COMMON DATA AREA

<CELESTIAL DATA>

UNIVERSE SIZE

AA	X–MAXIMUM	[DETERMINED BY THE NUMBER OF
AB	X–MIN	[DIGITS OF ACCURACY FOR THE
AC	Y–MAX	[PARTICULAR IMPLEMENTATION OF
AD	Y–MIN	[THIS SIMULATION. ONE UNIT =
AE	Z–MAX	[100 METERS
AF	Z–MIN	

CELESTIAL OBJECTS

AG	NUMBER	[RANDOM–DETERMINED BY
		[COMPUTER MEMORY CAPACITY
AH	CLASSIFICATION(AG)	[1 = STAR
		[2 = BLACK HOLE
		[3 = PARTICLE CLOUD
		[4 = TIME/WARP
		[5 = PLANET
		[6 = MOON
		[7 = NOVA
AI	NAME(AG,10)	[ALPHABETIC–10 CHARACTERS
		[PER NAME
JV	CHARTED(AG)	[0 = NOT CHARTED
		[1 = CHARTED

LOCATION

AJ	X–COORDINATE(AG)	[– INFINITY TO + INFINITY
AK	Y–COORDINATE(AG)	
AL	Z–COORDINATE(AG)	

VELOCITY VECTOR

AM	X/Y DIRECTION(AG)	
AN	X/Z DIRECTION(AG)	
AO	SPEED(AG)	[0 – .99 WARP
AP	RADIUS(AG)	[METERS

RADIATION

AQ	TYPE(AG)	[0 = NONE
		[1 = LIGHT
		[2 = RADIOACTIVE
AR	INTENSITY(AG)	[0 – 1000
AS	MASS(AG)	[KILOTONS

LIFE FORMS

AT	QUANTITY(AG)	[0 – INFINITE
AU	CLASSIFICATION(AG)	[0 = NONE
		[1 = HUMANOID
		[2 = VEGETATION
		[3 = AQUATIC
		[4 = OBJECT ITSELF IS INTELLIGENT
AV	INTELLIGENCE QUOTIENT(AG)	[0 – 300

DEFENSIVE WEAPONS

AW	NUMBER(AG)	[0 OR 1 (MAY BE EXPANDED)
AX	TYPE(1,AW)	[0 = NONE
		[1 = SHIELD SCREEN
AY	FUNCTIONAL STATUS(1,AW)	[0 – 100%
AZ	OPERATIONAL STATUS(1,AW)	[REL TYPE
A1	RELIABILITY FACTOR(1,AW)	[0 – 100%
A2	ENERGY REQUIREMENT(1,AW)	[UNITS PER UNIT–TIME

OFFENSIVE WEAPONS

A3	NUMBER(AG)	[0 – 3
A4	TYPE(3,AG)	[0 = NONE
		[1 = PHASER
		[2 = PHOTON TORPEDO
		[3 = COMMUNICATIONS DISRUPTER
		[4 = ULTIMATE DESTRUCT
A5	FUNCTIONAL STATUS(3,AG)	[0 – 100%
A6	OPERATIONAL STATUS(3,AG)	[REL TYPE
A7	RELIABILITY FACTOR(3,AG)	[0 – 100%
A8	ENERGY REQUIREMENT(3,AG)	[UNITS PER UNIT–TIME
A9	FIRED UPON FLAG(AG)	[0 = NOT FIRED UPON
		[1 = FIRED UPON
BA	PEACE TREATY OFFER(AG)	[0 = OFFERED
		[NON–ZERO = CODE OF CRAFT THAT
		[OFFERED
BB	PEACE TREATY REQUEST	[0 = NOT REQUESTED
		[1 = REQUESTED

ROMULON EMPIRE
    LOCATION

BC	X–COORDINATE	[–INFINITY TO + INFINITY
BD	Y–COORDINATE	[–INFINITY TO + INFINITY
BE	Z–COORDINATE	[–INFINITY TO + INFINITY
BF	RADIUS	[0 – INFINITY

KLINGON EMPIRE
    LOCATION

BG	X–COORDINATE	[–INFINITY TO + INFINITY
BH	Y–COORDINATE	[–INFINITY TO + INFINITY
BI	Z–COORDINATE	[–INFINITY TO + INFINITY
BJ	RADIUS	[0 – INFINITY

<DATA ASSOCIATED WITH THE ENTERPRISE>

<ENTERPRISE PERSONNEL DATA>

PERSONNEL

BK	NUMBER	[43 OFFICERS, 387 CREW ENSIGN
		[GRADE
BL	NAME(BK,10)	[RANDOM NAMES, ALPHABETIC
		[10 CHARACTERS PER NAME
BM	RANK(BK)	[0 = NONEXISTENT
		[1 = SCIENCE OFFICER
		[2 = ENGINEERING OFFICER

