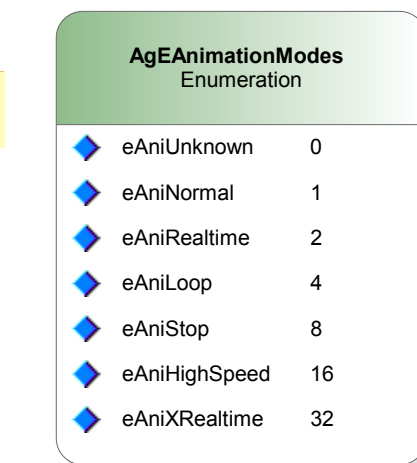


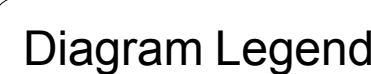
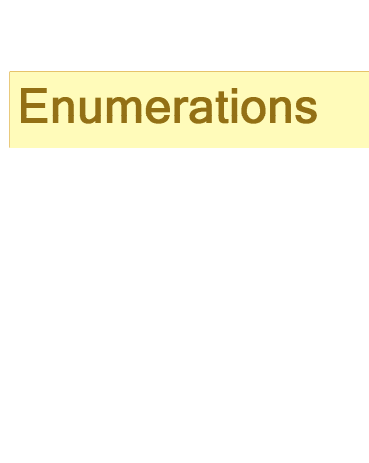
Enumerations



Enumerations



Enumerations



Properties
 RW Property allows clients to get or set the value of the property.
 RW Property allows clients to get a value of the property.

Methods
 Method represents an operation that may provide a feedback to the client in a form of a return result.

Deprecated Members
 Properties or methods that are no longer supported are marked as deprecated.

Types of relationships
 Interfaces specifies a type that a type inherits methods and properties of its base type.
 The type may have additional.

Base Classes
 Base Class specifies a type of object that can be created by users.
 Base Class specifies an abstract type that cannot be directly created.
 Base Class specifies a type of object that contains other objects.
 Base Class specifies a type of object that is managed by the Collection.

Interface
 Interface specifies an abstract type that cannot be directly created.
 Interface specifies a type of object that contains other objects.
 Interface specifies a type of object that is managed by the Collection.

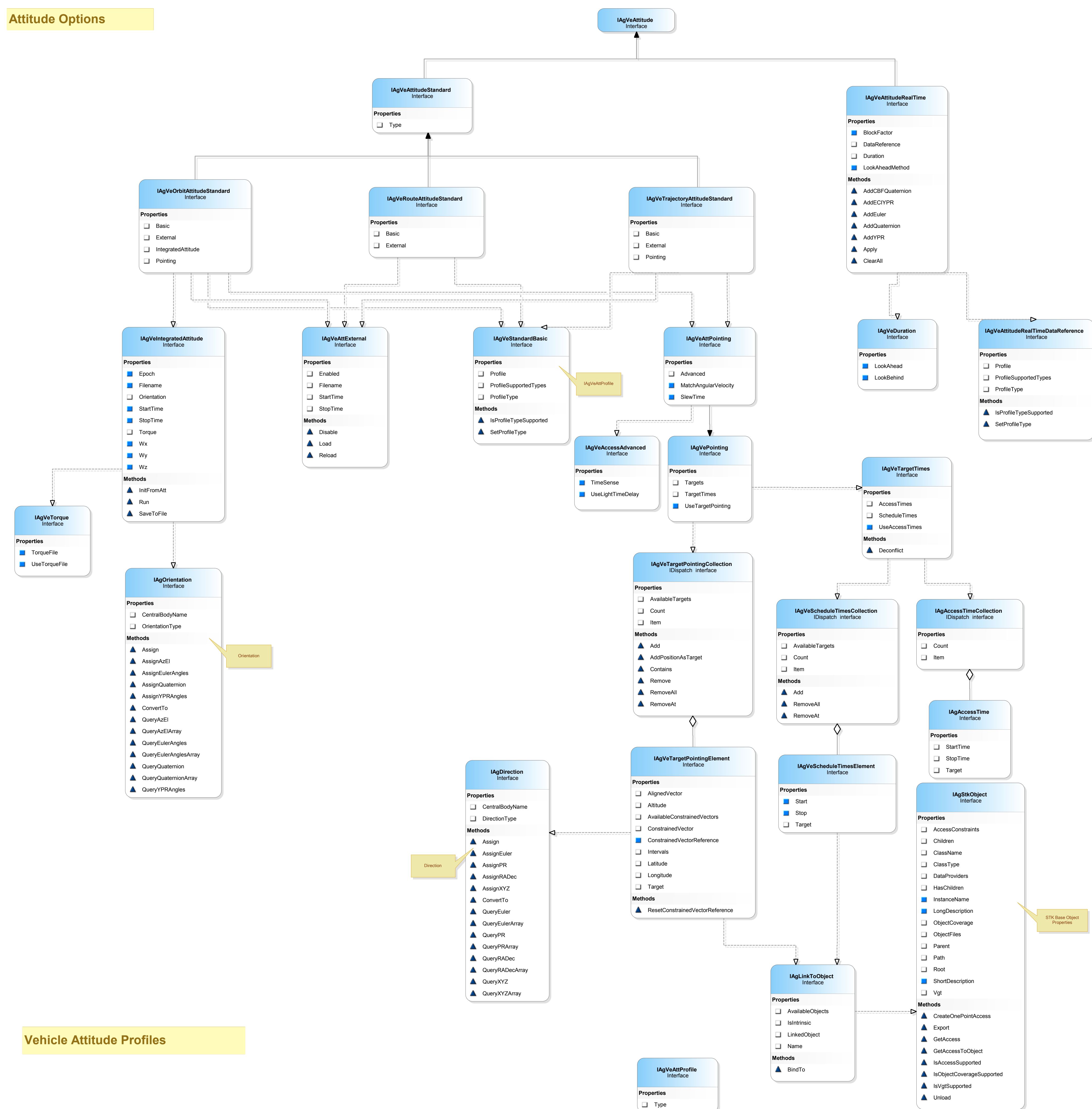
Enumeration
 Enumeration specifies a type of object that is managed by the Collection.

Types of classes
 Class specifies a type of object that can be created by user or method of another object.
 Class specifies a type of object that can be directly created by users.
 Interface specifies an abstract type that cannot be directly created.
 Collection specifies a type of object that contains other objects.
 Collection specifies a type of object that is managed by the Collection.

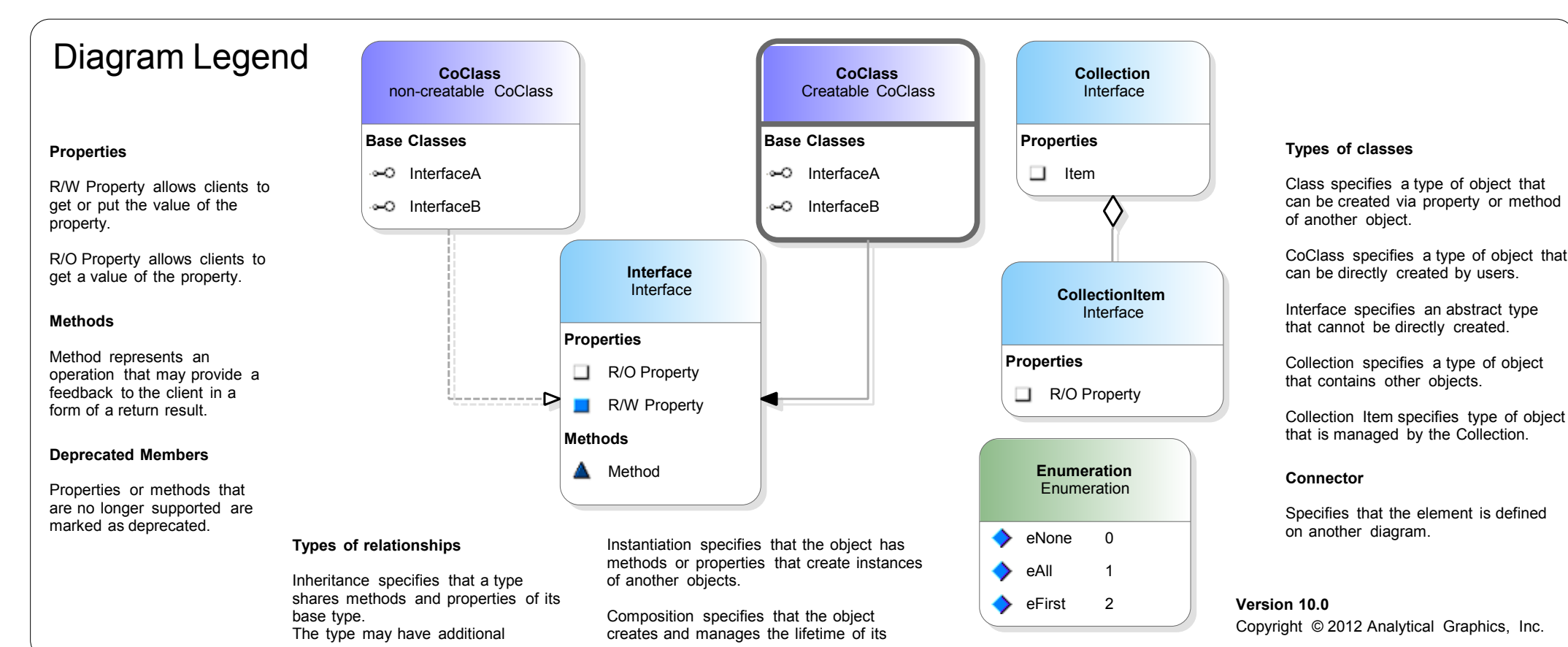
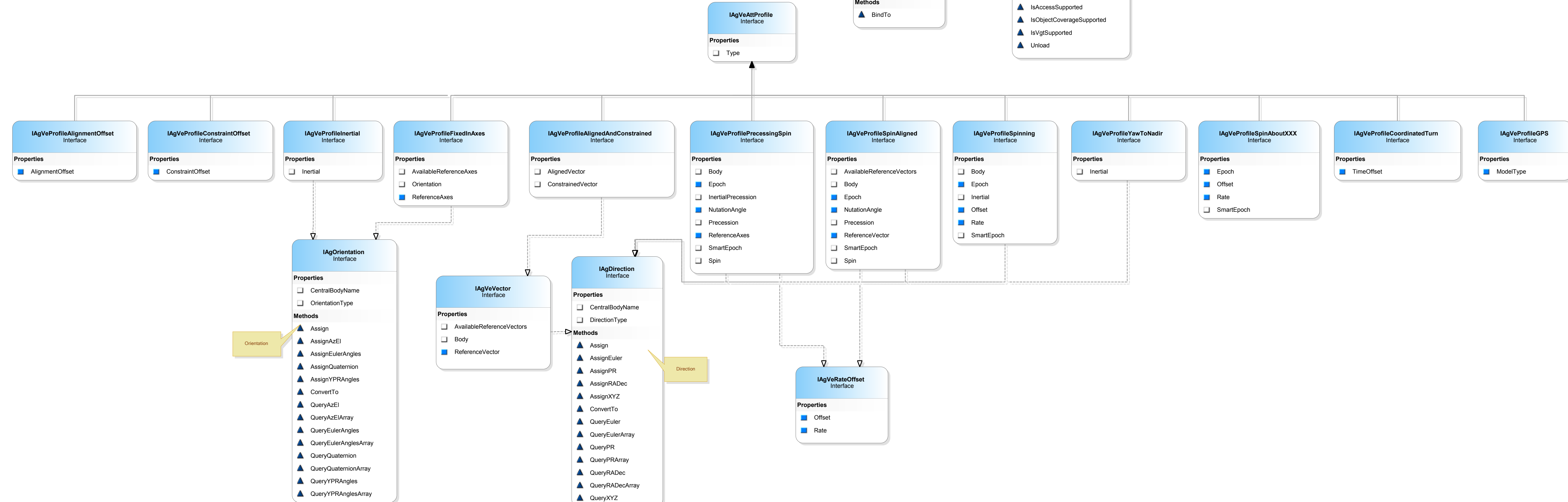
Connector
 Specifies that the element is defined on another diagram.

