typ	znak v řetězci	hodnota
en: Coding scheme cz: Druh operace	1	S - Warfighting I - Intelligence O - Stability Operations E - Emergency
en: Affiliation cz: Příslušnost	2	P - Pending U - Unknown A - Assumed Friend F - Friend N - Neutral S - Suspect H - Hostile G - Exercise Pending W - Exercise Unknown D - Exercise Friend L - Exercise Neutral M - Exercise Assumed Friend J - Joker K - Faker O - None Specified
en: Battle Dimension cz: Druh sil	3	**If *Coding scheme* is S or I** P - Space A - Air G - Ground S - Sea Surface U - Sea Subsurface F - Special Operations Forces **If *Coding scheme* is O** V - Violent Activities L - Locations O - Operations I - Items P - Individual G - Nonmilitary Group or Organization R - Rape **If *Coding scheme* is E** I - Incident N - Natural Events O - Operations F - Infrastructure
en: Status cz: Status	4	"-" A - Anticipated/Planned P - Present C - Present/Fully Capable D - Present/Damaged X - Present/Destroyed F - Present/Full to Capacity
en: Function ID cz: Druh vojska	5-10	- stovky možností
en: Symbol Modifier 1 cz: Bližší upřesnění typu	11	"-" A - Headquarters

		B - Task Force HQ C - Feint Dummy HQ D - Feint Dummy/Task Force HQ E - Task Force F - Feint Dummy G - Feint Dummy/Task Force H - Installation M - Mobility N - Towed Array
en: Symbol Modifier 2 cz: Úroveň C2	12	"-" A - Team/Crew B - Squad C - Section D - Platoon/Detachment E - Company/Battery/Troop F - Battalion/Squadron G - Regiment/Group H - Brigade I - Division J - Corps/Mef K - Army L - Army Group/Front M - Region N - Command **If *Symbol Modifier* 1 is M** O - Wheeled/Limited P - Wheeled Q - Tracked R - Wheeled and Tracked S - Towed T - Rail U - Over the Snow V - Sled W - Pack Animals Y - Barge Z - Amphibious **If *Symbol Modifier 1* is N** S - Towed Array (Short) L - Towed Array (Long)