		[3 = MEDICAL OFFICER
		[4 = CHIEF MEDICAL OFFICER
		[5 = SECURITY OFFICER
		[6 = MAINTENANCE CREW
		[7 = GENERAL CREW
BN	INTELLIGENCE(BK)	[0 – 300 SEE INTELLIGENCE CHART
BO	LOCATION CODE(BK)	[–1 = LOCATION IS SPECIFIED BY
		[THE X,Y,Z COORDINATES
		[0 = BRIDGE
		[1 = SCIENCES LABORATORY
		[2 = ENGINEERING
		[3 = BRIG (PRISON)
		[4 = SECURITY
		[5 = NAVIGATION COMPUTER
		[6 = MEDICAL RESEARCH
		[LABORATORY
		[7 = MEDICAL COMPUTER
		[8 = TURBO–ELEVATOR COMPUTER
		[9 = TRACTOR BEAM
		[10 = FOOD PROCESSING PLANT
		[11 = OXYGEN DISTRIBUTION AND
		[RECYCLING
		[12 = WATER DISTRIBUTION AND
		[RECYCLING
		[13 = ENERGY SUPPLY
		[14 = INTENSIVE CARE UNIT
		[15 = SENSOR STATIONS (ALL 4
		[SENSOR TYPES)
		[16 = CREW'S QUARTERS
		[17 = SHUTTLEBAY
		[20 – 29 = TRANSPORTER
		[STATION 0 – 9
		[30 – 49 = TURBO–ELEVATOR
		[STATION 0 – 19
		[50 – 69 = TURBO–ELEVATOR 0 – 19
		[70 – 79 = SHUTTLECRAFT 0 – 9
		[80 – 83 = PHOTON TORPEDO TUBE
		[STATION 0 – 3
		[90 – 95 = PHASER STATION 0 – 5
		[PORT, STARBOARD, TOP, BOTTOM,
		[FORE, AND AFT
		[100 – 105 = DEFLECTOR SHIELD
		[STATION 0 – 5 PORT, STARBOARD,
		[TOP, BOTTOM, FORE, AND AFT
		[1000 – 1NNN = CELESTIAL OBJECT
		[0 – NNN
		[2000 – 2NNN = ENEMY CRAFT NNN
		[3000 – 3NNN = FEDERATION
		[NNN
		[4000 = ENTERPRISE

BP	X–COORDINATE	
BQ	Y–COORDINATE	
BR	Z–COORDINATE	
BS	DESTINATION(Y)	[SAME CODES AS LOCATION

BT   FUNCTIONAL STATUS(Y)   [0 – 100%, 0 = DEAD
BU   HEALTH STATUS(Y)   [0 – 10, 0 = DEAD
BV   FOOD CONSUMPTION   [KG/HOUR   AVERAGE PER
                                  [INDIVIDUAL
BW   WATER CONSUMPTION   [LITERS/HOUR   AVERAGE PER
                                  [INDIVIDUAL
BX   OXYGEN CONSUMPTION   [LITERS/HOUR   AVERAGE PER
                                    INDIVIDUAL

<ENTERPRISE WEAPONS DATA>

<ENTERPRISE OFFENSIVE WEAPONS>

PHOTON TORPEDO TUBES   [6 STATIONS
                                 [PORT, STARBOARD, TOP, BOTTOM,
                                 [FORE, AND AFT
BY   FUNCTIONAL STATUS(6)   [0 – 100%
BZ   RELIABILITY FACTOR(6)   [0 – 100%
B1   ENERGY REQUIREMENT
B2   NUMBER OF PHOTON
        TORPEDOS(6)   [0 – 20 PER STATION
B3   LOCATION OF TORPEDOS(6,20) [–1 = NO LOCATION(NON–EXISTENT)
                                 [SEE PERSONNEL LOCATION CODES
B4   DESTINATION(6,20)   [SAME AS ABOVE
     PHASER STATIONS   [6 STATIONS
                                 [PORT, STARBOARD, TOP, BOTTOM,
                                 [FORE, AND AFT
B5   FUNCTIONAL STATUS(6)   [0 – 100%
B6   OPERATIONAL STATUS(6)   [0 – 100%
B7   RELIABILITY FACTOR(6)   [0 – 100%
B8   ENERGY REQUIREMENT   [UNITS PER UNIT–TIME