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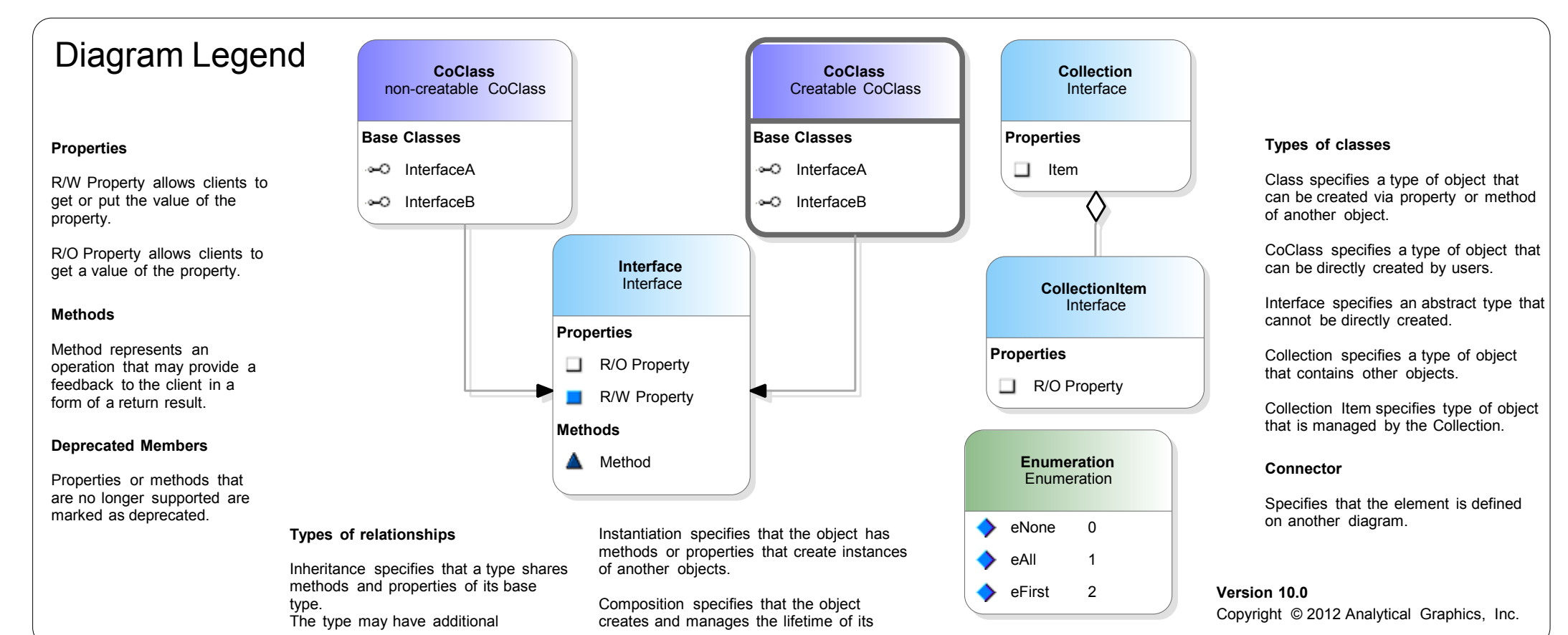
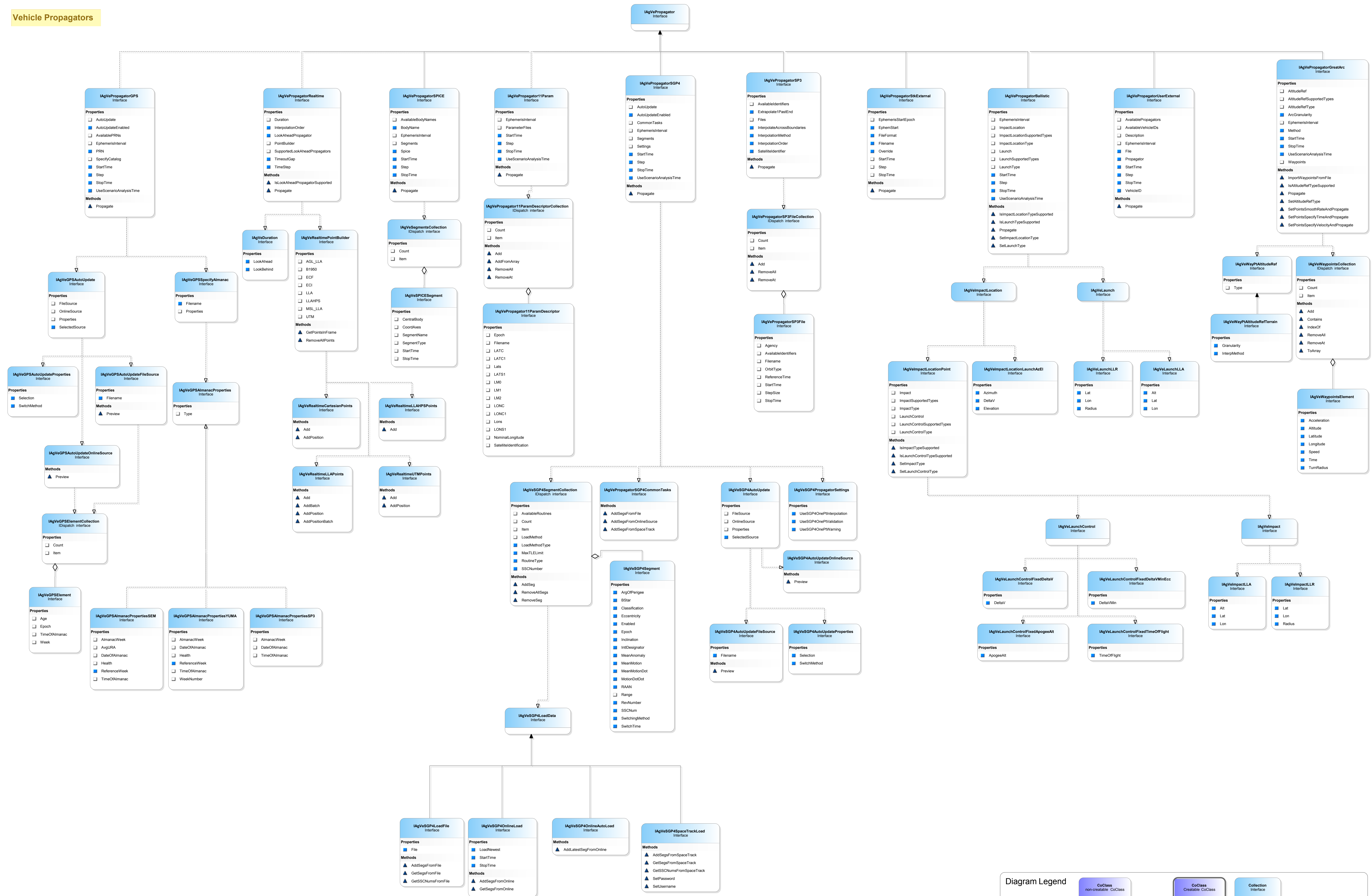
Attitude Options

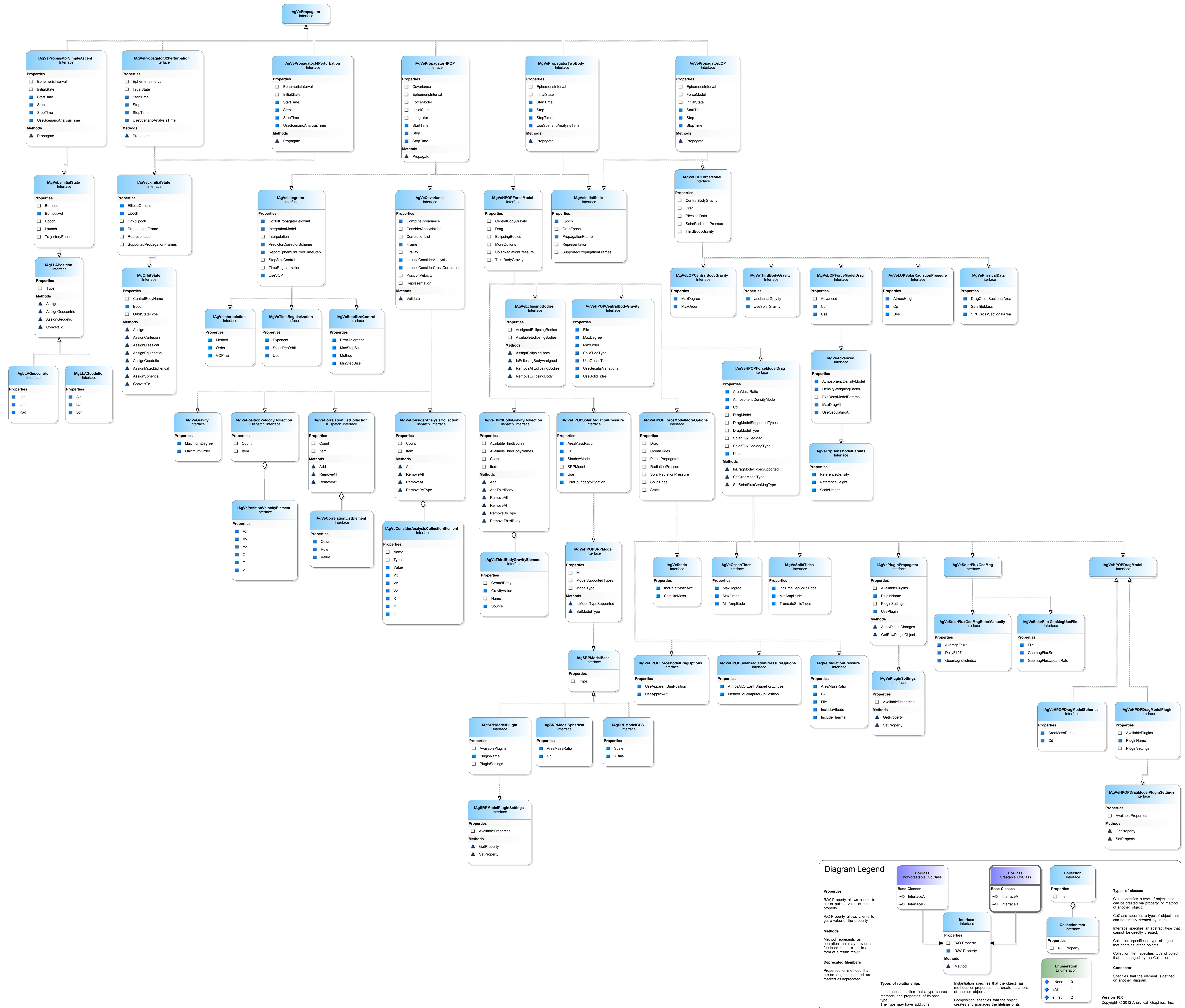


Vehicle Attitude Profiles



Vehicle Propagators





Line Target Object

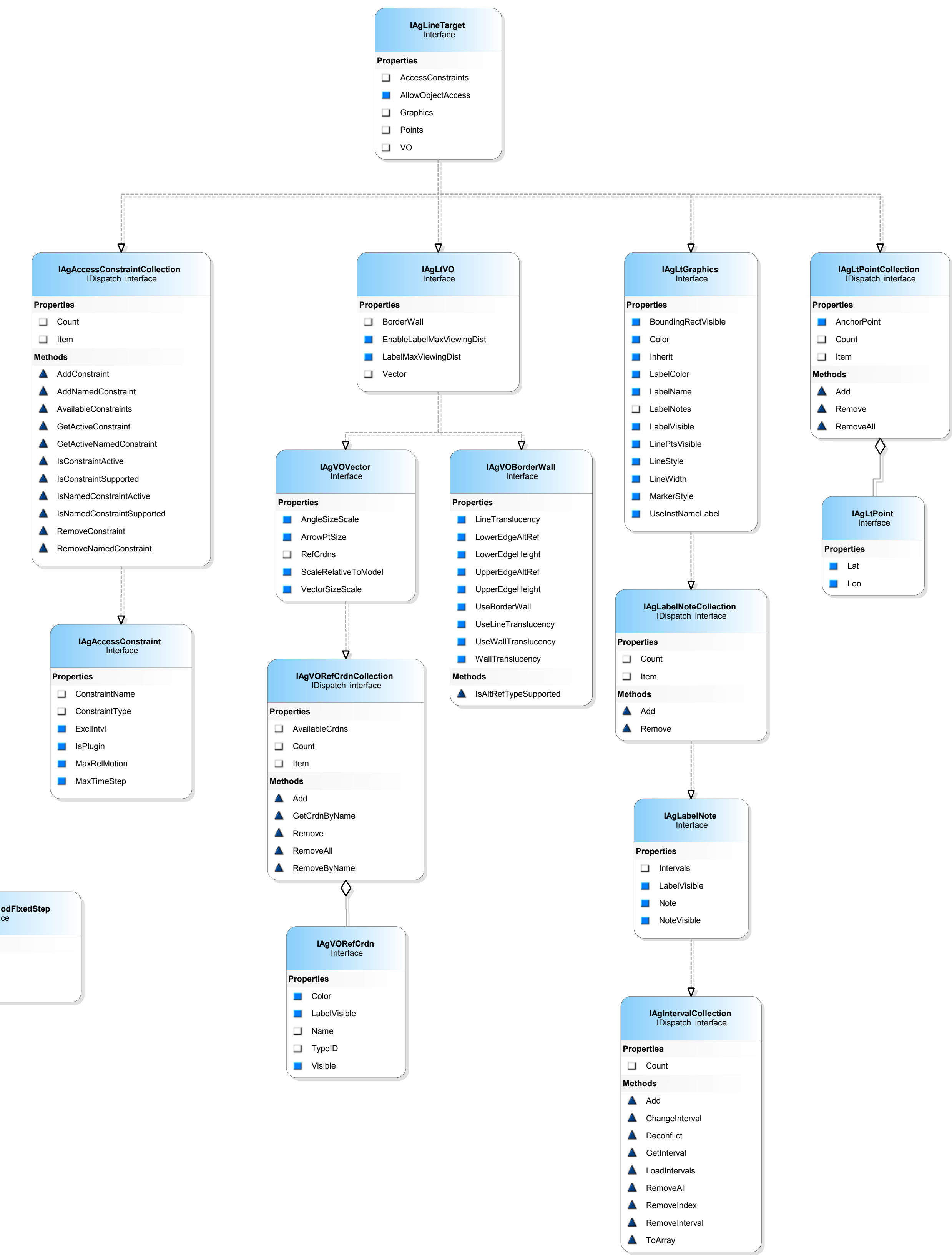
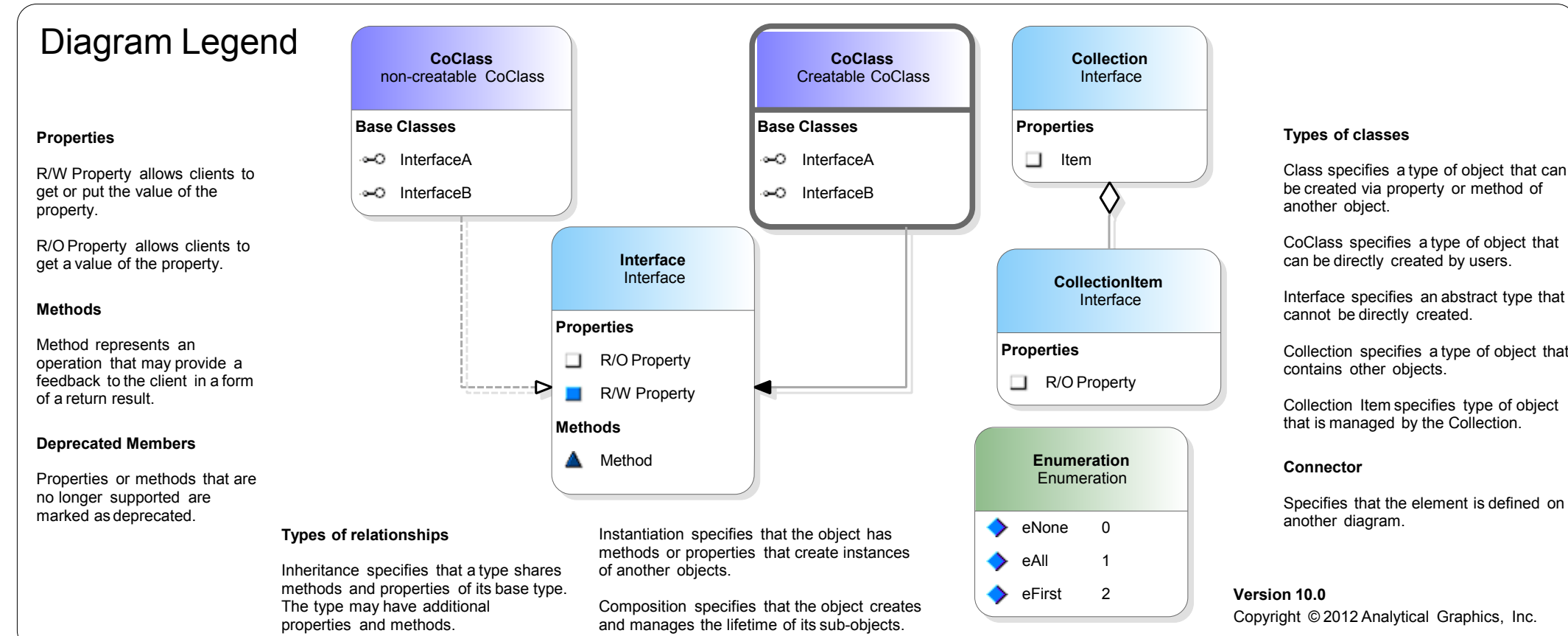


