



ARES

USER MANUAL

 NOVETTA

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(U) CHAPTER 1: APPLICATION/SOFTWARE INSTALLATION**(U) 1.1 Introduction**

Ares is a live visualization tool that can handle thousands of moving Tracks simultaneously providing web-enabled, 3-D geospatial situational awareness. It is designed as a data aggregator, archive, dissemination, and visualization platform that is custom designed to convert, translate, and archive all forms of Track data from legacy systems and directly from source device emitters.

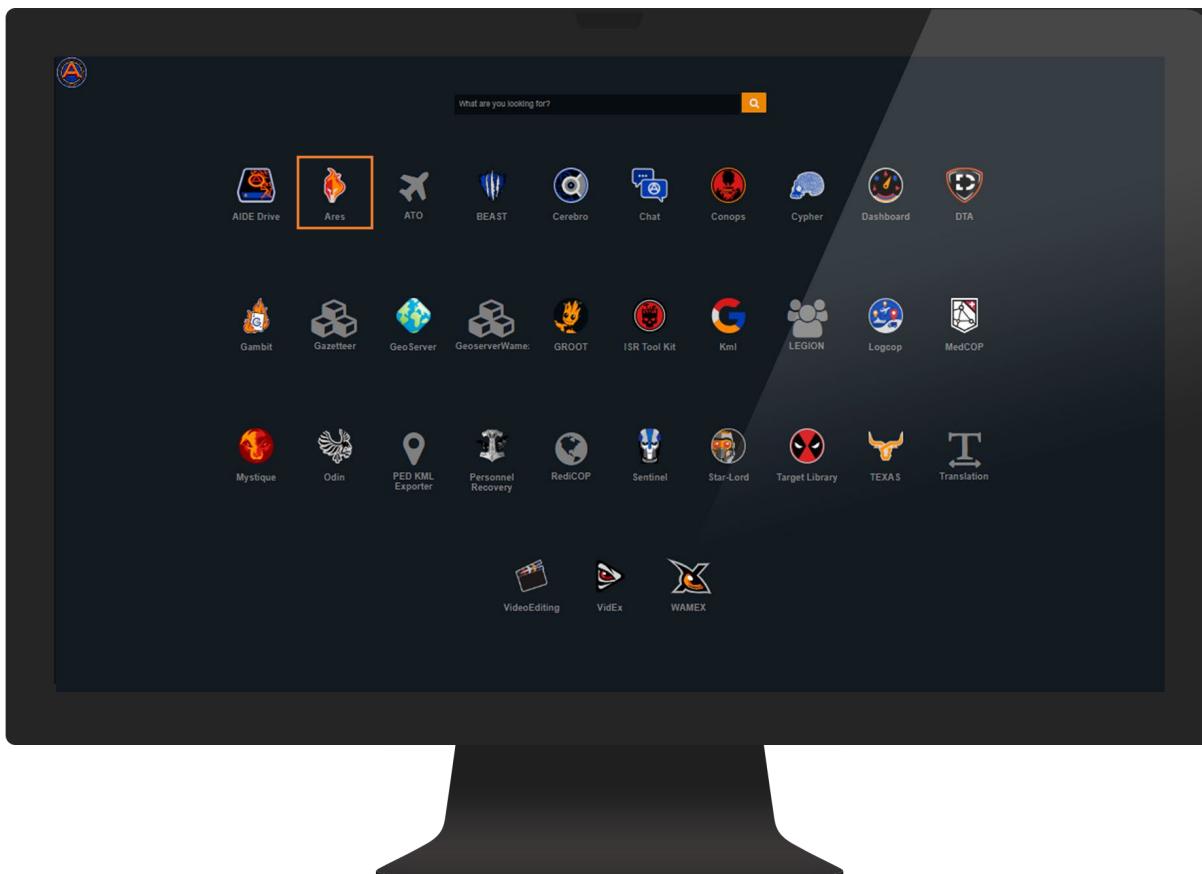
All data streams are converted and output into geospatial tools such as Ringtail's Replay, ArcGIS, or Google Earth, in addition to the native web view that Ares provides. All data is restricted based on user permissions. Ares is fully integrated with the AIDE framework and has the ability to upload and share KML/KMZ files, include 3-D sketch-up models and launch FMVs for displayed Tracks in VidEx capabilities.

(U) 1.2 Workstation Requirements

Ares is compatible with Edge, Chrome and Mozilla Firefox 41 (and above) web browsers. It is highly recommended you use the latest version available. Ares requires no additional software or hardware at the end user level.

(U) 1.3 The AIDE Splash Page

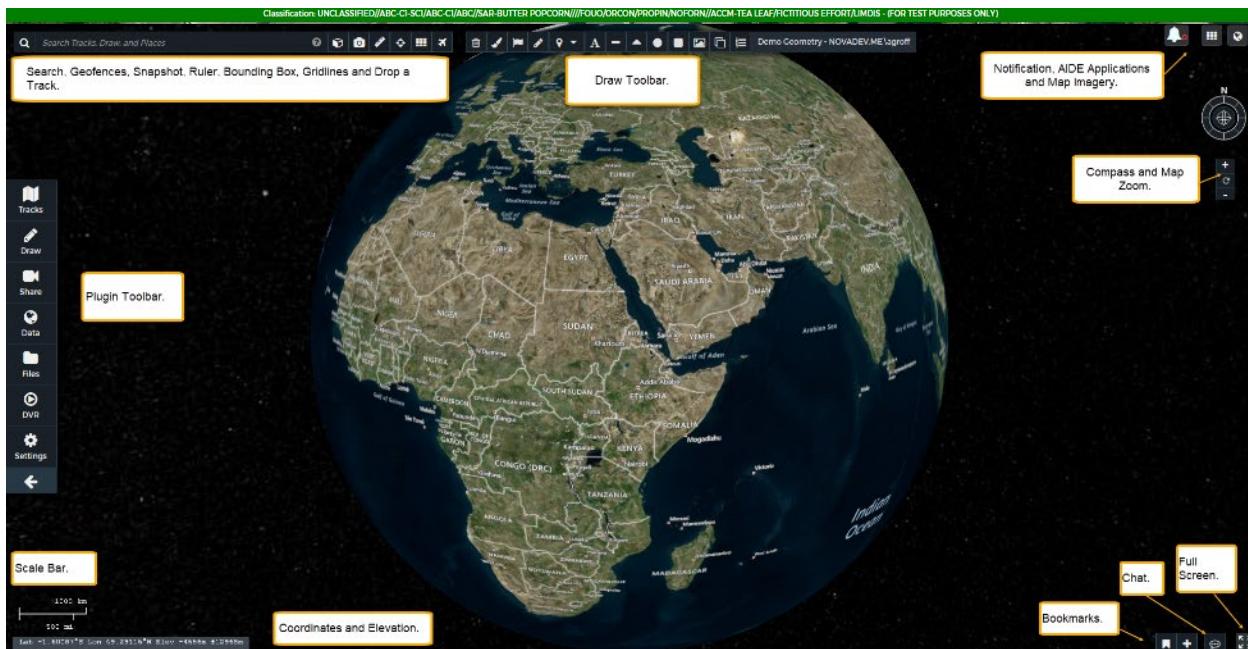
The Automatized Information Discovery Environment (AIDE) Splash Page is the starting point when navigating to Ares. The splash page offers buttons to all of AIDE's applications. Locate the Ares logo and click on it to launch the application.



(U) CHAPTER 2: OPERATIONS, CONTROLS & FUNCTIONS

(U) 2.1 Ares Home Page

The Ares home page serves as the starting point for geospatial functions and live Tracks. There are several toolbars and functions to manipulate the Ares application or global map such as search, draw and the plugin toolbar. The user guide will cover all aspects of Ares, the buttonology and function of each tool. At any point, users can hover over any of the various tools or buttons to view a ToolTip, which will provide a hint or short message as to what that button does. The classification banner at the top indicates the highest classification level of information the user may access.

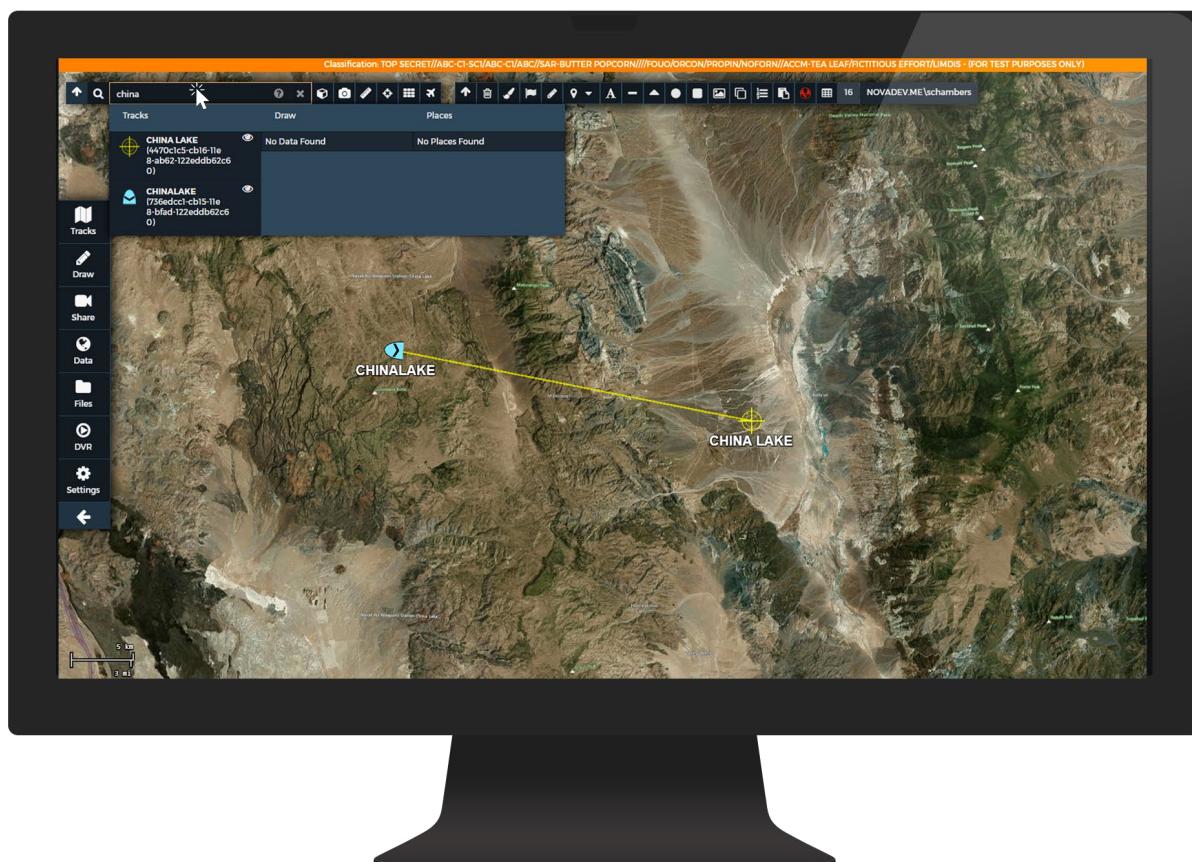


(U) 2.1.1 Search Toolbar

Using the Search Bar at the top left of the screen, search for geospatial locations such as a Places, Tracks, Coordinates, Geometry and Draw layers. Use double quotations for an exact search.

**(U) 2.1.1.1 Text Search**

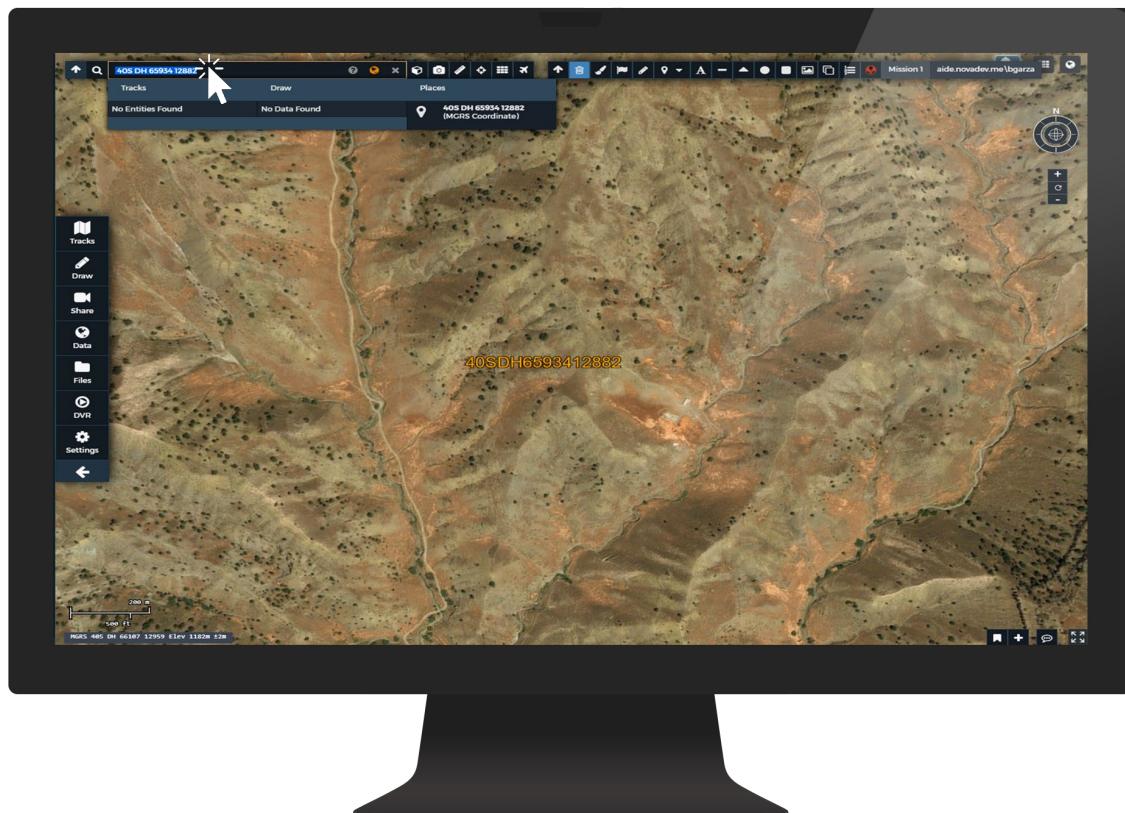
Using the Search bar at the top left of the screen, search for Places, Geometry types, Draw Layers, Tracks and Lat/Long or MGRS coordinates. As text is entered, matching search results will appear in the drop down, click on the desired result. Once selected the map will fly to the location of the Track, Draw Layer, Geometry or Location. Show/hide tracks in the search results by selecting the “eye” icon next to the track name.



CONTROLLED UNCLASSIFIED INFORMATION

(U) 2.1.1.2 Coordinates Search

Enter coordinates into the search bar, the following formats are accepted Lat/Long. MGRS, DMS and UTM. Once entered select the globe icon or the coordinates under Places, the map will move to the location of the coordinates and a square will be displayed on the map location. Selecting the Globe icon next to the coordinates will navigate the user back to the placemark as long as the coordinates remain in the search bar.





(U) 2.1.2 Geofence

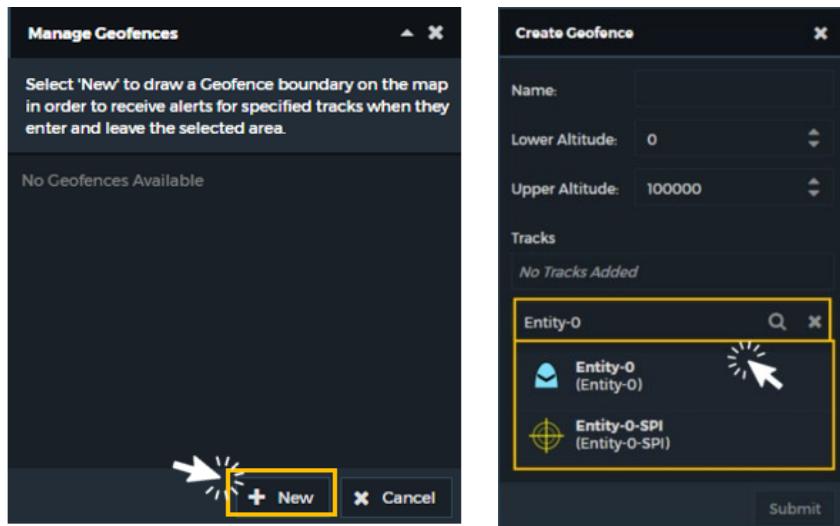
The Geofence tool allows for virtual geographic boundaries to be set. Select between creating your own set of Geofences that only the user can view within Manage Your Geofences and/or creating and viewing Geofences shared with others within Managing System Geofences. Creation of System Geofences is only for Admins. Polygons can be converted into a geofence that have a visible boundary. There are Track Geofences and SIGACT Geofences. The Track Geofence will alert a user when an assigned track enters the geofence. The SIGACT Geofence will alert the user when a SIGACT has been created in the assigned boundary. Users must have visibility rights to the Draw layer the SIGACT is created on to see the SIGACT alert.

As the identified Entities assigned to a Geofence enter or exit, a notification will pop up which displays the details of the entity and the ability to Fly To the location on the map. If multiple notifications are pending, but do not require your attention, users can Dismiss All and Stop Sessions Alert (for only that browser session).

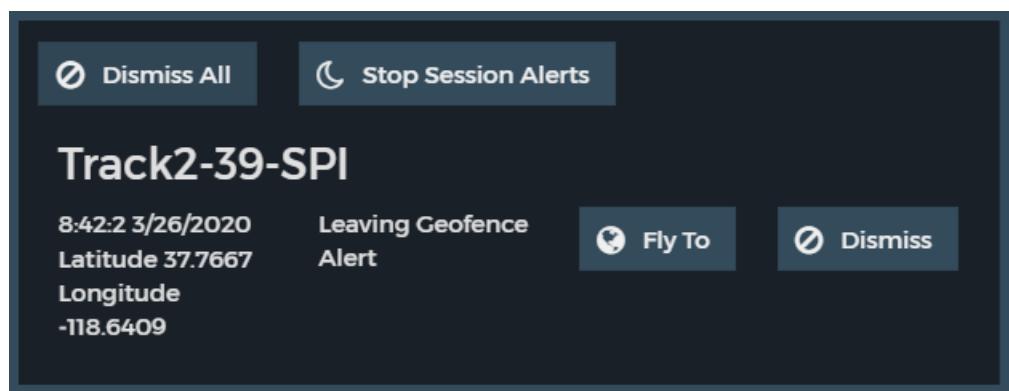
The screenshot shows two panels of the Geofence tool interface. The top panel displays a satellite map of a desert region with a yellow polygon representing a geofence. A notification box is overlaid on the map, showing details for 'Track2-39-SPI' with coordinates 37.7067, -118.6409. It includes buttons for 'Fly To' and 'Dismiss'. The bottom panel shows the 'Create Geofence' dialog box, where a user is selecting entities to add to the geofence. The 'Edit Geometry' panel is also visible, showing settings for the polygon like 'Altitude Mode: clampToGround' and 'Shape Fill Color' options. Arrows point from the 'Edit Geometry' panel to the 'Edit' button in the 'Create Geofence' dialog and to the 'Edit' button in the color palette.

(U) Mange Your Geofences

Select New within Manage Geofences, click on the map to set a starting point, continue creating points by clicking on the map, and double click to complete the Geofence. Enter the Name, set the lower and upper altitude and add Track/s by entering in Track names in the search bar, select "Submit" to create the Geofence. The new Geofence will be added to *your* Geofences, selecting the globe next to the Geofence title will "Fly To" the Geofence location, the pencil allows the user to edit the Geofence name, altitudes and Tracks. Select a point on the Geofence to drag it to a new location. Select "Submit" to save changes. Select the "X" next to a Geofence title to delete it. If a Geofence is created over an entity it will not be included unless it is added within the Tracks field by name.

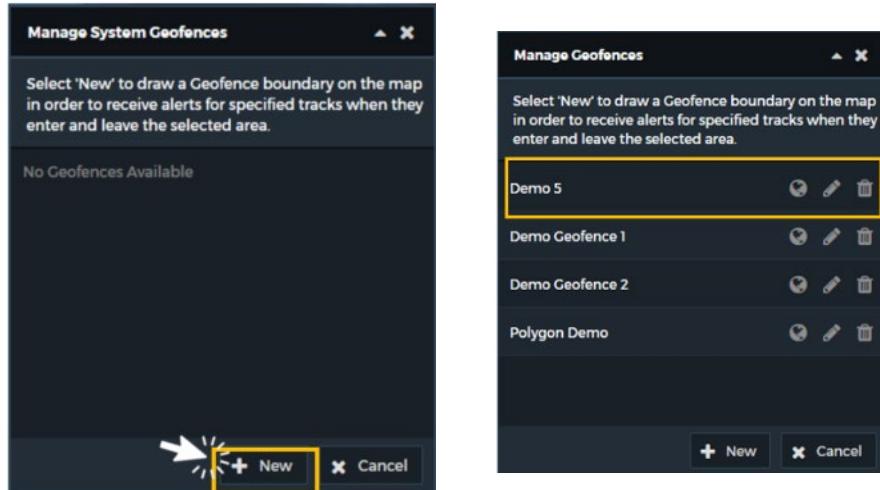


When a geofence is activated, a window will display alerting the user that the asset has entered or left the geofence. The user will have options to Fly to or Dismiss the asset. On the same window is the option to Dismiss all Alerts or Stop Sessions Alerts.

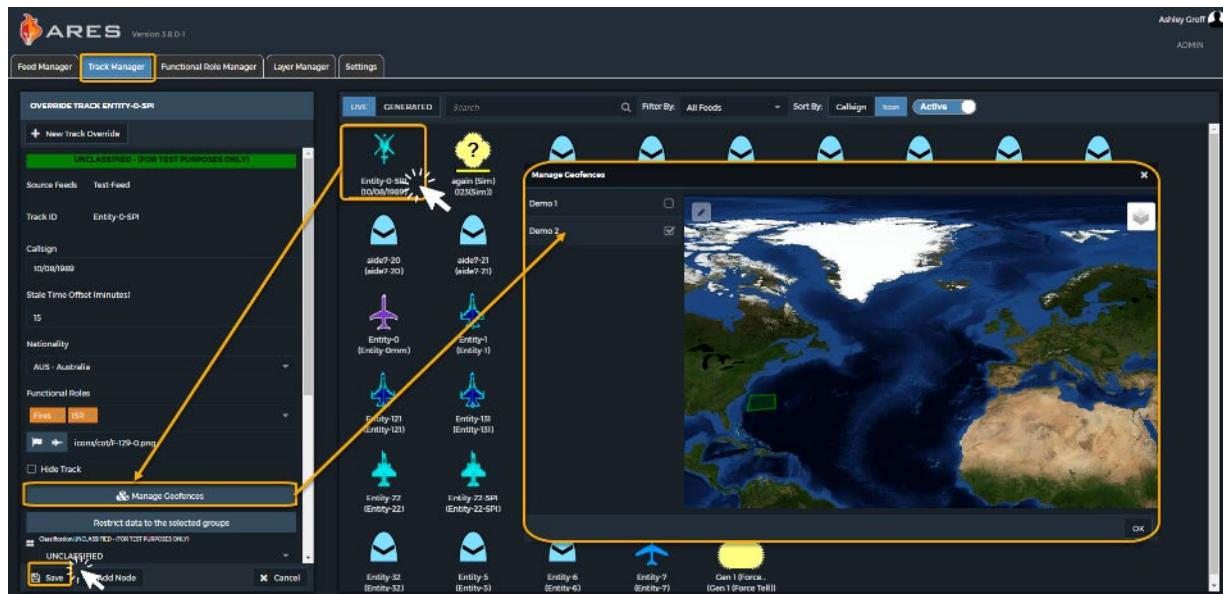
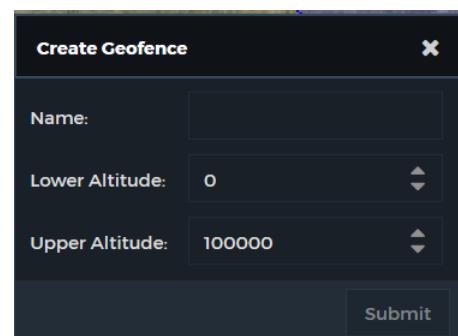
**(U) Manage System Geofences**

Only available for Supervisors and Admins, select "Manage System Geofences" to view a complete list of Geofences created by other Admins/Supervisors or create a new Geofence that can be shared. Click "Manage System Geofences" from the Geofence dropdown, navigate to a Geofence by selecting "Fly To", edit a Geofence within the list by selecting the pencil next to the Geofence name, from there, and update the name and altitudes. Select a point on the Geofence to drag it to a new location. Select the "X" next to a Geofence to permanently delete it.

Select “New” to create a Geofence to be shared with others, click on the map to set a starting point continue creating points by clicking on the map, double click to complete the Geofence. Enter in the Name, set the lower and upper altitude followed by “Submit” to create the Geofence.

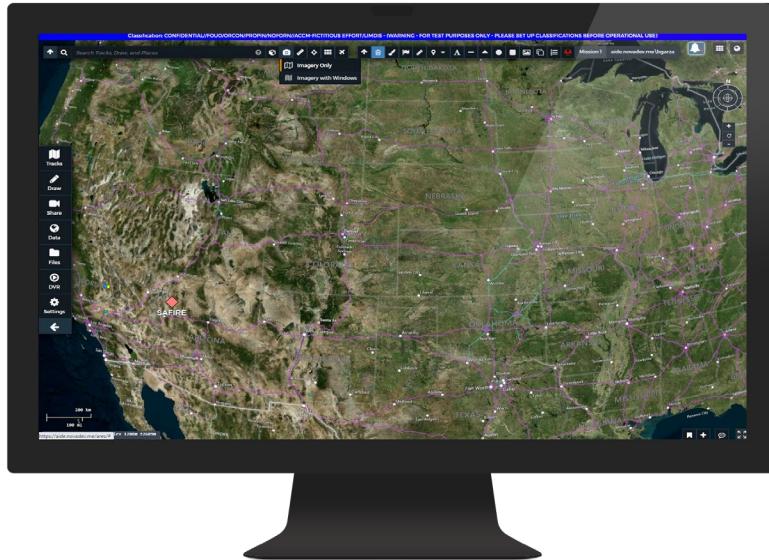


To add tracks to a System Geofence, Supervisors or Admins will navigate to Settings Plugin>Track Manager Tab. Search and select the entity to be added, click on and select Manage Geofences in the left-hand panel. In the Manage Geofences window place a checkmark next to the System Geofences where the entity should become a part of followed by OK. Scroll to the bottom of the track details and select Save. The Entity will now also have a Geofence icon added to the entity card. To remove a track, locate the entity within the Track manager Tab in Settings, select Manage Geofences and remove the checkmark next to the Geofences it should no longer be a part of, followed by OK and Save.



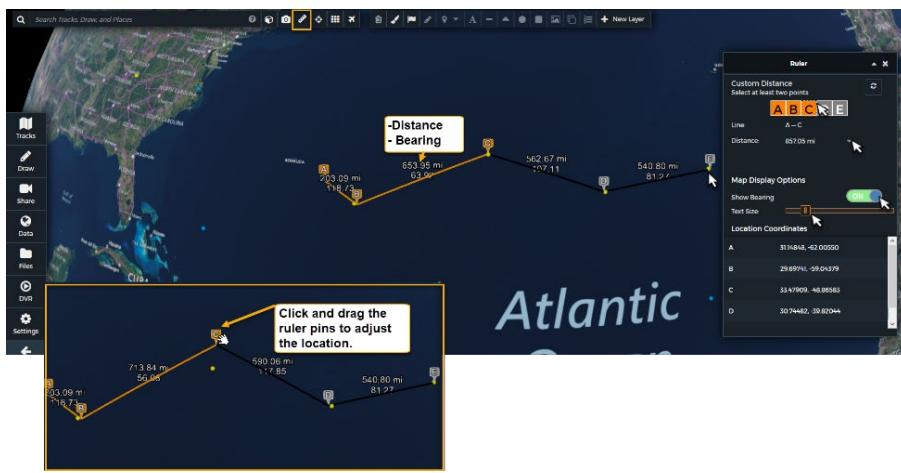
(U) 2.1.3 Snapshot

Use the snapshot tool to take a picture of the screen with or without windows. Selecting the snapshot tool will display a dropdown of "Imagery Only" or "Imagery with Windows". Imagery Only, will take a screenshot of Ares without any of the toolbar windows. Imagery with Windows will take a screenshot of Ares and toolbars as the user sees it. Once a selection is made, another window will pop up asking to open the file (screenshot) or to save the file to their device.

**(U) 2.1.4 Ruler**

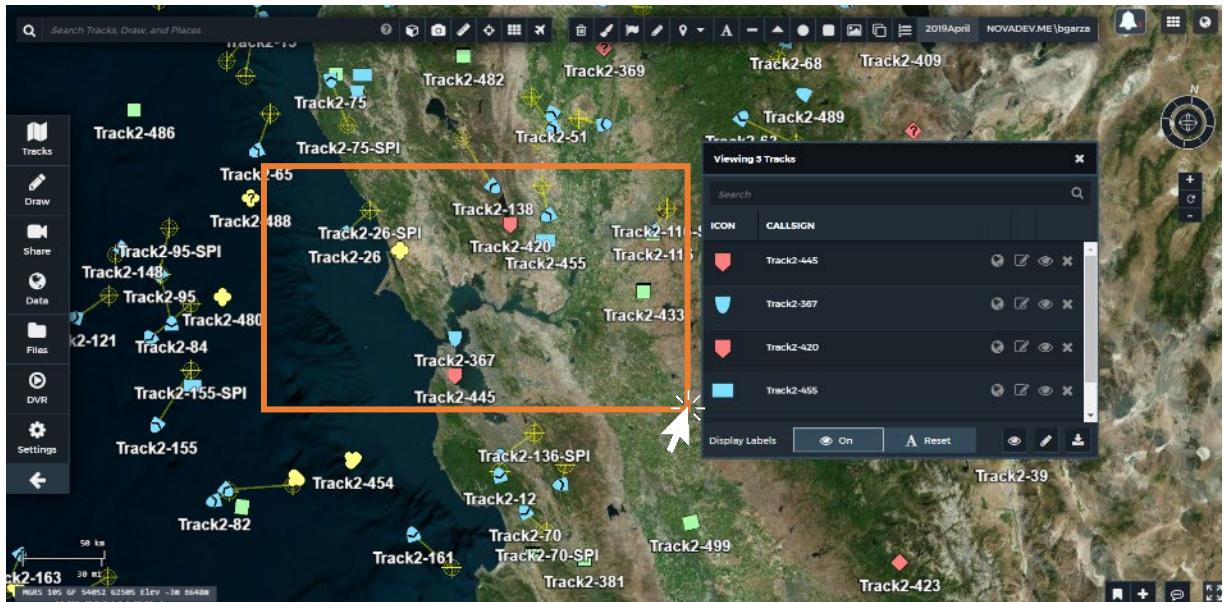
Find the distance of two or more points on the map. Click the Ruler tool, found on the toolbar or at the bottom of a track card. Over 17,000 points can be created. Select the start point (letter A) by clicking once with the mouse button, then click again (letter B) continue making lines and points as needed, right click on the mouse for the final point. The points created will be listed on the Ruler Data Card, select which points (letters) to include in the line measurement, the letters will highlight orange as well as the points on the globe. Click on a letter again to remove it from the measurement. Set the distance type by selecting from the Distance dropdown. Toggle the Bearing ON or OFF to view the data between each point. Use the slide to

adjust the Distance and Bearing text size. Click the close button "X" on the Ruler window or Reset to discard the measurement. To adjust the location of a ruler point, click on the letter and drag it to the new location. When a marker is dragged over a track it will automatically attach to it. The ruler tool can also be found on track cards.



