    <DigitOne>1</DigitOne>
    <DigitTwo>0</DigitTwo>
  </SymbolSetCode>
  <LegacyCodingSchemeCode Name="2525C">S</LegacyCodingSchemeCode>
  <Entities>
    ...
    <Entity ID="MOVEMENT_AND_MANEUVER" Label="Movement and Maneuver" Remarks="No icon is
      associated with this entity. It is for hierarchical purposes only." Icon="NA" GeometryType="NA">
      <EntityCode>
        <DigitOne>1</DigitOne>
        <DigitTwo>2</DigitTwo>
      </EntityCode>
      <EntityTypes>
        ...
      </EntityTypes>
    </Entity>
  </Entities>
  ...

```



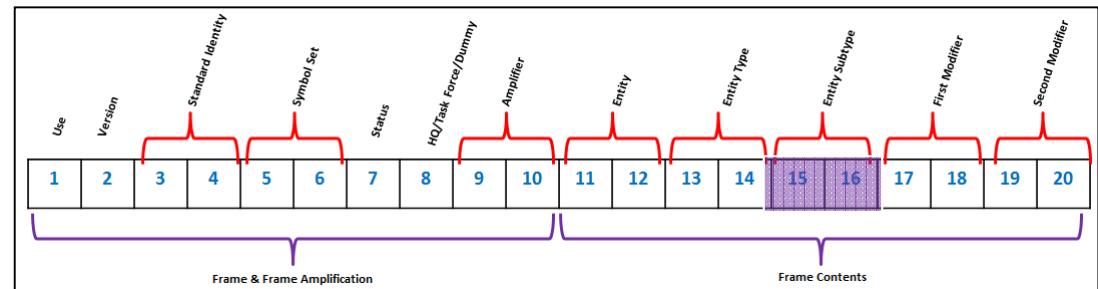
# SymbolSet Example (EntityType)

```
....  
  
<EntityType ID="COMBINED_ARMS" Label="Combined Arms" Graphic="10121000.svg">  
  <EntityTypeCode>  
    <DigitOne>1</DigitOne>  
    <DigitTwo>0</DigitTwo>  
  </EntityTypeCode>  
</EntityType>  
<EntityType ID="INFANTRY" Label="Infantry" CloverGraphic="10121100_0.svg"  
DiamondGraphic="10121100_3.svg" RectangleGraphic="10121100_1.svg" SquareGraphic="10121100_2.svg"  
Icon="FULL_FRAME">  
  <EntityTypeCode>  
    <DigitOne>1</DigitOne>  
    <DigitTwo>1</DigitTwo>  
  </EntityTypeCode>  
  <EntitySubTypes>  
    <EntitySubType ID="INFANTRY_AMPHIBIOUS" Label="Amphibious" CloverGraphic="10121101_0.svg"  
DiamondGraphic="10121101_3.svg" RectangleGraphic="10121101_1.svg" SquareGraphic="10121101_2.svg"  
Icon="FULL_FRAME">  
      <EntitySubTypeCode>  
        <DigitOne>0</DigitOne>  
        <DigitTwo>1</DigitTwo>  
      </EntitySubTypeCode>  
    </EntitySubType>  
  </EntitySubTypes>  
....
```



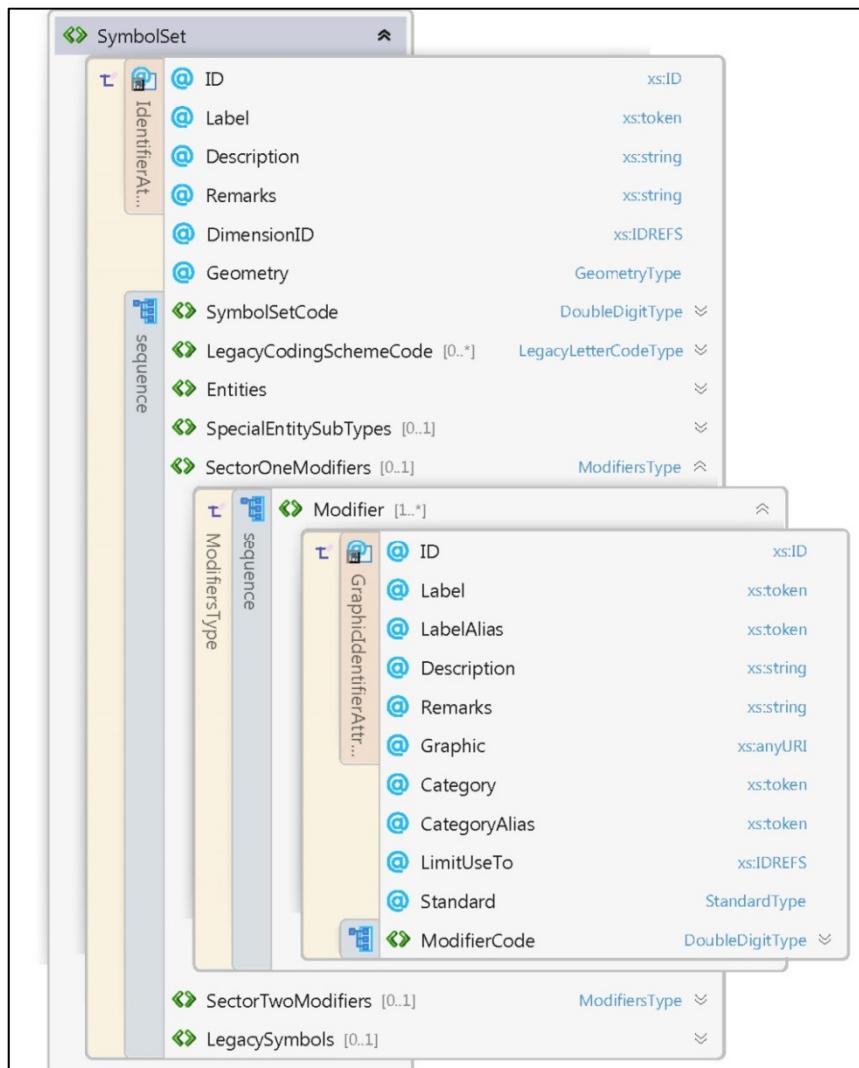
# SymbolSet Example (EntitySubType)