Diagram Legend



CoverageDefinition Object

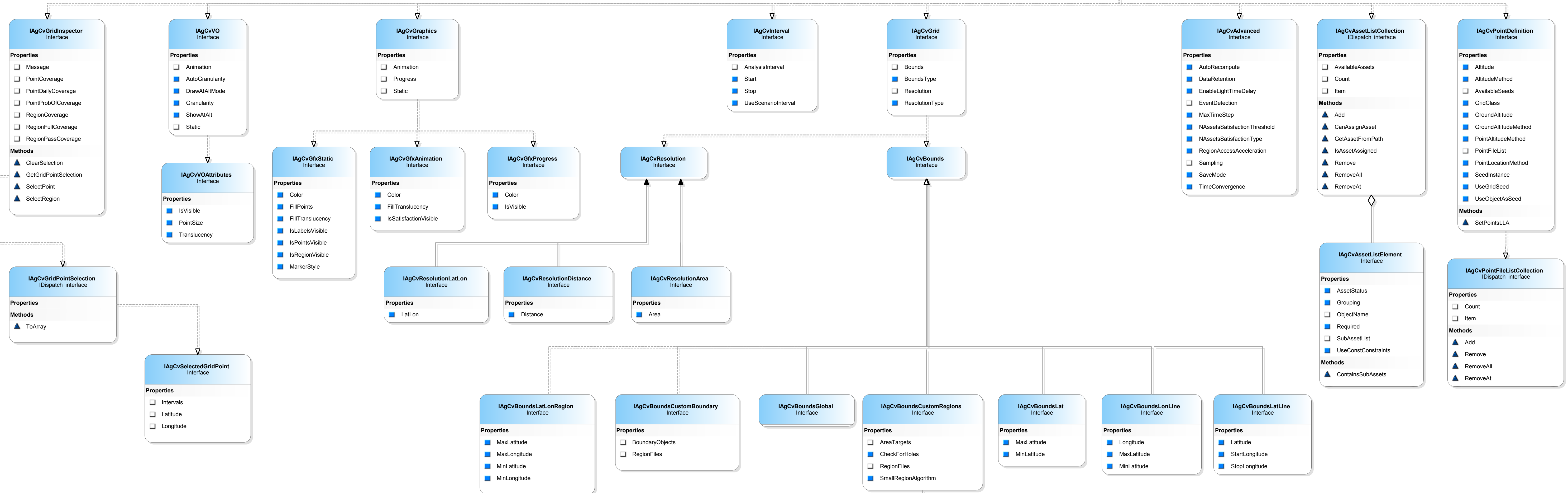
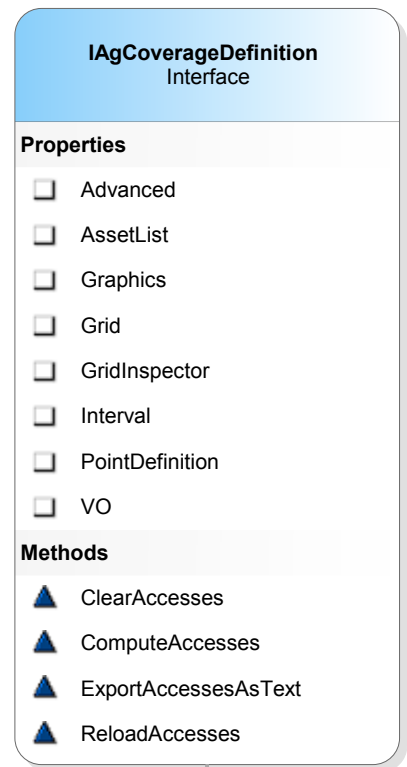
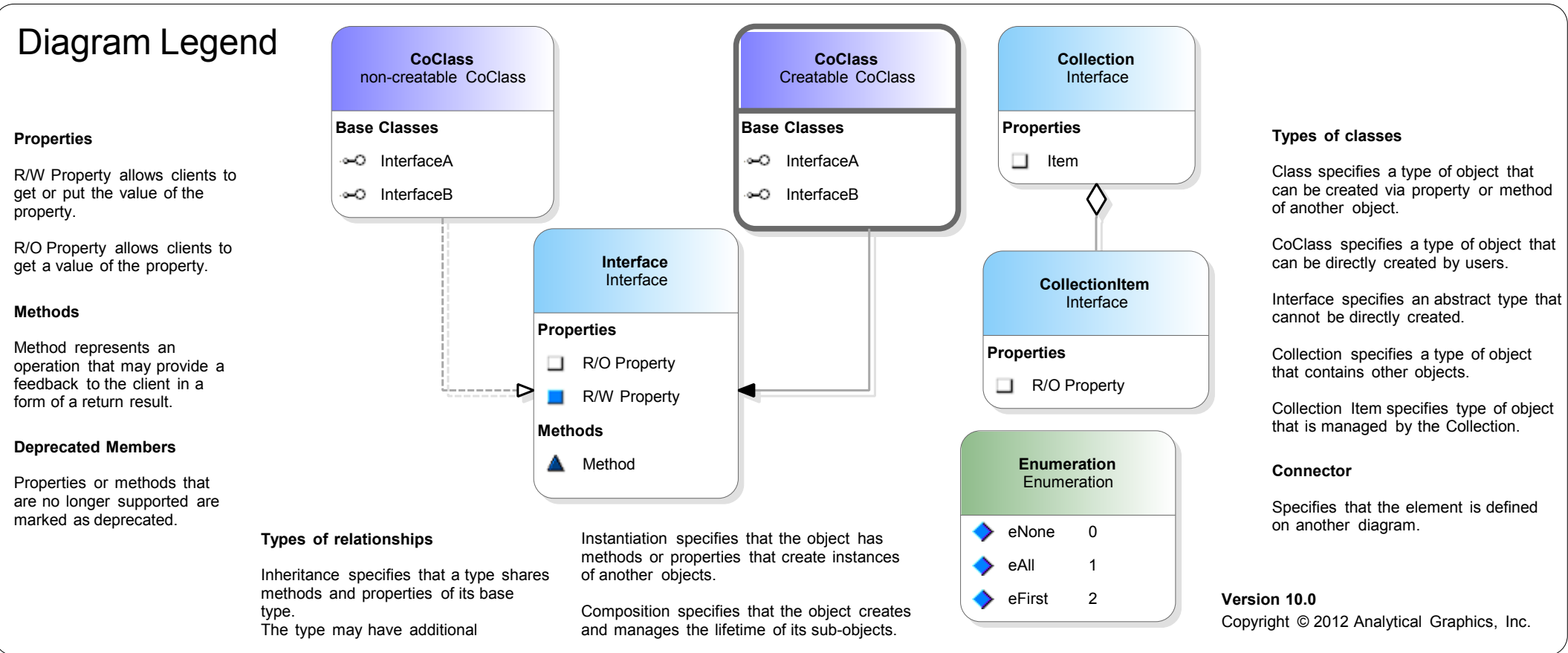
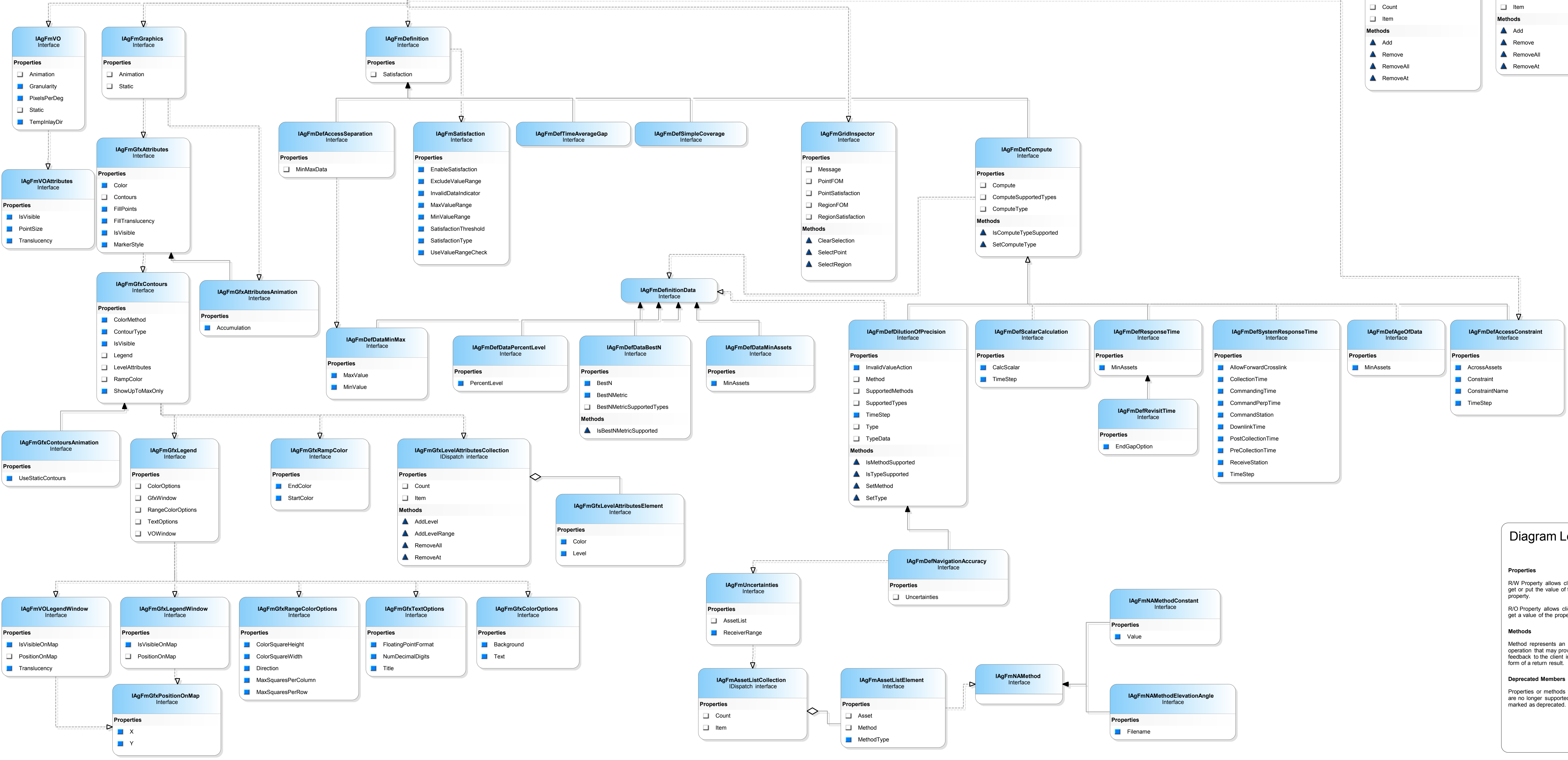
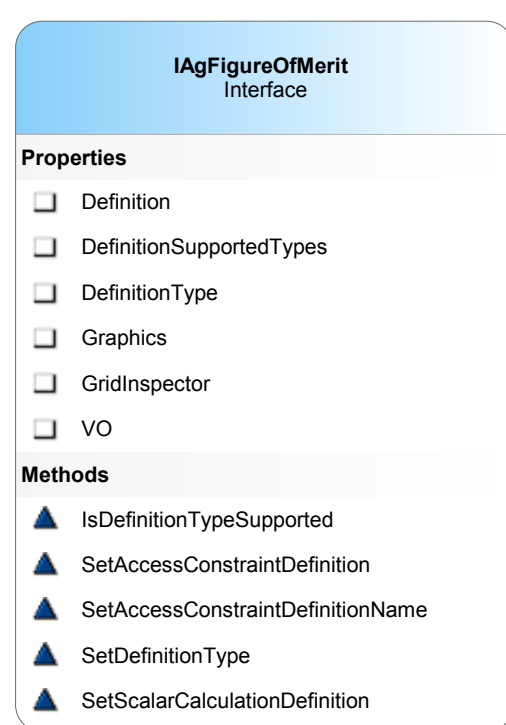
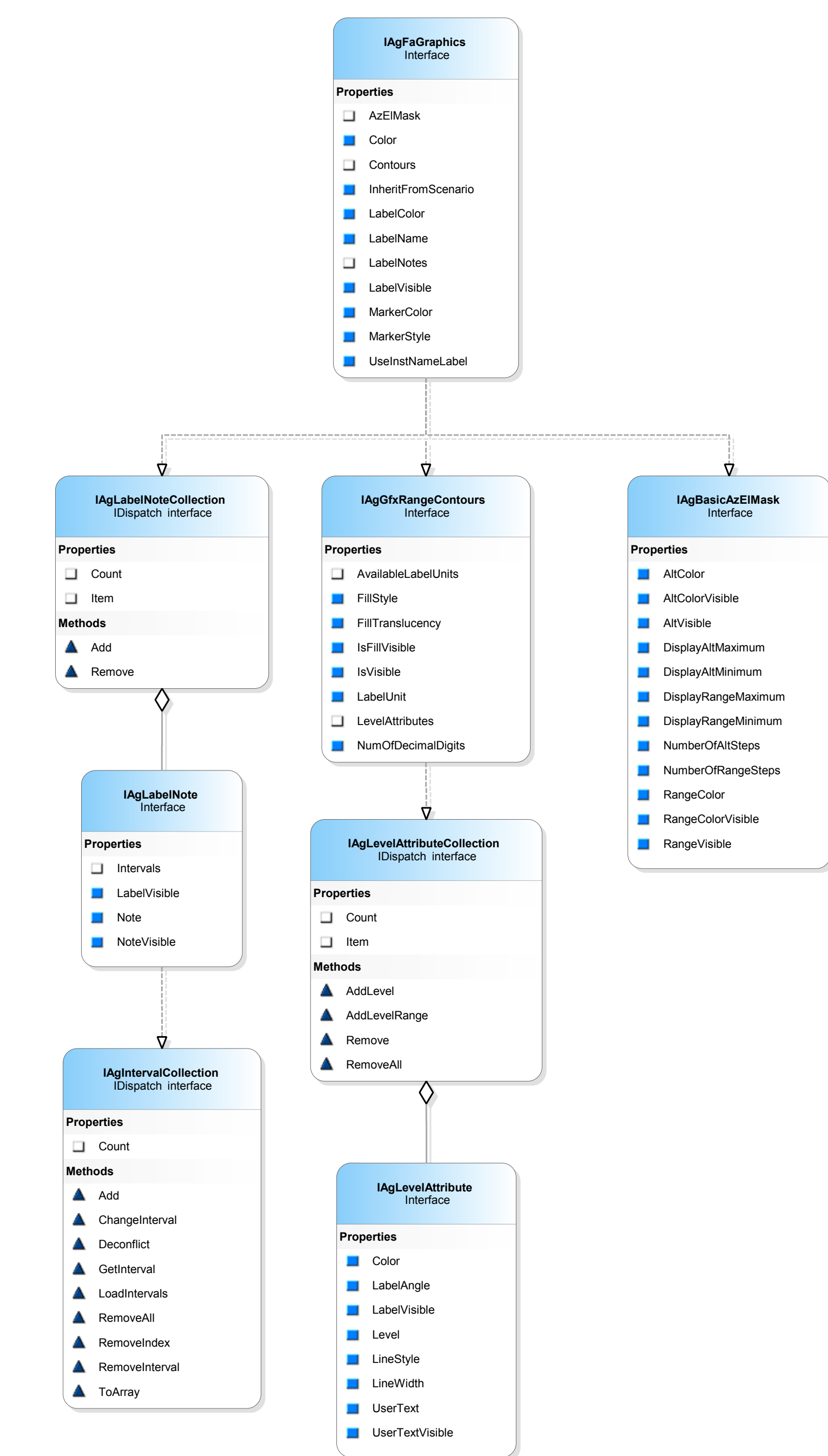