**(U) 2.1.5 Select Tracks in Bounding Box**

Select a set of Tracks in a certain area by clicking the Select Tracks in Bounding Box. The Bounding Box allows for individual or group changes. After selecting the icon, click and drag the mouse to create a bounding box on the map. A pop out window will appear showing the number and names of all the Tracks within the set boundaries. Selected Tracks will be displayed in a list form and includes tools such as Fly to Track, Display Track Card, Hide/Show Track from View and Remove Track from Bounding Box Selection.

**(U) 2.1.5.1 Search**

Locate a Track within the selection by entering in the Callsign name within the search bar. As text is entered into the search bar only matching results will remain.

(U) 2.1.5.2 Fly To

Fly to the location of the track on the map within box.

(U) 2.1.5.3 Display Labels On

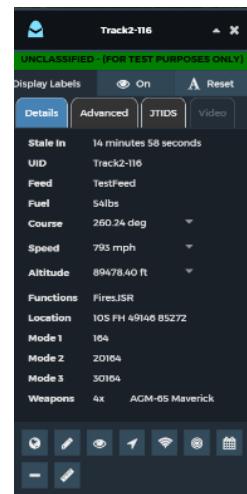
Toggles on or off the Tracks ID label

(U) 2.1.5.4 Display Labels Reset

Toggling this button resets the labels to the default view

(U) 2.1.5.5 Edit/Display Track Card

View the details of a track within the box. Additional tools are available to apply to the selected track at the bottom of the Track card. Navigate to section 2.2.1.2 for more details on the various tools.

**(U) Hide/Show Track Card**

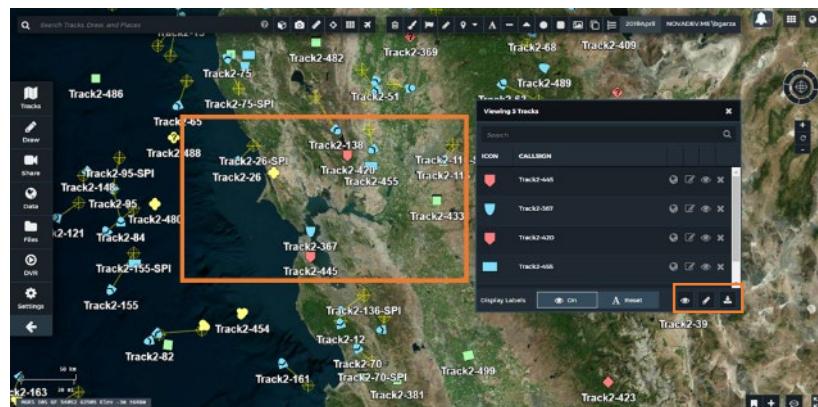
The Track will be removed visually from the map. Select the eye icon again to bring it back on display.

(U) Remove Track from Selection

Remove the Track from being included within the selection.

(U) Bulk Toolbar

The bulk toolbar at the bottom provides the user with the ability to make changes to all Tracks within the list.

**(U) Bulk Change Visibility**

Hide all Tracks within the Bounding Box by selecting the Bulk Change Visibility (eye icon). Select it again to make all of the tracks visible on the map.

(U) Bulk Edit Overrides

Bulk Edit Override (pencil icon) allows users to change the Stale time, Nationality, Functional Roles, Icons, AD Groups and Classifications to all Tracks within the Bounding Box.

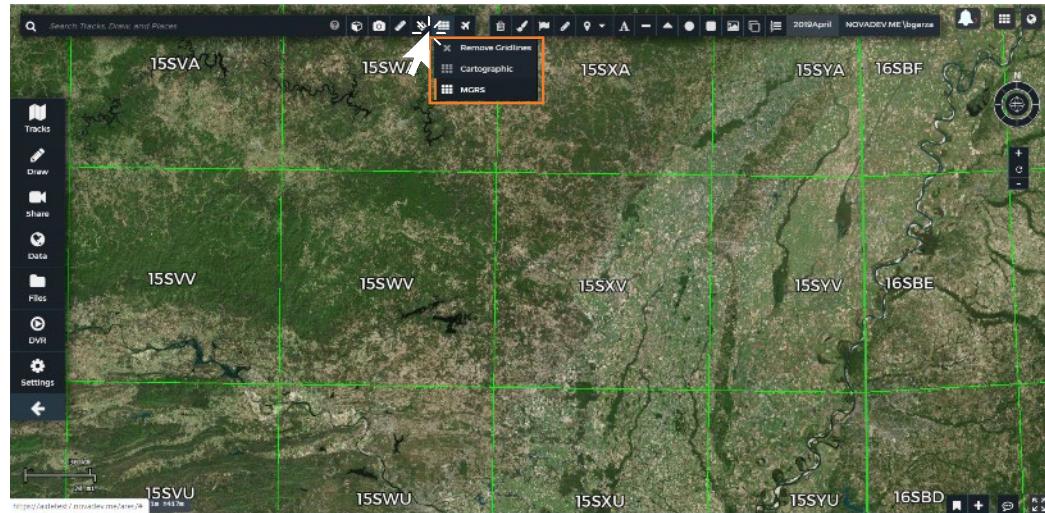
(U) Export Track KML

Export all Tracks (download icon) in the Bounding box to a KMZ file. Users can re-select the tracks to export By Location (drawing a new bounding box) and/or by adding Call Signs, entering in Track names to include in the download. Set the date and time followed by download.

The image contains two side-by-side screenshots of software interfaces. The left screenshot, titled 'Export Tracks to KMZ', shows a 'Tracks to Export' section with 'By Location' and 'By Callsign' options. It includes a search bar and a 'Timeframe to Export' section with 'Begin' and 'End' fields set to '08/16/2018' and '11:53:43' respectively. A 'Download' button is at the bottom. The right screenshot, titled 'Update 5 Tracks', shows 'Source Feeds' and 'Test Feed' tabs. It includes sections for 'Stale Time Offset (minutes)', 'Nationality', 'Functional Roles' (with 'ISR' selected), and dropdown menus for 'Classification', 'Secure Compartmented I', and 'Special Access Program'. A 'Submit' button is at the bottom.

**(U) 2.1.5.4 Show/Hide Gridlines**

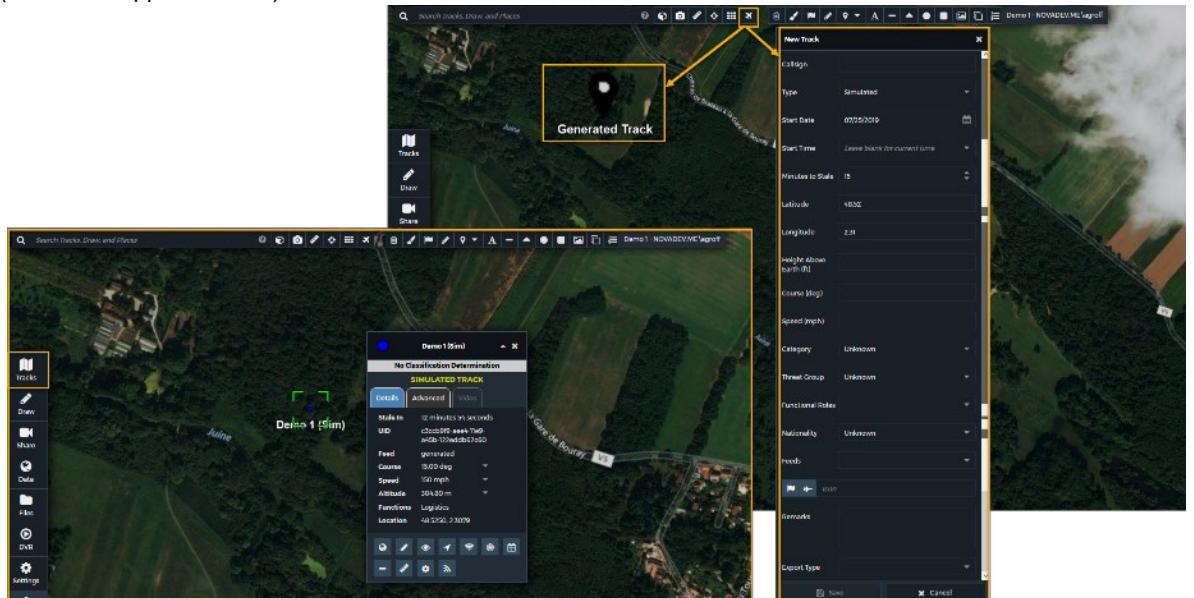
Show gridlines on the map by clicking the Show/Hide Gridlines option. The gridlines will appear on the map and will be in Cartographic or MGRS format and zooms to a 6-digit MGRS. To hide the gridlines, click on the Show/Hide Gridlines icon again.

**(U) 2.1.5.5 Generate a Track**

For Ares Admins, to create a new individual track select Drop a Track and place it in the desired location. Enter in the Track details and select if it is Simulated or Force Tell. Ensure that in the Tracks panel Generated has a checkmark next to it so it will display after creation.

- Simulated - Fake tracks and can be used for training purposes or exercises.
- Force Tell - Tracks are identified objects that the user can see but are not displaying within the tracking system, allowing the user to manually create and enter details.

The Stale time is number of minutes after the start time before it becomes inactive and removed from display. Admins will be able to re-activate it within Track Settings. If the track does not immediately appear, ensure that Tracks are active in the Track Plugin. All Tracks will be pushed into the default Generate input feed once it is created and Send is selected. Note, these tracks only show up on the server they were created. Assigning an output feed will allow users to send the track to the network address/URI described in the feed. Any drop tracks created will have a label on the information box that describes its type Simulated or Force Tell and its callsign will have (Sim) or (Force Tell appended to it).



Track Settings

Single tracks created have the same tools as those that are part of a feed. Navigate to the Tracks Toolbar section (2.2.1.1) to review these features.



SIMULATED TRACK	
Details	Advanced
Stale In	14 minutes 9 seconds
UID	ed6bc368-9b16-4734-b3c3-215cacf9f029
Feed	generated
Course	25.00 deg
Speed	125 mph
Altitude	304800.00 m
Functions	Civilian.Patrol
Location	31R GN 35478 62044

Two features unique to Drop Tracks:



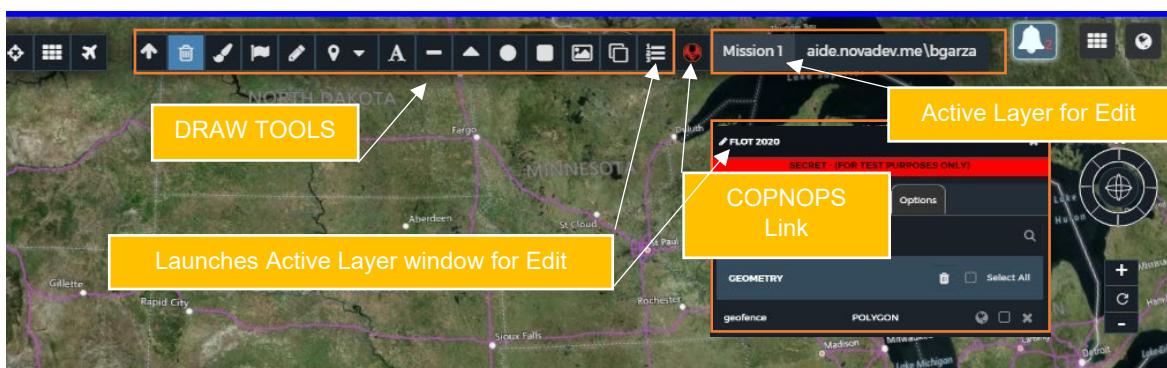
Edit Track – Allows for changes to be made to the individual track. Select the send button to push the track to the Generated Feed.



Send – Pushes the track to the Generated Feed.

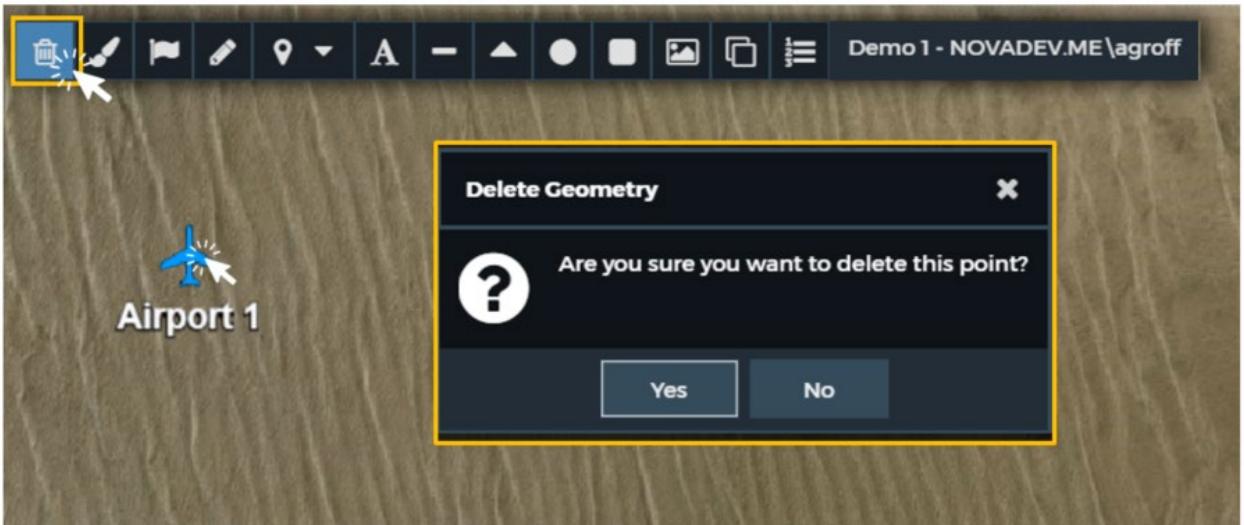
(U) 2.1.2 Draw Toolbar

The Draw Toolbar is a shortcut to apply select geometry overlays to the active layer without navigating to the Draw plugin (See 2.2.2). Shortcut tools available are; Geometry Trash, Highlighter, View and Upload Icons, Freehand, Point, Label, Line, Polygon, Circle, Rectangle, Ground Overlay and Geometry Collection. Select a tool from the toolbar, use the mouse to draw the selected shape on the map where the geometry should be formed. All Geometry will be applied to the Layer listed on the Draw Toolbar. For more details and a complete list of geometry and their individual details navigate to section 2.2.2. The last two icons on the toolbar, provides users with the ability to view the current Active layer name, layer details and the ability to make changes.

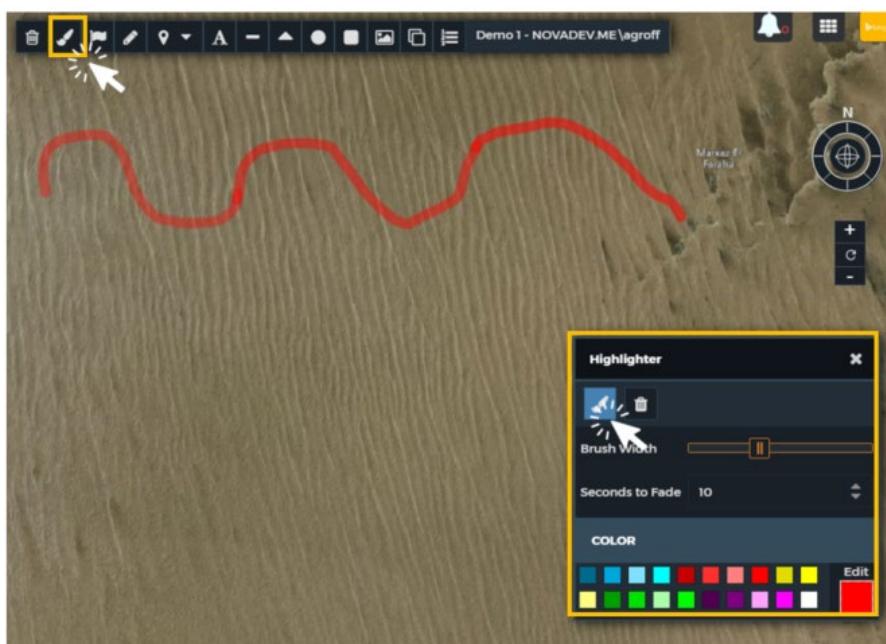


**(U) 2.1.2.1 Geometry Trash**

As geometry is added to a layer, it can quickly be removed by selecting the Geometry Trash icon, followed by clicking on the existing geometry to be removed. Select “Yes” on the confirmation window to remove the geometry or “No” to stop the removal. Select the Geometry Trash icon to deactivate the tool.

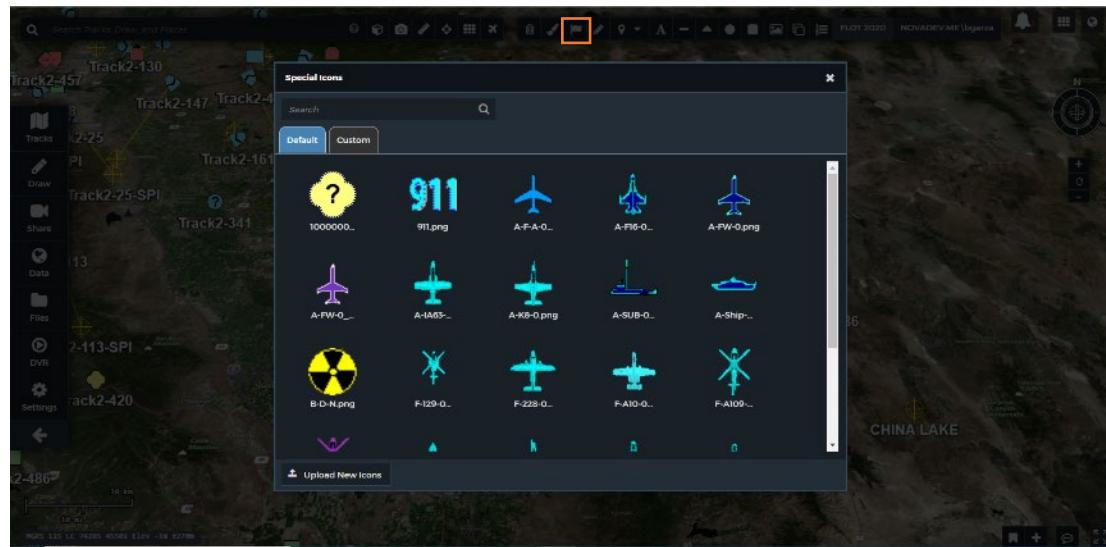
**(U) 2.1.2.2 Highlighter**

The highlighter tool is used to draw on the map with the cursor. Click on the highlighter icon or select the hotkey “h” and a small window will appear. Choose options such as color of line, width size and duration of time, in seconds, of how long the line will appear on the screen before it begins to fade off the map. Hold the left mouse button on the map to start drawing on the map. The line will start fading the way it was drawn on the map based on the number of seconds the user set. To manipulate the map after drawing, click on the paintbrush tool to turn it off, zoom in and out and/or move map, the user can press the “h” on the keyboard to turn on and off the highlighter feature. The highlighter tool is useful with the Share Plugin (Chapter 2.2.3). To end the highlighter function select the close button “X”. If the duration time is too long click the delete icon (trashcan) next to the highlighter button to clear the screen.

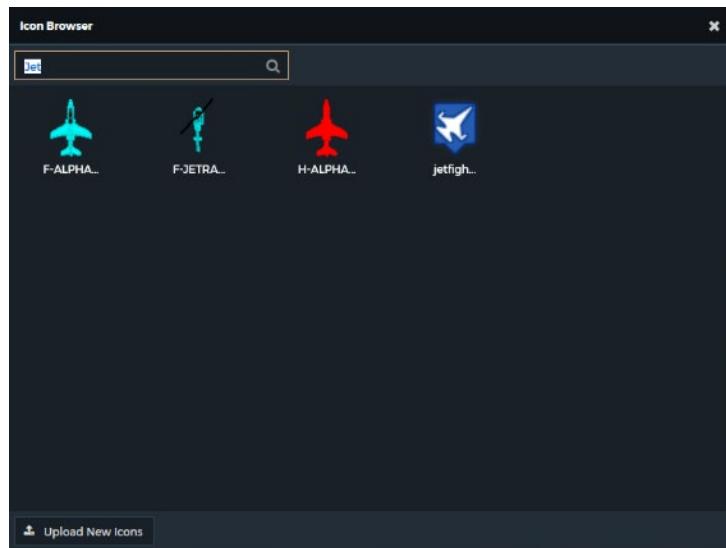


**(U) 2.1.2.3 Icon Browser**

Selecting the Icon Browser allows Analyst to browse, upload and add icons and Military Symbology to the Placemarks dropdown.

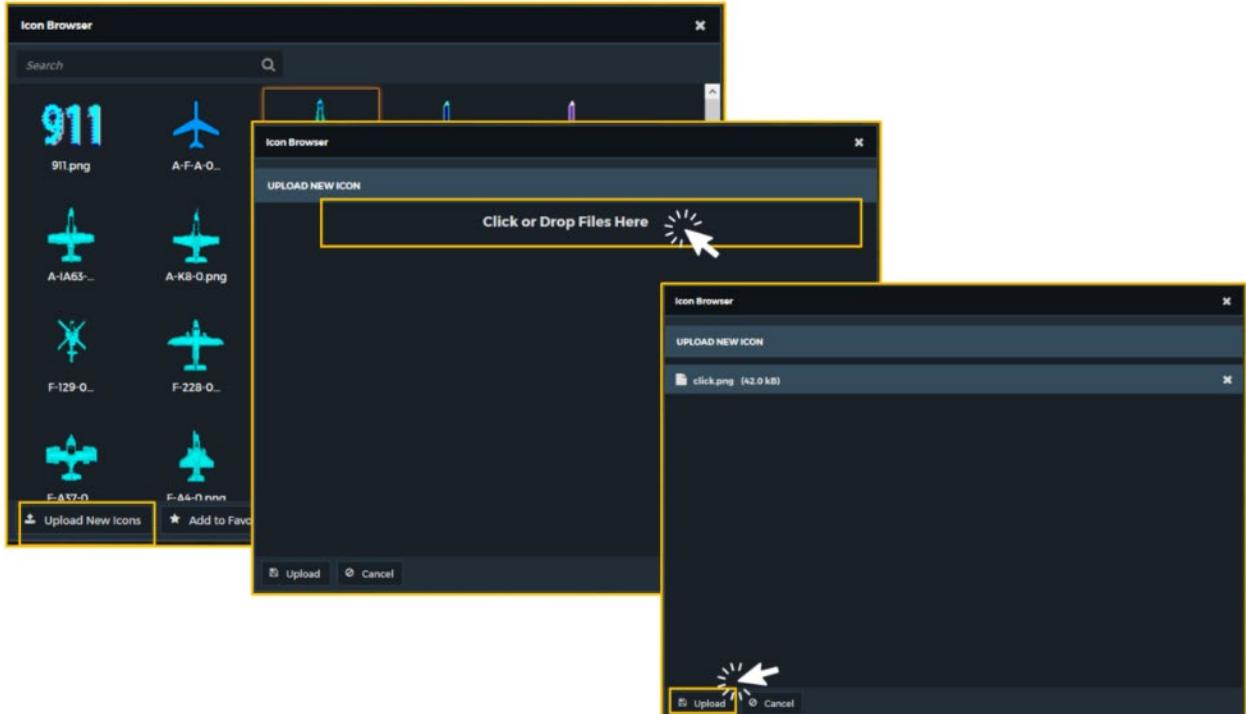
**(U) Search**

Select Special Icons from the dropdown, search for an icon by title, as text is entered the search field it will narrow down the results displayed.



(U) Upload New Icon

Within the icon browser, select the “Upload New Icons” to add additional graphics to the database. Select “Click or Drop Files Here” to locate the image/s or drag and drop them from the computer to the application.

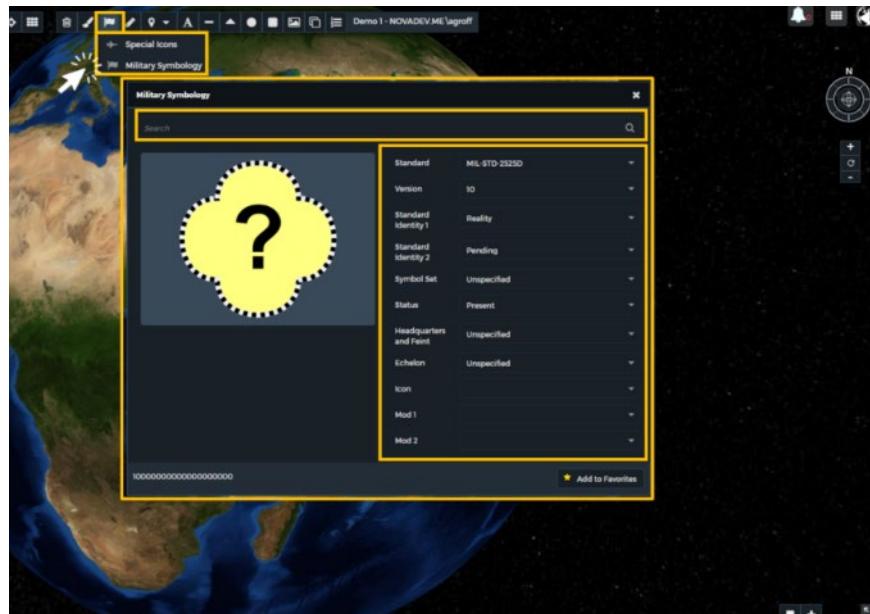


icon to the placemark drop down. Up to five icons, including Milsym icons, can be added to the placemark favorites. To remove an icon from favorites click on it within the Icon Browser and select Remove from Favorites.

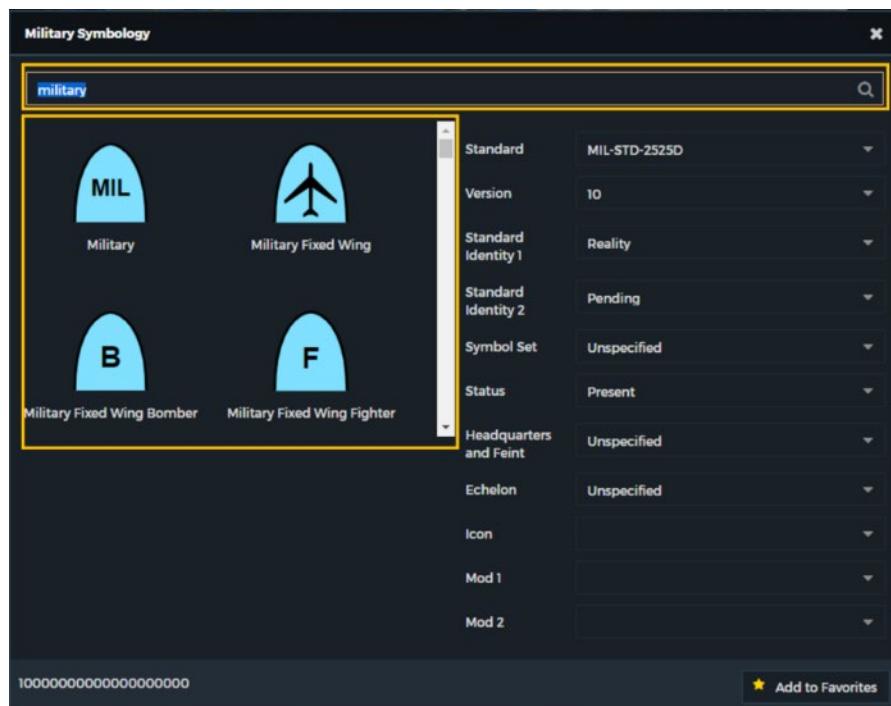


**(U) 2.1.2.4 Milsym Picker**

Select the military Symbology from the icon dropdown. The Milsym Picker allows Analyst to build a MIL-STD-2525D or MIL-STD-2525C icon to be used as a placemark. Select from the dropdown to build the appropriate icon. 2525C is the default choice for the Military Symbology Picker. Switching to 2525D standard will not allow for export on DDS.

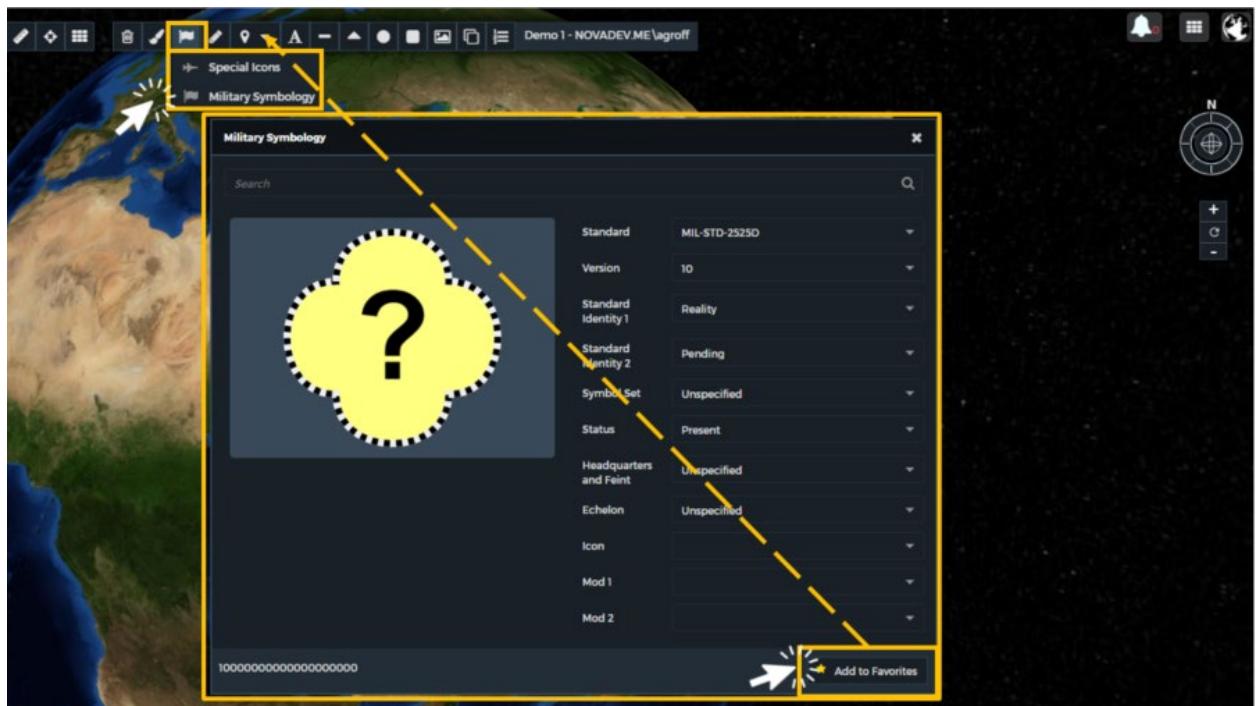
**(U) Search**

Search for Milsym icons, as text is entered, the search field it will display matching results. Type in a "Symbol Set" or "Function ID" word such as; Military, Air Missile or Weapon, a minimum of four letters must be entered, within the search bar. Adjusting the Dimensions and Function ID helps the search return.