<ENTERPRISE DEFENSIVE WEAPONS>

DEFLECTOR SHIELDS   [FORE, AFT, PORT, STARBOARD,
                                 [TOP, BOTTOM
B9   FUNCTIONAL STATUS(6)   [0 – 100%
CA   OPERATIONAL STATUS(6)   [0 – 100%
CB   RELIABILITY FACTOR(6)   [0 – 100%
CD   ENERGY REQUIREMENT   [UNITS PER UNIT–TIME;

CLOAKING DEVICE

CE   FUNCTIONAL STATUS   [0 – 100%
CF   OPERATIONAL STATUS   [0 – 100%
CG   RELIABILITY FACTOR   [0 – 100%

<ENTERPRISE PROPULSION DATA>

SPACE/WARP ENGINES
CH   FUNCTIONAL STATUS(2)   [0 – 100%
CI   OPERATIONAL STATUS(2)   [1 – 20 WARP
CJ   RELIABILITY FACTOR(2)   [0 – 100%
CK   ENERGY REQUIREMENT   [UNITS PER UNIT–TIME
     IMPULSE ENGINES   [4 ENGINES

CL   FUNCTIONAL STATUS(4)   [0 – 100%
CM   OPERATIONAL STATUS(4)   [0 – .99 WARP
CN   RELIABILITY FACTOR(4)   [0 – 100%
CO   ENERGY REQUIREMENT   [UNITS PER UNIT–TIME;

<ENTERPRISE NAVIGATION DATA>

LOCATION

CP   X–COORDINATE   [–INFINITY TO + INFINITY
CQ   Y–COORDINATE   [–INFINITY TO + INFINITY
CR   Z–COORDINATE   [–INFINITY TO + INFINITY

VELOCITY VECTOR

CS   X/Y DIRECTION   [0 – 360 DEGREES
CT   X/Z DIRECTION   [0 – 360 DEGREES
CU   SPEED   [0 – INFINITE WARP
CV   DESTINATION CODE   [SUBSET OF PERSONNEL LOCATION
                                [CODES. INCLUDES CELESTIAL OB–
                                [JECTS, ENEMY AND FEDERATION
                                [CRAFT, SHUTTLECRAFT, AND
                                [X,Y,Z COORDINATES.
                                [0 = NO DESTINATION (DEAD STOP)
                                [–1 = X,Y,Z COORDINATE

DESTINATION
CW   X–COORDINATE   [–INFINITY TO + INFINITY
CX   Y–COORDINATE   [–INFINITY TO + INFINITY
CY   Z–COORDINATE   [–INFINITY TO + INFINITY

NAVIGATION COMPUTER

CZ   FUNCTIONAL STATUS   [0 – 100%
C1   OPERATIONAL STATUS   [0 – 100%
C2   RELIABILITY FACTOR   [0 – 100%
C3   ENERGY REQUIREMENT   [UNITS PER UNIT–TIME

<ENTERPRISE MEDICAL SECTION DATA>

MEDICAL RESEARCH LAB

C4   FUNCTIONAL STATUS   [0 – 100%
C5   OPERATIONAL STATUS   [0 – 100%
C6   RELIABILITY FACTOR   [0 – 100%
C7   ENERGY REQUIREMENT   [UNITS PER UNIT–TIME

INTENSIVE CARE UNIT

C8   FUNCTIONAL STATUS   [0 – 100%
C9   OPERATIONAL STATUS   [0 – 100%
DA   RELIABILITY FACTOR   [0 – 100%
DB   ENERGY REQUIREMENT   [UNITS PER UNIT–TIME;
DC   PATIENT CAPACITY   [(TBD)

MEDICAL COMPUTER

DD   FUNCTIONAL STATUS   [0 – 100%
DE   OPERATIONAL STATUS   [0 – 100%
DF   RELIABILITY FACTOR   [0 – 100%

DG ENERGY REQUIREMENT   [UNITS PER UNIT–TIME
                                 [AND NUMBER OF PATIENTS

MEDICAL SUPPLY

DH QUANTITY   [UNITS

<ENTERPRISE SHUTTLECRAFT DATA>

DI OPERATIONAL STATUS(6)   [0 = IN SHUTTLE BAY
                                 [1 = ON MISSION

LOCATION

DJ X–COORDINATE(6)   [–INFINITY TO + INFINITY
DK Y–COORDINATE(6)   [–INFINITY TO + INFINITY
DL Z–COORDINATE(6)   [–INFINITY TO + INFINITY