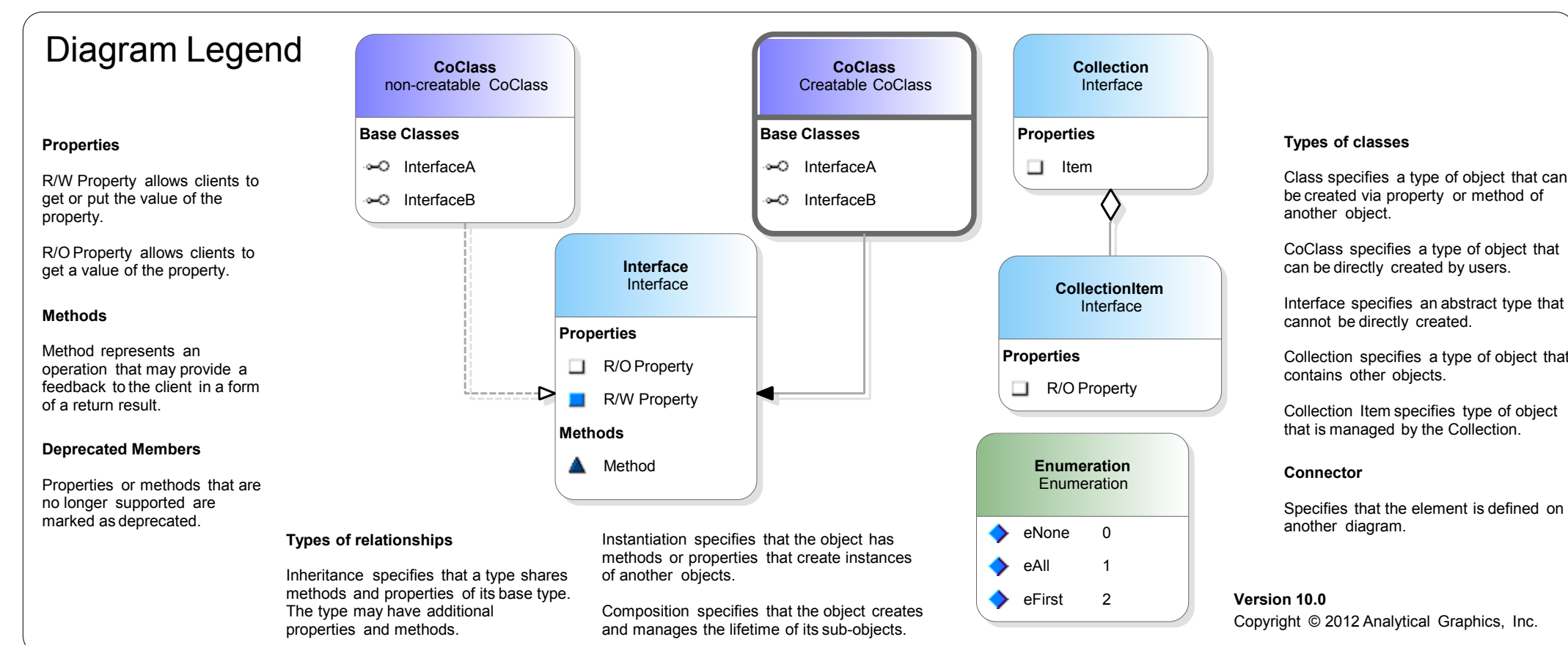
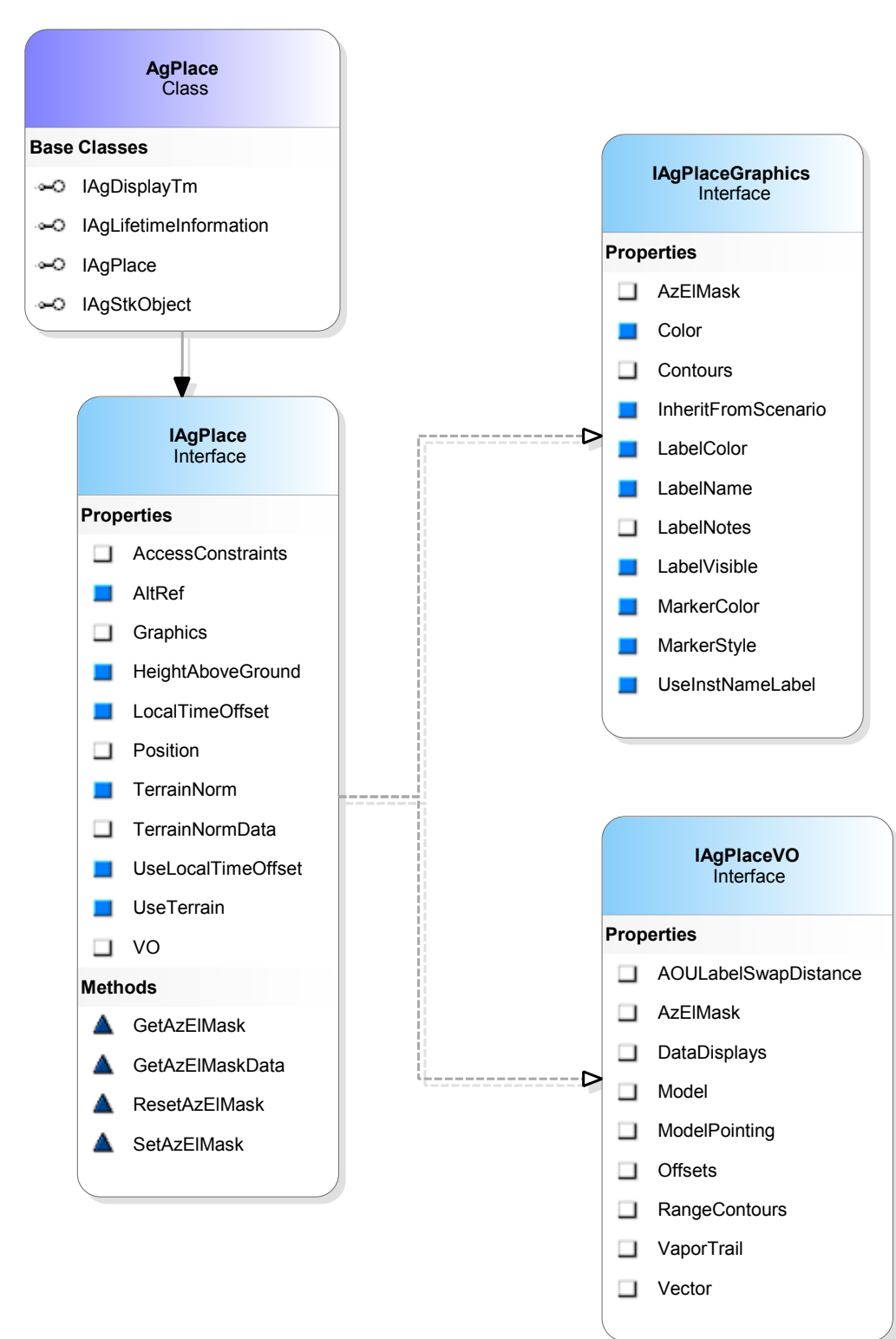
Figure Of Merit Object



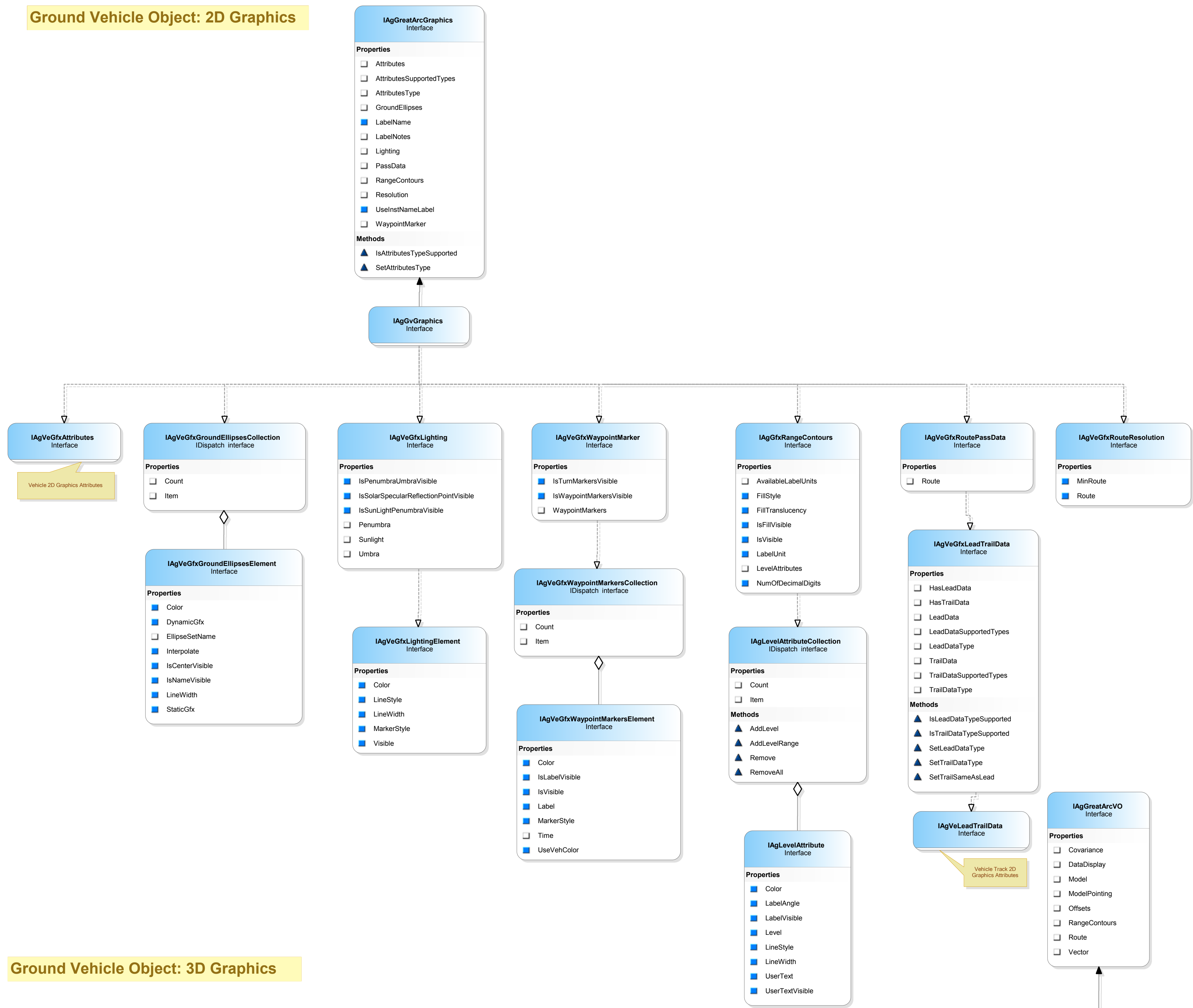
Facility Object: 3D Graphics



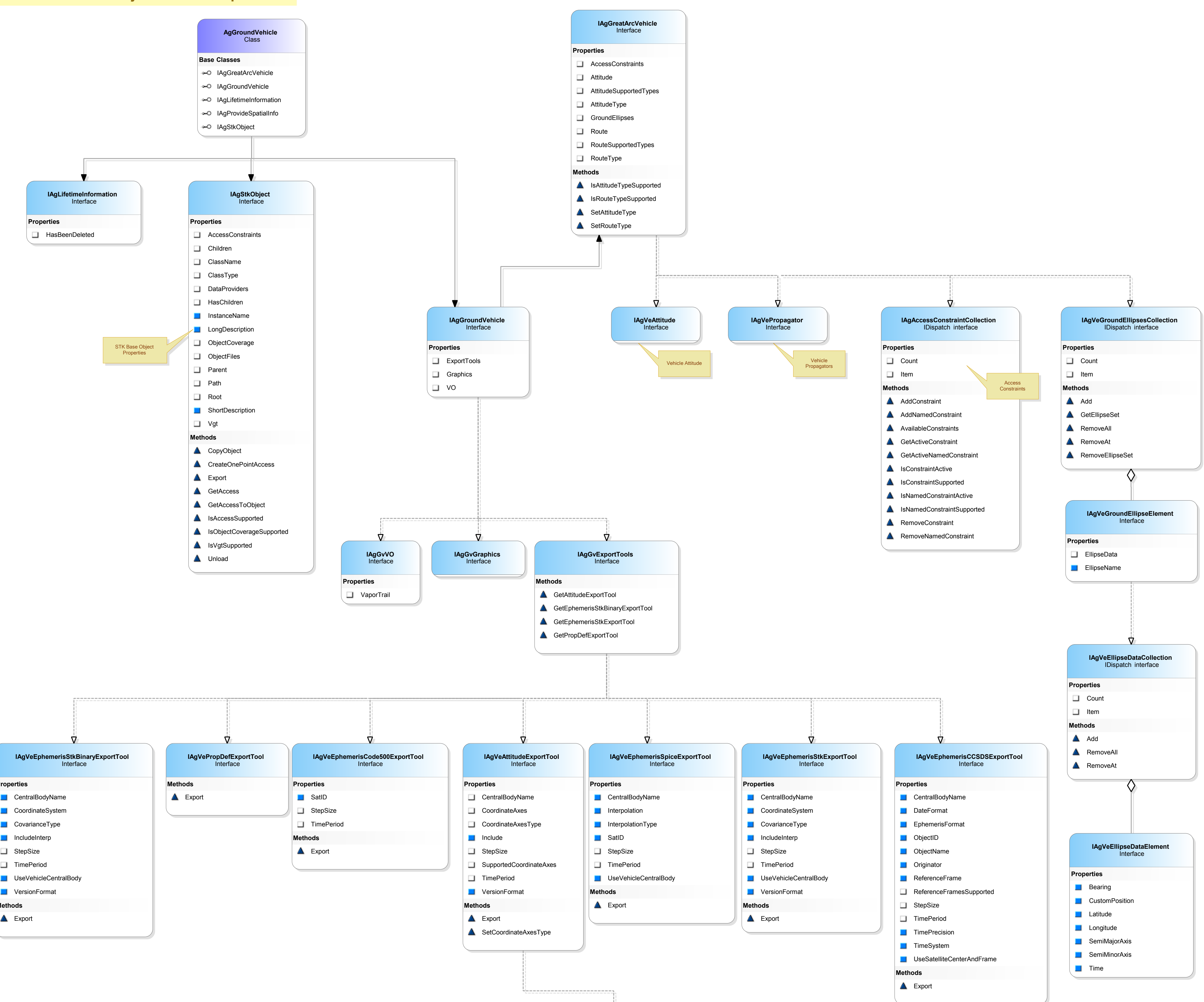
Place Object: Basic Properties, 3D Properties and 2D Properties