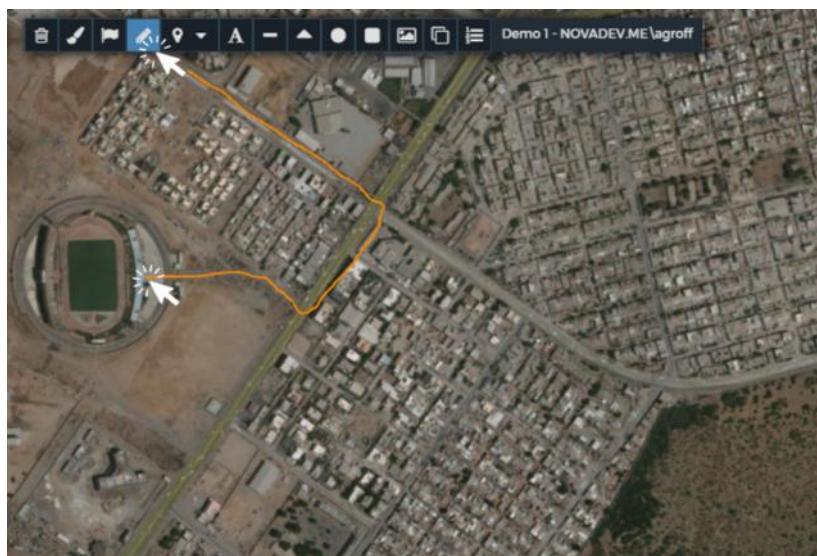


(U) Add to Favorites

Once the Milsym icon has been created, select the star icon to add to favorites. This will add the icon to the placemark drop down. Up to five icon, including default icons, can be added to the placemark favorites. To remove an icon from favorites locate the icon within the Icon Browser and select Remove from Favorites in the custom icons or unstar it in the MILSYM database..

**(U) 2.1.2.5 Freehand**

Freehand allows for the creation of geometry to be added manually without a set shape. Select the pencil icon on the Draw toolbar, the mouse will turn into crosshairs, click on the starting point of the drawing and continue until done (release the mouse click). The Freehand drawing will appear on the map and become part of the active layer.



**(U) 2.1.2.6 Point**

The Point tool allows for up to five icons to be added from the Icon Browser, Special Icon and Military Symbology to be added as a favorite, which will then include them in the point dropdown (section 2.1.2.3). Selecting a sixth icon, will remove the oldest icon (closest to the top) from the dropdown. To remove an icon from the list, locate the icon within the Icon Browser and select “Remove from Favorites. To place a Point on the map, select the icon from the drop down and click on an area of the map. Icons can be updated after they have been placed. The new Point will be become geometry within the active layer where Style, Description and Attachments can be applied or converted to a Track. Control + Right click of the mouse will drop a point as well.

**(U) 2.1.2.7 Geometry**

Shortcuts to various geometry tools allow analysts to select and place geometry quickly on the map adding it to the active layer. Details for the various geometry and settings can be found in section 2.2.2.

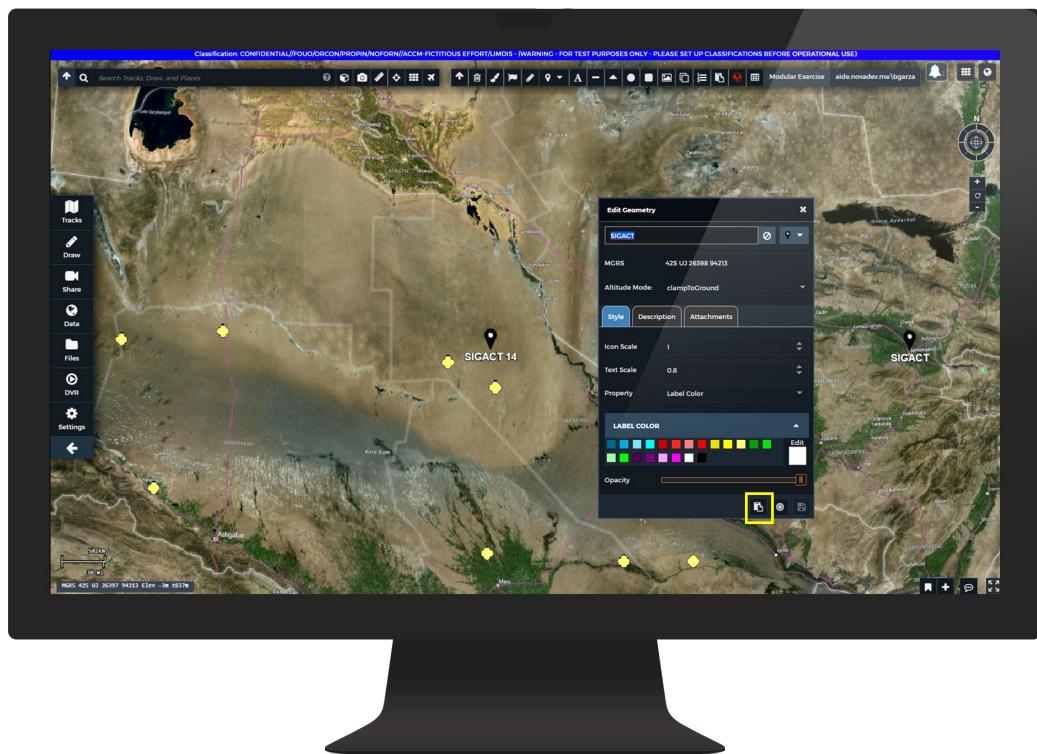


(U) 2.1.2.8 CREATE SIGACT REPORT

Select the Create SIGACT Report button from the tool bar. A point icon will be ready to drop on the map, place the icon and geo-rectify the coordinates according to the SIGACT location.



Once the icon is placed on the map, a geometry card will display with SIGACT auto populated in the name. From here users can further edit the name, the icon, and other properties of the event in the card. At the bottom of the card is the button to launch the SIGACT reporting details.



The SIGACT Reports has 10 sections. SIGACT Reports, SPOT, Location, Events, CCIR, Casualty Details, Direct/Indirect Fire Information, DRUGREP Details, Items and Reintegration. The Report is saved by selecting the Save button on the Geometry card. Once saved, the user can export the SIGACT layer details to a PDF file.

The screenshot shows the 'SIGACT Report' interface. On the left, a sidebar lists 10 sections: 1. SIGACT Report, 2. SPOT, 3. Location, 4. Events, 5. CCIR Status, 6. Casualty Details, 7. Direct/Indirect Fire Information, 8. DRUGREP Details, 9. Items, and 10. Reintegration Details. The main area displays the 'SIGACT Report' section, which includes fields for Title (SIGACT), Tracking Number, Report Precedence, Reporting Unit Name, Releasability, Report Source, Classification (set to UNCLASSIFIED - (WARNING - FOR TEST PURPOSES ONLY - PLEASE SET UP CLASSIFICATIONS BEFORE OPERATIONAL USE)), Disseminations, REL TO, and Other Disseminations. Below this is the 'SPOT' section, which includes fields for Unit Name Involved, Call Sign, Type of Involved Unit, Involved Unit Activity, Incident Reported By, and Battlespace Lead.

- Note any field with an * in the 10 sections is a required field. The report cannot be saved and submitted to the SIGACT Log before completing those sections.

The screenshot shows the 'Edit Geometry' dialog for a SIGACT layer. It includes fields for MGRS (42S UJ 26398 94213), Altitude Mode (clampToGround), and various styling options. The 'Style' tab is selected, showing settings for Icon Scale (1), Text Scale (0.8), and Property (Label Color). A color palette for Label Color is displayed, with many colors available. The 'Description' and 'Attachments' tabs are also visible. At the bottom are save and cancel buttons.

(U) 2.1.2.9 CONOPS

Select the CONOPS icon to launch the CONOPS web service. CONONPS provides a streamlined process for creating a staffing a CONOP. Refer to the CONOP user Manual for guidance on how to set up and staff the CONOP.



(U) 2.1.2.10 SIGACT LOG

Launch the SIGACT Log from the tool bar to view customizable details from the SIGACT reports. Depending on your unit's requirements, the SIGACT Log can be customized for what type of information to display. This SIGACT log will launch in a separate tab of the browser allowing users the option to bookmark the log for future use. To customize, locate the dropdown arrows at the top of the form and select either Insert Left, Insert Right or Remove.



SIGACT Log
8 Reports 7 Columns Edit Column

Title	Tracking Number	Releasability	Type of Involved Un...	Involved Unit Activi...	DTG of Incident	MGRS
SIGACT 16	01/01/1232 00:00:00	LIMDIS	EOD	EOD	11/09/2020 20:10:00	42UXU4553439526
SIGACT (1)	01/01/1234 00:00:00	01/01/1234 00:00:00	123	01/01/2134 00:00:00	09/18/2020 14:13:13	39RVL5620885576

Users will further have the option to edit SIGACT Log columns to change the width of each column or cancel the selection. When selecting Insert, a drop-down menu will allow users to choose what section to display in the log. Changes made to the SIGACT Log will be saved as the user's preferences for future entries.

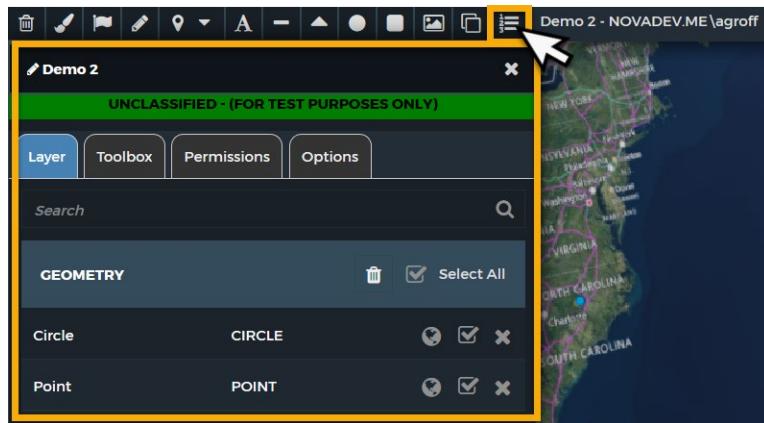
SIGACT Log
8 Reports 7 Columns Save Changes Cancel

Title	Tracking Num...	Releasability	Type of Involve...	Involved Unit ...	DTG of Incident	MGRS
SIGACT 16	01/01/1232 00:00:00	LIMDIS	EOD	EOD	11/09/2020 20:10:00	42UXU4553439526
SIGACT (1)	01/01/1234 00:00:00	01/01/1234 00:00:00	123	01/01/2134 00:00:00	09/18/2020 14:13:13	39RVL5620885576
SIGACT	01/01/1234 00:00:00	01/01/1234 00:00:00	123	01/01/2134 00:00:00	09/18/2020 14:13:13	17SLU0616383747
SIGACT	01/01/1234 00:00:00	01/01/1234 00:00:00	123	01/01/2134 00:00:00	09/18/2020 14:13:13	17SLU0616383747
SIGACT (1)	01/01/1234 00:00:00	01/01/1234 00:00:00	123	01/01/2134 00:00:00	09/18/2020 14:13:13	39RVL5620885576



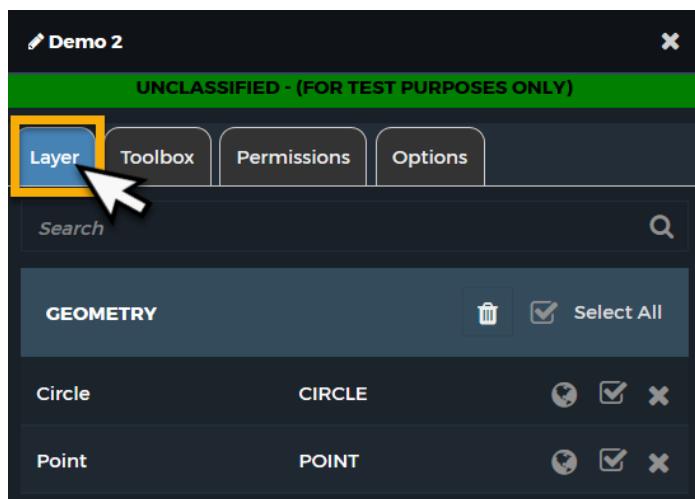
(U) 2.1.2.11 Edit Layer

Quickly view and make changes to the Active Layer (listed to the right of the Edit Layer icon), by hiding, generating, deleting or flying to a specific geometry within the layer. The layer name can be changed while in Edit Layer mode along with permissions and classifications. For more information on changing and editing the selected layer review section 2.2.2.



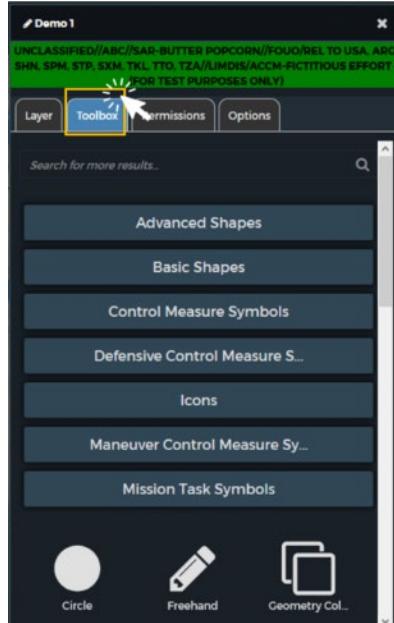
(U) Layer

The Layer tab shows all geometry on the map. Choose to Fly to geometry, show/hide Track or delete the geometry. Click on Fly to geometry to zoom to the location. Add or remove a checkmark to show or hide the geometry on the map. Click the "X" to permanently delete the geometry from the layer, a pop up will open confirming removal of the layer. Select the trashcan icon to remove all layers. To edit geometry, double-click on the geometry name and it will open the geometry details window. The edit geometry window is explained in Chapter 2.2.2 depending on the geometry being edited.

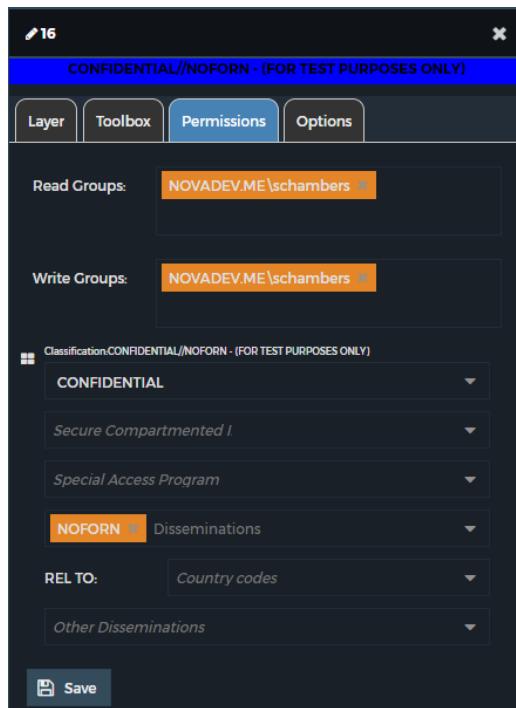


(U) Toolbox

Toolbox allows the Analyst to add new geometry to the layer. In the Toolbox tab, search for various icons broken out into categories such as; Advanced Shapes, Basic Shapes, Control Measure Symbols, Defensive Control Measure Symbols, Icons and Mission Task Symbols. For more details on Geometry, visit the Draw section 2.1.2.

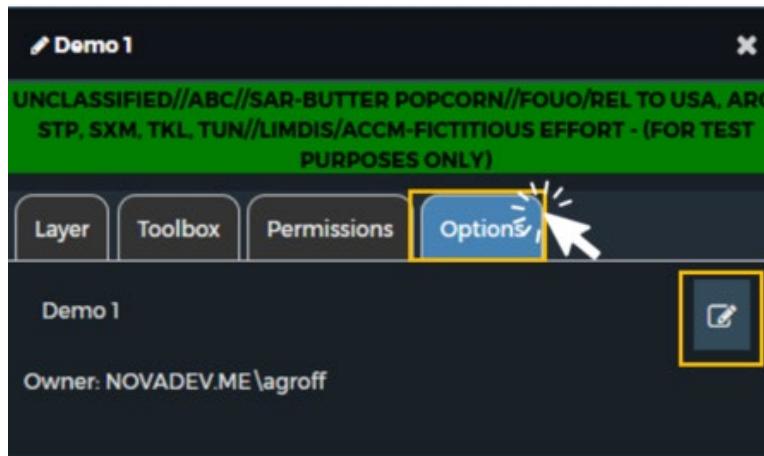
**(U) Permissions**

Set the permission restrictions by adding users or groups from the Active Directory or change the classification of the layer using the dropdowns provided. Users without write permissions enabled will not have the ability to edit any part of the layer.

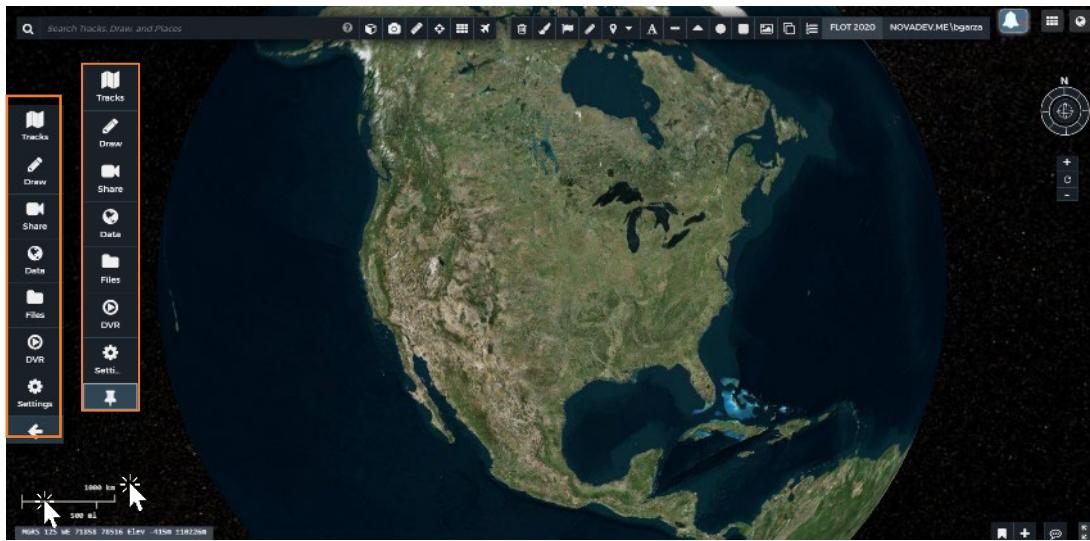


(U) Options

Change the name of the layer by clicking on the edit icon within the Options tab. Type in the new name and click Save.

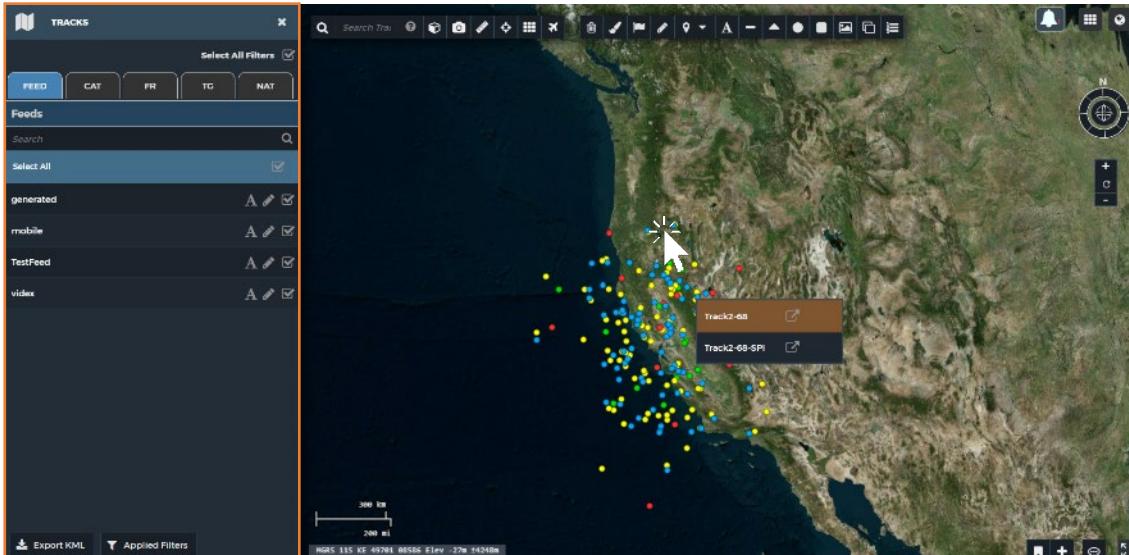
**(U) 2.2 Plugin Toolbar**

Ares provides several tools within the Plugin Toolbar to enhance analytics and collaborate with others. Manage tracks by selecting the Track Tool; Create and edit map overlays using Draw; View and collaborate with others through Share; View other AIDE application information with the Data tool; View and share files using Files and review Track timelines using DVR. Settings will vary based on the user role. Hide the plugin by pressing the arrow icon at the bottom of the toolbar. The plugin will collapse to the left side of the screen, to expand the drawer again hover over the area where the plugin was located. To keep the plugin visible, select the thumbtack icon while the drawer is expanded to pin the drawer open.



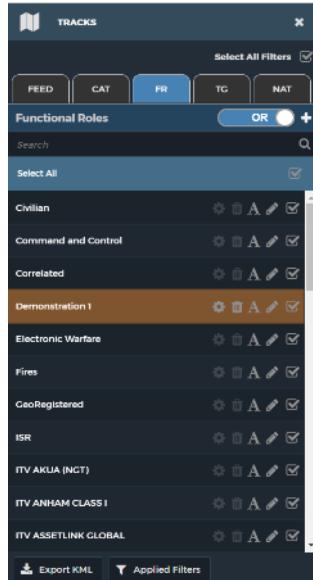
(U) 2.2.1 Tracks

The Tracks tool allows Analyst to select and filter a variety of Tracks displayed within a geographical region, represented by colored dots on the map (from a distance) or custom icon (when zoomed in). Selecting an area within a cluster of Tracks, will display the drill picker, providing a dropdown of the Tracks to be selected from. As new Tracks are created various categories can be applied so that analysts can select a combination of filters when doing a specific search. Tracks can be broken into Assets, which is an aircraft vehicle or any entity that is not a sensor, where the SPI is the sensor point of interest, the video or signal sensor it is listening to or looking at.

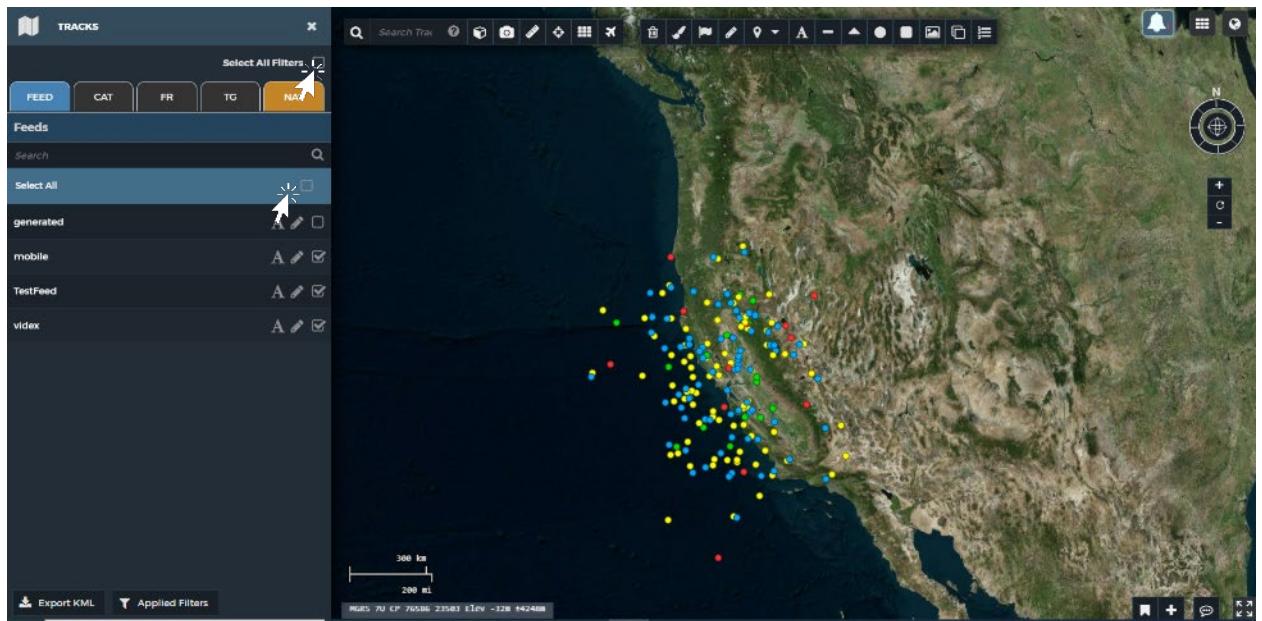


(U) 2.2.1.1 Tracks Toolbar

Select the Tracks plugin, a drawer will open with several tabs which include; Feeds (FEED), Categories (CAT), Functional Roles (FR), Threat Groups (TG), and Nationalities (NAT). Enter in text in the search bar to filter the results displayed within the selected tab.

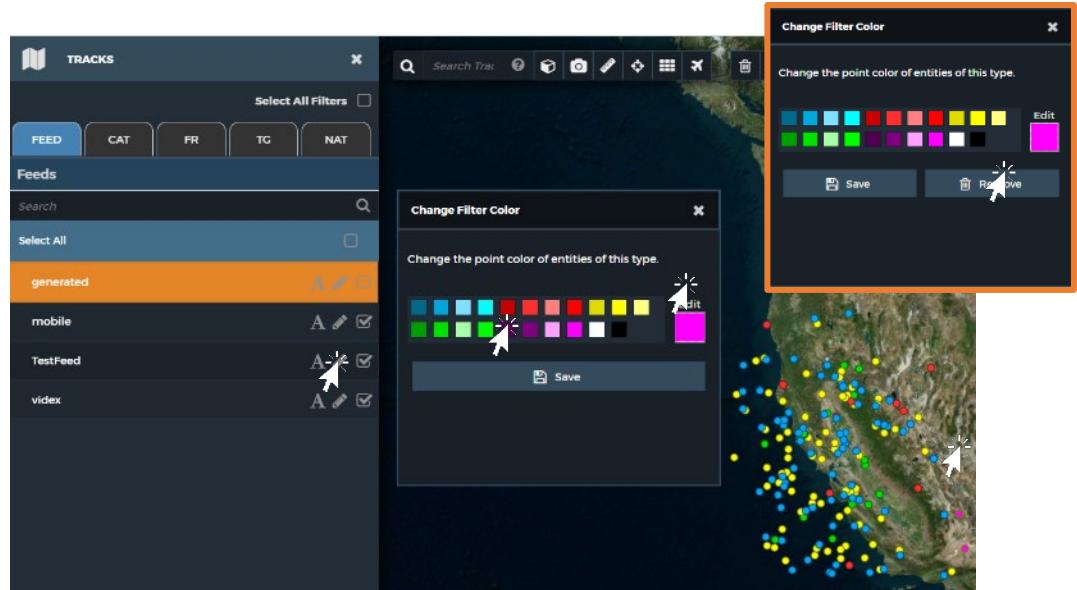
**(U) Display Tracks**

Select which Tracks to display by placing a checkmark next to the titles to be included across the tabs. A checked box means the category will be shown on the map. An unchecked box indicates the category is hidden from the map. By placing a checkmark in the Select All Filters box, *all* categories across *all* tabs will be displayed. Within each tab, there is a Select All and when selected will place a checkmark next to all Categories within the selected tab to be displayed on the map.



(U) Change Filter Color

Change the color of tracks by selecting the edit button (pencil icon), click on a new color and select save. Select the edit button again and click Remove to return the Track back to the original default setting.


(U) Tracks Tabs

The Track Tabs help the Analyst search and filter Tracks by breaking down the Tracks into different categories. Any combination of Tracks can be selected by adding or removing checkboxes throughout the tabs. For example, if the Analyst only wants to view ISR Tracks, click on the functional role tab, uncheck the Select All filters box, and place a checkmark in the ISR box to view all ISR feeds on the map. Search the active tab by clicking in the search bar and typing the desired feature. Partial text matches will return results for Search Bar queries.

(U) Feeds (FEED)

The Feed tab allows the Analyst to search and filter custom feeds that are available in Ares. These custom feeds can be created and controlled by users with Admin roles within Settings>Feed Manager.

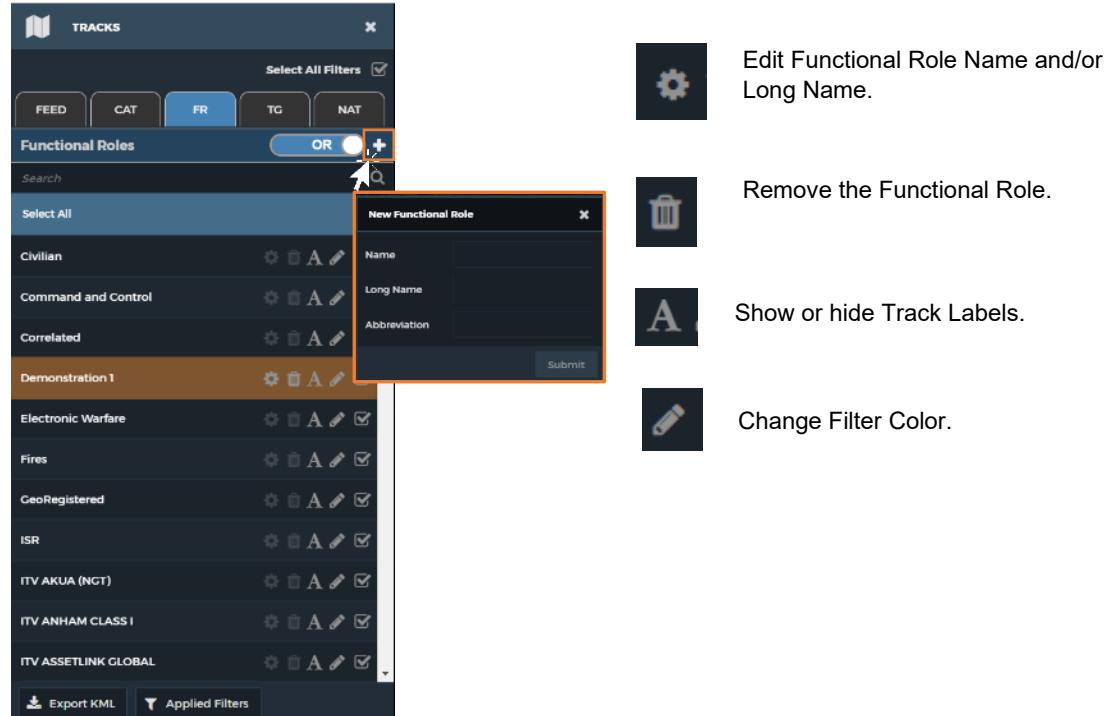
(U) Categories (CAT)

Search and filter by various Track categories which include Air, Ground, Other, SOF, Maritime, Space, Subsurface and Unknown Tracks.