VELOCITY VECTOR

DM X/Y DIRECTION(6)   [0 – 360 DEGREES
DN X/Z DIRECTION(6)   [0 – 360 DEGREES
DO SPEED(6)   [KILOMETERS PER SECOND
DP MISSION(6)   [0 = NONE
                                 [1 = SEEK SENSOR DATA
                                 [2 = DELIVER CARGO
                                 | 3 = TRANSPORT PERSONNEL
                                 [4 = SEEK SHUTTLE BAY
DQ DESTINATION(6)   [SAME AS ENTERPRISE LOCATION
                                 [CODES
SHUTTLECRAFT PROPULSION   [2 TUBES FOR EACH OF 6
    TUBES   [SHUTTLECRAFT
DR FUNCTIONAL STATUS(6,2)   [0 – 100%
DS OPERATIONAL STATUS(6,2)   [0 – 100%
DT RELIABILITY FACTOR(6,2)   [0 – 100%
DU ENERGY REQUIREMENT   [UNITS PER UNIT–TIME;
DV CARGO(6)

SHUTTLECRAFT SENSOR ARRAY

DW FUNCTIONAL STATUS(6)   [0 – 100%
DX OPERATIONAL STATUS(6)   [0 – 100%
DY RELIABILITY FACTOR(6)   [0 – 100%
DZ ENERGY REQUIREMENT   [UNITS PER UNIT–TIME;

SHUTTLECRAFT DEFENSIVE WEAPONS

PHASER   [ONE PHASER PER SHUTTLECRAFT
D1 FUNCTIONAL STATUS(6)   [0 – 100%
D2 OPERATIONAL STATUS(6)   [0 – 100%
D3 RELIABILITY(6)   [0 – 100%
D4 ENERGY REQUIREMENT   [UNITS PER UNIT–TIME

SHUTTLECRAFT OFFENSIVE WEAPONS

DEFLECTOR SHIELDS   [ONE SHIELD PER CRAFT
D5 FUNCTIONAL STATUS(6,2)   [0 – 100%
D6 OPERATIONAL STATUS(6,2)   [0 – 100%
D7 RELIABILITY FACTOR(6,2)   [0 – 100%
D8 ENERGY REQUIREMENT   [UNITS PER UNIT–TIME;

<ENTERPRISE INTRA–SHIP TRANSPORTATION DATA>

TURBO–ELEVATOR STATIONS   [10 STATIONS
D9 FUNCTIONAL STATUS(10)   [0 – 100%
EA OPERATIONAL STATUS(10)   [0 – 100%
EB RELIABILITY FACTOR(10)   [0 – 100%
TURBO–ELEVATOR CARS   [6 TURBO–ELEVATOR CARS
EC FUNCTIONAL STATUS(6)   [0 – 100%
ED LOCATION(6)   [SEE PERSONNEL LOCATION CODES
                                 [0 THROUGH 15
EF DESTINATION(6)   [SAME AS ABOVE
EG ARRIVAL TIME(6)   [UNITS

TURBO–ELEVATOR COMPUTER

EH FUNCTIONAL STATUS   [0 – 100%
EI OPERATIONAL STATUS   [0 – 100%
EJ RELIABILITY FACTOR   [0 – 100%
EK ENERGY REQUIREMENT   [UNITS PER PASSENGER

<ENTERPRISE TRANSPORTER DATA>

STATIONS   [10 STATIONS
EL FUNCTIONAL STATUS(10)   [0 – 100%
EM OPERATIONAL STATUS(10)   [0 – 100%
EN RELIABILITY FACTOR(10)   [0 – 100%
EO ENERGY REQUIREMENT   [UNITS PER TRANSPORT; REL
                                 [DISTANCE

<ENTERPRISE TRACTOR BEAM DATA>

TRACTOR BEAM

EP FUNCTIONAL STATUS   [0 – 100%
EQ OPERATIONAL STATUS   [0 – 100%
ER RELIABILITY FACTOR   [0 – 100%
ES INDENTITY OF OBJECT BEING   [SEE PERSONNEL LOCATION CODES
    PULLED   [FOR CELESTIAL OBJECTS, ENEMY
                                 [AND FEDERATION CRAFT, AND
                                 [SHUTTLECRAFT.
                                 [0 = NO OBJECT.
ET ENERGY REQUIREMENT   [UNITS PER UNIT–TIME; REL OBJECT
                                 [MASS, AND VELOCITY VECTOR,
                                 [AND OPERATIONAL STATUS OF
                                 [OBJECT'S ENGINES IF APPLICABLE

<ENTERPRISE LIFE SUPPORT SYSTEMS DATA>

FOOD SUPPLY

EU QUANTITY   [0 TO 100000 KILOGRAMS
EV NUTRITION LEVEL   [0 – 100%
EW MAXIMUM QUANTITY   [UNITS
EX POLLUTION LEVEL   [0 – 100%