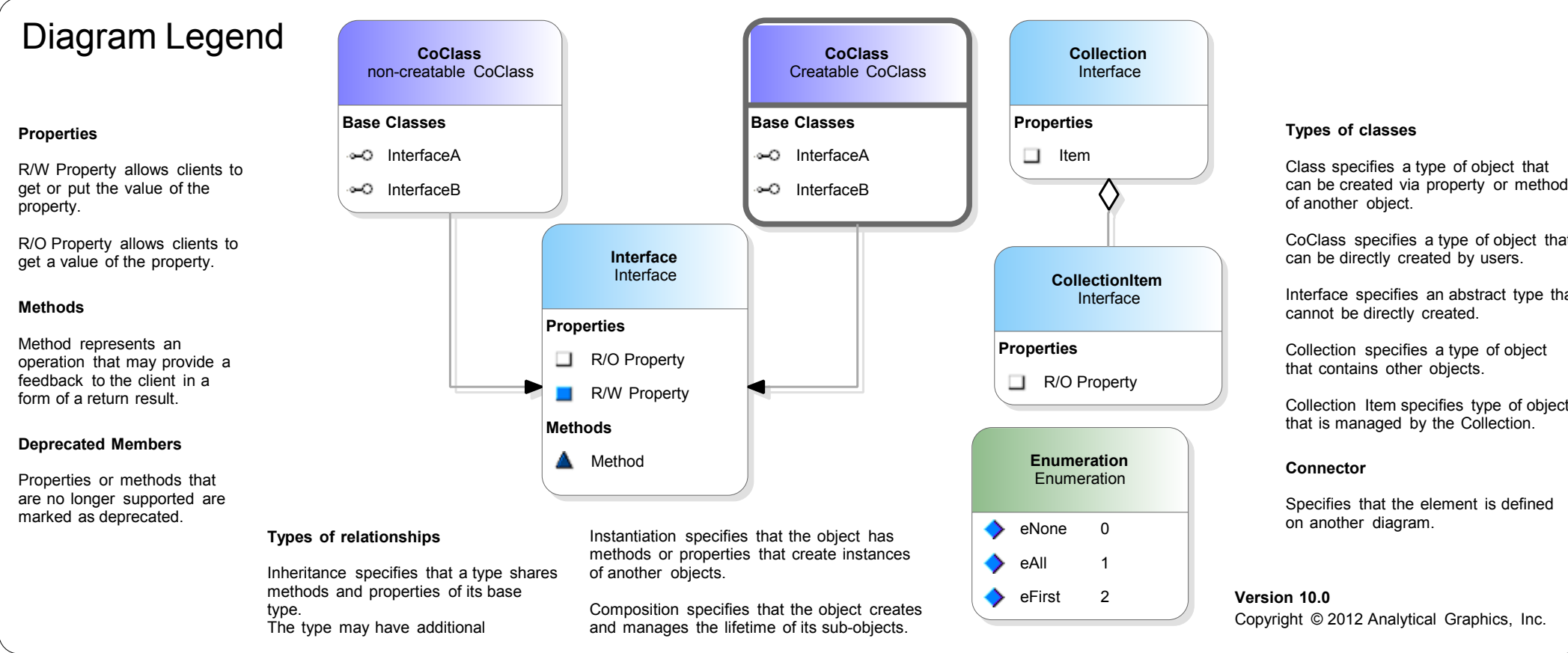
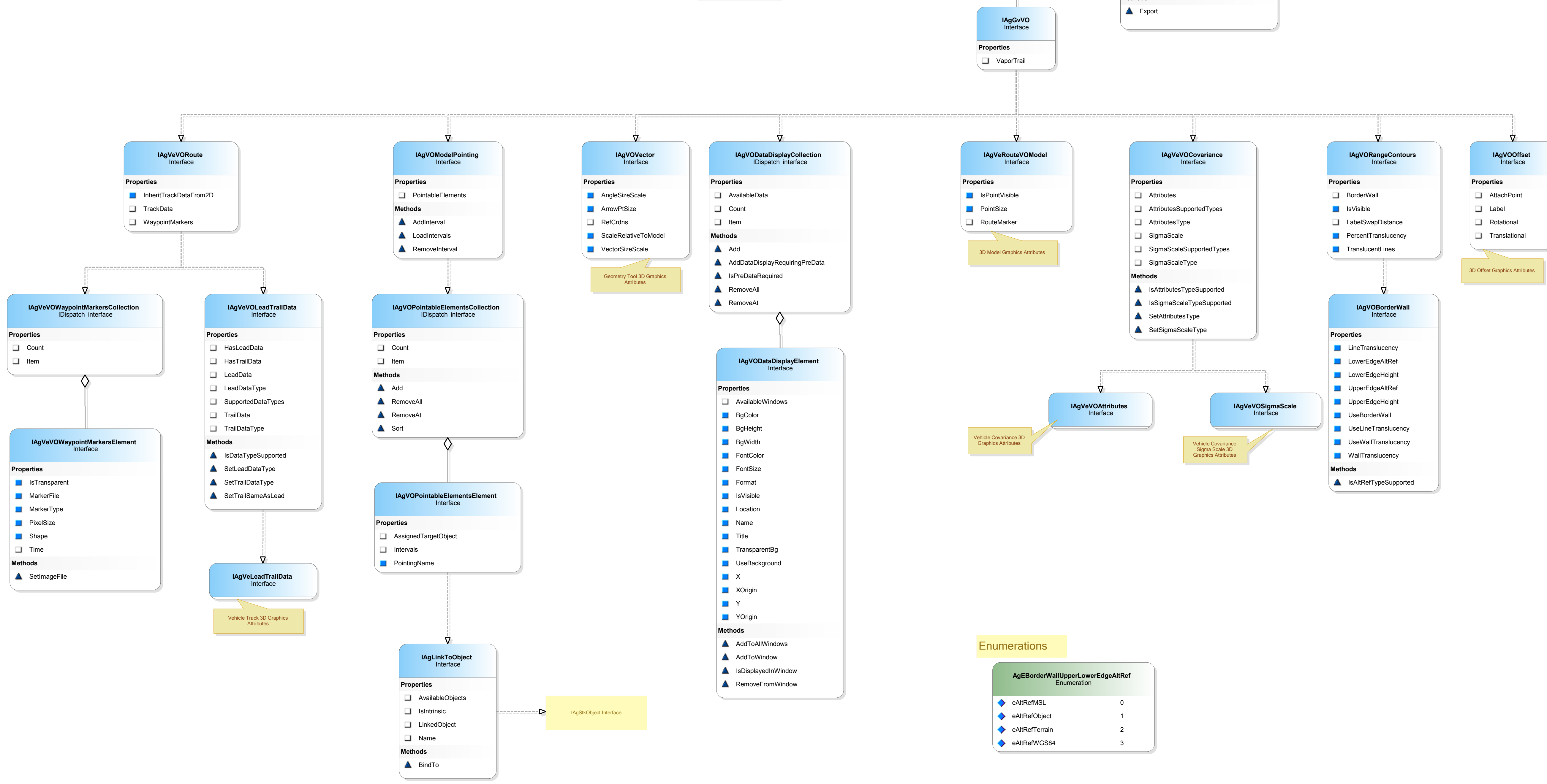
Ground Vehicle Object: 2D Graphics