```
....  
    <EntitySubType ID="INFANTRY_MOTORIZED" Label="Motorized"  
CloverGraphic="10121104_0.svg" DiamondGraphic="10121104_3.svg"  
RectangleGraphic="10121104_1.svg" SquareGraphic="10121104_2.svg" Icon="FULL_FRAME">  
        <EntitySubTypeCode>  
            <DigitOne>0</DigitOne>  
            <DigitTwo>4</DigitTwo>  
        </EntitySubTypeCode>  
    </EntitySubType>  
    <EntitySubType ID="INFANTRY_FIGHTING_VEHICLE" Label="Infantry Fighting  
Vehicle" CloverGraphic="10121105_0.svg" DiamondGraphic="10121105_3.svg"  
RectangleGraphic="10121105_1.svg" SquareGraphic="10121105_2.svg" Icon="FULL_FRAME">  
        <EntitySubTypeCode>  
            <DigitOne>0</DigitOne>  
            <DigitTwo>5</DigitTwo>  
        </EntitySubTypeCode>  
    </EntitySubType>  
</EntitySubTypes>  
</EntityType>  
<EntityType ID="OBSERVER" Label="Observer" Graphic="10121200.svg">  
    <EntityTypeCode>  
        <DigitOne>1</DigitOne>  
        <DigitTwo>2</DigitTwo>  
    </EntityTypeCode>  
</EntityType>  
....
```



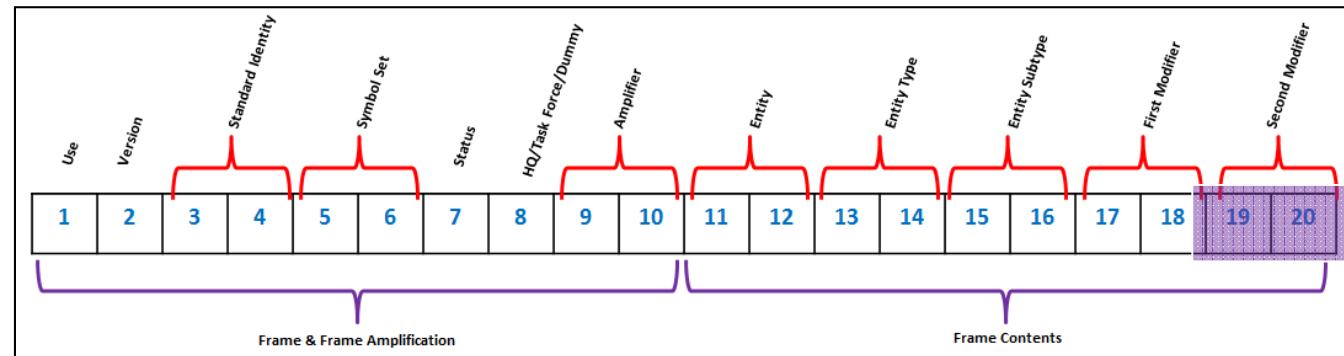
# JMSML Modifiers

- Sector 1 and 2
- Categorized
- LimitUseTo
- Standard specific
- Points to SVG file



# Sector Two Modifier Example