FOOD RECYCLE SYSTEM

EY	MAXIMUM CAPACITY	[FOOD UNITS
EZ	FUNCTIONAL STATUS	[0 – 100%
E1	OPERATIONAL STATUS	[0 – 100%
E2	RELIABILITY FACTOR	[0 – 100%
E3	ENERGY REQUIREMENT	[0 – 100%

OXYGEN

E4	QUANTITY	[0 – 1 BILLION CUBIC FEET
E5	MAXIMUM QUANTITY	[UNITS, CUBIC FEET
E6	POLLUTION LEVEL	[0 – 100%

OXYGEN DISTRIBUTION SYSTEM

E7	FUNCTIONAL STATUS	[0 – 100%
E8	OPERATIONAL STATUS	[0 – 100%
E9	RELIABILITY FACTOR	[0 – 100%
FA	ENERGY REQUIREMENT	[UNITS PER UNIT–TIME;

OXYGEN RECYCLE SYSTEM

FB	FUNCTIONAL STATUS	[0 – 100%
FC	OPERATIONAL STATUS	[0 – 100%
FD	RELIABILITY FACTOR	[0 – 100%
FE	ENERGY REQUIREMENT	[UNITS PER UNIT–TIME

WATER

FF	QUANTITY	[0 – 1 MILLION KILOLITERS
FG	MAXIMUM QUANITTY	[KILOLITERS
FH	POLLUTION LEVEL	[0 – 100%

WATER DISTRIBUTION SYSTEM

FI	FUNCTIONAL STATUS	[0 – 100%
FJ	OPERATIONAL STATUS	[0 – 100%
FK	RELIABILITY FACTOR	[0 – 100%
FL	ENERGY REQUIREMENT	[UNITS PER UNIT–TIME

WATER RECYCLE SYSTEM

FM	FUNCTIONAL STATUS	[0 – 100%
FN	OPERATIONAL STATUS	[0 – 100%
FO	RELIABILITY FACTOR	[0 – 100%
FP	ENERGY REQUIREMENT	[UNITS PER UNIT–TIME

<ENTERPRISE COMMUNICATION DATA>

<INTRA– AND INTER–SHIP COMMUNICATIONS DATA>

MESSAGES		[ONE PER COMMUNICATIONS
		[STATION
FQ	MESSAGE COUNT	[0 – 10
FR	MESSAGE STACK(10,100)	[ALPHA–NUMERICS, MAXIMUM
		[OF 10 100 CHARACTER
		[MESSAGES

<INTER–CELESTIAL COMMUNICATIONS DATA>

ENTERPRISE COMMUNICATIONS COMPUTER

FS	FUNCTIONAL STATUS	[0 –100%
FT	OPERATIONAL STATUS	[0 – 100%
FU	RELIABILITY FACTOR	[0 – 100%
FV	ENERGY REQUIREMENT	[UNITS PER UNIT TIME

<ENTERPRISE SECURITY DATA>

DETENTION CELL		[ONE DETENTION CELL
FW	FUNCTIONAL STATUS	[0 – 100%
FX	OPERATIONAL STATUS	[0 – 100%
FY	RELIABILITY FACTOR	[0 – 100%
FZ	ENERGY REQUIREMENTS	[UNITS PER PRISONER
F1	MAXIMUM PRISONER CAPACITY	[30

<ENTERPRISE ENERGY SUPPLY DATA>

ENERGY

F2	QUANTITY	[0 – MAXIMUM
F3	MAXIMUM QUANTITY	[20 BILLION UNITS

ENERGY SUPPLY INTERCONNECT SYSTEM   22 STATIONS

CONNECTION STATION CODES	[1 = PHOTON TORPEDO TUBES
	[2 = PHASER STATIONS
	[3 = DEFLECTOR SHIELDS
	[4 = SPACE/WARP ENGINES
	[5 = IMPULSE ENGINES
	[6 = NAVIGATION COMPUTER
	[7 = RESEARCH LAB
	[8 = INTENSIVE CARE UNIT
	[9 = MEDICAL COMPUTER
	[10= TURBO–ELEVATOR COMPUTER
	[11 = TRANSPORTERS
	[12 = TRACTOR BEAM
	[13 = OXYGEN DISTRIBUTION SYSTEM
	[14 = OXYGEN RECYCLE SYSTEM
	[15 = WATER DISTRIBUTION SYSTEM
	[16 = WATER RECYCLE SYSTEM
	[17 = COMMUNICATIONS COMPUTER
	[18 = SECURITY
	[19 = RADIATION SENSOR
	[20 = GRAVITY SENSOR
	[21 = LIFE FORMS SENSOR
	[22 = ATMOSPHERIC SENSOR