Ground Vehicle Object: Basic Properties



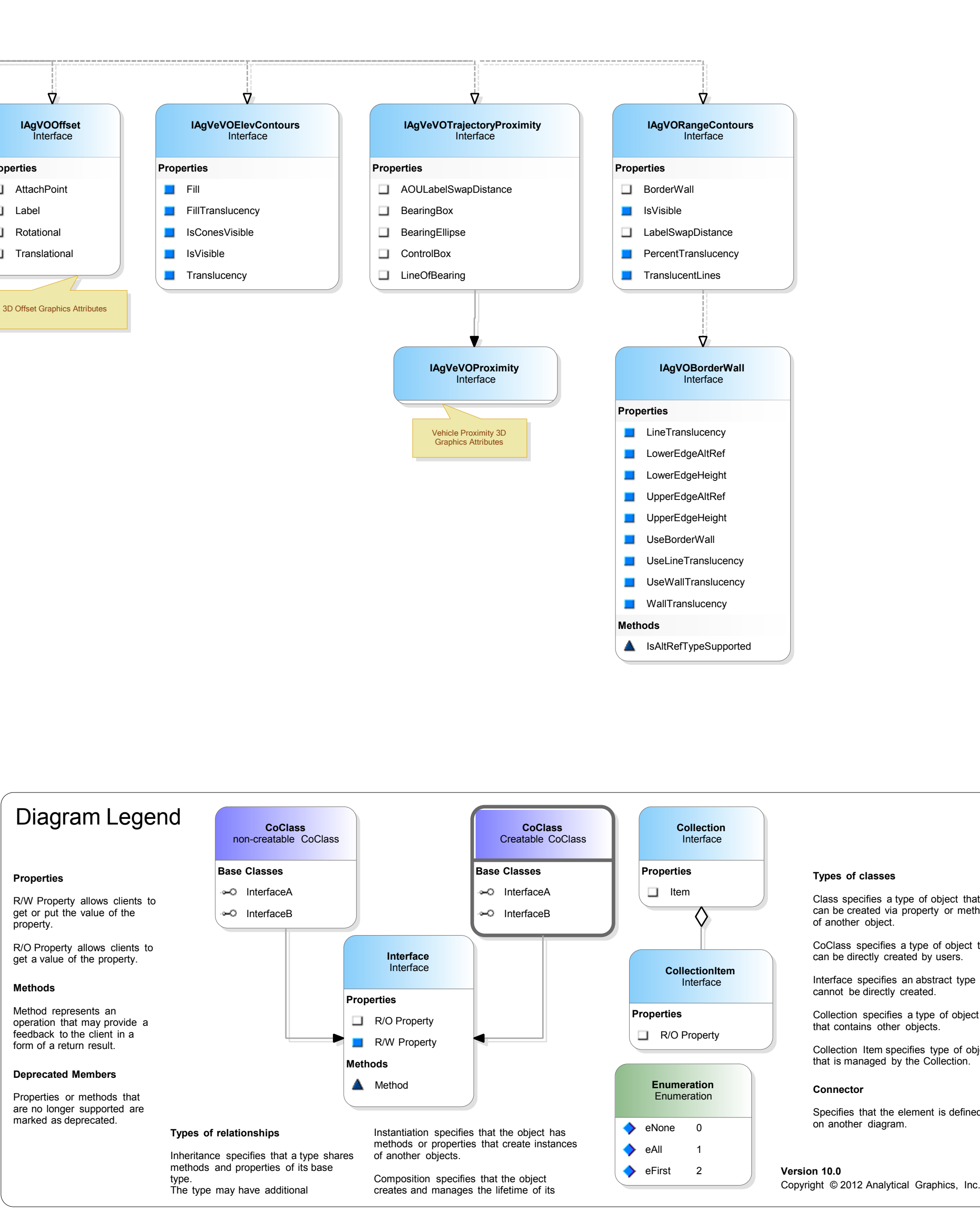
Ground Vehicle Object: 3D Graphics



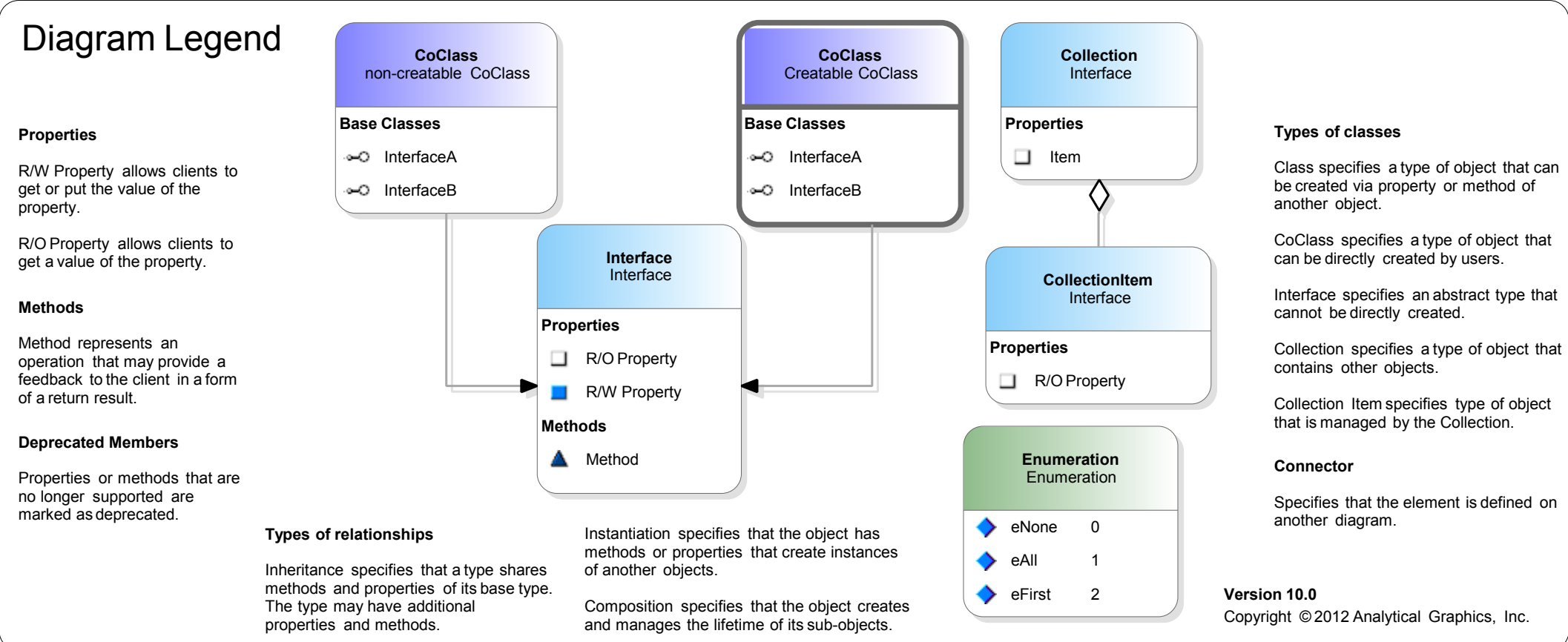
LaunchVehicle Object: 2D Graphics



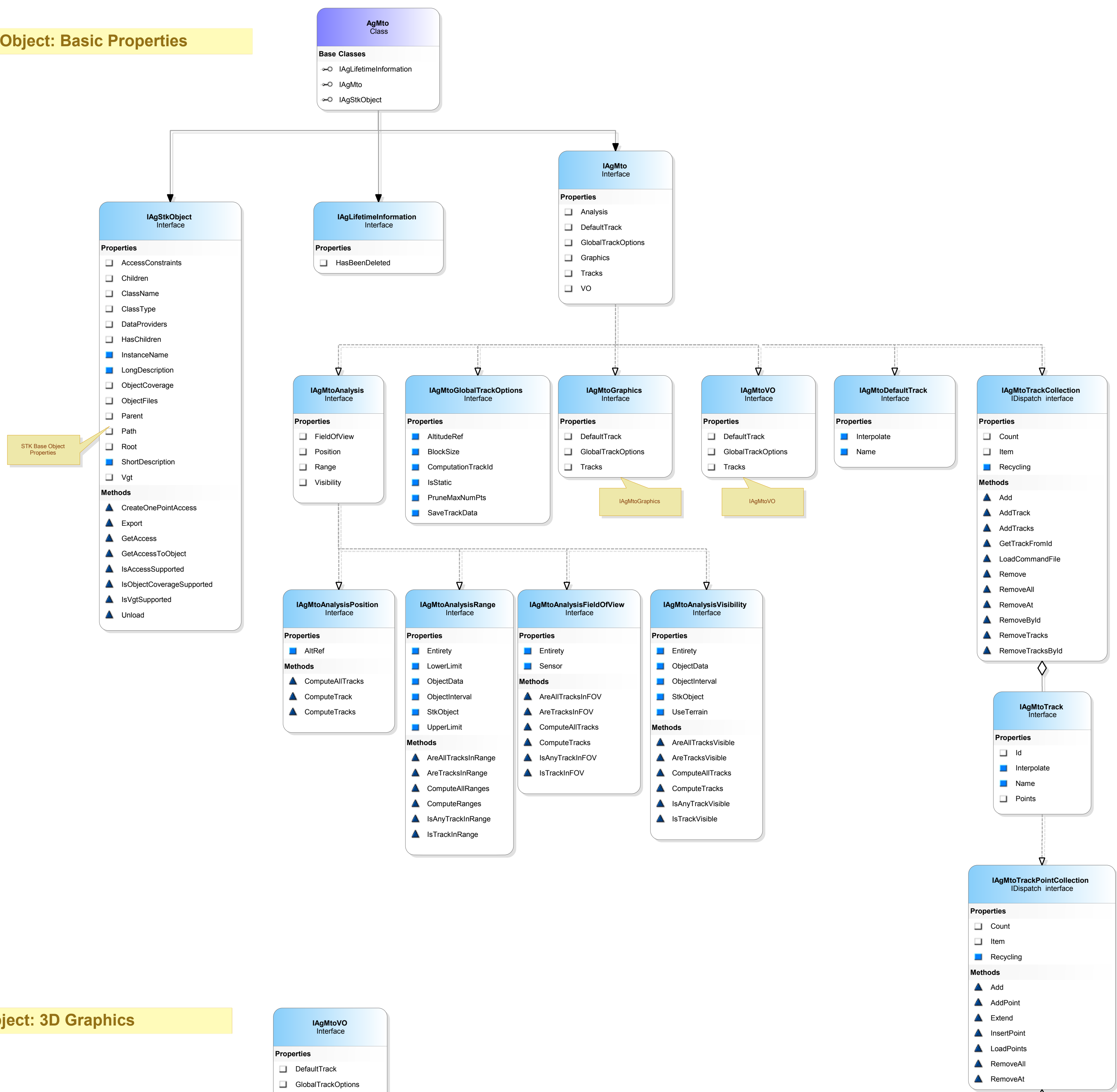
☐ Vector



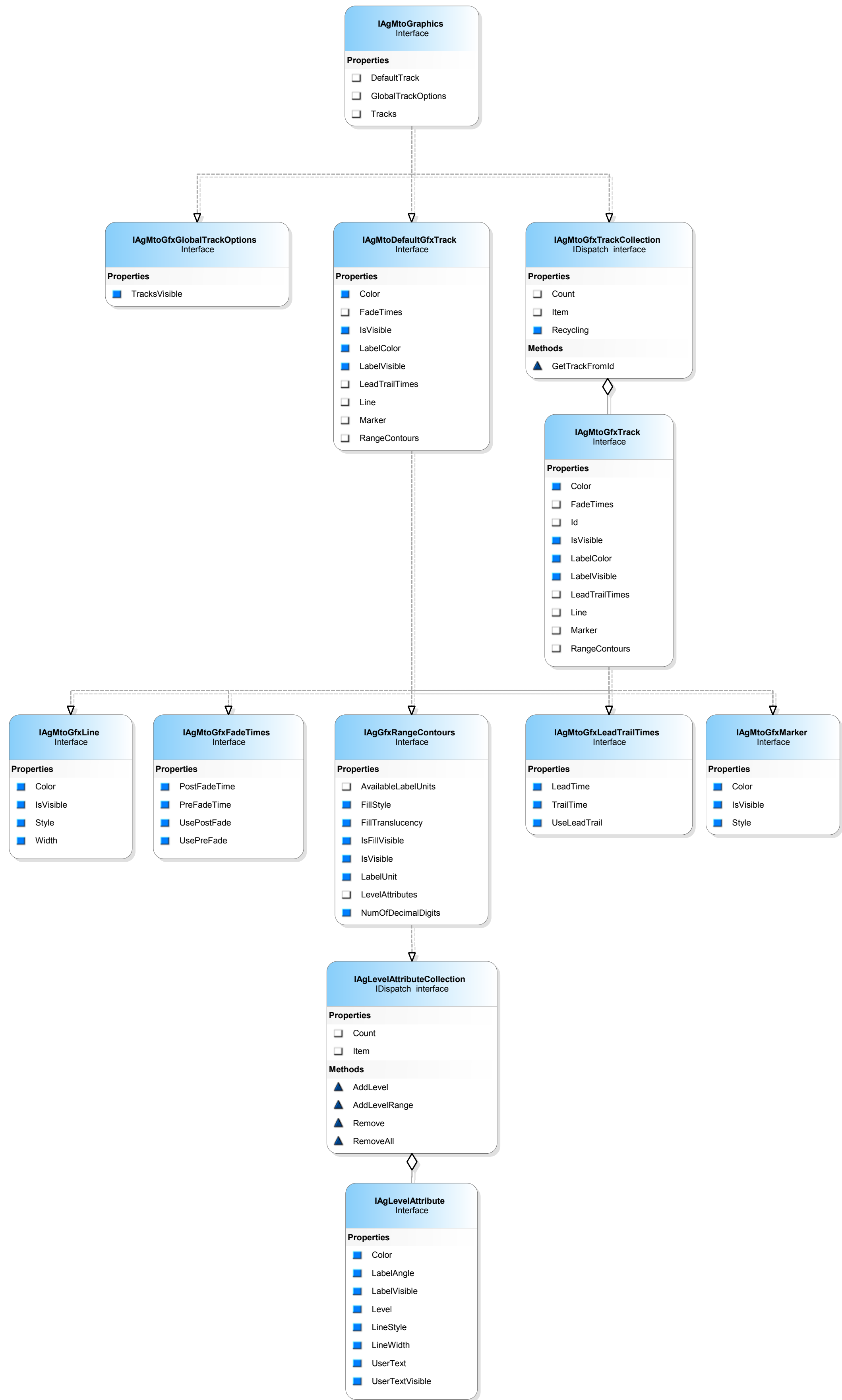
Missile Object: 2D Graphics



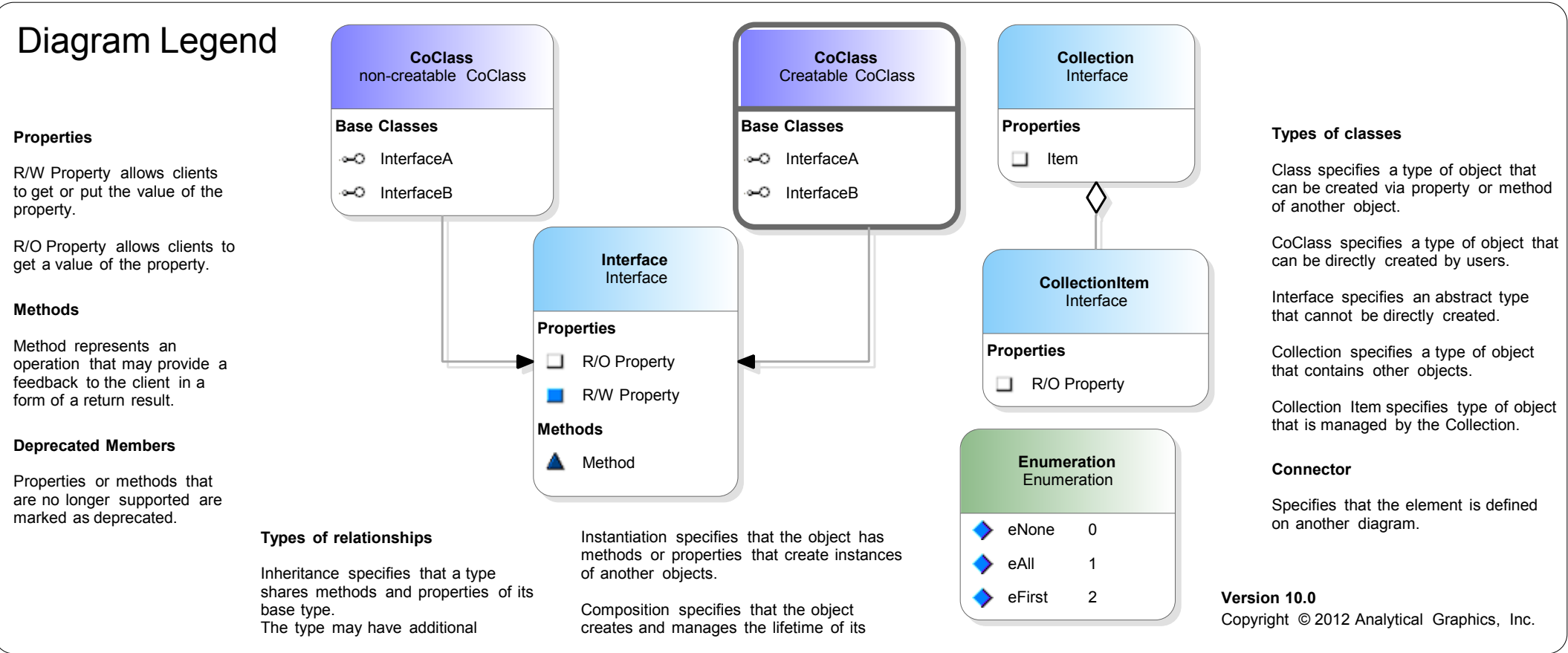
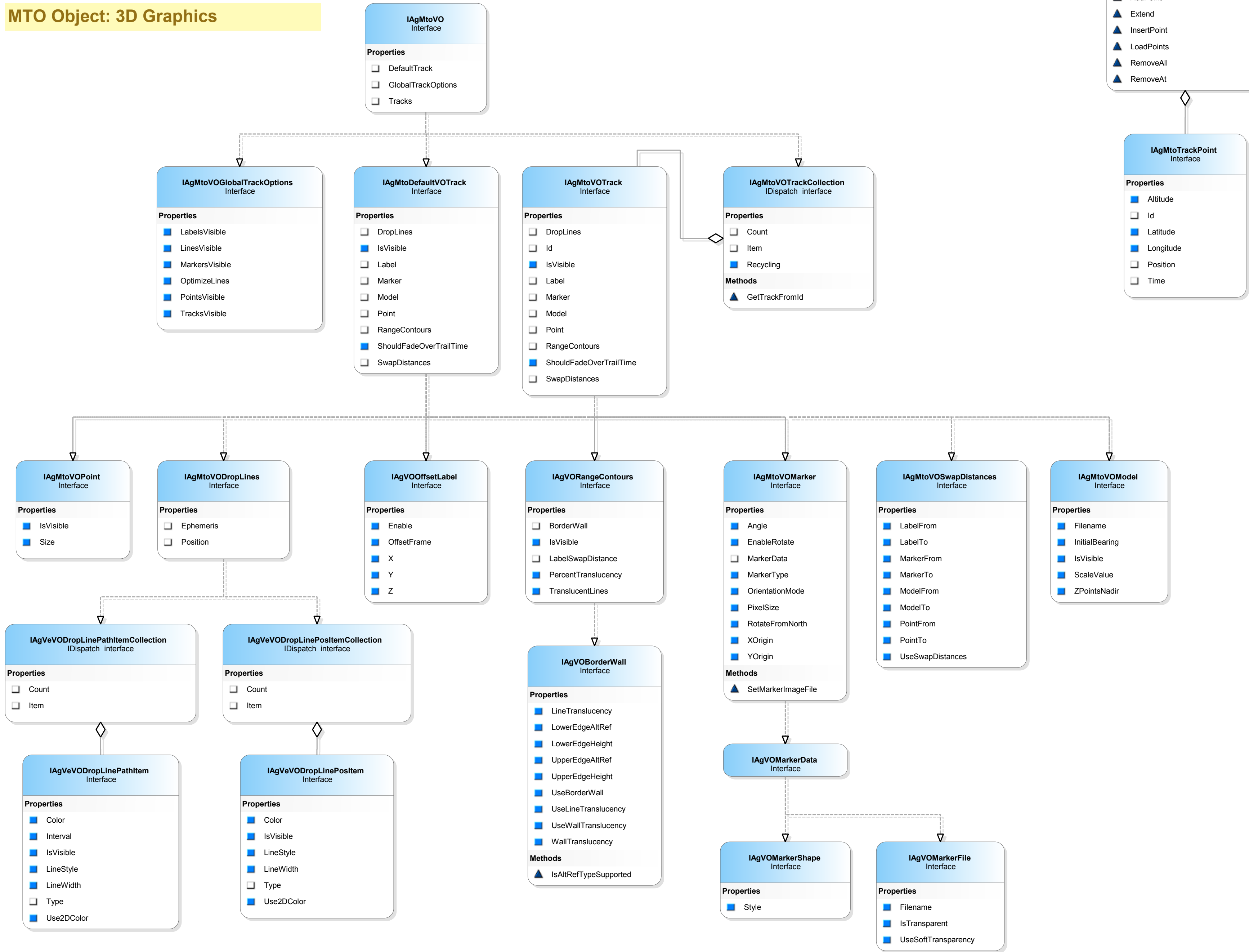
MTO Object: Basic Properties