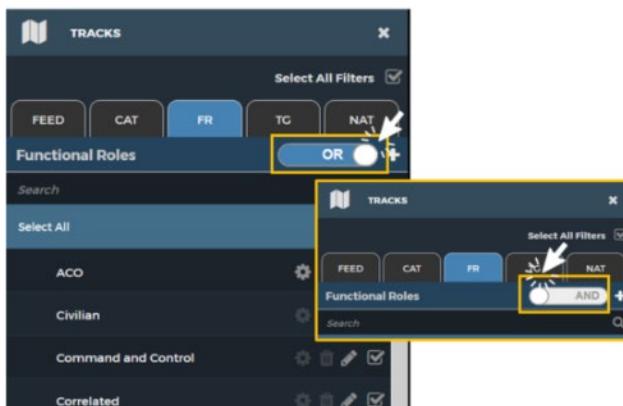
(U) Functional Role (FR)

The Functional Role tab allows the Analyst to search and filter through several Tracks by role which include categories such as; Civilian, Command and Control, Electronic Warfare, Fires, ISR, Infrared, Logistic, Maritime, Patrol, SIGINT, Search and Rescue, Support, Transportation and Unknown.

Add new Functional Role by selecting the plus sign “+” at the top of the tab, add the Name, Long Name and Abbreviation. Once created the new Functional Role will be included in the list. Analyst can only edit Functional Roles they have created.



The Functional Role provides two logical functions, these functions are AND/OR. Apply these functions to view multiple conditions instead of just one. “AND” returns Track that are assigned to ALL selected functional roles.



(U) Threat Group (TG)

The Threat Group tab allows the Analyst to search and filter by threat groups such as Faker, Friend, Hostile, Joker, Neutral, Other, Pending, SPI, Specified, Suspect and Unknown.

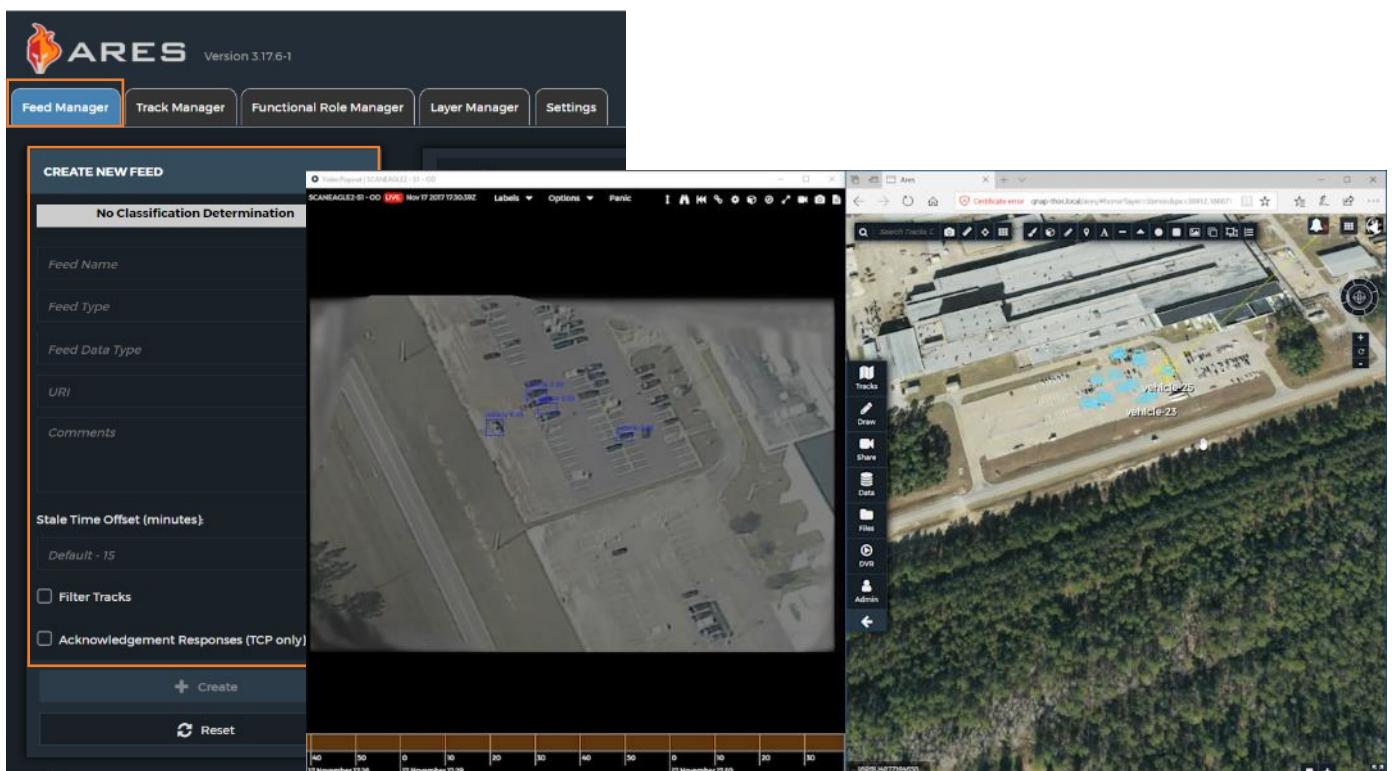
(U) Nationality (NAT)

The Nationalities tab allows the Analyst to search and filter through different Tracks by Nationality.

(U) Machine Learning/Maven

Ares allows for Maven feeds to be plotted as tracks on the globe. Only those with an Administrator role can set up the feed within Ares by navigating to Settings Plugin>Feed Manager tab. When adding a new Maven feed, select "input" and type, "detections", the IP address is the IP address of the MAVEN appliance. Select the designated TCP port.

Navigate back to the Tracks plugin and select the Feed tab, place a checkmark next to the newly added feed, the object detection tracks will display on the Ares map. Once a Maven feed has been set up the feed turns green, the COT/SPI will display on the map, and start plotting tracks of object detections on Ares. The OD can be hidden by type, time and region within Settings by an Administrator.



CONTROLLED UNCLASSIFIED INFORMATION

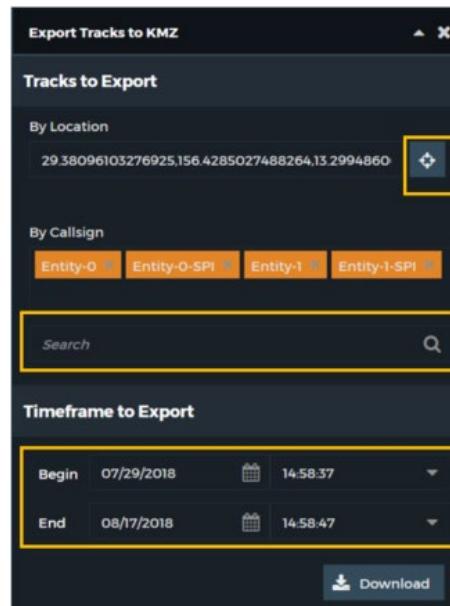


(U) Export KML

Export KML can export Tracks into a KML file to save and view in other applications or share with others as a file. There are three options to add tracks to an export:

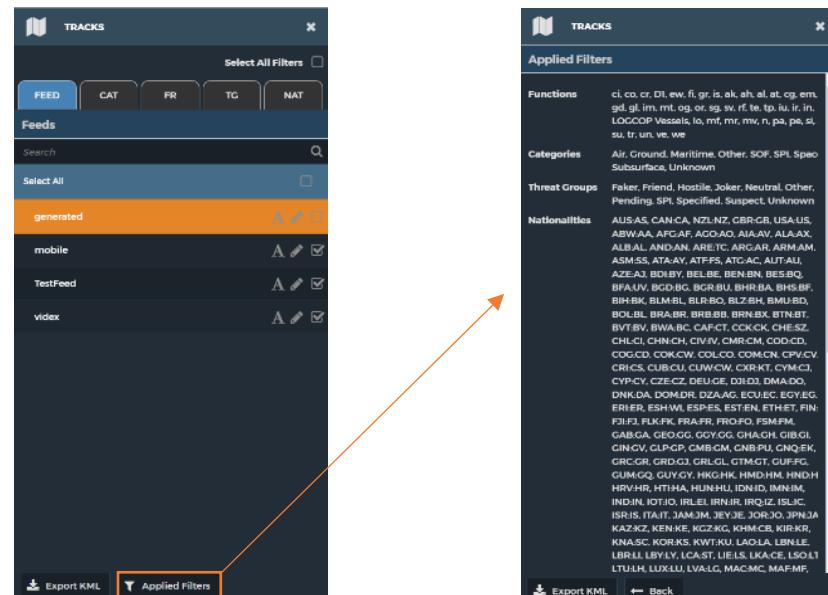
1. By Location - Select just the location (BBOX) you want to export.
 2. By Callsign - Select just the tracks to export.

After selecting Export KML a popup Export Tracks to KMZ window will appear, select the bounding box icon to encompass a select area on the map, click on the map and drag to capture the desired Tracks. After creating the box, add additional Tracks by typing in their Track titles within Search By Callsign. Complete the fields by entering in the Beginning and End date and Time to be captured in the export, otherwise it will default to today's date, and one min prior and after the time the box selection was made. Select download and a window will pop up to view or save the file.



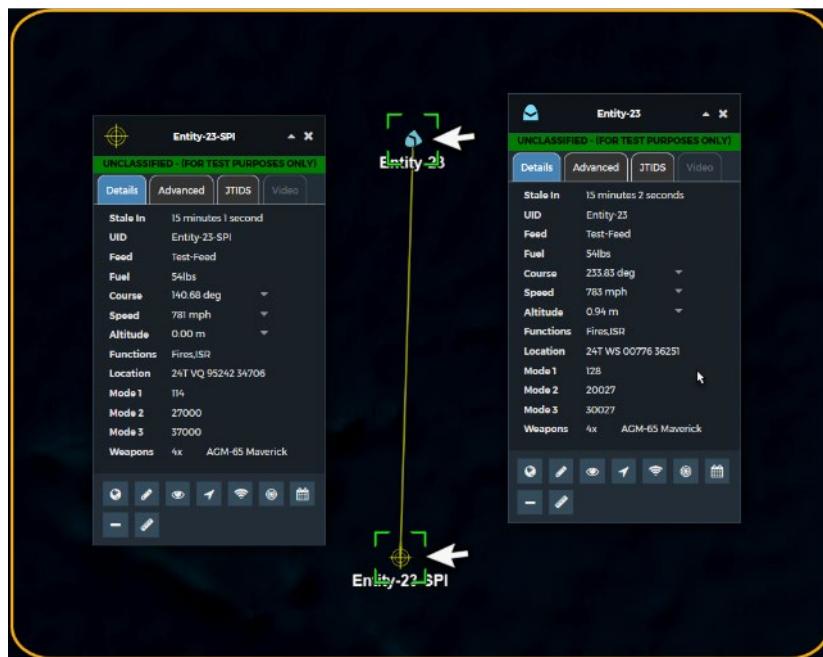
(U) Applied Filters

Analyst can view a summary of all the selected filters by selecting Applied Filters. Select Back to return to the filter tab view.



(U) 2.2.1.2 Tracks

When a Track is selected, the track cards will display multiple tabs such as Standard, Advanced and Joint Tactical Information Distribution System (JTIDS) details. If video is associated with a Track or Sensor the Video tab will be active and the streaming video can be seen. Invalid checksum's are displayed with a red frame around the Track card. The bottom of the cards has a toolbar allowing the Analyst to interact and make changes with the Track. The toolbar and information displayed varies based on the sensor selected.

**(U) Measurement**

Change how the measurements are displayed by selecting from the Course, Speed and Altitude dropdowns.



**(U) Fly To Track**

Fly To Track zooms in to the location of the Track on the map.

**(U) Change Track Overrides**

Change Track properties such as the Callsign, Stale Time, add/remove Functional Roles, set the Nationality, change the icon and reset any overrides. Select "X" to cancel the changes or the blue Save for the changes to go into effect.

Entity-23-SPI
▲ X

UNCLASSIFIED - (FOR TEST PURPOSES ONLY)

Details
Advanced
JTIDS
Video

Stale In 15 minutes 1 second

UID Entity-23-SPI

Feed Test-Feed

Fuel 54lbs

Course 279.31 deg

Speed 797 mph

Functions Fires.ISR

Location 24T WQ 69397 61616

Mode 1 114

Mode 2 27000

Mode 3 37000

Weapons 4x AGM-65 Maverick

Save
Cancel

Entity-23-SPI
▲ X

UNCLASSIFIED - (FOR TEST PURPOSES ONLY)

Callsign

Stale Time Offset (minutes)

Nationality

Unknown

Functional Roles

Fires X ISR X

Fires ISR

Fires ISR

Fires ISR

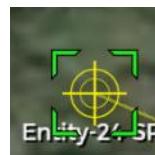
Save
Cancel

**(U) Show/Hide Track**

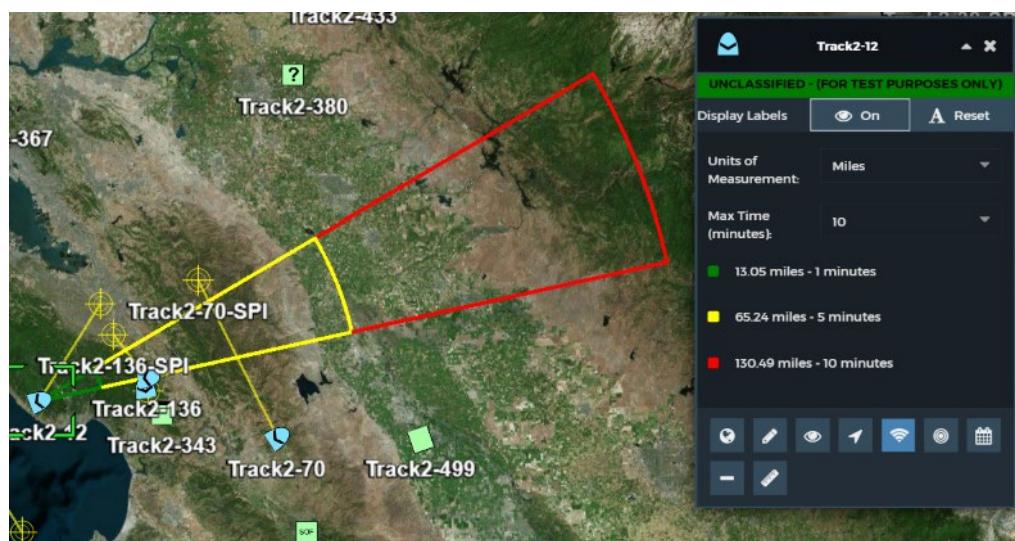
Display or hide the Track on the map. Click the show/hide icon to toggle the Track on or off. The “open eye” means the Track is visible on the map while the “eye closed” or crossed out means the Track is not visible on the map. Locate a hidden entity by doing a search for it in the Search bar on the main map view or by reviewing the list within Settings Plugin>Settings Tab>Hidden Tracks. Click on the eye icon next to the Track name to have it appear back on the map.

**(U) Follow Track**

The Follow Track allows the Analyst to keep the Track or Sensor icon centered on the screen. Re-select Follow Track icon or close the Entity details card to stop following. Keyboard arrow keys will be disabled while Following Track is activated.

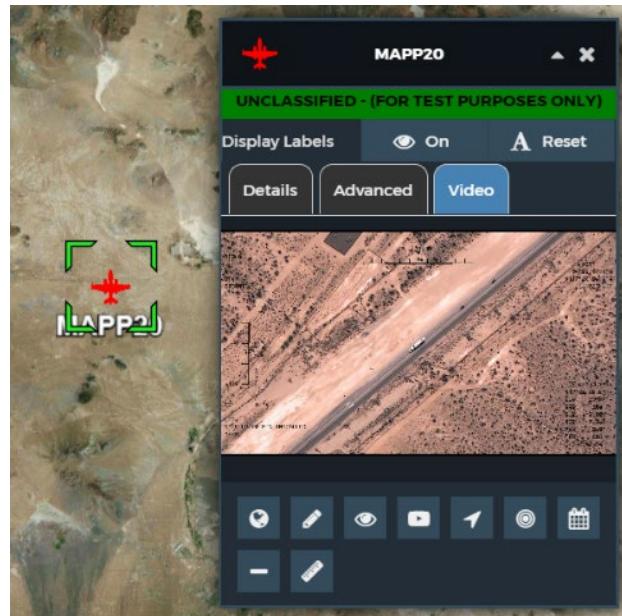
**(U) Hurricane Tracker**

The Hurricane Tracker gives a prediction of the possible time it would take the Track to travel a certain distance. The miles and minutes will appear in the Track window, select the measurement type from the dropdowns. If the Hurricane Tracker is not appearing on the track card it is most likely due to mph being 0, which results in the Hurricane Tracker unable to calculate where the track will be.

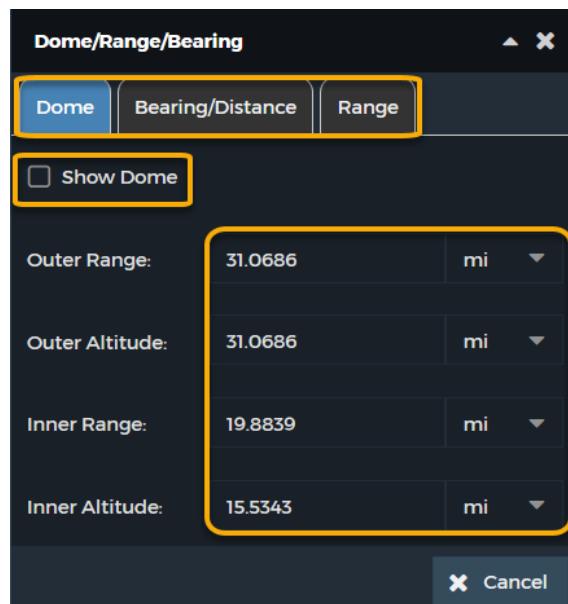


**(U) Video Sensor Channel**

Click on the Video Sensor Channel (if there is video associated with the sensor) and it will open a new browser window displaying the sensor within the VidEx application. View the video within the Ares application by selecting on the Video tab (only available if there is a video sensor) click on the video itself to open it in the VidEx application. Analyst can use the VidEx application to exploit the video feed.

**(U) Dome/Terrain/Bearing/Distance/Range**

Four tools can be applied to include; Dome, Terrain, Bearing/Distance and/or Range, allowing the user to visually see the range or bearing from the Track to a certain distance. Place a checkmark within the tab to apply it to a track, remove the checkmark to clear the applied Dome, Terrain, Bearing/Distance or Range. One or more tabs can be active at once, deselect a checkbox to remove the selected application from the Track.

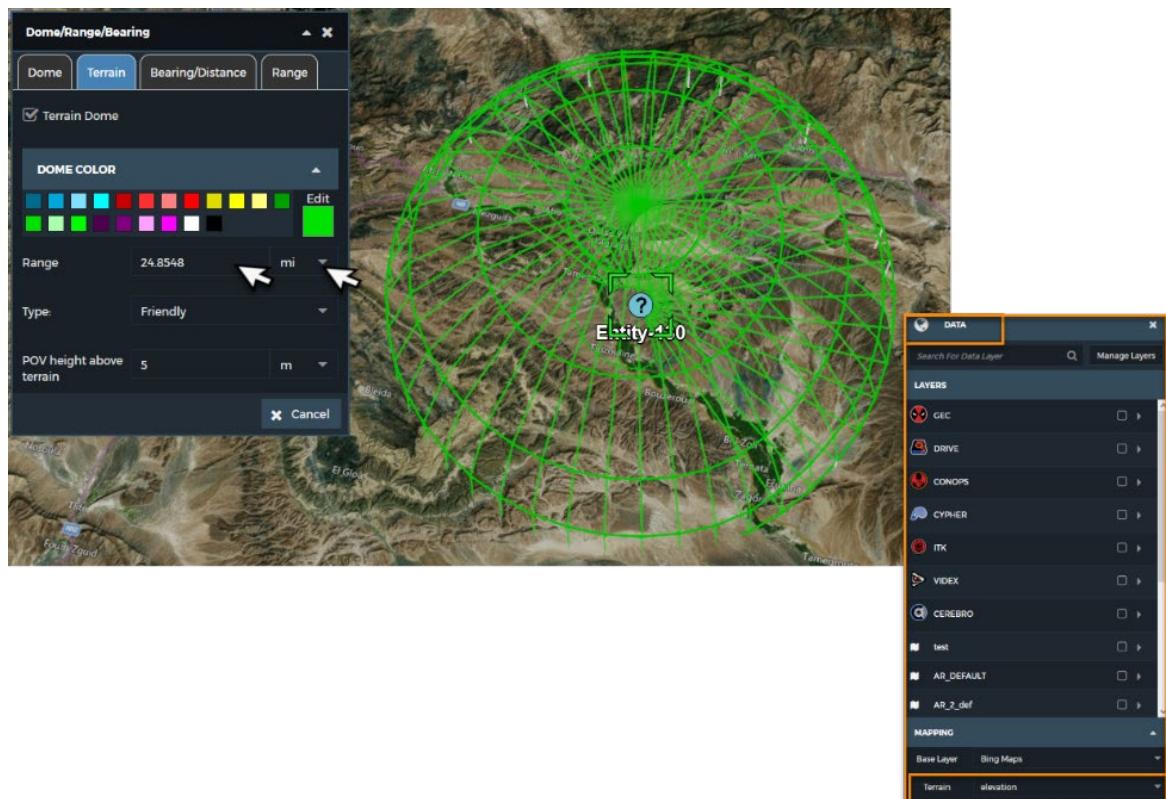


(U) Dome

The Dome tab displays a Dome around air Tracks. Set the Outer Range and Altitude and Inner Range and Altitude by entering a value and selecting a measurement type in the corresponding fields.

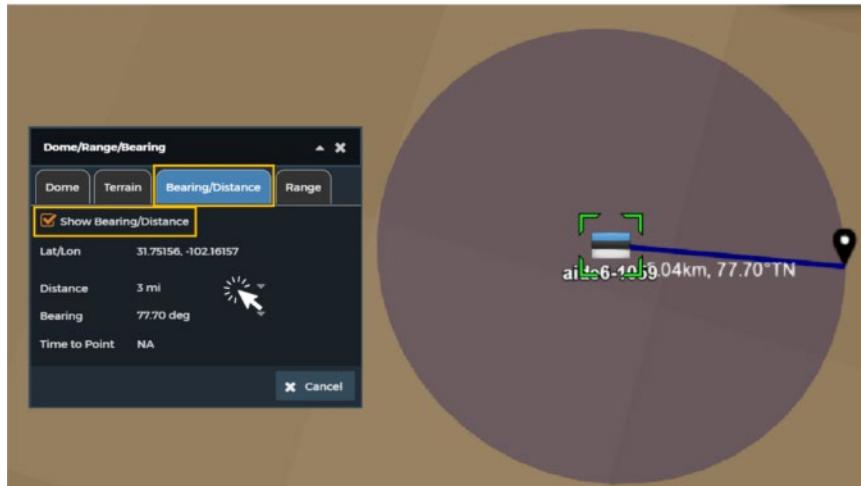
**(U) Terrain**

The Terrain tab displays a dome over the Track that shows how the terrain might affect the Track. Select the Dome color from the color pallet. Type in the Range and POV height above terrain value and select the measurement type from the dropdown. Select the Type of terrain dome from the dropdown, various colors represent Friendly, Hostile, Unknown, Neutral and Civilian. If the Terrain tab is not visible, navigate to the Data plugin and make sure that Terrain is active within Mapping.

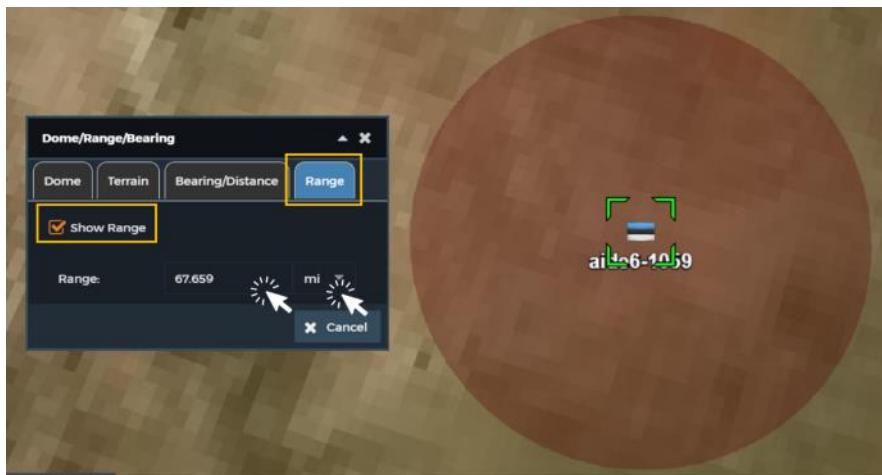


(U) Bearing/Distance

The Bearing/Distance tool defaults to an unspecified point around the Track designated by a pinpoint icon. Zoom in or out to see the full circle and point. Set the measurement types in the dropdowns. Click and drag the pinpoint icon to the desired spot on the map and the Bearing/Distance Tool window will display the coordinates of the point, Distance from the Track to the point, the Bearing from the Track to the point in degrees and Time to Point (in minutes) for the Track to travel to the point. Uncheck the box next to Show Bearing/Distance to hide the circle details.

**(U) Range**

The Range tab displays a circle around the Track based on the value entered in the Range field and selecting a distance type from the dropdown.



**(U) Show Historical Tracks**

The Show Historical Tracks tool lists historical locations of the selected Track. Hover over each entry to display the Track card information for a location and/or export the Track to a KML.

The screenshot shows a map interface with a track visualization. A callout box labeled "Track 2-54" points to a specific location on the track. To the right is a detailed table titled "Track2-54-SPI". The table has columns: NUM, STARTTIME, LAT, LON, MGRS, and ALTITUDE. The data rows are:

NUM	STARTTIME	LAT	LON	MGRS	ALTITUDE
1	2020-03-26T16:33:57Z	34.37634	-118.05889	T1SMU0264504393	0ft
2	2020-03-26T16:33:55Z	34.37638	-118.05989	T1SMU0255304398	0ft
3	2020-03-26T16:33:53Z	34.37643	-118.060...	T1SMU0246104404	0ft
4	2020-03-26T16:33:51Z	34.37648	-118.06189	T1SMU0236904411	0ft
5	2020-03-26T16:33:48Z	34.37654	-118.06288	T1SMU0227804419	0ft
6	2020-03-26T16:33:46Z	34.37661	-118.06388	T1SMU0218604427	0ft

Columns can be shown or hidden and sorted in ascending and descending order by clicking on the column title and using the drop-down menu.

The screenshot shows the same interface as above, but with a dropdown menu open over the "STARTTIME" column header. The menu options are "Sort Ascending" (with an upward arrow icon), "Sort Descending" (with a downward arrow icon), and "Columns" (with a grid icon). A second dropdown menu is open to the right of the "Columns" option, listing columns with checkboxes: Num, StartTime, Lat, Lon, MGRS, and Altitude. All checkboxes are checked. The "Altitude" checkbox is highlighted with a yellow border.

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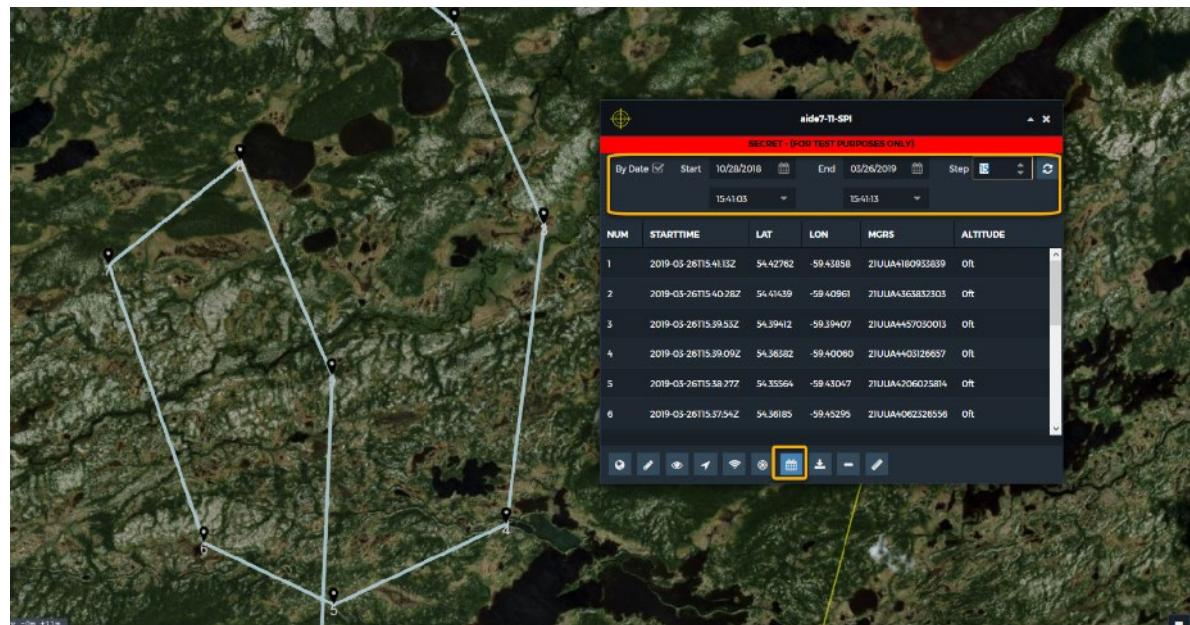
When the By Date is unchecked, the Analyst can choose the number of entries and steps to view on the map followed by the Reload track history button. Zoom in to view the Placemarks by number, the blue line represents the historical path as set by the user.

The screenshot shows a software window titled "aide7-25-SPI". At the top, there is a red header bar with the text "SECRET - (FOR TEST PURPOSES ONLY)". Below the header is a control panel with three buttons: "By Date" (unchecked), "Tracks" (set to 50), and "Step" (set to 1). To the right of the Step button is a "Reload" button. The main area is a table with the following columns: NUM, STARTTIME, LAT, LON, MGRS, and ALTITUDE. The data in the table is as follows:

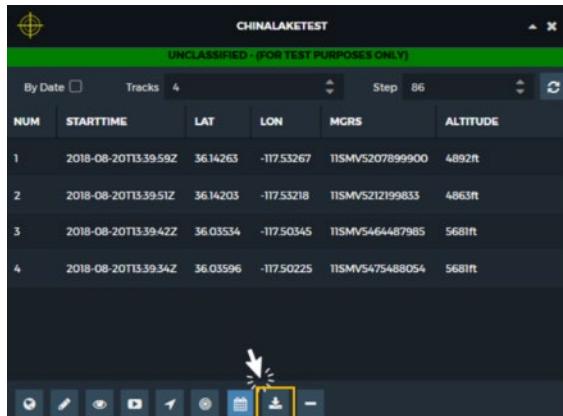
NUM	STARTTIME	LAT	LON	MGRS	ALTITUDE
1	2019-03-26T11:28:39Z	26.33210	21.11849	34REQ1182412468	0ft
2	2019-03-26T11:28:51Z	26.32629	21.11963	34REQ1193911824	0ft
3	2019-03-26T11:28:30Z	26.32529	21.11973	34REQ1194911714	0ft
4	2019-03-26T11:28:26Z	26.32230	21.11999	34REQ1197511383	0ft
5	2019-03-26T11:28:21Z	26.31832	21.12029	34REQ1200510941	0ft
6	2019-03-26T11:28:15Z	26.31432	21.12051	34REQ1202710499	0ft

At the bottom of the table are several small icons for file operations.