```
<Modifier ID="VETERINARY_MOD" Label="Veterinary" Graphic="10502.svg" Category="Capability">
  <ModifierCode>
    <DigitOne>5</DigitOne>
    <DigitTwo>0</DigitTwo>
  </ModifierCode>
</Modifier>
<Modifier ID="WHEELED_MOD" Label="Wheeled" Graphic="10512.svg" Category="Mobility">
  <ModifierCode>
    <DigitOne>5</DigitOne>
    <DigitTwo>1</DigitTwo>
  </ModifierCode>
</Modifier>
<Modifier ID="HI_LOW_ALT_MOD" Label="High to Low Altitude" Graphic="10522.svg" Category="Capability">
  <ModifierCode>
    <DigitOne>5</DigitOne>
    <DigitTwo>2</DigitTwo>
  </ModifierCode>
</Modifier>
```



# JMSML Example Symbol

Joint Military Symbology XML Demo

2525C:	-----	2525D:	1003100000 1211050051
--------	-------	--------	--------------------------

Geometry: POINT

Tags: Reality; Friend; Land Unit; Land Units; Movement and Maneuver; Infantry; Infantry Fighting Vehicle; Wheeled

Amplifiers/Labels:

Name	Label	Description	Remarks	X	Y	Type	Length
AA	Special C2 H...	A text...		0	0	TEXT	9
AB	Feint/Dummy...	A gra...		0	1	GRAP...	0
AC	Installation	A gra...		0	1	GRAP...	0
AD	Platform Type	Electr...		-1	0	TEXT	6

Drawing Rule:

Name	Anchor Points	Size/Shape	Orientation
POINT2	This symbol requi...	Not Applicable	The symbol is typically centered over...

Drawing Note: Not Applicable

Choose an example 2525C Symbol...  Use colored bars for OCA

YXHTXXX-----	Invalid Symbol
SFPPV-----	Crewed Space Vehicle
SFPPS-----	Space Satellite
SHPAT-----	Space Station
SNAPMFKB-----	Boom-Only Tanker
SUAPMFCL-----	Light Cargo Airlift

...or choose an example 2525D Symbol

1000600000,1010101010	An Invalid Symbol
1000980000,1000000000	Invalid Data Symbol
1000980000,1100000000	Retired Data Symbol
1006050000,1208000000	Miniaturized Civilian Satelli
1004050000,1119000000	Space Launch Vehicle
1014010000,1101040000	Fighter/Bomber (Ex Neutra

You may also want to type in an SIDC, using the text boxes above. Once an SIDC is typed in to either the 2525C text box or the two 2525D text boxes, press <Enter> in one of those text boxes to accept the entry.

Symbol is new/introduced in 2525D



Joint Military Symbology XML Demo

2525C:	SFGPUCII-----	2525D:	1003100000 1211050000
--------	---------------	--------	--------------------------

Geometry: POINT

Tags: Reality; Friend; Land Unit; Land Units; Movement and Maneuver; Infantry; Infantry Fighting Vehicle; SFGPUCII-----

Amplifiers/Labels:

Name	Label	Description	Remarks	X	Y	Type	Length
AA	Special C2 H...	A text...		0	0	TEXT	9
AB	Feint/Dummy...	A gra...		0	1	GRAP...	0
AC	Installation	A gra...		0	1	GRAP...	0
AD	Platform Type	Electr...		-1	0	TEXT	6

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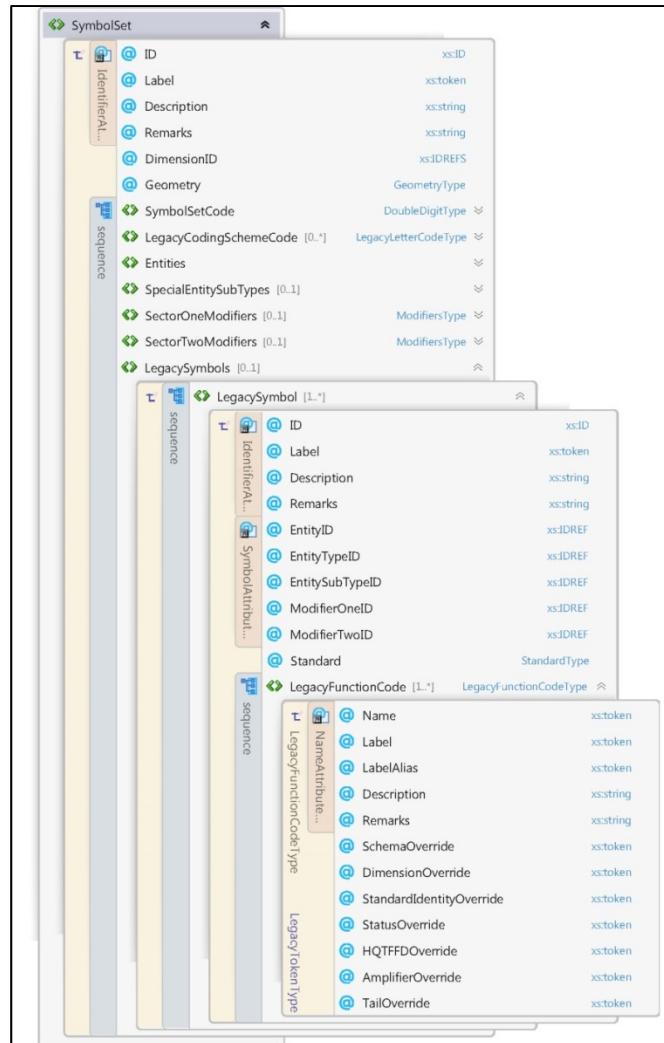
You may also want to type in an SIDC, using the text boxes above. Once an SIDC is typed in to either the 2525C text box or the two 2525D text boxes, press <Enter> in one of those text boxes to accept the entry.

Symbol is old (in 2525C) and in 2525D



# JMSML LegacySymbol

- Support for back and forth conversion
- Defines 2525C symbols in terms of JMSML (2525D) “building blocks”
- Could be expanded to support 2525A and B



# LegacySymbol Example