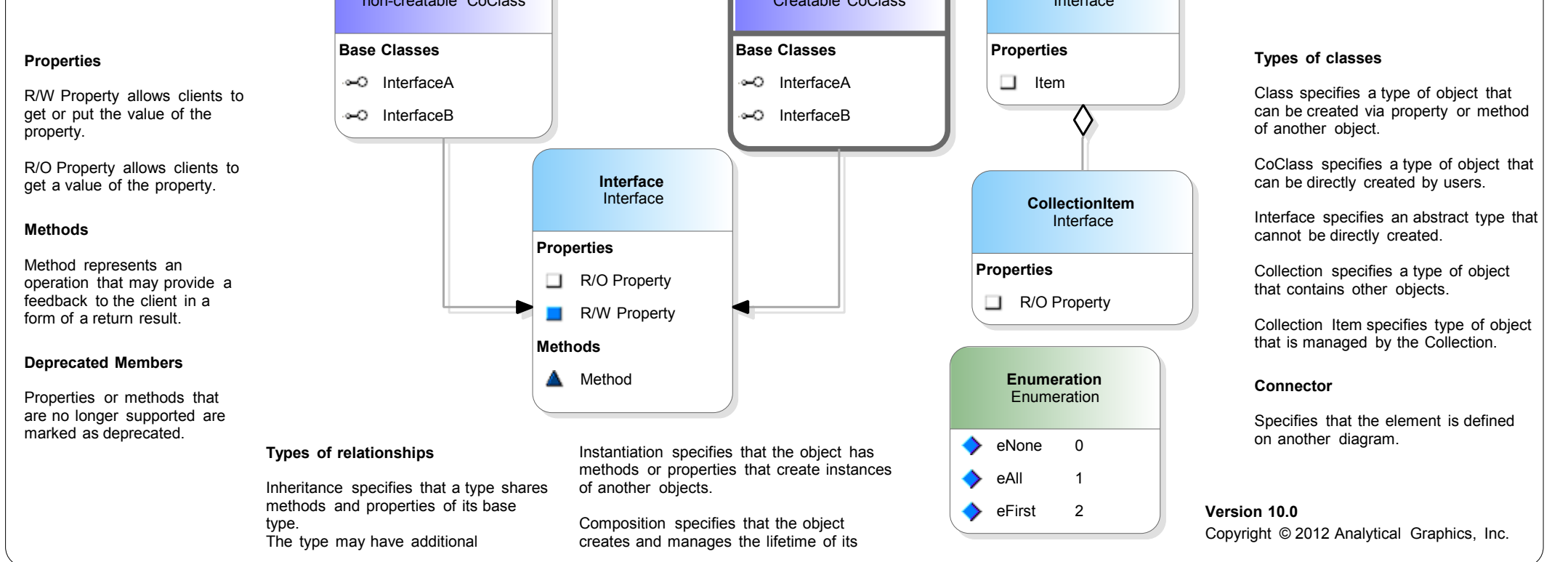


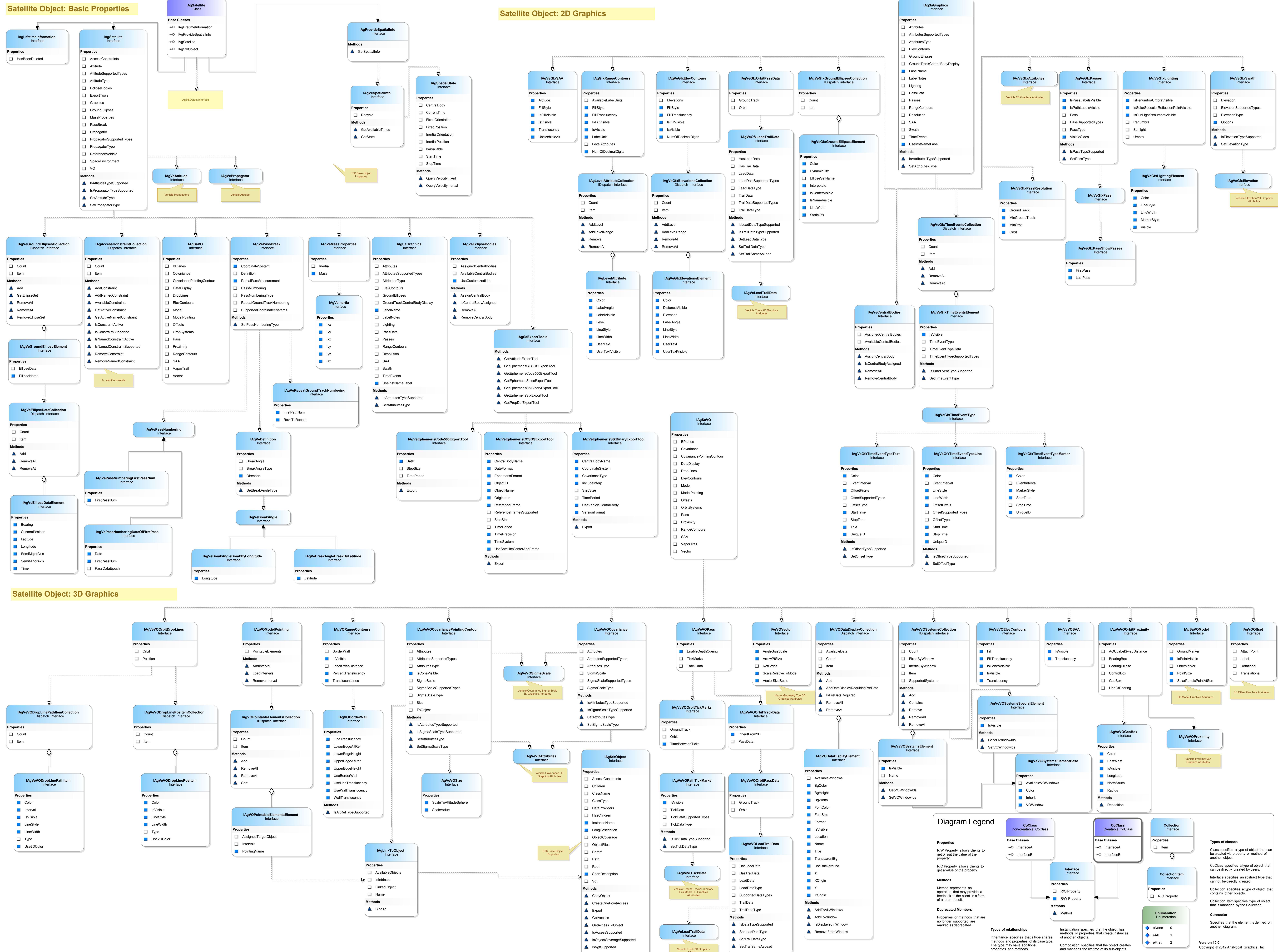
MTO Object: 2D Graphics



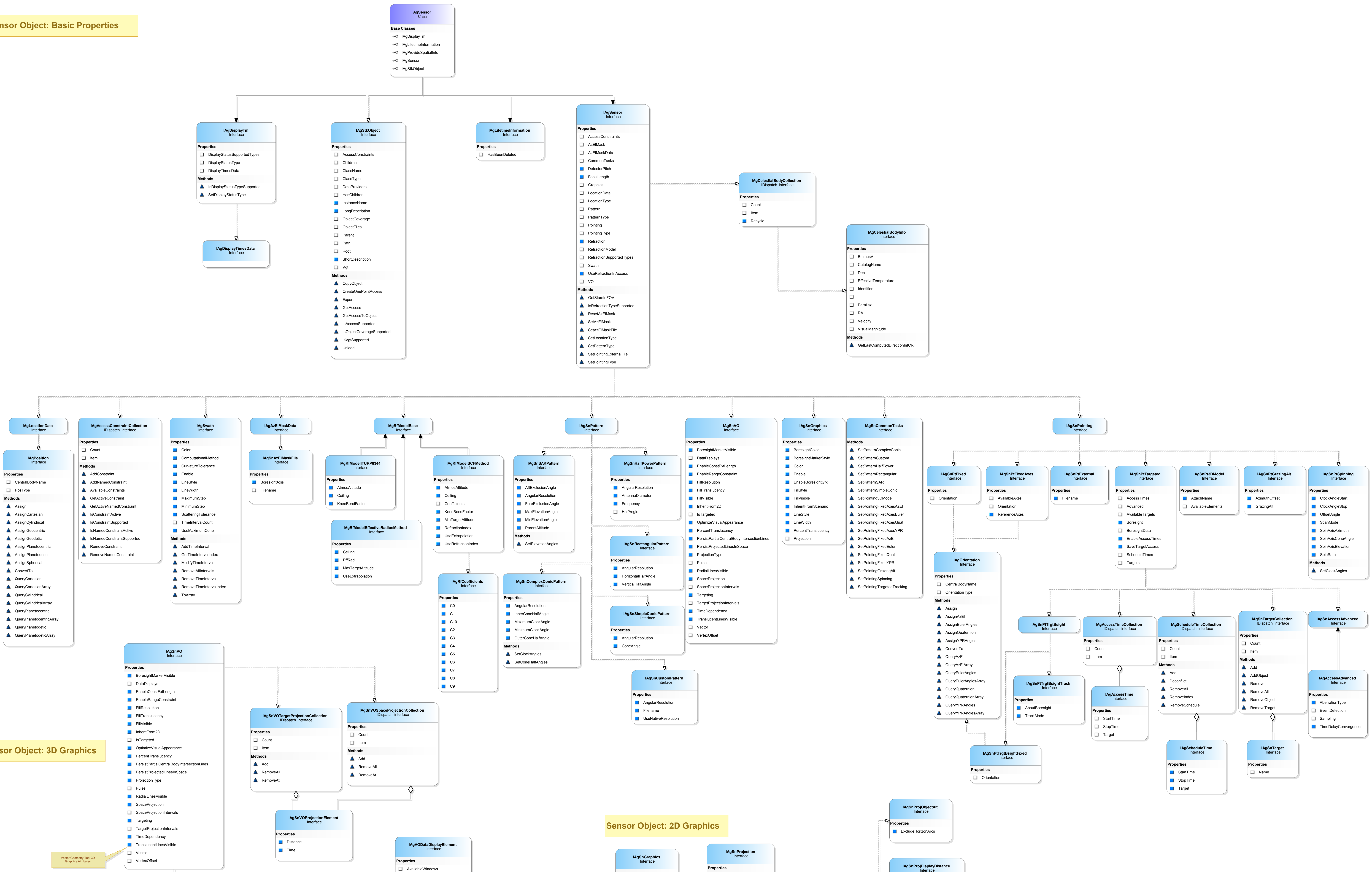
MTO Object: 3D Graphics





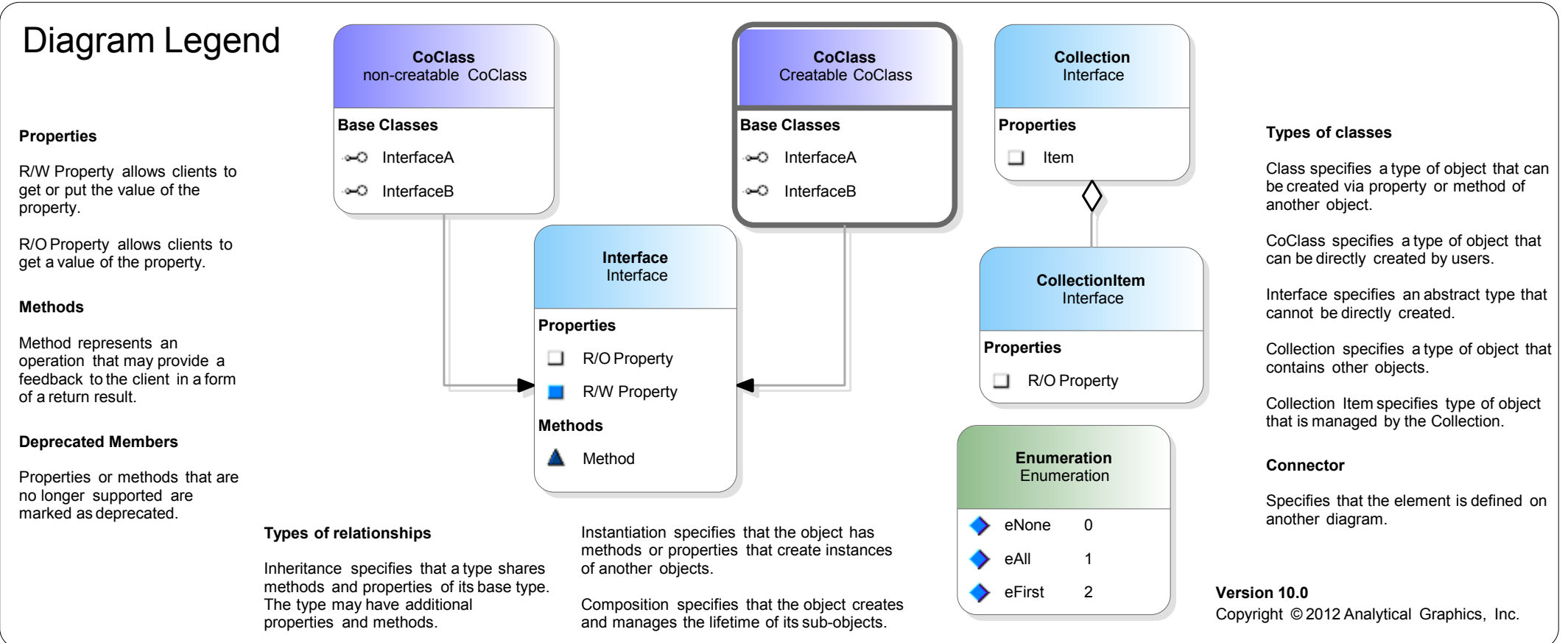


Sensor Object: Basic Properties

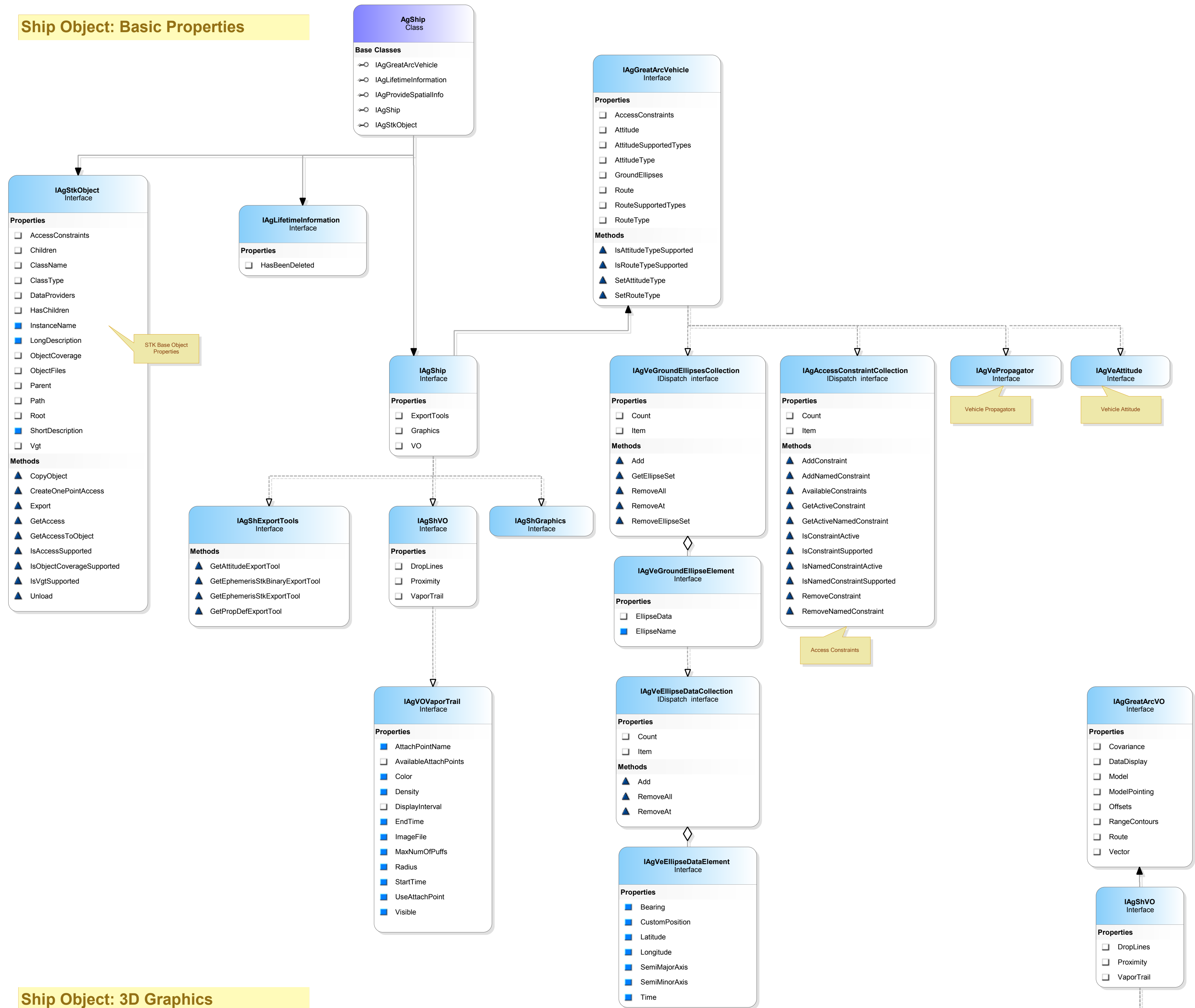