Filter the historical data by checking the By Date box and choosing the start and end date, time and steps followed by the Reload track history button. The steps represent every time the Track updates. The higher the step the less entries will be represented. For example, if the step is set on 15, every fifteenth step a placemark will be displayed.



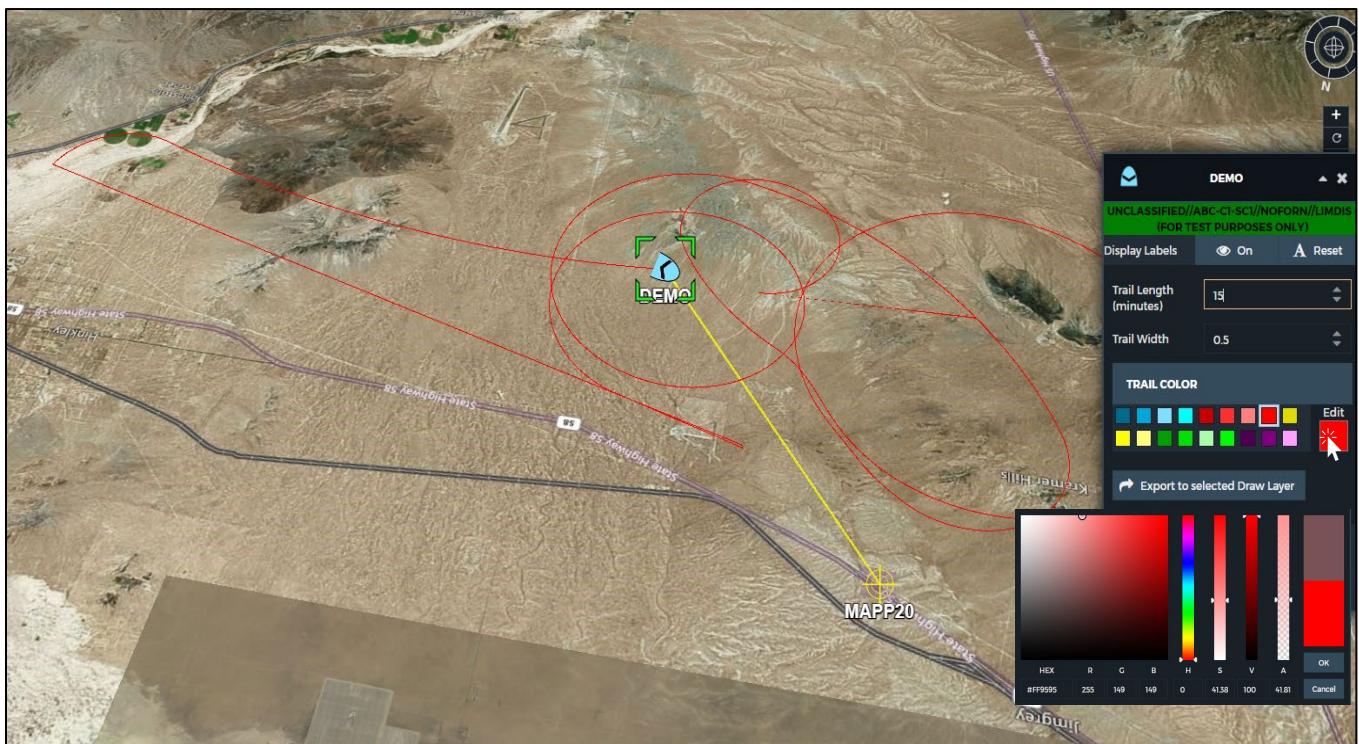
Download the historical Track data to a KML by selecting the Export Track KML at the bottom of the historical data window.



NUM	STARTTIME	LAT	LON	MGRS	ALTITUDE
1	2018-08-20T13:39:59Z	36.14263	-117.53267	11SMV5207899900	4892ft
2	2018-08-20T13:39:51Z	36.14203	-117.53218	11SMV5212199933	4863ft
3	2018-08-20T13:39:42Z	36.03534	-117.50345	11SMV5464487985	5681ft
4	2018-08-20T13:39:34Z	36.03596	-117.50225	11SMV5475488054	5681ft

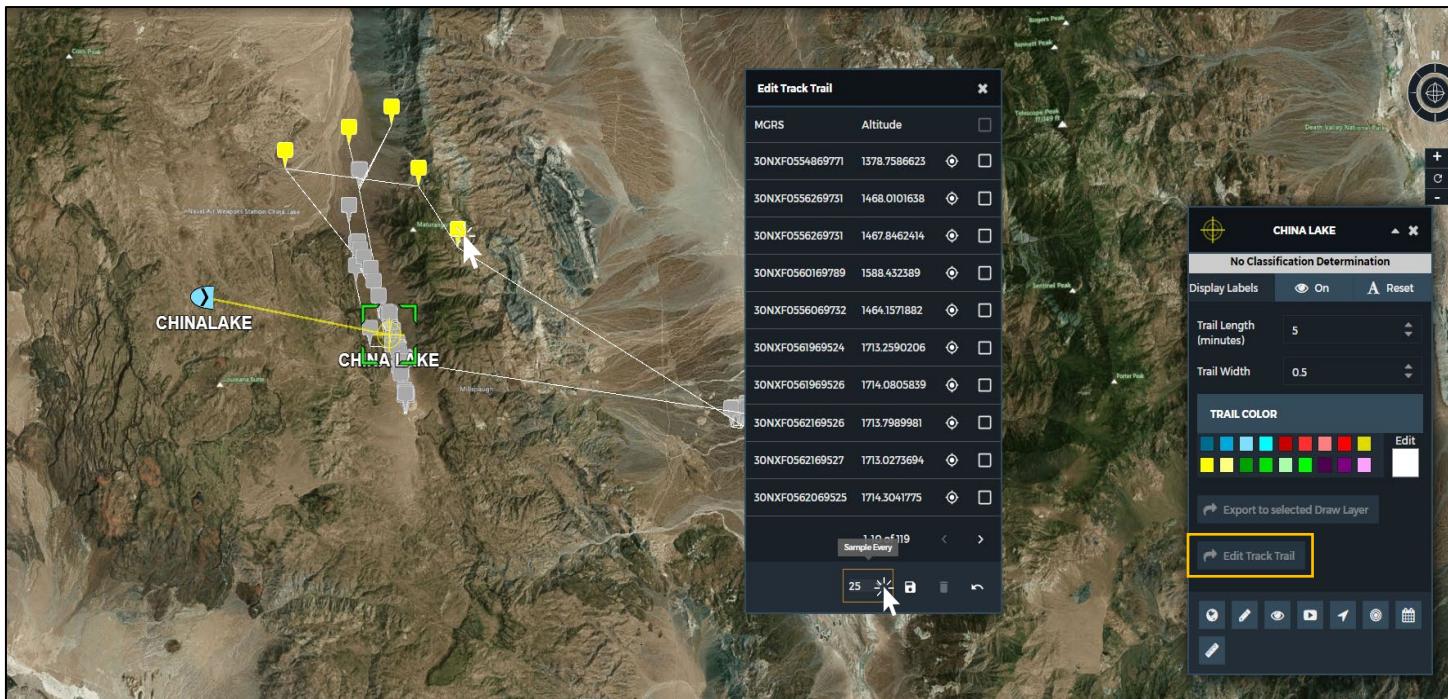
(U) Show Track Trail

The Show Track Trail button will display a line behind the Track to show its path. The trail will only show a certain timeframe, up to 30 days or 43,200 minutes. Adjust the length of time shown by either inputting a time in minutes or using the up and down arrows to adjust the number of minutes. Select the Trail width, which will adjust the line thickness, and color to apply to the trail. Selecting the color edit will allow the user to adjust the transparency of the trail. Once the changes to the Track Trail color are made, click "OK" to apply the changes. To export the Track Trail to a selected Draw layer from the side panel, click the "Export to selected Draw Layer" button.



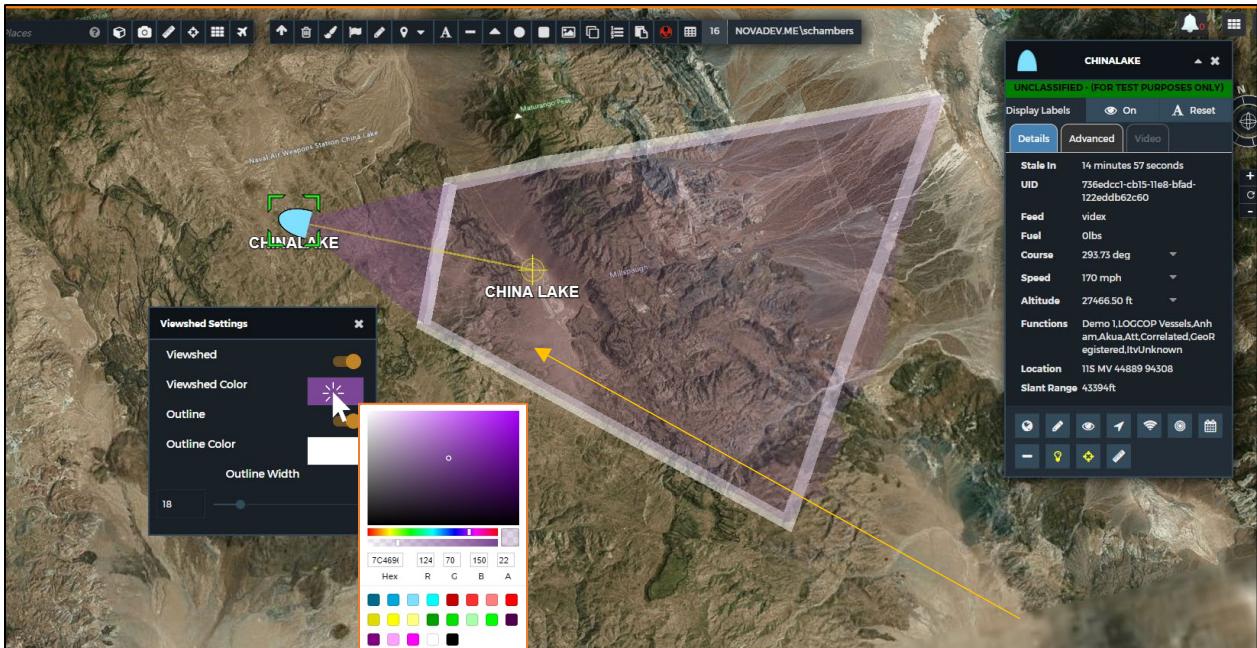
(U) Track Trail Editing

When a user selects a sensor point of interest (SPI) point and navigates to the Show Track Trail option, they will be given the option to Edit Track Trail. Users can select track points to drag to a new position on the globe, highlighting them yellow and updating their altitude in the pop-up window. If the user selects the GPS button on a track point from within the pop-up window, the point will be zoomed into to allow the user to edit the point position. The sample rate drop-down allows the user to adjust how many track points appear across the chosen number of track trail updates. Selecting Save will save the edited track trail points to the currently selected draw layer. Selecting the check box in the pop-up window will allow the user to delete track points from the track trail.

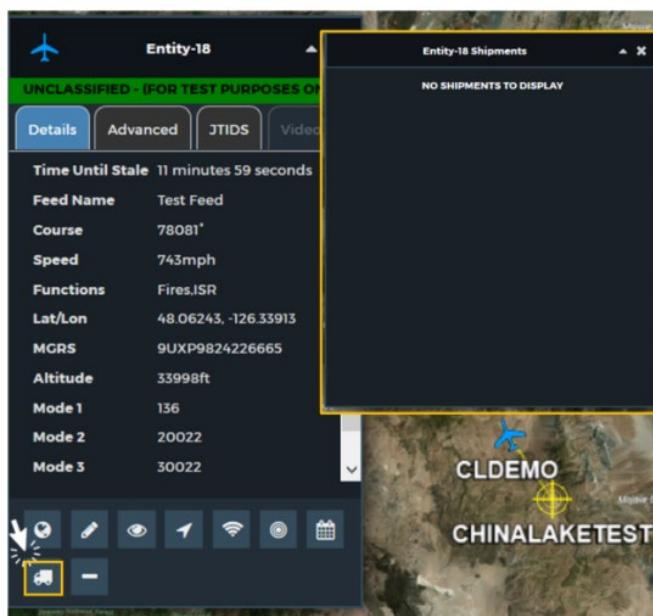


**(U) Telemetry Projection**

The Telemetry Projection displays the projection of the camera, if associated in the Four Corners settings. This will only be available on the Asset card, not the SPI. Users can select the Telemetry Projection button to toggle on and off the viewshed of a track, select a color, and define the width of viewedshed outline. Closing or refreshing the Telemetry Projection will leave the changes in place on that specific track.

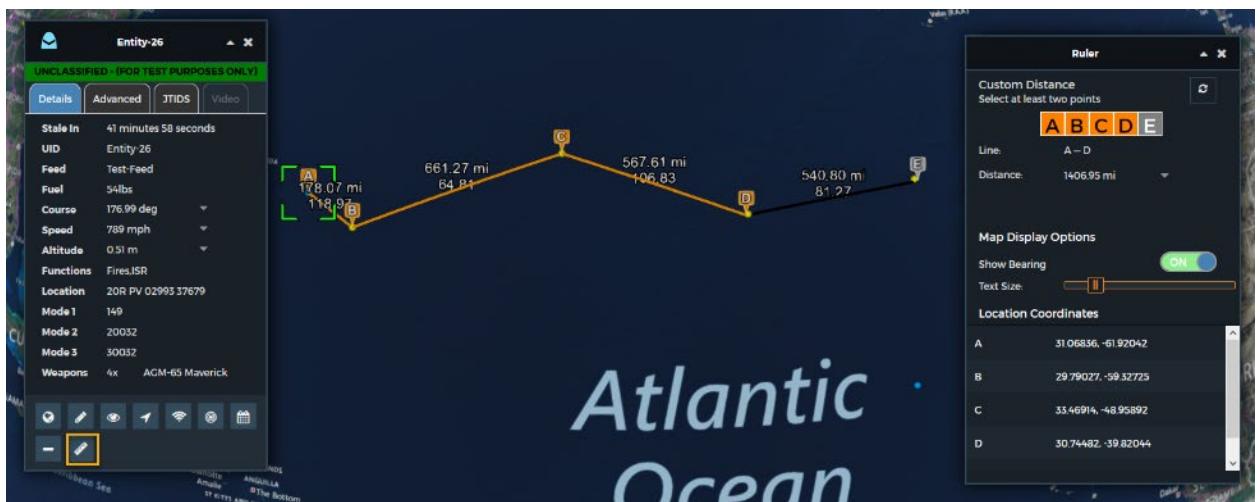
**(U) TRANSCOM Shipping Data**

Transcom Data will only be available for Air and Maritime Asset Tracks. Select the Transcom button (Truck), this will display, if any, active shipments attached to that Track. If there are active shipments, there will be an option to click on a second window to view additional details such as the type of goods, shipment, and arrival dates.



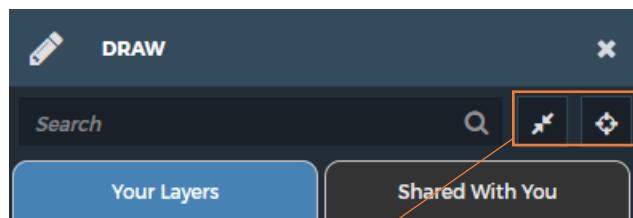
**(U) Ruler**

Find the distance of two or more points on the map with point A being the selected track location. Click the Ruler tool, the start point will automatically be assigned to the Track, move to the next location, and click again (letter B) continue making lines and points as needed, right click on the mouse for the final point. The points created will be listed on the Ruler Data Card, select which points (letters) to include in the line measurement, the letters will highlight orange. Click on a letter again to remove it from the measurement. Set the distance type by selecting from the Distance dropdown. Toggle the Bearing ON or OFF to view the data between each point. Use the slide to adjust the Distance and Bearing text size. Click the close button "X" on the Ruler window or Reset to discard the measurement. Click on a ruler placemark and drag to adjust the location. Ruler markers will automatically attach to nearby tracks.

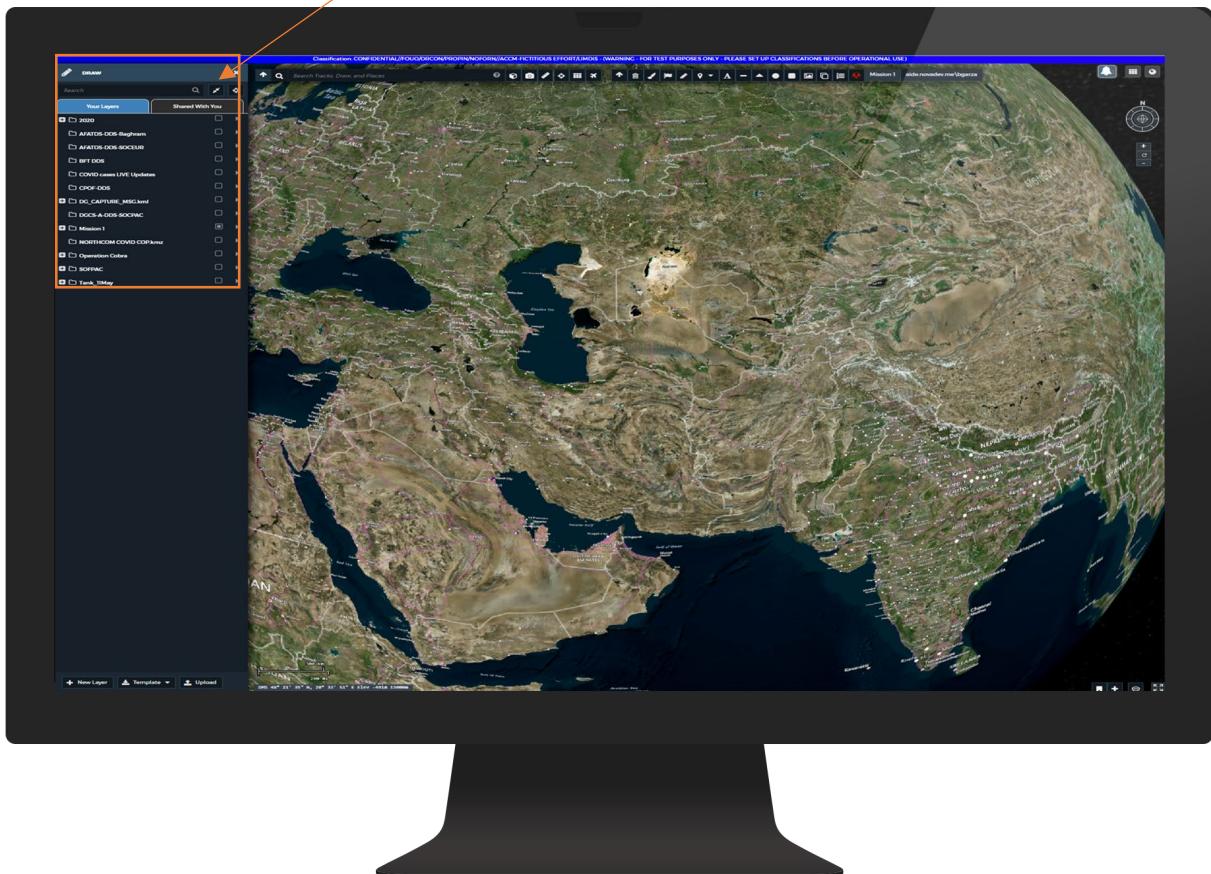


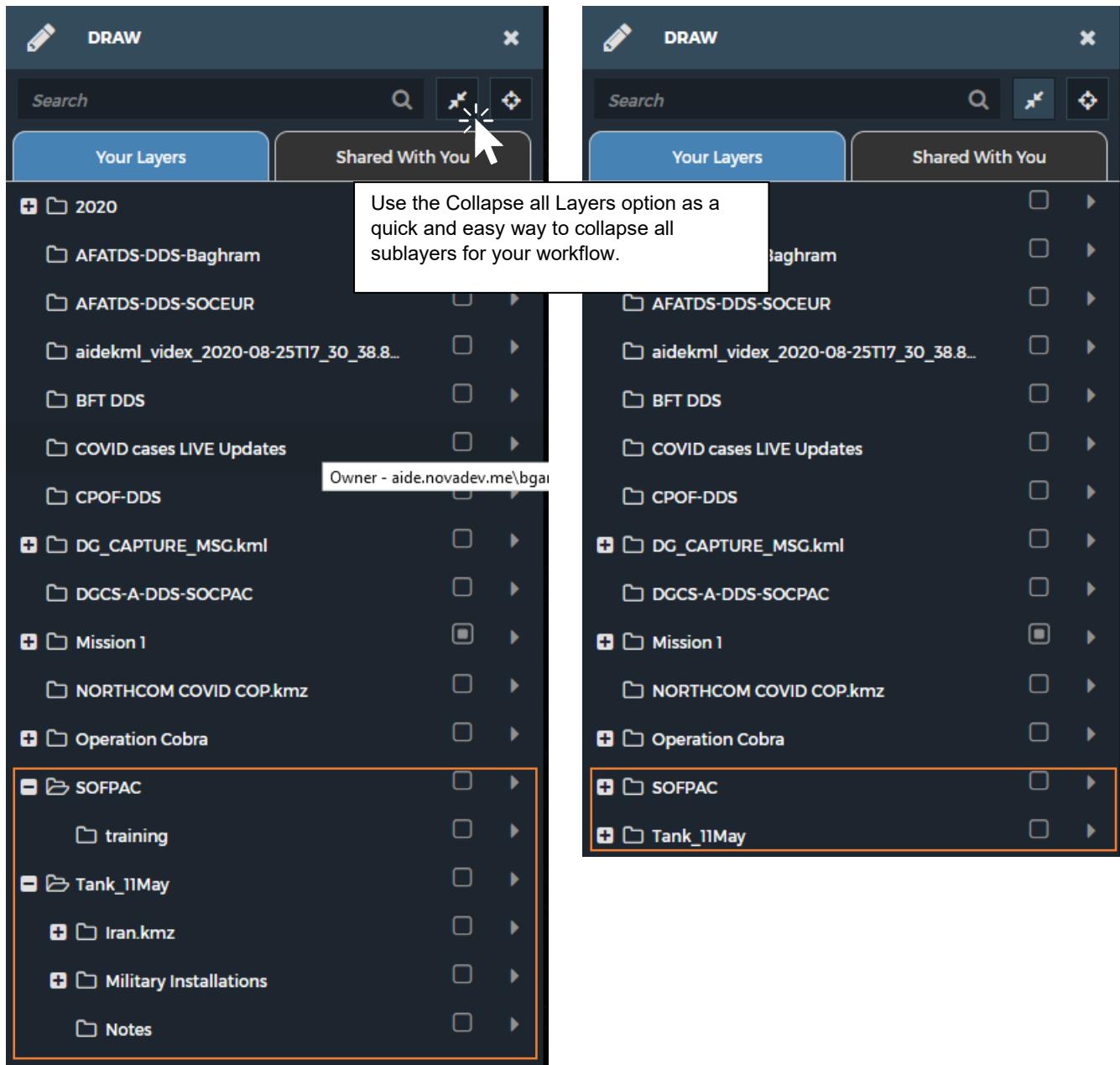
**(U) 2.2.2 Draw**

The Draw plugin provides the ability to add, delete, share, search and download layers and associated geometry to the map. Click on Draw, a side drawer will open that displays all the analyst's layers and sublayers as well as layers that are shared with that user. Upon first launch there may not be any layers until a New Layer is created. Show or hide layers on the map by checking the box next to the layer name. There are two tabs, "Your Layers", layers the user has created and "Shared With You", those created by others and shared. Search the active tab for a specific layer by clicking in the search bar and typing the desired layer name. Partial text matches will return results for Search Bar queries.



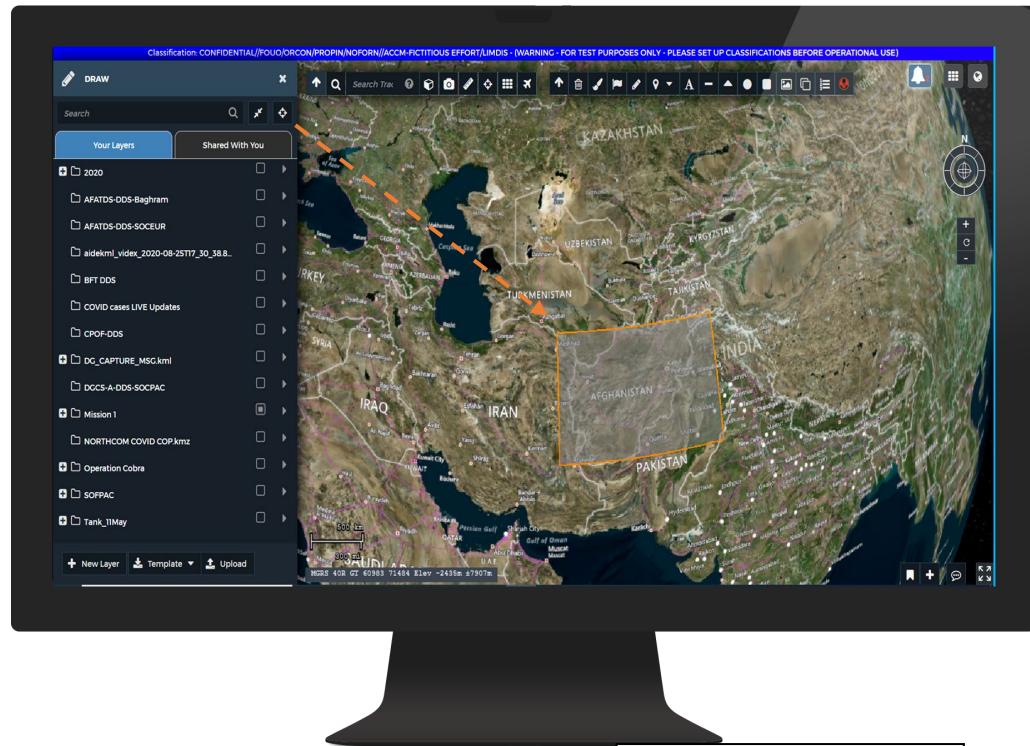
1. Collapse all Layers
2. Geometry Search Bounding Box Tool.





(U) 2.2.2.1 Geometry Search Bounding Box Tool

Users can search for existing geometries by date range and defined geospatial boundary in any layers without that layer being active. In the DRAW tab locate the bounding box button. Draw a box on the globe and use the date range tool to filter results.



Enter in the Search fields geometry names to filter for.

Viewing 18 Geometries

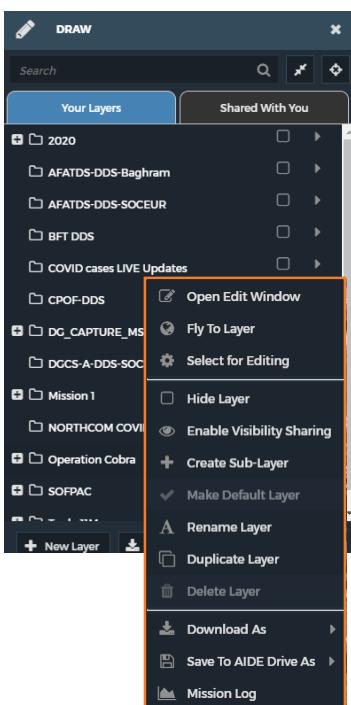
ICON	LAYER NAME	GEOMETRY NAME
▲	Deployments	GB military - Afghanistan - NATO operation Isaf
▲	Deployments	GER - Afghanistan - ISAF
▲	Deployments	CER- Afghanistan - UNAMA
▲	51 - 700	
▲	51 - 700	
●	AFHSB_Events	

Enter various date range filters to view more or less results.

Select the globe to toggle on the geometry and fly to its location. Select the X to remove the geometry from the results.

(U) 2.2.2.2 Root Layer Settings

Click on the overflow arrow next to a layer to access additional tools.

**(U) Open Edit Window**

The Open Edit Window will allow for changes to be made to the layer. Click on the Open Edit Window, this will display the layer name, Toolbox, Permissions, Classifications, and all geometry associated with that layer.

See section 2.2.2.6 - Edit Layer for more details on the various Open Edit Window tabs and tools.

(U) Select for Editing

Select for Editing allows the Analyst to change the layer they are currently working with. Right click on the layer and select Set as Active Layer, once set any new geometry added to the map will be applied to the new Active layer. The active layer will also be displayed on the Draw toolbar. If all of the geometry is not active within the layer the checkbox will be filled vs. having a checkmark.

**(U) Fly to Layer**

Zoom to the general area on the map that encompasses the geometry, which is associated to that layer.

(U) Fly to Layer & Children

Zoom to the general area on the map that encompasses the geometry for the parent layer all sub-layers.

(U) Select for Editing

Activate the layer or sub-layer for editing.

(U) Show/Hide Layer

Placing or removing a checkmark in the box this will display/remove all geometries associated with the root layer on the map.

(U) Disable/Enable Visibility Sharing

Disable will prevent further visibility updates from being shared. Enabling will share visibility updates with users who have permission to view the layer. Feature not available in layers set to Public.

(U) Create Sub-Layer

Create a new layer under a Root Layer with its own set of geometry, classifications, and permissions.

(U) Make Default Layer

Set the layer to be the default layer, this will be the layer automatically displayed each time the Analyst logs into the system or refreshes the session.

(U) Rename Layer

Change the title of the layer displayed.

(U) Duplicate Layer

Create a copy of an existing root layer and all related geometry, classifications, and permissions.

(U) Delete Layer

Permanently remove a layer from the Draw list. Once a layer is removed it cannot be recovered. Admins can delete shared and public Draw layers.

(U) Download As

Download a layer and all its related geometry to a KML/KMZ or GeoJson file to be used in other applications or shared with others.

(U) Save To AIDE Drive As

Save a copy of a draw layer and all its related geometry to a KML/KMZ or GeoJson file to the AIDE Drive.

(U) Mission Log

Create a data log of all significant actions, usually friendly, to maintain or export/import (individual rows or the whole log) as a KML/KMZ or XLS file. Children records can be created and added by selecting the action ellipsis under the selected record and creating a child. This will populate the parent information and can be edited as needed. Parent and children records will be connected by a line on the Ares global display.