F4	FUNCTIONAL STATUS(22)	[0 – 100%
F5	OPERATIONAL STATUS(22)	[0 – 100%
F6	RELIABILITY FACTOR(22)	[0 – 100%
F7	ENERGY SUPPLY(22)	[UNITS OF ENERGY AVAILABLE TO
		[THE SPECIFIED DEVICE

<ENTERPRISE SENSOR ARRAY DATA>

RADIATION SENSOR

F8	FUNCTIONAL STATUS	[0 – 100%
F9	OPERATIONAL STATUS	[0 – 100%
GA	RELIABILITY FACTOR	[0 – 100%
GB	ENERGY REQUIREMENT	[UNITS PER UNIT–TIME;

GRAVITY SENSOR

GC	FUNCTIONAL STATUS	[0 – 100%
GD	OPERATIONAL STATUS	[0 – 100%
GE	RELIABILITY FACTOR	[0 – 100%
GF	ENERGY REQUIREMENT	[UNITS PER UNIT–TIME;

LIFE FORMS SENSOR

GH	FUNCTIONAL STATUS	[0 – 100%
GI	OPERATIONAL STATUS	[0 – 100%
GJ	RELIABILITY FACTOR	[0 – 100%
GK	ENERGY REQUIREMENT	[UNITS PER UNIT–TIME;

ATMOSPHERIC SENSORS

GL	FUNCTIONAL STATUS	[0 – 100%
GM	OPERATIONAL STATUS	[0 – 100%
GN	RELIABILITY FACTOR	[0 – 100%
GO	ENERGY REQUIREMENT	[UNITS PER UNIT–TIME

<ENTERPRISE CARGO DATA>

GP	CARGO()	[0 = FOOD
		[1 = WATER
		[2 = OXYGEN
		[3 = ENERGY
		[4 = BOMB
GQ	QUANTITY()	
GR	LOCATION()	[SEE PERSONNEL LOCATION
		[CODES

<ENTERPRISE GENERAL DATA>

G3	ALERT STATUS	[0 = NORMAL
		[1 = YELLOW
		[2 = GREEN
		[3 = RED

<DATA ASSOCIATED WITH ENEMY SHIPS>

GT	NUMBER OF ENEMY SHIPS	[0 – 1000
GU	NAME(1000,10)	[ALPHANUMERIC, 10 CHARACTERS
		[EACH
GV	EXISTENCE(1000)	[0 = DESTROYED
		[1 = EXISTS

<DEFENSIVE WEAPONS DATA>

DEFENSIVE WEAPONS

| GW | NUMBER(1000) | [0 – 2 |
| GX | TYPE(1000,2) | [1 = CLOAKING DEVICE |

		[2 = DEFLECTOR SHIELDS
GY	FUNCTIONAL STATUS(1000,2)	[0 – 100%
GZ	OPERATIONAL STATUS(1000,2)	[0 – 100%
G1	RELIABILITY FACTOR(1000,2)	[0 – 100%
G2	ENERGY REQUIREMENT(1000,2)	[REL TYPE

OFFENSIVE WEAPONS

G3	NUMBER(1000)	[0 – 2
G4	TYPE(1000,2)	[1 = PHASERS
		[2 = PHOTON TORPEDOS
G5	FUNCTIONAL STATUS(1000,2)	[0 – 100%
G6	OPERATIONAL STATUS(1000,2)	[0 – 100%
G7	RELIABILITY FACTOR(1000,2)	[0 – 100%
G8	ENERGY REQUIREMENT(1000,2)	[REL TYPE

<ENEMY SHIPS LIFE FORMS DATA>

HA	TYPE OF LIFE FORM(1000)	[0 = NONE
		[1 = HUMANOID
		[2 = VEGETATION
		[3 = AQUATIC
		[4 = INTELLIGENT SHIP (NO LIFE
		[BUT SELF–SUFFICIENT CRAFT, A
		[ROBOT SHIP)
HB	NUMBER(1000)	[0 – INFINITE
HC	INTELLIGENCE LEVEL(1000)	[0 – 300 AVERAGE INTELLIGENCE
HD	FUNCTIONAL STATUS(1000)	[0 – 100%
HE	OPERATIONAL STATUS(1000)	[0 – 100%
HF	RELIABILITY FACTOR(1000)	[0 – 100%
HG	HEALTH STATUS(1000)	

<ENEMY SHIPS NAVIGATION DATA>

LOCATION

HH	X–COORDINATE(1000)	[–INFINITY TO + INFINITY
HI	Y–COORDINATE(1000)	[–INFINITY TO + INFINITY
HJ	Z–COORDINATE(1000)	[–INFINITY TO + INFINITY