Sensor Object: 3D Graphics

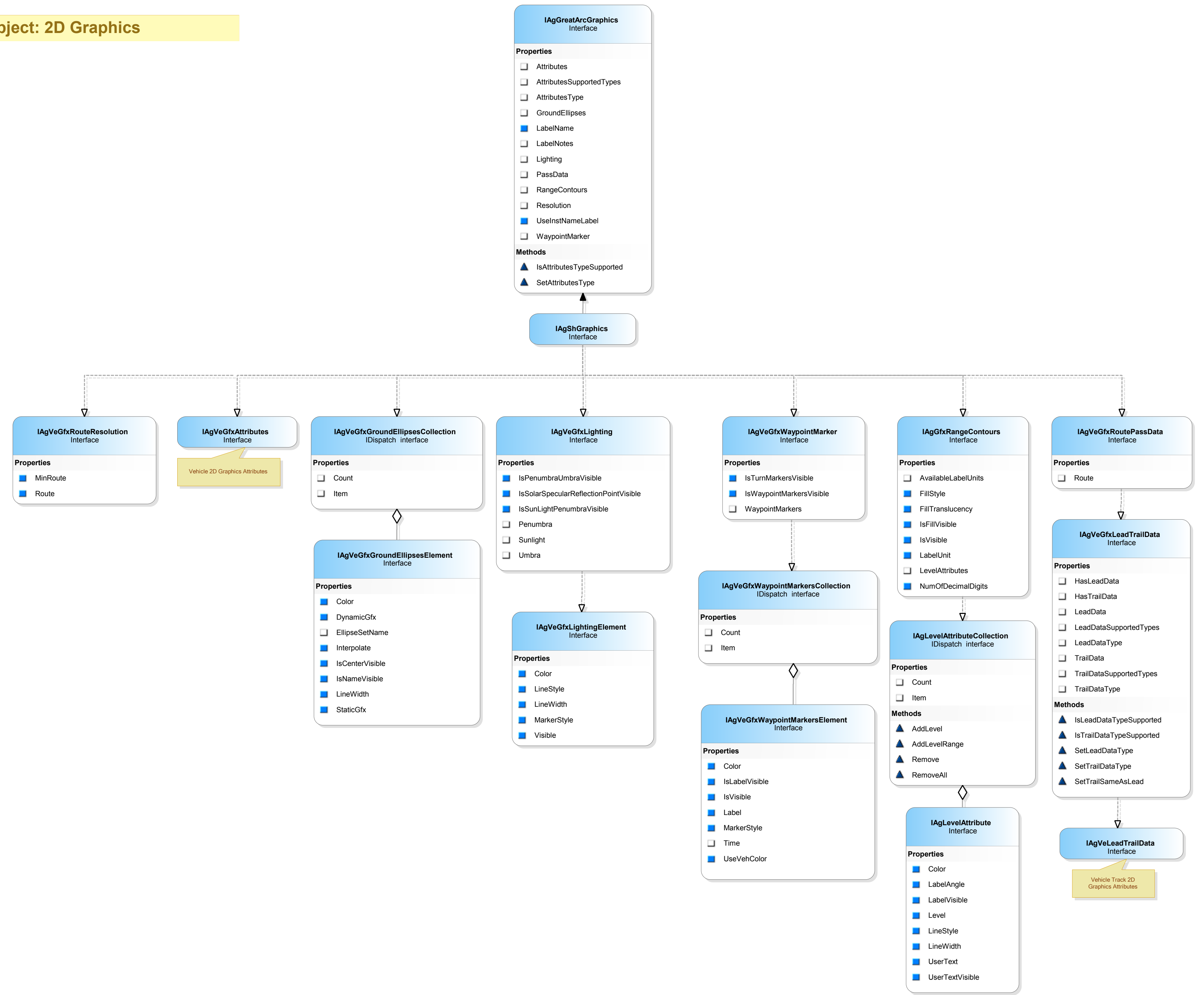
Sensor Object: 2D Graphics



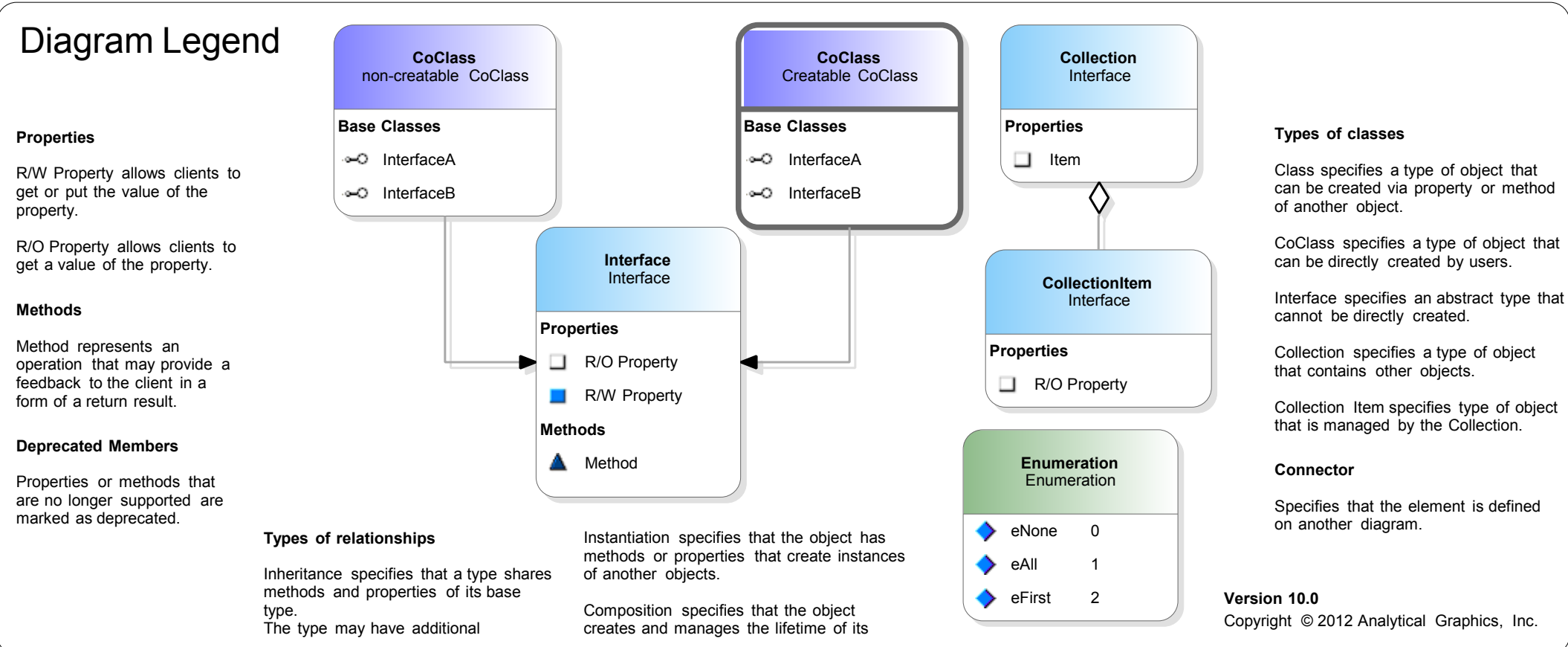
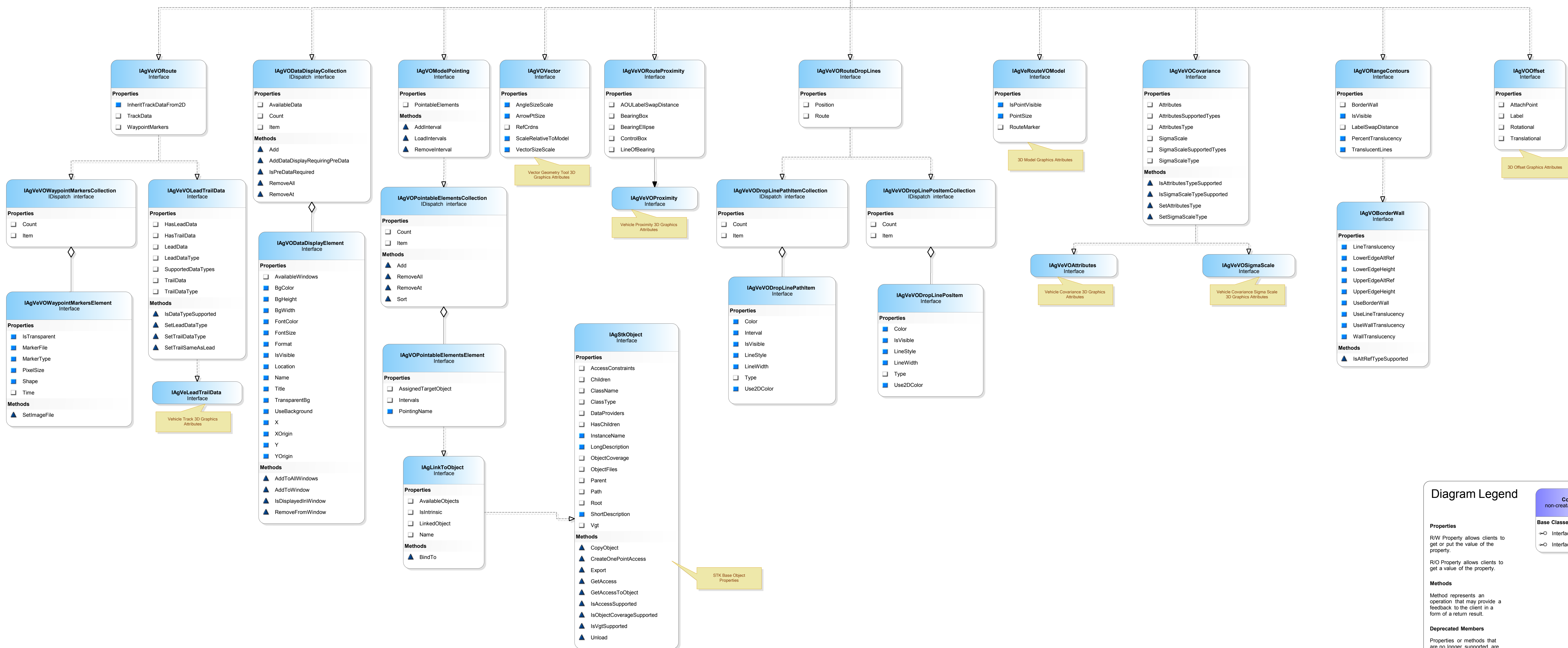
Ship Object: Basic Properties



Ship Object: 2D Graphics



Ship Object: 3D Graphics



Target Object: 2D Graphics

