message Athena\_Orders{

**int64 weapon\_control\_order** = 1; // 0 = Neutral, **1 = Weapons Hold**, 2 = Weapons Tight, 3 = Weapons Free **Fire ask**

**int64 behavior** = 2; // 0 - Neutral, 1 = Search, **2 = Attack**, 3 = Defend **Fire ask**

**repeated Point area\_points** = 3; // List of points that describe a polygon this applys to. **?????**

}

Nike message General\_Order { **sUas drone**

string trigger = 1; // set to "general" or "slew\_to\_cue"

**int64 weapon\_control\_order** = 2; // 0 = Neutral, **1 = Weapons Hold**, 2 = Weapons Tight, 3 = Weapons Free **Fire ask**

**int64 behavior** = 3; // 0 - Neutral, 1 = Behavior A, **2 = Behavior B**, 3 = Behavior 3 **Fire ask**

**repeated Waypoint waypoints** = 4; // behavior determines if this ordered list of points is a path or area to scan **Move To**

repeated string enabled\_triggers = 6; // Triggers allowed to inturrpt this behavior.

string continuing\_order = 7; // set to "general" or other triggers, if this behavior is complete, this GO will be executed next

repeated float action\_point = 8;

}

message Mars\_General\_Order { **Jeep**

int64 behavior = 1; // 0 = neutral, 1 = follow\_route, 2 = patrol\_route, 3 = ram

int64 driving\_control\_order = 2; // tactical\_fast, tactical\_slow, admin\_speed

**repeated Waypoint waypoints** = 3; **Move To**

repeated string enabled\_triggers = 4;

}

+ artemis

Artemis message General\_Order { **cannon**

string trigger = 1; // set to "general" or "slew\_to\_cue"

**int64 weapon\_control\_order** = 2; // 0 = Neutral, **1 = Weapons Hold**, 2 = Weapons Tight, 3 = Weapons Free **Fire ask**

**int64 behavior** = 3; // 0 - Neutral, 1 = Behavior A, **2 = Behavior B**, 3 = Behavior 3 **Fire ask**

**int64 select\_scan\_pattern** = 4; // Select from previously set scan patterns **?????**

**repeated Scan\_Point create\_scan\_pattern** = 5; // Points for external entity to created scan pattern **Field Of View**

float left\_aor = 6;

float right\_aor = 7;

repeated string enabled\_triggers = 8; // Triggers allowed to inturrpt this behavior.

string continuing\_order = 9; // set to "general" or other triggers, if this behavior is complete, this GO will be executed next

repeated float action\_point = 10;

}

**Move To:**

Nike message General\_Order **repeated Waypoint waypoints**

message Mars\_General\_Order **repeated Waypoint waypoints**

**Field Of View:**

Artemis message General\_Order **repeated Scan\_Point create\_scan\_pattern**

**Fire ask: assuming 2 = Behavior B = 2 = Attack**

message Athena\_Orders **int64 weapon\_control\_order int64 behavior**

Nike message General\_Order **int64 weapon\_control\_order int64 behavior**

Artemis message General\_Order **int64 weapon\_control\_order int64 behavior**

message Athena\_Orders **repeated Point area\_points ????? unsure what to do**

Artemis message General\_Order **int64 select\_scan\_pattern ????? unsure what to do**

All other fields may need to be assigned:

Mars orders

Nike, Artemis Trigger fields

Nike, Artemis Continuing order

Nike, Artemis action\_point

Artemis aors