VELOCITY VECTOR

HK	X/Y DIRECTION(1000)	[0 – 360 DEGREES
HL	X/Z DIRECTION(1000)	[0 – 360 DEGREES
HM	SPEED(1000)	[0 – 20 WARP
HN	MAXIMUM SPEED CAPABILITY(1000)	[0 – 20 WARP
HO	DESTINATION(1000)	[SEE ENTERPRISE PERSONNEL
		[LOCATION CODES FOR CELESTIAL
		[OBJECTS, ENEMY AND FEDERATION
		[CRAFT, AND SHUTTLECRAFT
		[–1 = DESTINATION IS SPECIFIED BY
		[THE x,Y, AND Z COORDINATES
HP	X–COORDINATE(1000)	[–INFINITY TO + INFINITY
HQ	Y–COORDINATE(1000)	[–INFINITY TO + INFINITY
HR	Z–COORDINATE(1000)	[–INFINITY TO + INFINITY

NAVIGATION COMPUTER

HS	FUNCTIONAL STATUS(1000)	[0 – 100%
HT	OPERATIONAL STATUS(1000)	[0 – 100%
HU	RELIABILITY FACTOR(1000)	[0 – 100%
HV	ENERGY REQUIREMENT(1000)	[UNITS PER UNIT–TIME;
HW	MISSION(1000)	[0 = NO MISSION, SHIP
		NON–EXISTENT
		[1 = CONDITIONAL ATTACK
		[2 = UNCONDITIONAL ATTACK
		[3 = ESTABLISH PEACE TREATY
		[4 = SEARCH AND CONQUER
		CIVILIZATION
		[5 = WEAPONS DELIVERY
		[6 = PEACEFUL CARGO DELIVERY

CARGO

HX	CARGO(1000)	[SEE ENTERPRISE CARGO CODES
HY	QUANTITY(1000)	[UNITS
HZ	LOCATION(1000)	[SEE ENTERPRISE PERSONNEL
		[LOCATION CODES
H1	DESTINATION(1000)	[SAME AS ABOVE
		[–1 = DESTINATION SPECIFIED IN
		[THE FOLLOWING X,Y,Z
		[COORDINATES
H2	X–COORDINATE (1000)	[–INFINITY TO + INFINITY
H3	Y–COORDINATE (1000)	[–INFINITY TO + INFINITY
H4	Z–COORDINATE (1000)	[–INFINITY TO + INFINITY
H5	PEACE TREATY OFFERED	[0 = NOT OFFERED BY OTHER CRAFT
	FLAG(1000)	[NON–ZERO = PEACE TREATY
		[OFFERED BY OTHER CRAFT. THE
		[CODE IN THIS VARIABLE IS THE
		[CODE OF THE CRAFT OFFERING
		[THE PEACE TREATY. SEE PERSON–
		[NEL LOCATION CODES 1000 TO 4000.
H6	PEACE TREATY REQUEST	[1 = REQUESTED BY THIS CRAFT
	FLAG(1000)	[0 = NOT REQUESTED

<ENEMY SHIP POWER SUPPLY>

ENERGY

H7	QUANTITY(1000)	[0 – 10↑10 UNITS
H8	FIRED UPON FLAG(1000)	[0 = NOT FIRED UPON
		[NON–ZERO = CODE OF WHO FIRED.
		[SEE ENTERPRISE PERSONNEL
		[LOCATION CODES 1000 – 3000

<DATA ASSOCIATED WITH FEDERATION SHIPS>

H9	NUMBER OF FEDERATION SHIPS	[0 – 1000
IA	NAME(1000,10)	[ALPHANUMERIC, 10 CHARACTERS
		[EACH
IB	EXISTENCE(1000)	[0 = DESTROYED
		[1 = EXISTS

<DEFENSIVE WEAPONS DATA>

DEFENSIVE WEAPONS

IC	NUMBER(1000)	
ID	TYPE(1000,2)	[1 = DEFLECTOR SHIELDS
		[2 = CLOAKING DEVICE
IE	FUNCTIONAL STATUS(1000,2)	[0 – 100%
IF	OPERATIONAL STATUS(1000,2)	[0 – 100%
IG	RELIABILITY FACTOR(1000,2)	[0 – 100%
IH	ENERGY REQUIREMENT(1000,2)	[REL TYPE