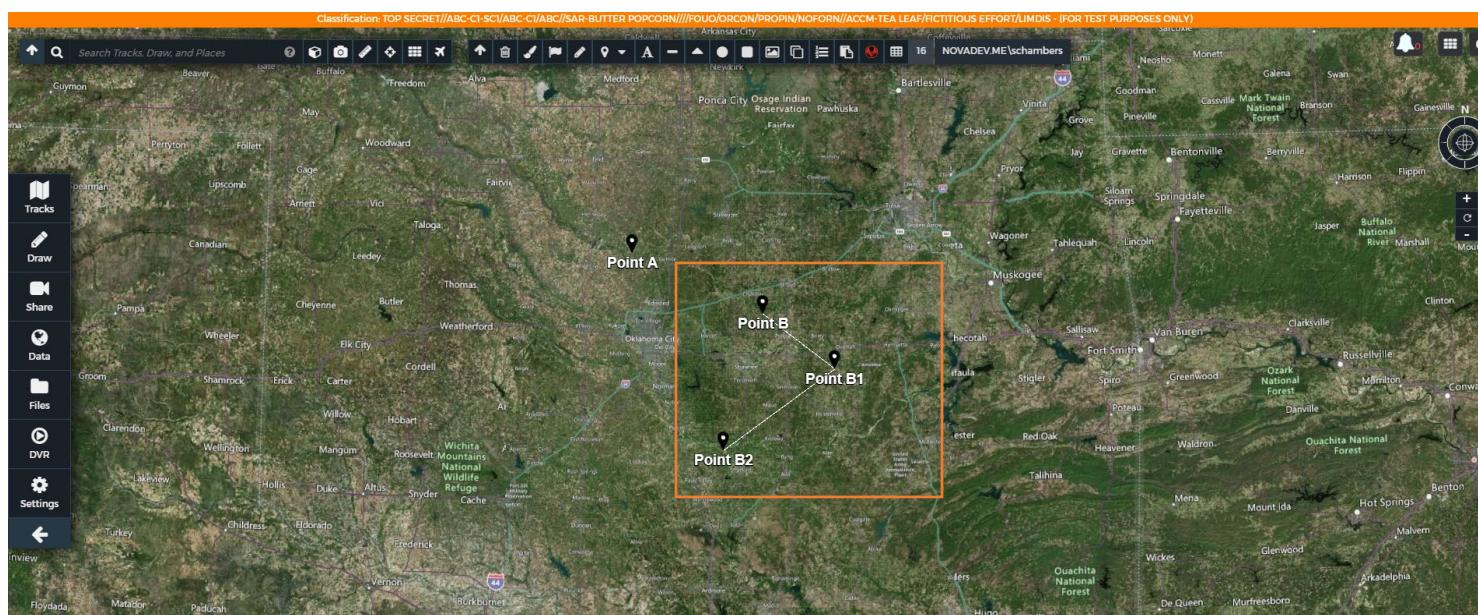
Classification: TOP SECRET//ABC-CI-SCI//ABC-CI//ABC//SAR-BUTTER POPCORN//FOUO/ORCON/PROPIR/NOFORN//ACCM-TEA LEAF//FICTITIOUS EFFORT//LIMDIS - (FOR TEST PURPOSES ONLY)

ARES Mission Log

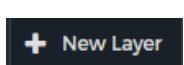
3 Log(s) • 0 Selected • 3 Filtered • 10 Columns Keyword Filter ▾ 16 ▾ Import... Export As...

Create Record										
+ Original record (cannot be deleted)										
	Title	Notes	Date Of Incident	Location	mgrs	Force Size	Reference Report #	Unit Name	Icon	Actions
<input type="checkbox"/>	Point A	Group 1	07/05/21 1537 Z	14SPE2168574827	168	1584	SIN-C		...	16
<input checked="" type="checkbox"/>	Point B1	Group 1	07/05/21 1537 Z	14SQE3921610934	546	1586	SIN-C		...	16
<input type="checkbox"/>	Point B2	Group 1	07/05/21 1537 Z	14SPD7648762976	523	1586	SIN-C		...	16
<input type="checkbox"/>	Point B	Group 1	07/05/21 1537 Z	14SPE9729341583	523	1586	SIN-C		...	16
<input type="checkbox"/>	SIGACT 16		07/05/21 1541 Z	42UXU4553439527					...	16

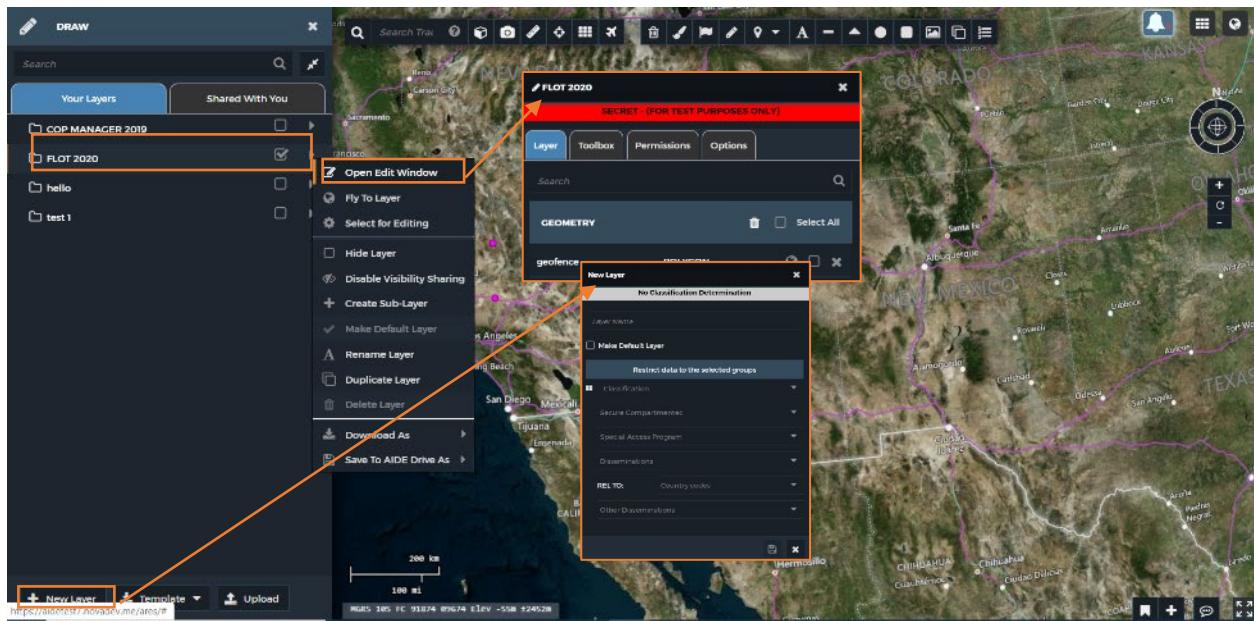
Classification: TOP SECRET//ABC-CI-SCI//ABC-CI//ABC//SAR-BUTTER POPCORN//FOUO/ORCON/PROPIR/NOFORN//ACCM-TEA LEAF//FICTITIOUS EFFORT//LIMDIS - (FOR TEST PURPOSES ONLY)



The map shows a satellite view of the central US, specifically focusing on the states of Oklahoma and Arkansas. Several cities are labeled, including Tulsa, Oklahoma City, Wichita, Kansas City, Fort Worth, Dallas, and Houston. The map also shows numerous rivers and streams. Four specific locations are highlighted with black dots and labeled: "Point A" near the Kansas-Oklahoma border, "Point B1" and "Point B2" in eastern Oklahoma, and "Point B" in western Arkansas. An orange rectangular box is drawn around the area containing Point B1 and Point B2. The interface includes a toolbar on the left with icons for Tracks, Draw, Share, Data, Files, DVR, and Settings, and various map controls at the top.

(U) 2.2.2.3 New Layer

Create a new layer by selecting New Layer within the Draw plugin. Enter the name of the new layer, check the Make Default Layer if the new layer will be the default layer when the Ares application is launched. Restrict data if needed, set the classification and click on the save button. The new layer will be placed within Your Layers. Once a layer is added click on the overflow arrow next to the layer name to Set as Active Layer followed by Open Edit Window to add geometry from the Toolbox, adjust Permissions, Classifications or Layer name.





(U) 2.2.2.4 Template

Convert coordinates in MGRS, within a spreadsheet, to points and bounding boxes as a KML. Download the template in CSV or Excel, where data can be populated across the columns in order to be brought in as a KML. Demo data has been populated in the templates, which should be removed before importing the file back into Ares>Draw> Upload. The upload will become a new Layer within Draw.

	A	B	C	D	E	F	G	H	I	J	K	L
	POINT	FILL-COLOR	FILL-OPACITY	STROKE-COLOR	STROKE-OPACITY	STROKE-Width	DESCRIPTION					
1	POINT	#FFFFFF	1.000000	#000000	1.000000	1	This is an example of a bounding box. Note that each coordinate is a comma separated list in x,y format. Fill and stroke colors are hex codes. Fill and stroke opacities should be between 0.0 and 1.0.					
2	MGRSExample1	10,0,0,0	1,0,0,0,0	0,0,0,0,0	0,1,0,0,0	#FFFF00	1 #000000	1	This is an example of a point. Coordinates are in MGRS. No millym is included to use default icon.			
3	PointExample1					0,0,0,0,0	1 #FFFF00	1	This is an example of a point. Coordinates are in MGRS. No millym is included to use default icon.			
4	MGRSExample2	33N CB 33006 21825	33N CB 33133 26909	33N BB 88577 21850	33N BB 88620 26948	31MBA2J7230000	#FFFF1B	1 #000000	1	This is another bounding box. Coordinates are in MGRS.		
5	PointExample2					33N CB 03034 93072	#FFFF1B	1 #000000	1	This is another bounding box. Coordinates are in MGRS.		
6	PointExample3					33N CB 03034 93072	#FFFF1B	2 #000004	1	This is an example of a point. Coordinates are in MGRS with spaces. Millym is included.		

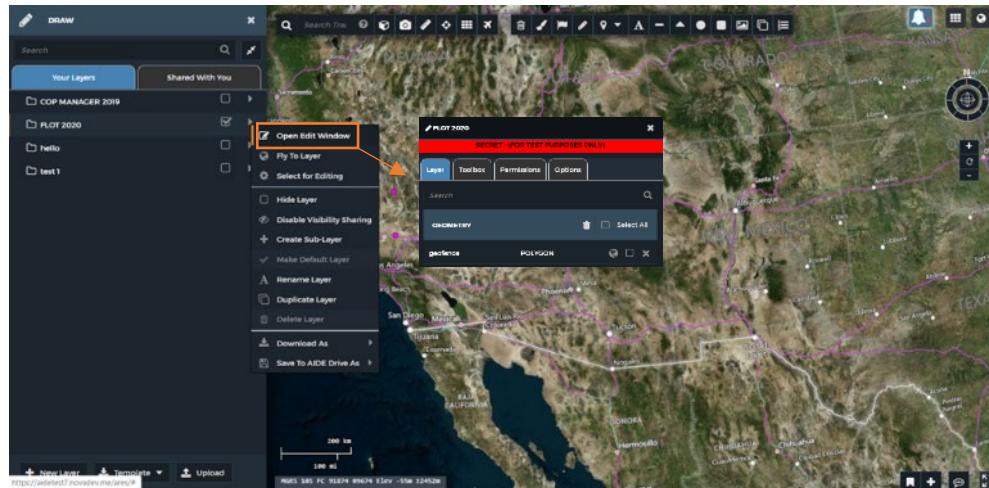


(U) 2.2.2.5 Upload

Quickly upload KML/KMZ files or the Draw Template from the desktop to display as a layer within Ares.

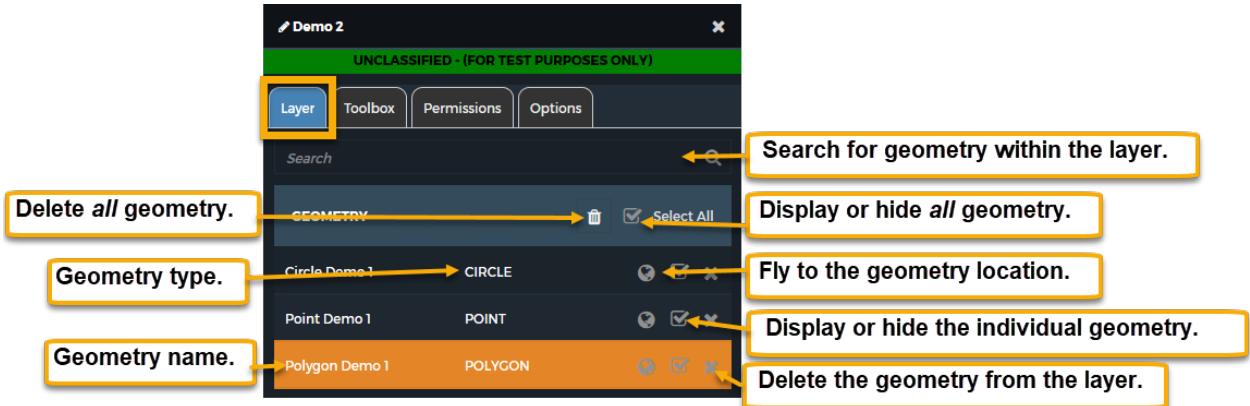
(U) 2.2.2.6 Edit Active Layer

Once a layer has been created double clicking on the name or selecting the overflow arrow next to the layer and selecting Open Edit Window, will open the details that pertain to the layer including Layer Geometry, Toolbox, Permissions and Options.



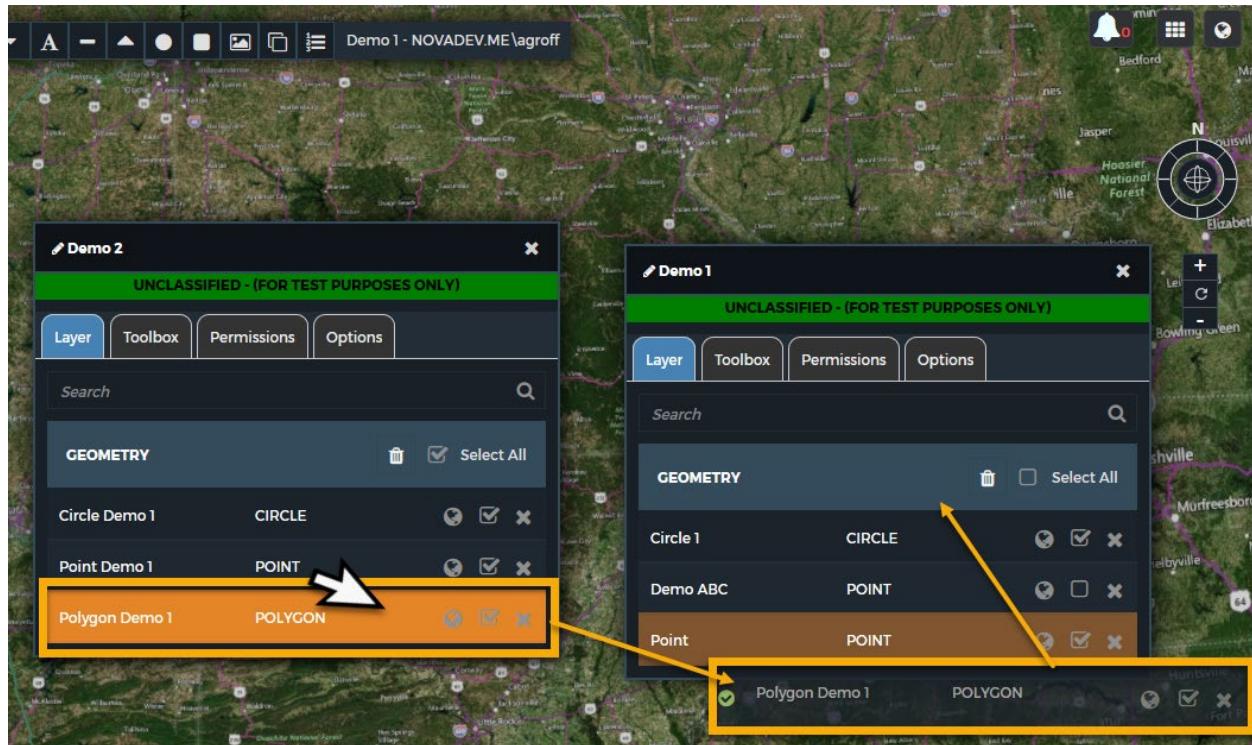
(U) Layer Geometry

Right click on a layer and select Open Edit Window or select Edit Layer from the Draw toolbar. Edit and search for existing geometry within the Layer tab. Fly To a specific geometry within a layer by selecting the globe next to geometry name. Double click on the geometry name within the list to open the Edit Geometry window. Individual geometry within the layer can be hidden from display by removing the checkmark next to the geometry name, select the checkbox again to add the geometry back. Permanently remove a single geometry from the layer by selecting "X" next to the geometry name, a pop up will appear confirming the deletion of this geometry; all deletions are final and cannot be recovered.

**(U) Copy/Move Geometry to new layer**

Copy or move geometry from one layer to another layer. To move geometry, open the layer details for two layers, click and drag a geometry from card "A" to the other layer card "B".

To copy geometry from one layer to the next select the geometry from layer card 'A' hold down CTRL and drag and drop it into layer "B".

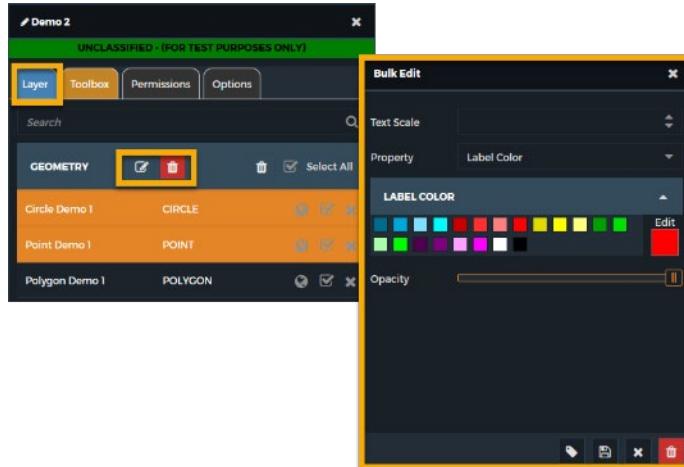


(U) Bulk Edit

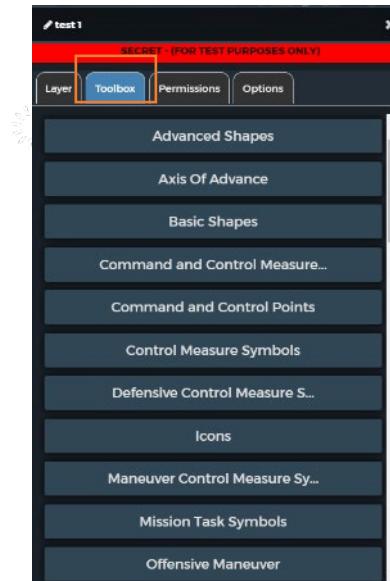
Edit All or Edit Delete geometry that is not in a Geometry Collection. Select the geometry to apply the bulk edit to by holding down CTRL+ clicking on the geometries within the list. Once the geometries are selected Edit All and

Delete All will become available. Selecting edit will open a new window allowing for a bulk change to Text scale, color selection, opacity, and label display for all selected geometry.

Clicking the Delete in Bulk will permanently remove all selected geometry from the layer.

**(U) Toolbox**

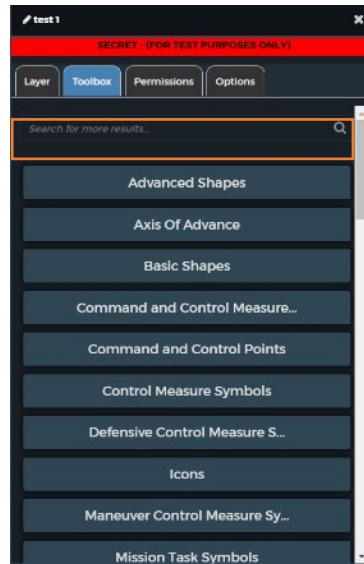
The Toolbox allows for the addition of new geometry to a layer and contains more options than the Draw Toolbar. Geometry is broken out into Advanced Shapes, Axis of Advance, Basic Shapes, Control Measure Symbols, Defensive Control Measure Symbols, Icons, Maneuver Control Measure Symbols, Mission Task Symbols and Offensive Maneuver.



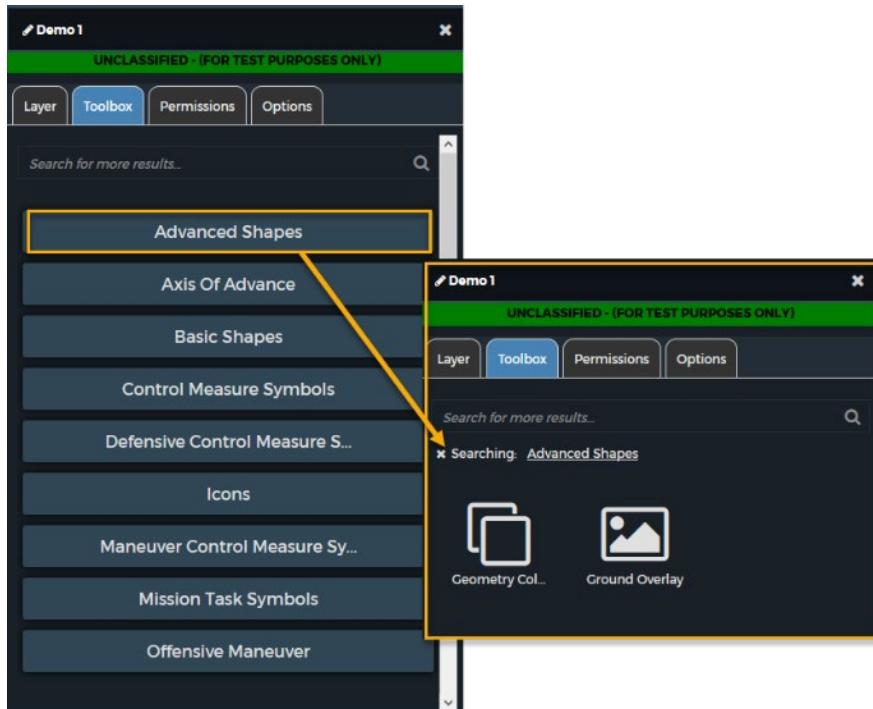
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(U) Search

Upon first opening the Toolbox, search through all geometry types by typing in the name of the geometry to be added as an overlay geometry to the Layer. As text is entered into the search bar the results will only display geometry with matching text.



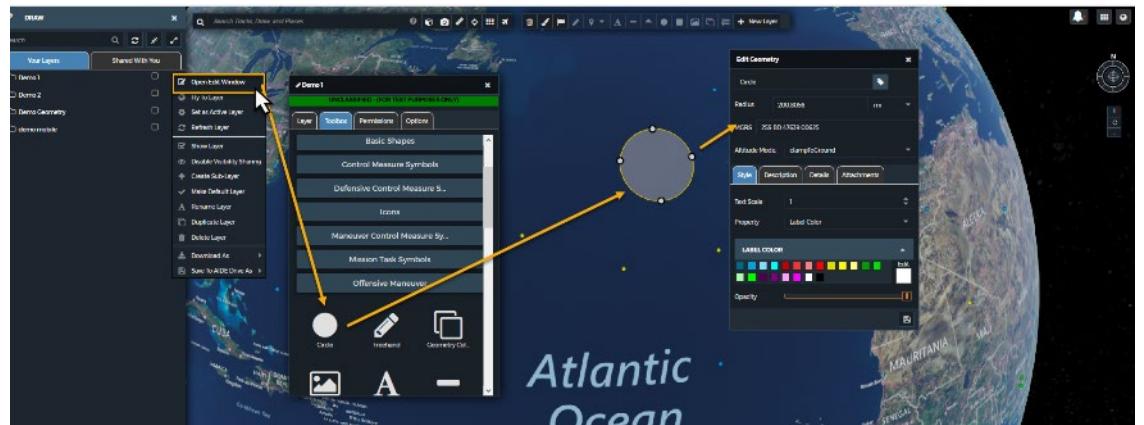
Select a specific geometry category to do a search within it, such as; Advanced Shapes, Basic Shapes, Control Measure Symbols etc. Once a Category has been selected type in the name of the geometry in that search bar to narrow down results for that specific category. All search filters that have been selected will be displayed under the search bar. To clear applied search filters, select the “x” next to the listed filters.



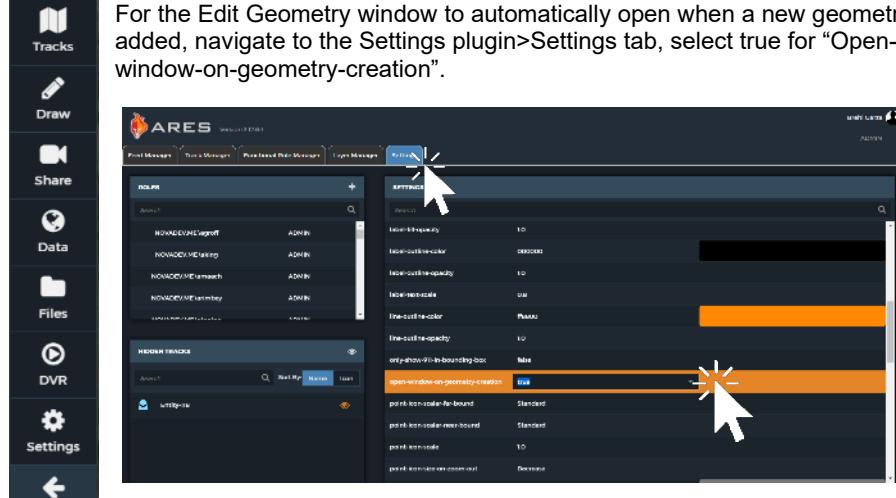
(U) Add Geometry

Click on a shape within the toolbox, or the draw toolbar at the top of the homepage, when the mouse is moved over onto the map it will turn to crosshairs where the starting point can be placed for the new geometry. Click and drag to create the geometry.

Once added, populate the Label, Description, Altitude mode, Style, Attachments and adjust points as needed. Tabs will vary based on the geometry selected.



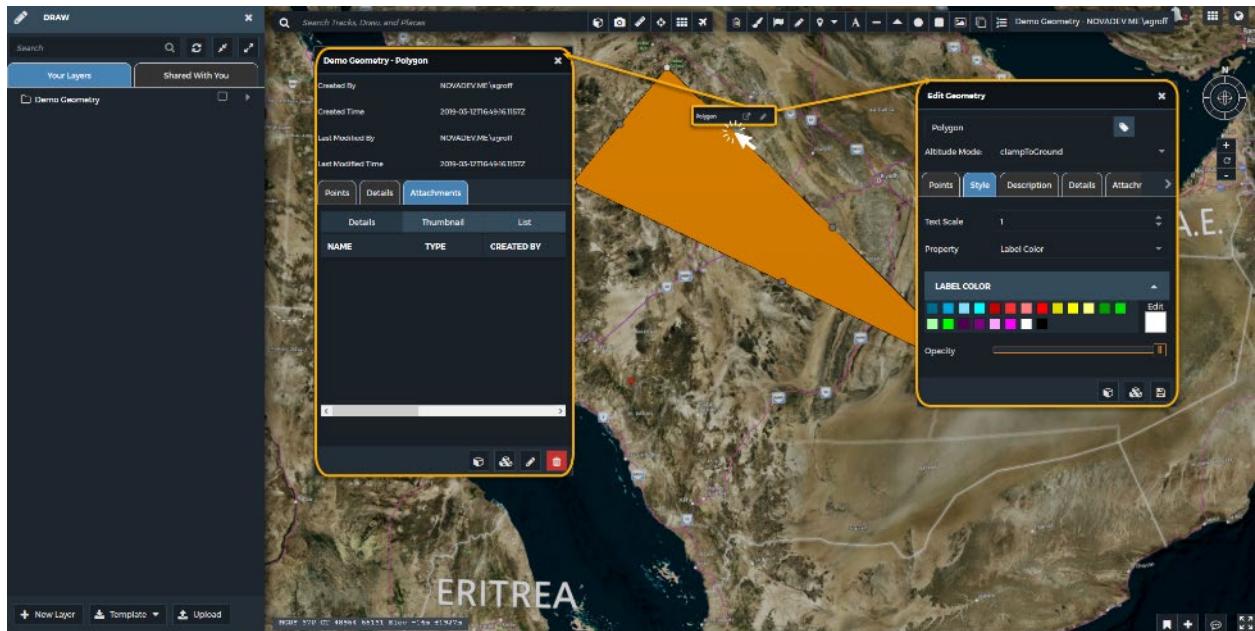
For the Edit Geometry window to automatically open when a new geometry is added, navigate to the Settings plugin>Settings tab, select true for “Open-window-on-geometry-creation”.



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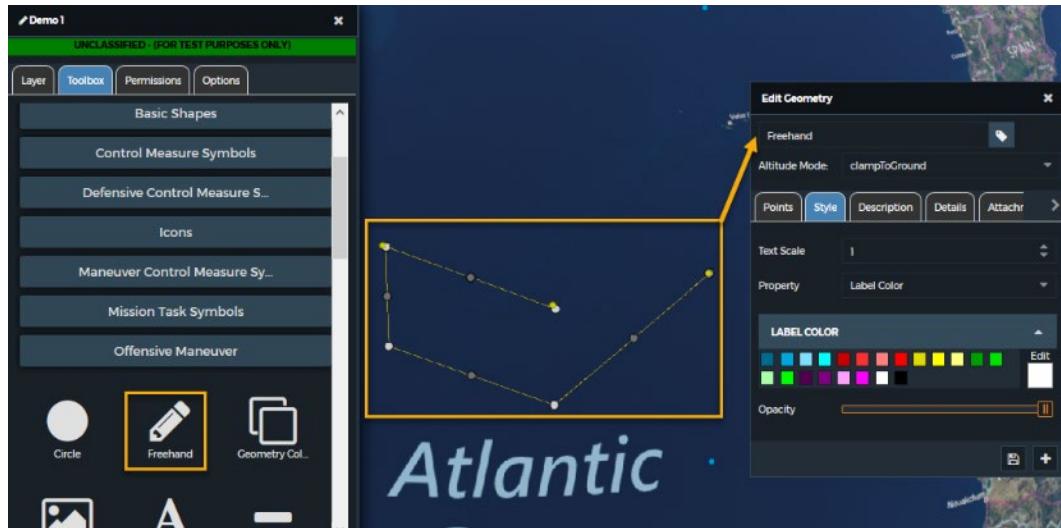
(U) View/Edit Geometry

Once Geometry is added to a layer, left click and select View to see the geometry details or select the Edit icon to make changes.

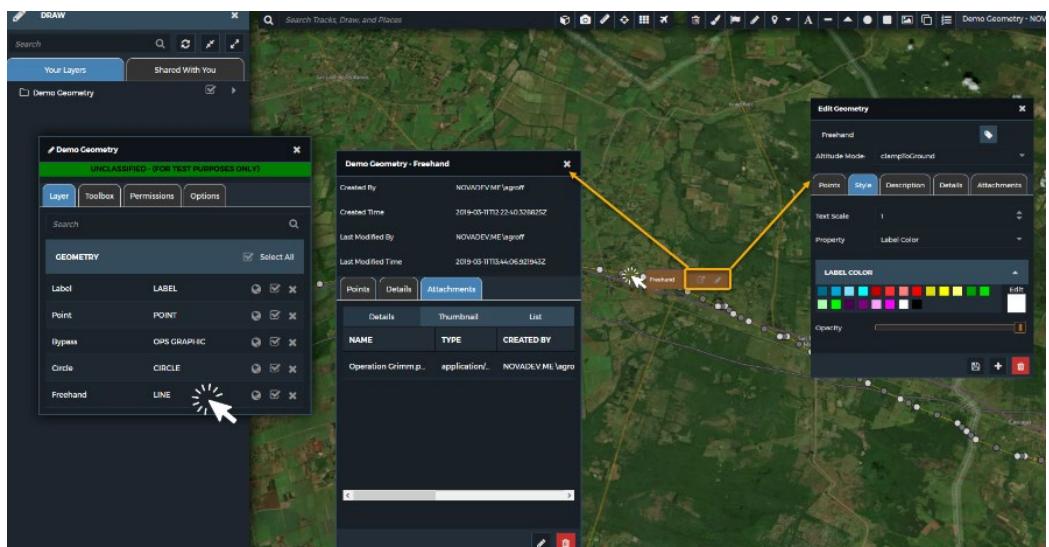


**(U) Freehand**

Use the mouse to draw on the map using the cursor. Click on the Freehand Icon, hold the left mouse button and draw on the map. Release the left mouse button once the drawing is completed. Apply the Edit Geometry fields for Label, Altitude Mode, Points, Style, Description, Attachments and Details. Select Save to complete the geometry.