```
....  
  
<LegacySymbol ID="LAW_ENFORCEMENT_COAST_GUARD_SYM" Label="E*OPDNA-----" EntityID="LAW_ENFORCEMENT"  
EntityTypeID="COAST_GUARD">  
    <LegacyFunctionCode Name="2525C" SchemaOverride="E" DimensionOverride="O">DNA---</LegacyFunctionCode>  
</LegacySymbol>  
  
<LegacySymbol ID="LAW_ENFORCEMENT_US_MARSHALS_SERVICE_SYM" Label="EFOPDOA-----" EntityID="LAW_ENFORCEMENT"  
EntityTypeID="US_MARSHALS_SERVICE">  
    <LegacyFunctionCode Name="2525C" SchemaOverride="E" DimensionOverride="O">DOA---</LegacyFunctionCode>  
</LegacySymbol>  
  
<LegacySymbol ID="MOVEMENT_AND_MANEUVER_INFANTRY_INFANTRY_FIGHTING_VEHICLE_SYM" Label="S*GPUCII-----"  
EntityID="MOVEMENT_AND_MANEUVER" EntityTypeID="INFANTRY" EntitySubTypeID="INFANTRY_FIGHTING_VEHICLE">  
    <LegacyFunctionCode Name="2525C">UCII--</LegacyFunctionCode>  
</LegacySymbol>  
  