OFFENSIVE WEAPONS

IJ	NUMBER(1000)	[0 – 2
IK	TYPE(1000,2)	[1 = PHASERS
		[2 = PHOTON TORPEDO
IL	FUNCTIONAL STATUS(1000,2)	[0 – 100%
IM	OPERATIONAL STATUS(1000,2)	[0 – 100%
IN	RELIABILITY FACTOR(1000,2)	[0 – 100%
IO	ENERGY REQUIREMENT(1000,2)	[0 – 100%

<FEDERATION SHIPS LIFE FORMS DATA>

IP	NUMBER(1000)	[0 TO 10000 PERSONS
IQ	INTELLIGENCE(1000)	[AVERAGE
IS	OPERATIONAL STATUS(1000)	[0 – 100%
IT	RELIABILITY FACTOR(1000)	[0 – 100%
IU	HEALTH STATUS(1000)	[0 – 100%

<FEDERATION SHIPS NAVIGATION DATA>

LOCATION

IV	X–COORDINATE(1000)	[–INFINITY TO + INFINITY
IW	Y–COORDINATE(1000)	[–INFINITY TO + INFINITY
IX	Z–COORDINATE(1000)	[–INFINITY TO + INFINITY

VELOCITY VECTOR

IY	X/Y DIRECTION(1000)	[0 – 360 DEGREES
IZ	X/Z DIRECTION(1000)	[0 – 360 DEGREES
I1	SPEED(1000)	[0 – 20 WARP
I2	MAXIMUM SPEED(1000)	[0 – 20 WARP
I3	DESTINATION CODE(1000)	[SEE ENTERPRISE PERSONNEL
		[LOCATION CODES FOR
		[CELESTIAL OBJECTS, ENEMY AND
		[FEDERATION CRAFT, AND
		[SHUTTLECRAFT;
		[–1 = DESTINATION SPECIFIED IN
		[THE FOLLOWING X,Y,Z
I4	X–COORDINATE(1000)	[–INFINITY TO + INFINITY
I5	Y–COORDINATE(1000)	[–INFINITY TO + INFINITY
I6	Z–COORDINATE(1000)	[–INFINITY TO + INFINITY

NAVIGATION COMPUTER

I7	FUNCTIONAL STATUS(1000)	[0 – 100%
I8	OPERATIONAL STATUS(1000)	[0 – 100%

I9	RELIABILITY FACTOR(1000)	[0 – 100%
JA	ENERGY REQUIREMENT(1000)	[UNITS PER UNIT–TIME;
JB	MISSION(1000)	[0 = NO MISSION, SHIP
		[NON–EXISTENT
		[1 = CONDITIONAL ATTACK
		[2 = UNCONDITIONAL ATTACK
		[3 = ESTABLISH PEACE TREATY
		[4 = SEARCH AND CONQUER
		[CIVILIZATION
		[5 = WEAPONS DELIVERY
		[6 = PEACEFUL CARGO DELIVERY
JC	CARGO(1000)	[SEE ENTERPRISE CARGO CODES
JD	QUANTITY(1000)	
JE	LOCATION(1000)	[SEE ENTERPRISE PERSONNEL
		[LOCATION CODES 1000 – 4000
		[–1 = LOCATION SPECIFIED BY
		[THE FOLLOWING X,Y,Z
JF	X–COORDINATE(1000)	[–INFINITY TO + INFINITY
JG	Y–COORDINATE(1000)	[–INFINITY TO + INFINITY
JH	Z–COORDINATE(1000)	[–INFINITY TO + INFINITY
JI	DESTINATION(1000)	[SAME AS ABOVE
JK	X–COORDINATE(1000)	[–INFINITY TO + INFINTIY
JL	Y–COORDINATE(1000)	[–INFINITY TO + INFINITY
JM	Z–COORDINATE(1000)	[–INFINITY TO + INFINITY
JN	PEACE TREATY OFFER(1000)	[SEE ENEMY CRAFT
JO	PEACE TREATY REQUEST(1000)	[SEE ENEMY CRAFT

<FEDERATION SHIP POWER SUPPLY>

ENERGY

JP	QUANTITY(1000)	[0 – 10↑10 UNITS
JQ	FIRED UPON FLAG(1000)	[0 = NOT FIRED UPON
		[NON–ZERO = CODE OF WHO FIRED
		[SEE PERSONNEL LOCATION CODES
		[1000 – 4000

<GENERAL DATA>

JR	MODULE INITIALIZATION FLAGS(6)	
JS	MODULE RUN FLAGS(6)	
JT	REAL TIME CLOCK	[STARDATE = YEAR, MONTH, DAY,
		[HOURS, MINUTES, SECONDS,
		[MILLISECONDS
JU	SCENARIO RUN FLAG	[0 = HALT
		[1 = RUN