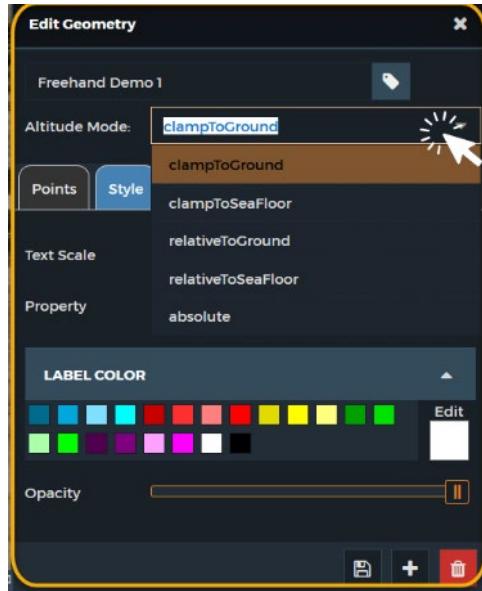
**(U) Edit/Update/Delete Geometry Details**

Left click on the geometry and select View to review details and attachments, select the pencil icon to edit features. Users can also access Edit Geometry by double clicking on the geometry within the Layer tab or left clicking on the geometry itself and selecting Edit, this will open the Geometry details. The Edit Geometry window will open allowing for edits to the Label, Icon type, Coordinates, Altitude Mode, Style, Description and Attachments. Select the Save icon to implement any changes or the trashcan to permanently delete the geometry.



(U) Label/Altitude Mode

Click within the title text field to update and/or change the label. Toggle the label on and off by selecting the tag icon next to the label name. Select the Altitude Mode to be applied to the geometry by clicking the dropdown.

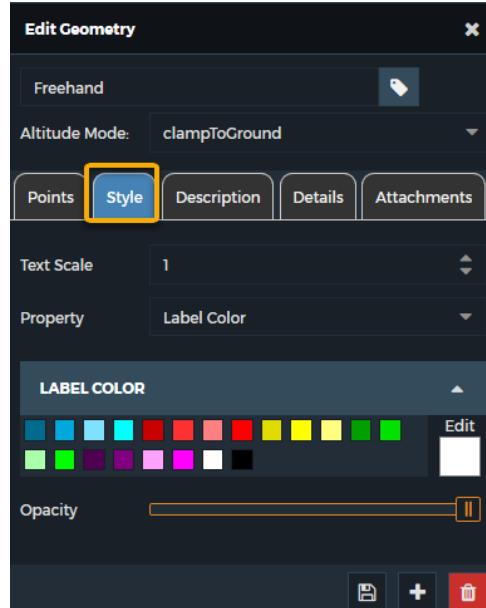
**(U) Points**

Select Edit Layer, click on a freehand geometry to open the edit Geometry window. In the Point tab change the location and altitude by clicking on the coordinates in the column of the point that needs to be updated and type in the new location. To change the altitude of the point, click on the existing altitude and type in the new altitude in feet. To delete a point, select the "X" of the point that should be removed. When hovering the mouse over a point in the edit geometry window, it will highlight the point on the line by changing the white dot to a black dot on the line. Changes can also be made by clicking and dragging a dot on the line and moving to the desired location. Click on a grey dot to create another point on the line. Click and drag any point to change the layout of the line. Select the "+" to add additional points, from the last point made to an existing line followed by Save.

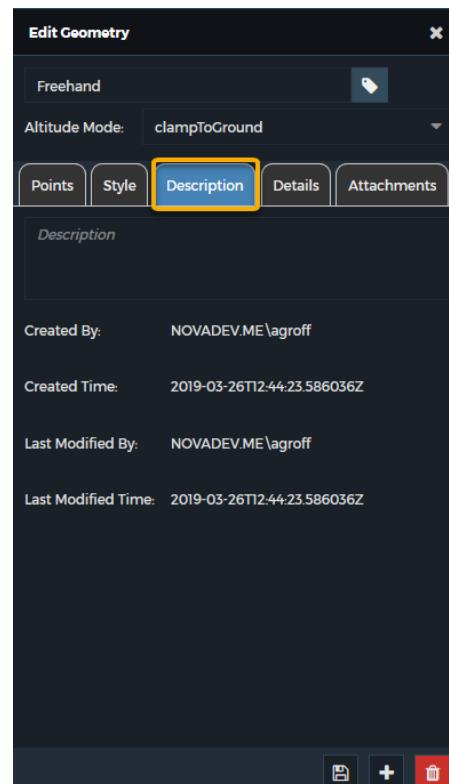
Edit Geometry	
Freehand	
Altitude Mode: clampToGround	
Points	Style
Description	Details
Attachments	
MGRS	ALTITUDE
3IR BL 10783 71227	-2378.1257 ft
3IR BL 27283 64072	-3813.242 ft
3IR CL 01041 35905	-9993.5137 ft
3IR CL 75499 23530	-15016.1282 ft
3IR DK 70606 96629	-16985.4614 ft
3IR EK 51161 76874	-14792.5782 ft
3IR FK 55348 50638	-13110.5751 ft
3IR CK 66151 32937	-18400.1548 ft
3IR CK 90517 18569	-18543.5422 ft
32R KP 39982 02409	-18947.7032 ft
32R KN 08950 78858	-20580.4941 ft
32R KN 48711 24667	-16383.3587 ft

(U) Style

Click the property dropdown to view and select the features to be updated. The opacity can be adjusted by dragging the slider and the color of the line can be changed by selecting a new color from the pallet provided within the Style tab.

**(U) Description**

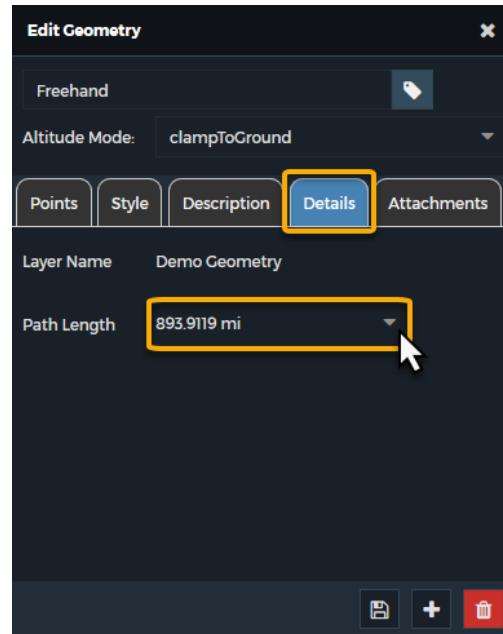
The free text field allows for additional details about the geometry created. Created By/Time and Last Modified/Time data will automatically be populated.



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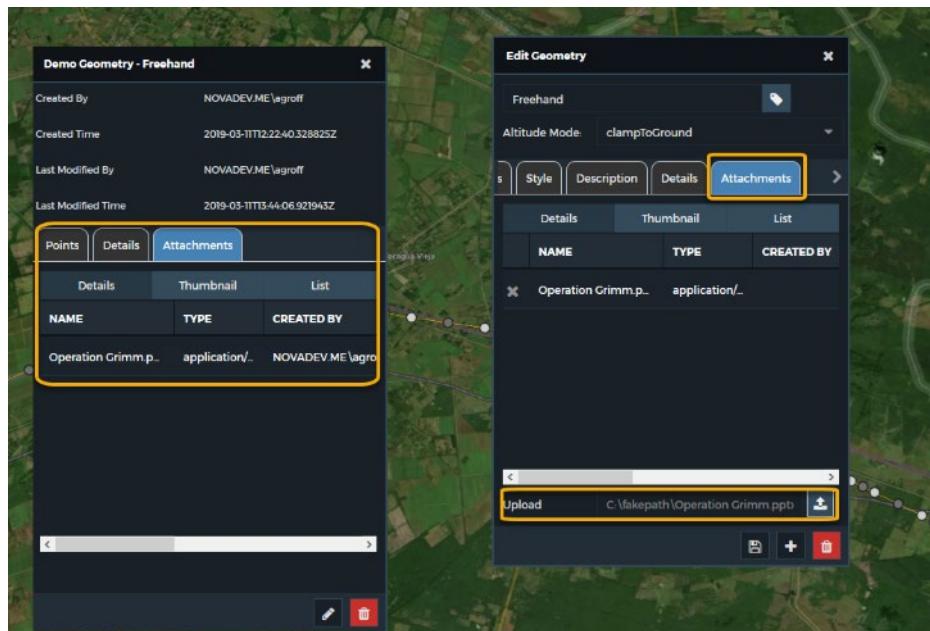
(U) Details

The details tab displays the Layer Name it belongs to and the Path Length. Select the path length measurement type from the dropdown.



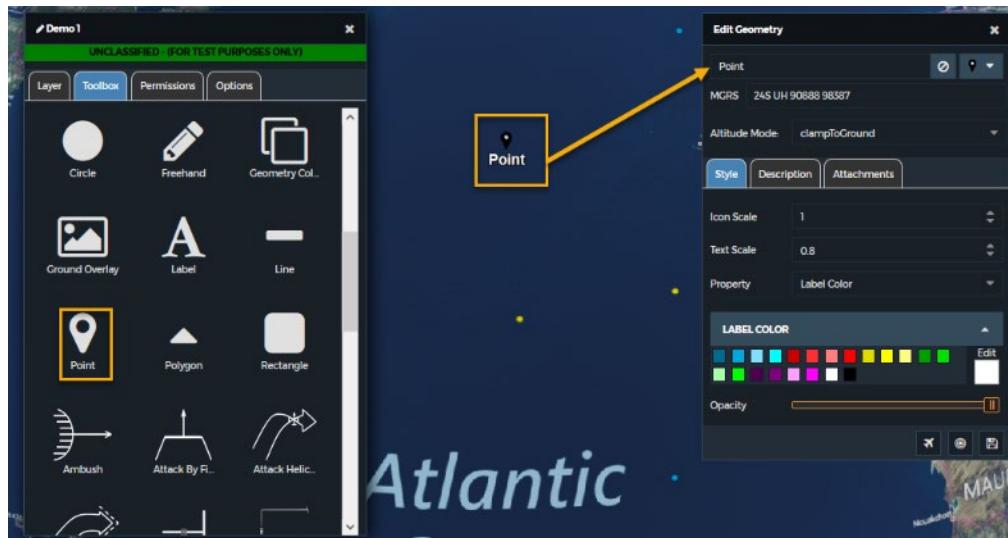
(U) Attachments

Attach various file types to the geometry by clicking on the Attachments tab, selecting Upload followed by Save. Double click on a file name to view the file and select the "X" to remove it. File attachments can be found in geometry View or Edit mode.

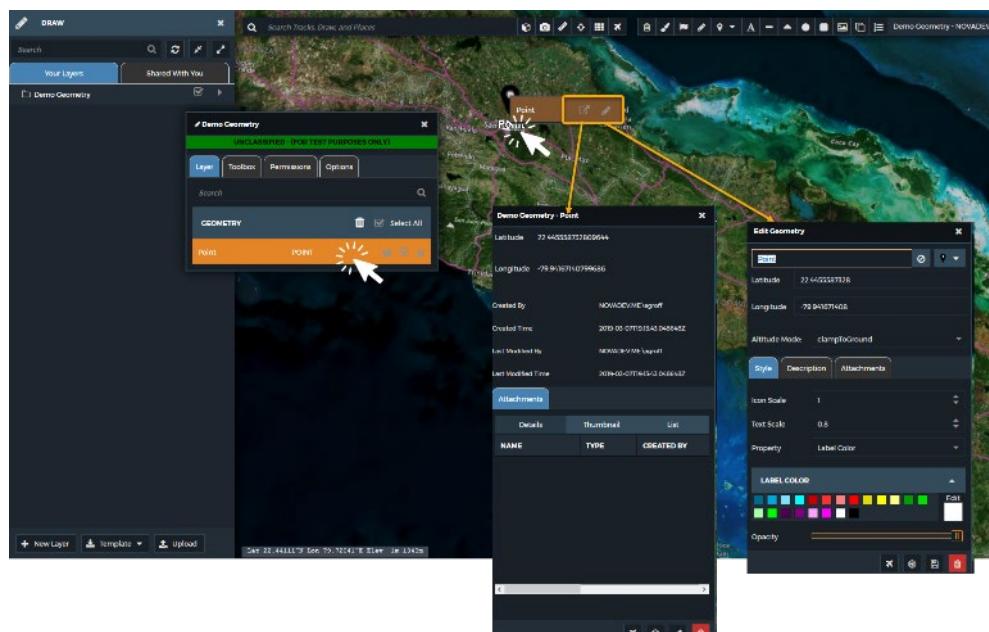


(U) Point

To add an icon or military symbol to the map, click on the Point icon. The mouse will turn into cross hairs, click on the map to where the icon needs to be. The default Pinpoint icon will appear on the map as well as it being listed as geometry within the Layer tab. Once the point has been placed, the Edit Geometry window will allow for features of the point to be updated and/or changed.

**(U) View/Edit/Delete Point**

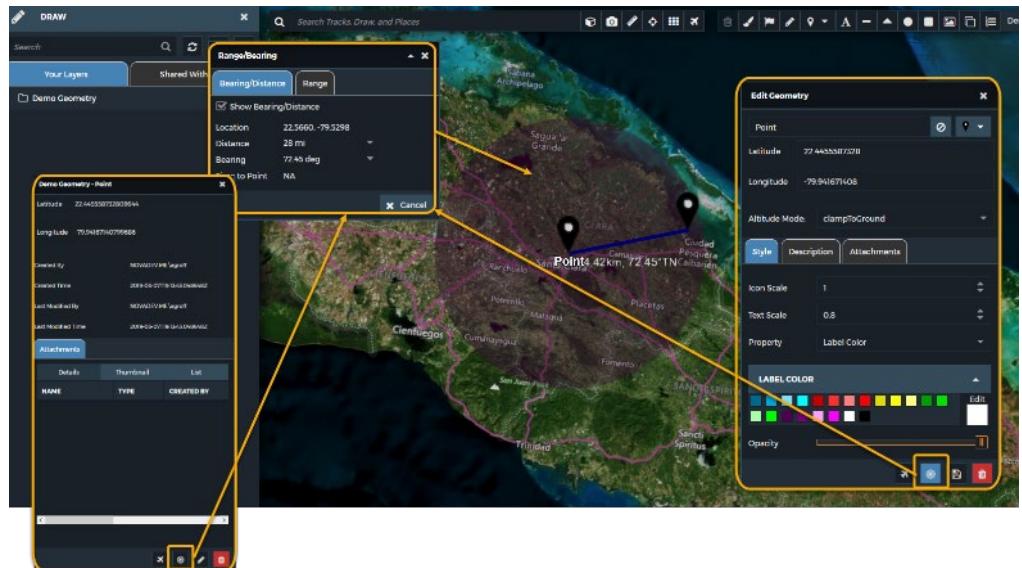
Left click on the geometry and select View to review details and attachments, select the pencil icon to edit features. Users can also access Edit Geometry by double clicking on the geometry within the Layer tab or left clicking on the geometry itself and selecting Edit, this will open the Geometry details. The Edit Geometry window will open allowing for edits to the Label, Icon type, Coordinates, Altitude Mode, Style, Description and Attachments. Select the Save icon to implement any changes or the trashcan to permanently delete the point.



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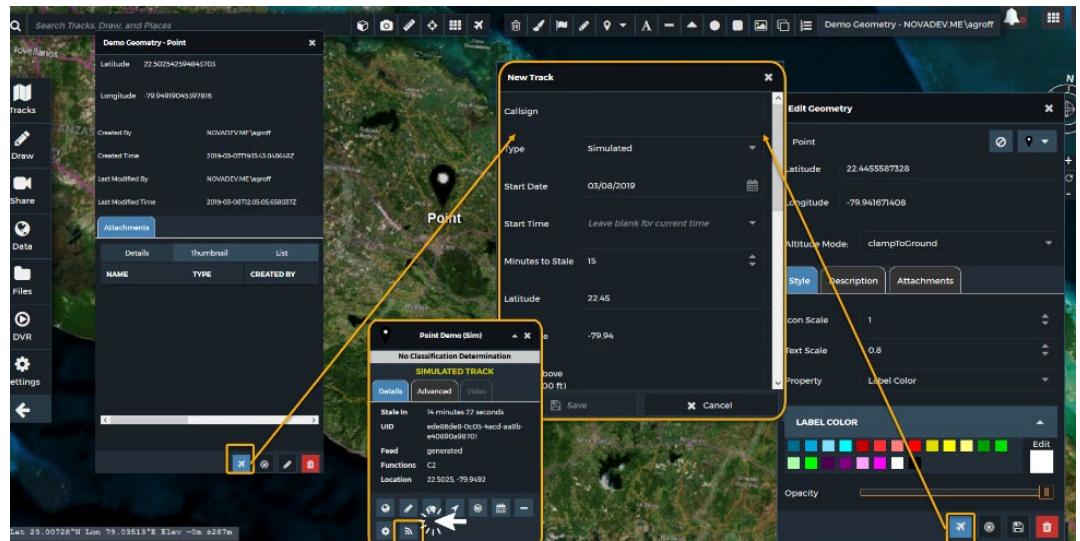
(U) Range/Bearing/Terrain

Add Bearing/Distance and/or Range to a placemark by selecting the Range/Bearing icon within View or Edit Geometry. Place a checkmark in the corresponding tab to apply them to the point and select the measurement type from the dropdown. If terrain is enabled (within the Data panel) the terrain dome will also become available.



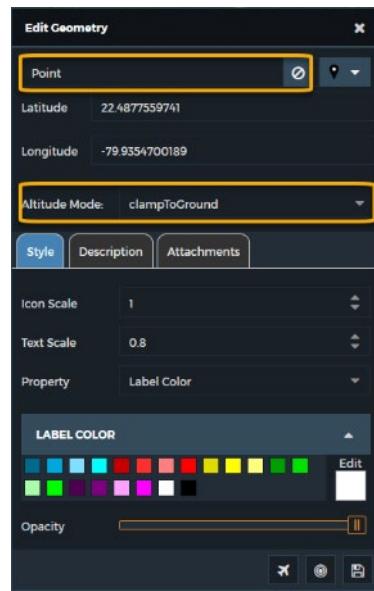
(U) Create Track

To turn a point into a Track, select the Create Track icon on the View or Edit Geometry cards. Complete the New Track details followed by Save. Click on the point again and select the Share icon to include the track in the Generated input feed on the server it was created on.

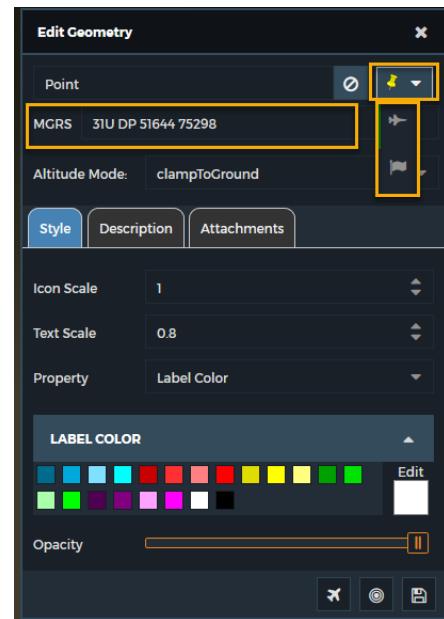


(U) Label/Altitude Mode

Click within the title text field to update and/or change the Point label. Toggle the label on and off by selecting the tag icon next to the label name. Select the Altitude Mode to be applied to the point by selecting from the dropdown.

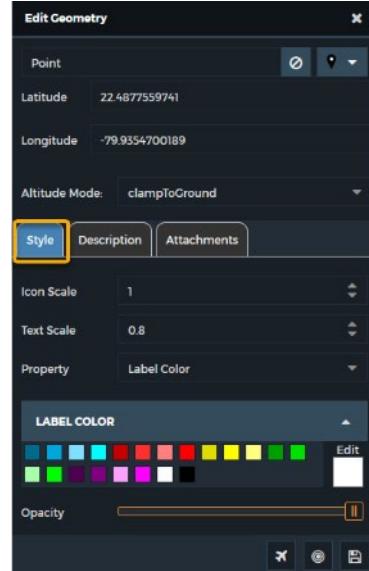
**(U) Coordinates/Icon Type**

Change the location of the point by entering new coordinates into the field. The location can also be changed by dragging the point to the desired location on the map while in Edit Geometry mode. The coordinate format is based on the preference set (Section 2.9). Change the image used for the point by selecting from the Special Icons or Military Icon dropdown.

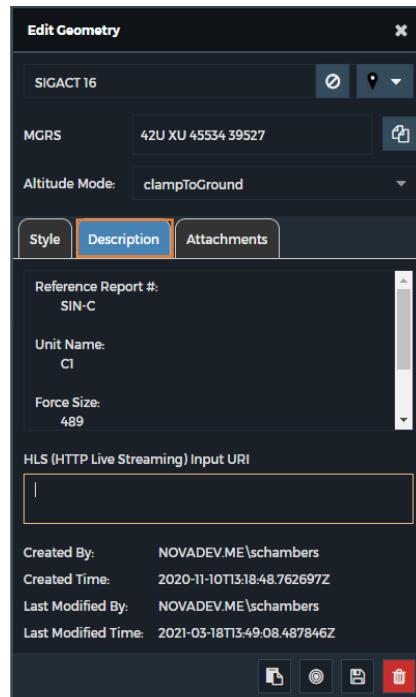


(U) Style

Within the Style tab changes can be made to the Point by selecting the Property drop down and adjusting the corresponding fields such as Label Color and Marker Color. Changes can be made to the Icon and Text size by entering a number or using the up and down arrows next to each field. Change the Opacity of the point by dragging the slider right or left.

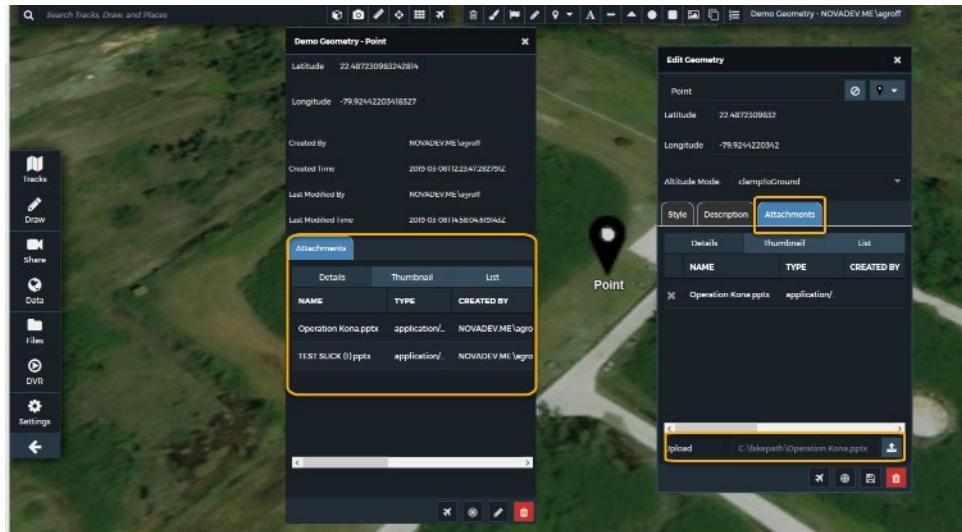
**(U) Description**

Details added within the Mission Log will be updated within the description of the point. Add an HTTP Live Streaming (HLS) Input URI (optional). Type in the live stream address in the window and when the point is selected the streaming video will be displayed within the geometry card. Created By/Time and Last Modified/Time data will automatically be populated after the initial settings have been applied.

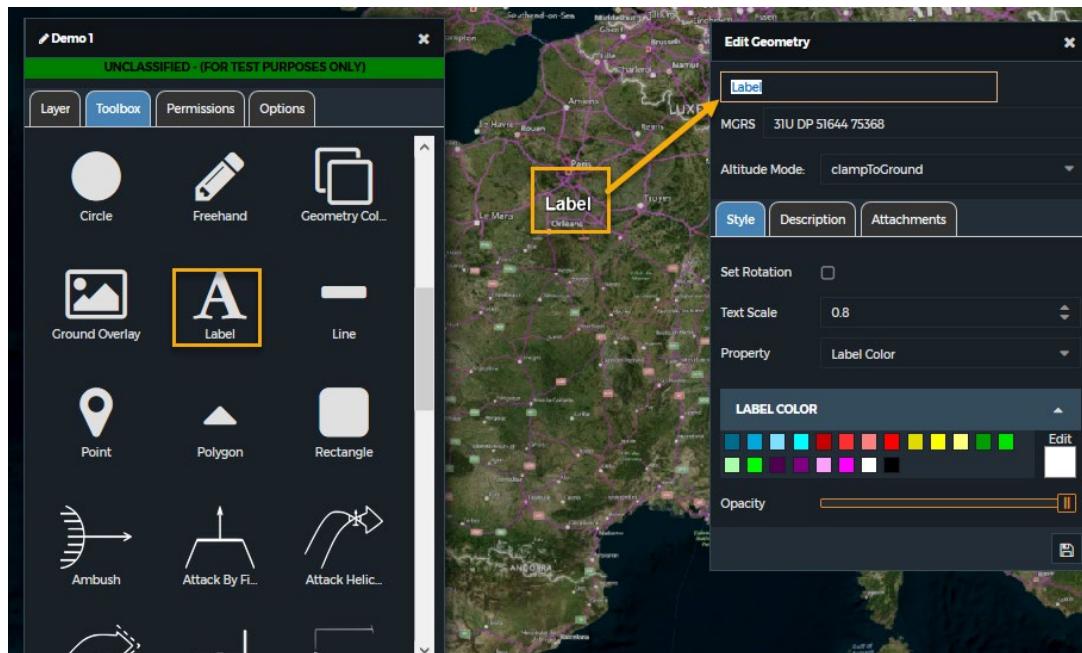


(U) Attachments

Attach various file types to the geometry by clicking on the Attachments tab, selecting Upload followed by Save. Double click on a file name to view the file and select the "X" to remove it. File attachments can be found in geometry View or Edit mode.

**(U) Label**

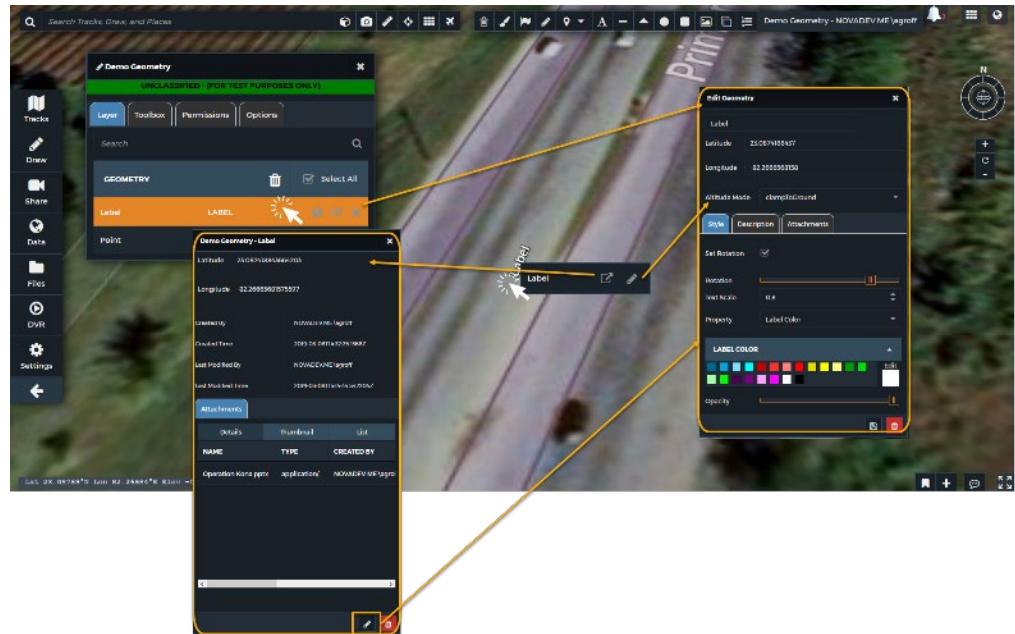
To add a Label to the map, click on the Label icon and the cursor will turn into crosshairs, click on a location on the map to add the Label.



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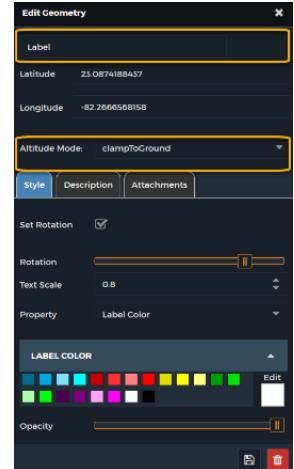
(U) View/Edit/Delete Label

Left click on the geometry and select View to review details and attachments, select the pencil icon to edit features. Users can also access Edit Geometry by double clicking on the geometry within the Layer tab or left clicking on the geometry itself and selecting Edit, this will open the Geometry details. The Edit Geometry window will open allowing for edits to the Label, Coordinates, Altitude Mode, Style, Description and Attachments. Select the Save icon to implement any changes or the trashcan to permanently delete the geometry.



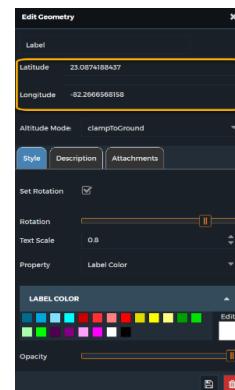
(U) Label/Altitude Mode

Click within the title text field to update and/or change the Label. Select the Altitude Mode to be applied to the label by selecting from the dropdown.

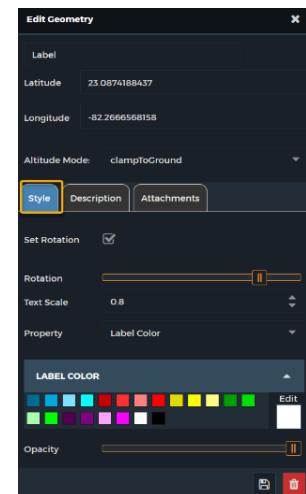


(U) Coordinates

Change the location of the point by entering new coordinates into the field. The location can also be changed by dragging the label to the desired location on the map while in Edit Geometry mode. The coordinate format is based on the user's preference (section 2.9).