<LegacySymbol ID="MOVEMENT_AND_MANEUVER_ANTITANK_ANTIARMOR_AIR_MOBILE_AIR_ASSAULT_MOD_WHEELED_MOD_SYM"  
Label="S*GPUCAWS-----" EntityID="MOVEMENT_AND_MANEUVER" EntityTypeID="ANTITANK_ANTIARMOR"  
ModifierOneID="AIR_MOBILE_AIR_ASSAULT_MOD" ModifierTwoID="WHEELED_MOD">  
    <LegacyFunctionCode Name="2525C">UCAWS-</LegacyFunctionCode>  
</LegacySymbol>  
  
<LegacySymbol ID="FIRES_FIELD_ARTILLERY_FA_SELF_PROPELLED_MULTIPLE_ROCKET_LAUNCHER_MOD_WHEELED_MOD_SYM"  
Label="S*GPUCFRMR-----" EntityID="FIRES" EntityTypeID="FIELD_ARTILLERY" EntitySubTypeID="FA_SELF_PROPELLED"  
ModifierOneID="MULTIPLE_ROCKET_LAUNCHER_MOD" ModifierTwoID="WHEELED_MOD">  
    <LegacyFunctionCode Name="2525C">UCFRMR</LegacyFunctionCode>  
</LegacySymbol>
```

....

2525C: SFGPUCII-----

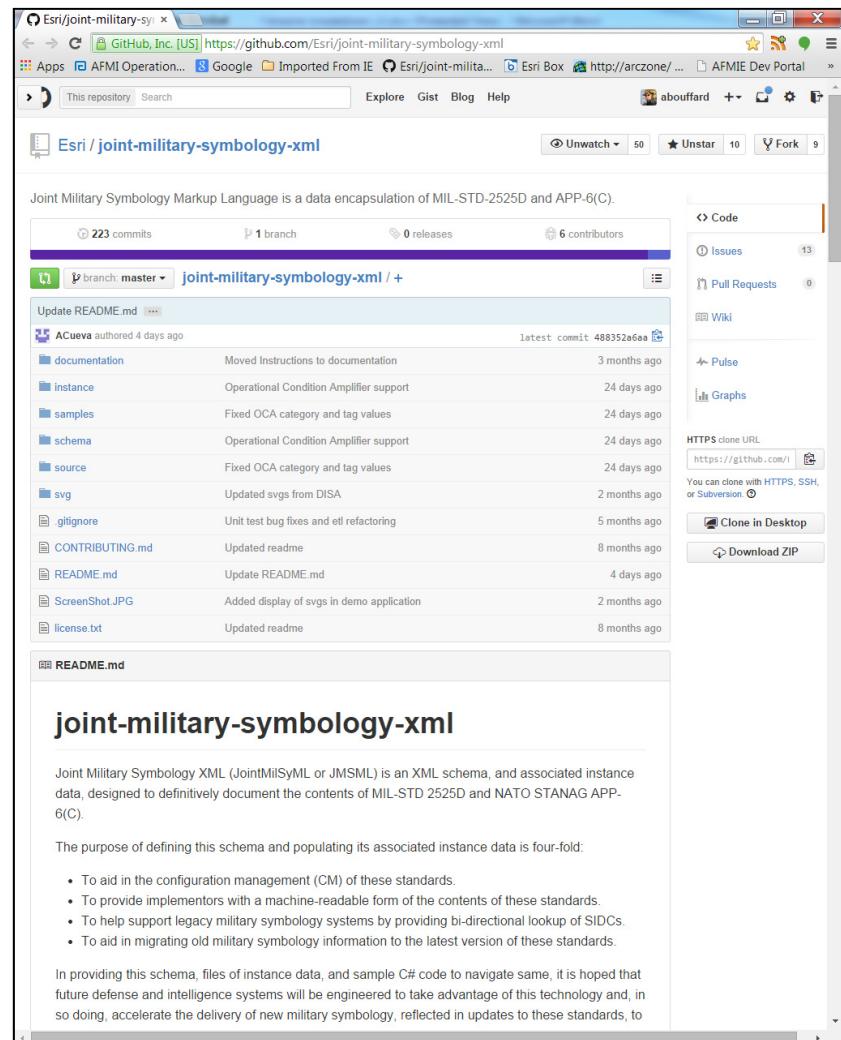
2525D:

1003100000

1211050000

# JMSML on GitHub

- **<https://github.com/Esri/joint-military-symbology-xml>**



**Any Questions?  
THE END**