**(U) Style**

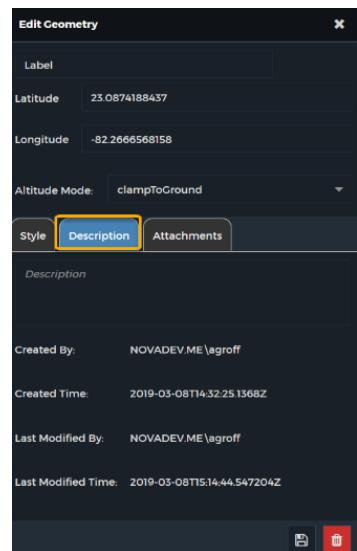
Within the Style tab changes can be made to the Label by selecting the Property drop down and adjusting the corresponding fields such as Label Color and Label Outline. Place a checkmark next to Set Rotation to use the sidebar to adjust the angle of the text displayed. The Text Scale can be updated by entering a number or using the arrows within the field to adjust the size. Adjust the Opacity of the label by dragging the slider right or left.



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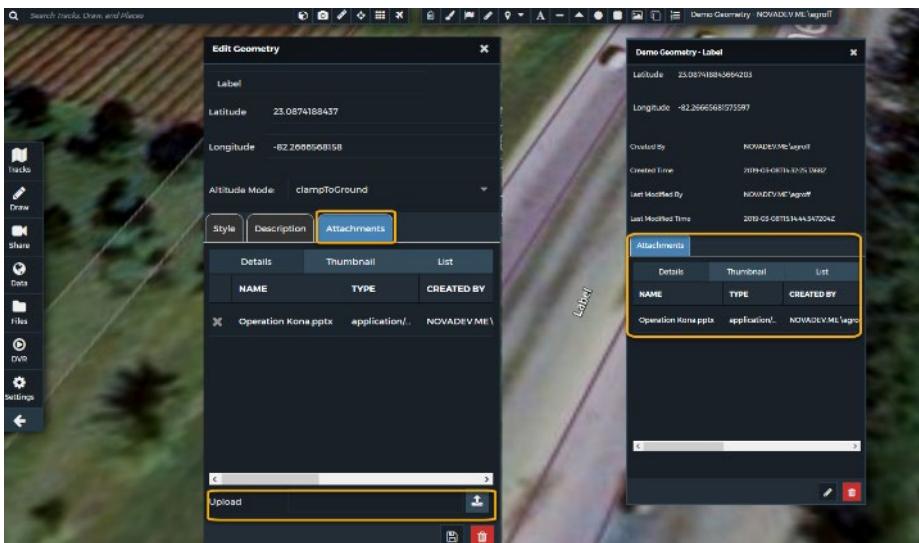
(U) Description

The free text field allows for additional details about the geometry created. Created By/Time and Last Modified/Time data will automatically be populated after edits have been made followed by Save.



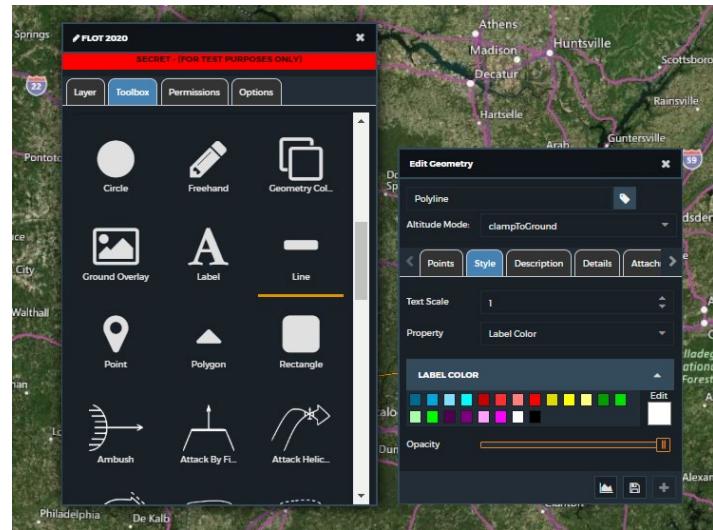
(U) Attachments

Attach various file types to the geometry by clicking on the Attachments tab, selecting Upload followed by Save. Double click on a file name to view the file and select the "X" to remove it. File attachments can be found in geometry View or Edit mode.



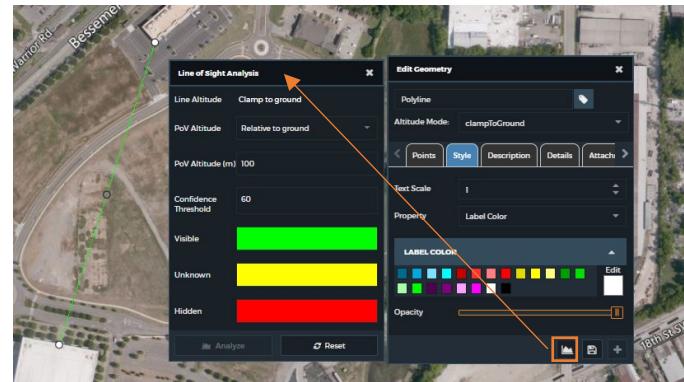
**(U) Line**

To add a Line to the map, select the line icon, the cursor will turn into crosshairs, click a location on the map to add the start of the line and click in desired locations to create multiple points along the line. Select CTRL+Z to remove the last point created. Right click the last point to complete the line.

**(U) Line: Line of Sight Analysis**

Use the polyline tool and Ares's Digital Terrain and Elevation (ensure elevation is turned on in the Data tool) to analyze from point to point on the map. Once the line from point A to point B the line Edit window will launch. Select at the bottom of the card: Line of Sight Analysis. This will launch a separate window with PoV Altitude options. The Altitude mode can be changed in the Edit Geometry card. The Confidence Threshold can be changed by toggling on the arrows or using the keyboard arrow keys to set in the desired threshold. each point assessed is given a confidence value of how sure Ares is that it's visible or hidden. The confidence threshold configuration changes the threshold that we declare it "visible" or "hidden" vs "unknown". This number is going to range from 50% (no confidence) to theoretically 100%, though in practice 95% is pretty good. Reducing the threshold will produce "prettier" results with less "unknown" areas, but users should be aware that this is at the cost of the final calculation being less reliable.

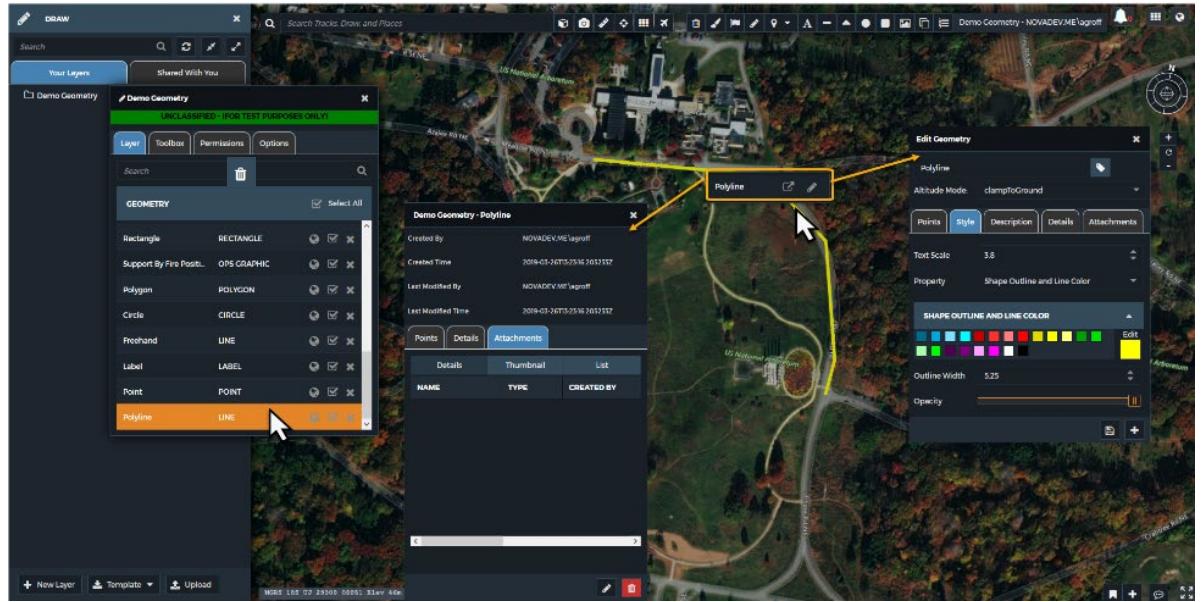
A point icon will display on the map, users can move the point around the map which represents the viewpoint. Each time the viewpoint is changed, the user must re analyze the line of sight.



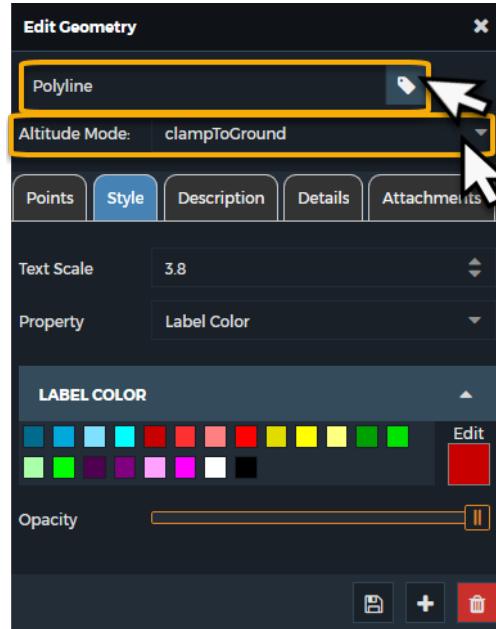
The map zoom level matters during the line of sight analysis. The further zoomed out the map is the less detailed elevation data is available to process, rendering the analysis useless. When the map is zoomed in very closely, the more detailed elevation data is available, but this also takes longer to process and analyze.

(U) View/Edit/Delete Geometry Details

Left click on the geometry and select View to review details and attachments, select the pencil icon to edit features. Users can also access Edit Geometry by double clicking on the geometry within the Layer tab or left clicking on the geometry itself and selecting Edit, this will open the Geometry details. The Edit Geometry window will open allowing for edits to the Label, Altitude Mode, Style, Points, Description, Details and Attachments. Select the Save icon to implement any changes or the trashcan to permanently delete the point.

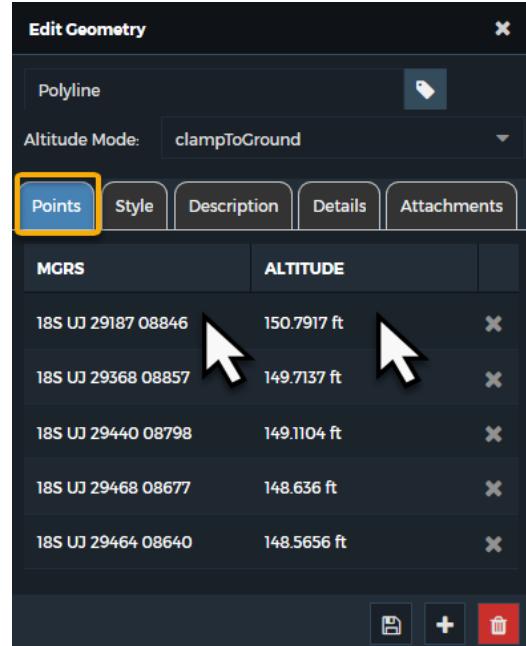
**(U) Label/Altitude Mode**

Click within the title text field to update and/or change the Label. Select the Altitude Mode to be applied to the line by selecting from the dropdown.

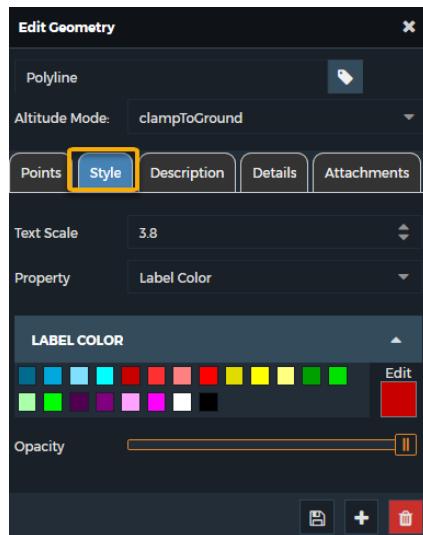


(U) Points

Select Edit Layer, click on a freehand geometry to open the edit Geometry window. In the Point tab change the location and altitude by clicking on the coordinates in the column of the point that needs to be updated and type in the new location of the point. To change the altitude of the point, click on the existing altitude of the point and type in the new altitude in feet. To delete a point select the "X" of the point that should be removed. When hovering the mouse over a point in the edit geometry window, it will highlight the point on the line by changing the white dot to a black dot on the line. Changes can also be made by clicking and dragging a dot on the line and moving to the desired location. Click on a grey dot to create another point on the line. Click and drag any point to change the layout of the line. Select the "+" to add additional points, from the last point made to an existing line followed by Save.

**(U) Style**

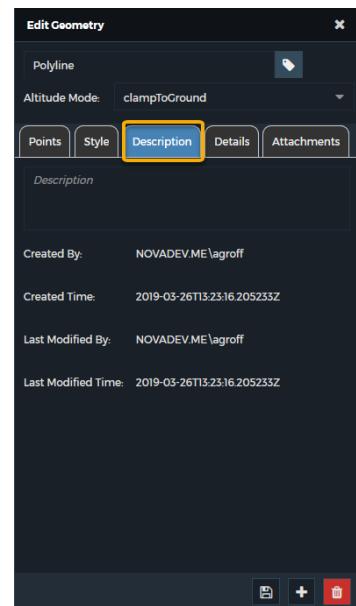
Within the Style tab, the Property drop down allows for changes features of the line. Within the Style tab changes can be made to the Line by selecting the Property drop down and adjusting the corresponding fields such as Label Color and Label Outline. The Text Scale can be updated by entering a number or using the arrows within the field to adjust the size. Adjust the Opacity of the label by dragging the slider right or left.



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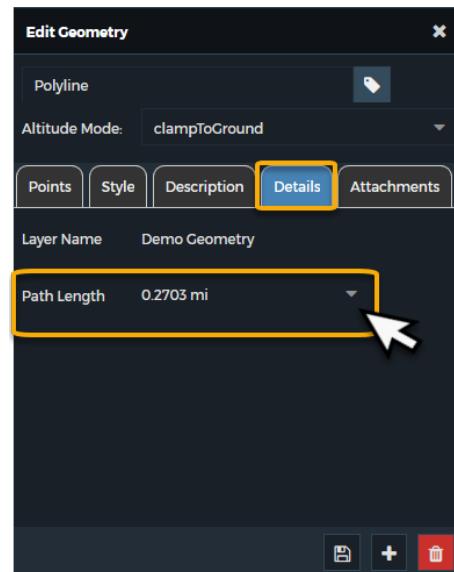
(U) Description

The free text field allows for additional details about the geometry created. Created By/Time and Last Modified/Time data will automatically be populated after the geometry has been saved.



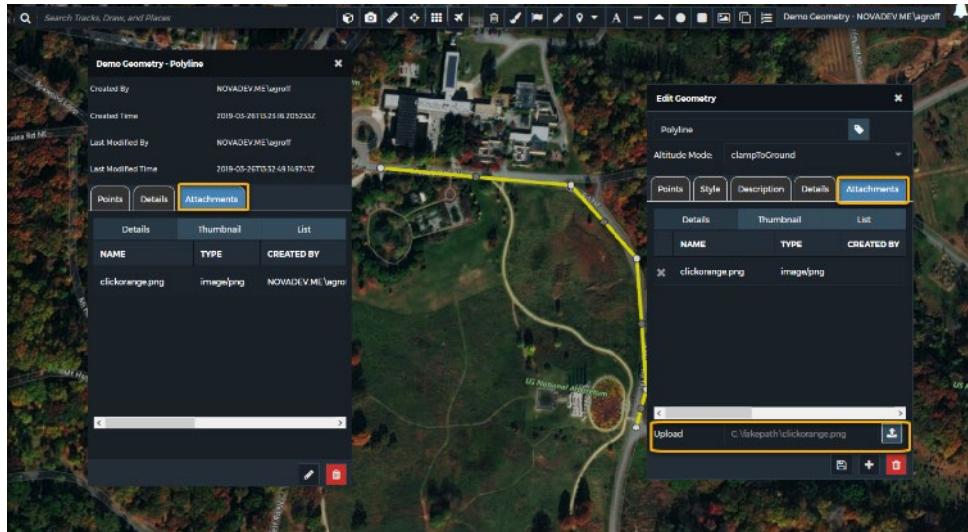
(U) Details

The details tab will show the Path Length (select distance type from the dropdown) of the line and Layer Name.

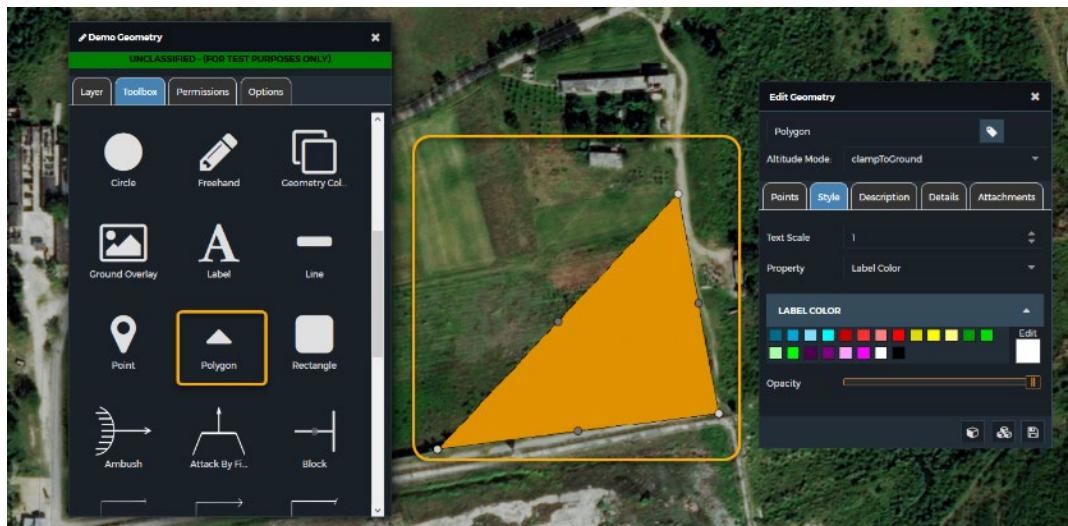


(U) Attachments

Attach various file types to the geometry by clicking on the Attachments tab, selecting Upload followed by Save. Double click on a file name to view the file and select the "X" to remove it. File attachments can be found in geometry View or Edit mode.

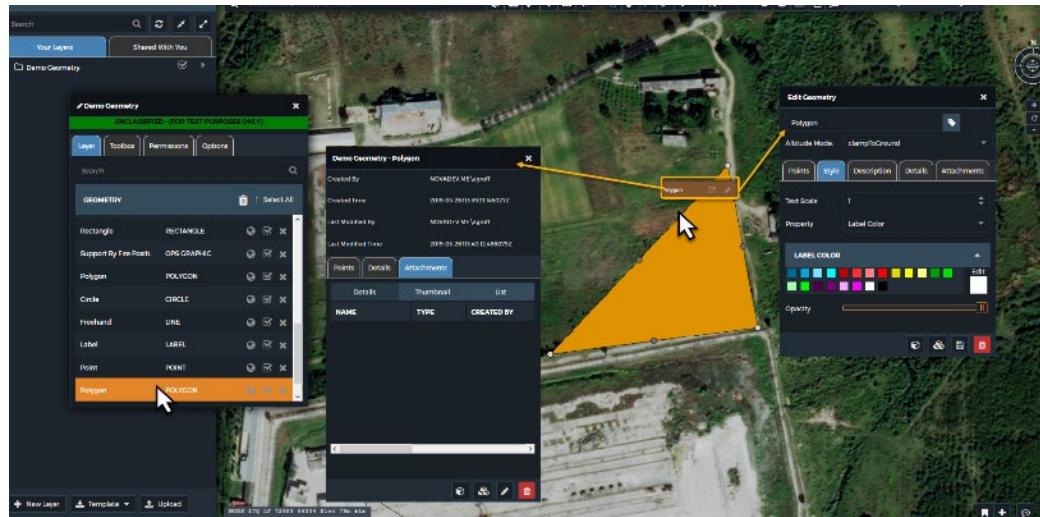
**(U) Polygon**

To add a Polygon to the map, select the polygon icon, the cursor will turn into crosshairs, start by clicking on the initial location, drag the mouse to the next point and left click, continue to add points, the polygon shape will appear on the screen. Right click to complete the polygon. Pressing CTRL+Z will undo the last point created. Once the polygon has been created add the Label name, Description, Details, Style, Attachments and Location of Points. Click on the save button in the lower right of the Edit Geometry window when editing is completed to save the Polygon to the map.

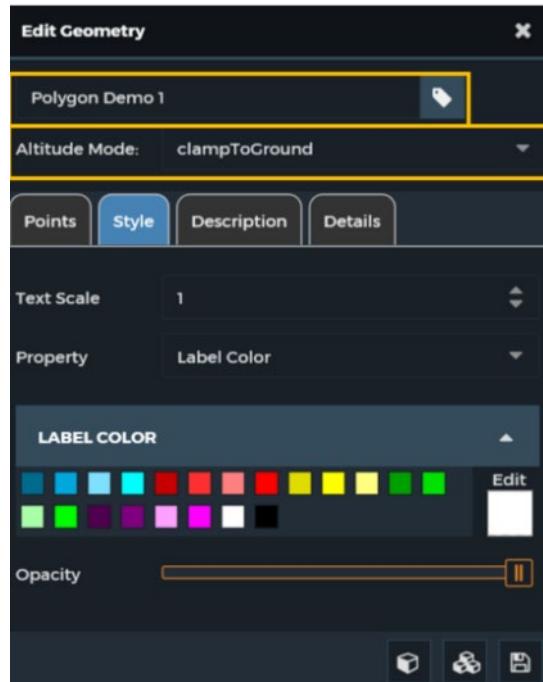


(U) View/Edit/Delete Geometry Details

Left click on the geometry and select View to review details and attachments, select the pencil icon to edit features. Users can also access Edit Geometry by double clicking on the geometry within the Layer tab or left clicking on the geometry itself and selecting Edit, this will open the Geometry details. The Edit Geometry window will open allowing for edits to the Label, Altitude Mode, Style, Description, Details and Attachments. Select the Save icon to implement any changes or the trashcan to permanently delete the geometry.

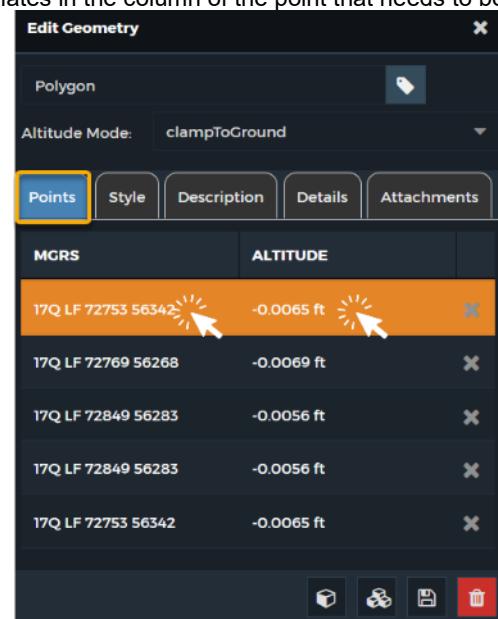
**(U) Label/Altitude Mode**

Click within the title text field to update and/or change the Label. Select the Altitude Mode to be applied to the polygon by selecting from the dropdown.

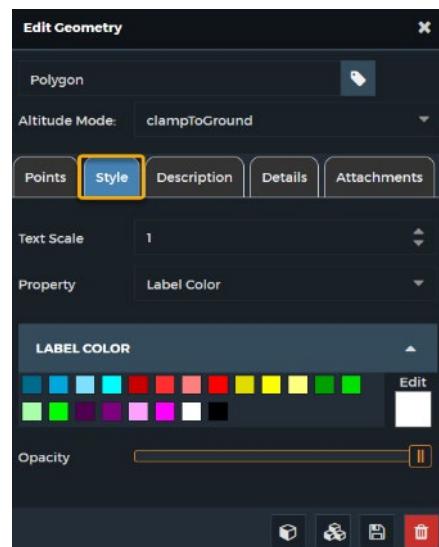


(U) Points

Select Edit Layer, click on the polygon within the list to open the edit Geometry window or click on the shape itself. In the Point tab change the location and altitude by clicking on the coordinates in the column of the point that needs to be updated and type in the new location of the point. To change the altitude of the point, click on the existing altitude of the point and type in the new altitude in feet. To delete a point, select the "X" of the point that should be removed. When hovering the mouse over a point in the list, it will highlight the point on the line by changing the white dot to a black dot. Changes can also be made by clicking and dragging a dot on the line and moving to the desired location. Click on a grey dot to create another point on the line. Click and drag any point to change the layout of the line.

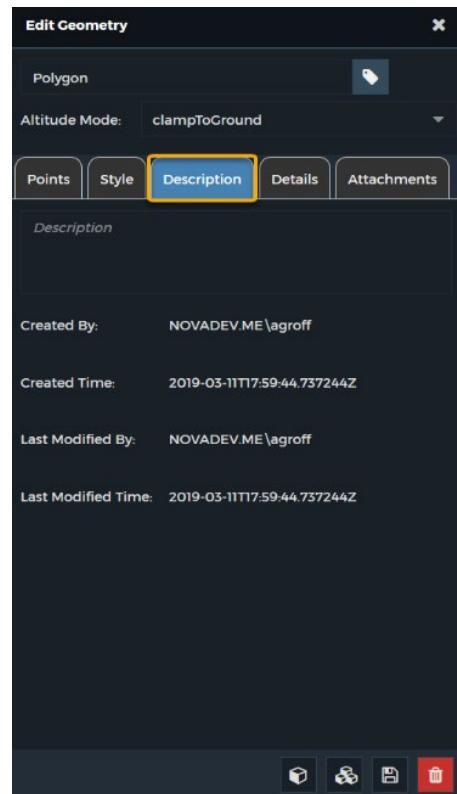
**(U) Style**

Change the size and color of the polygon by selecting the Style tab. In the Property pull down choose from a variety of features such as Label Color, Label Outline Color or Label Background Color. The Text Scale can be updated by entering a number or using the arrows within the field to adjust the size. Adjust the Opacity of the label by dragging the slider right or left.

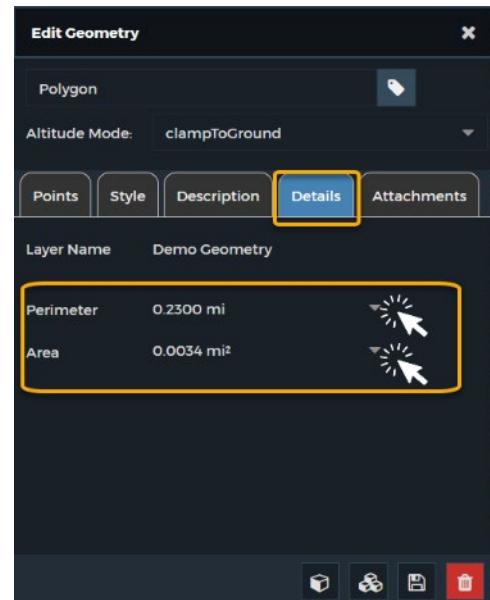


(U) Description

The free text field allows for additional details about the geometry created. Created By/Time and Last Modified/Time data will automatically be populated.

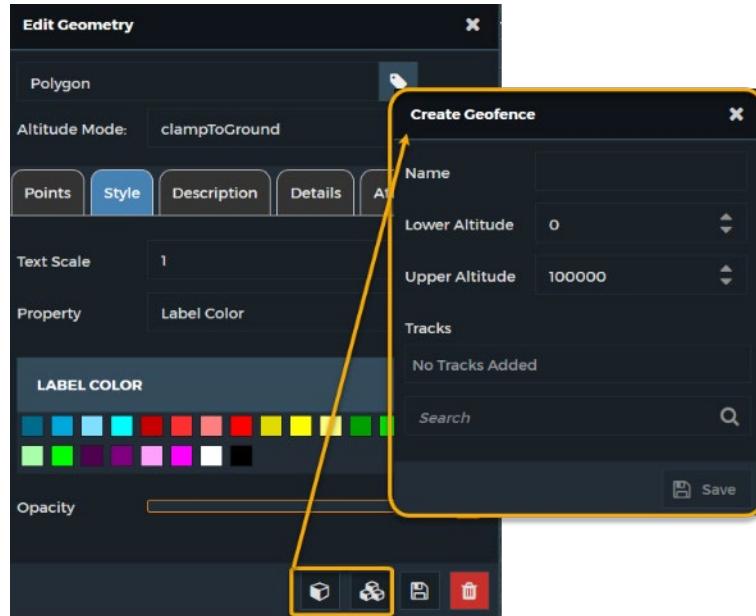
**(U) Details**

Once a Polygon has been created the details tab will display the Layer Name, Perimeter and Area of the polygon. Change the measurement type from the dropdown.



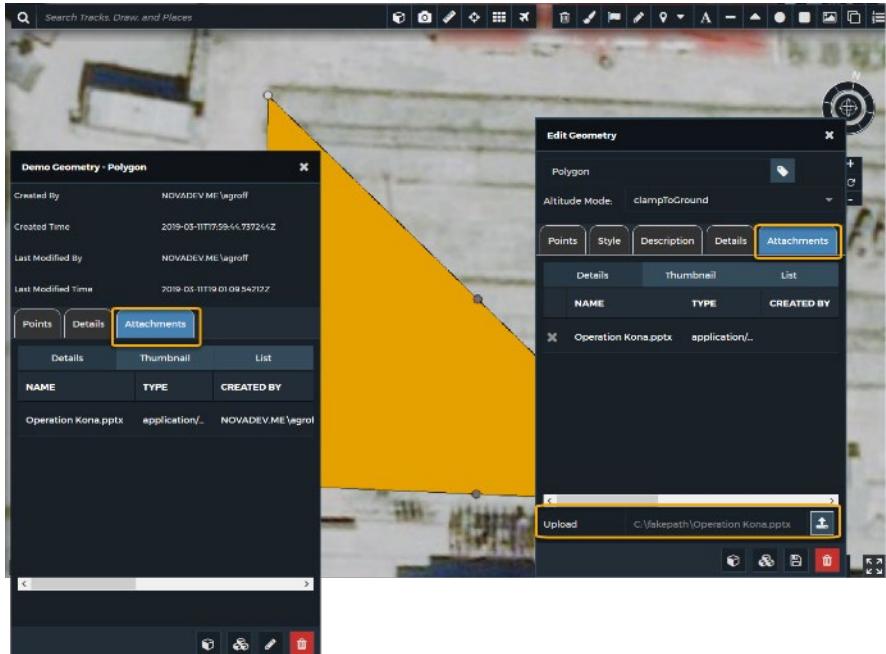
(U) Create Geofence from Shape

Select the Create Geofence from Shape or Create System Geofence from Shape (for Supervisors/Admins) on the bottom of the geometry card. This is another way Analyst can create a Geofence. For more information, see section 2.1.2.

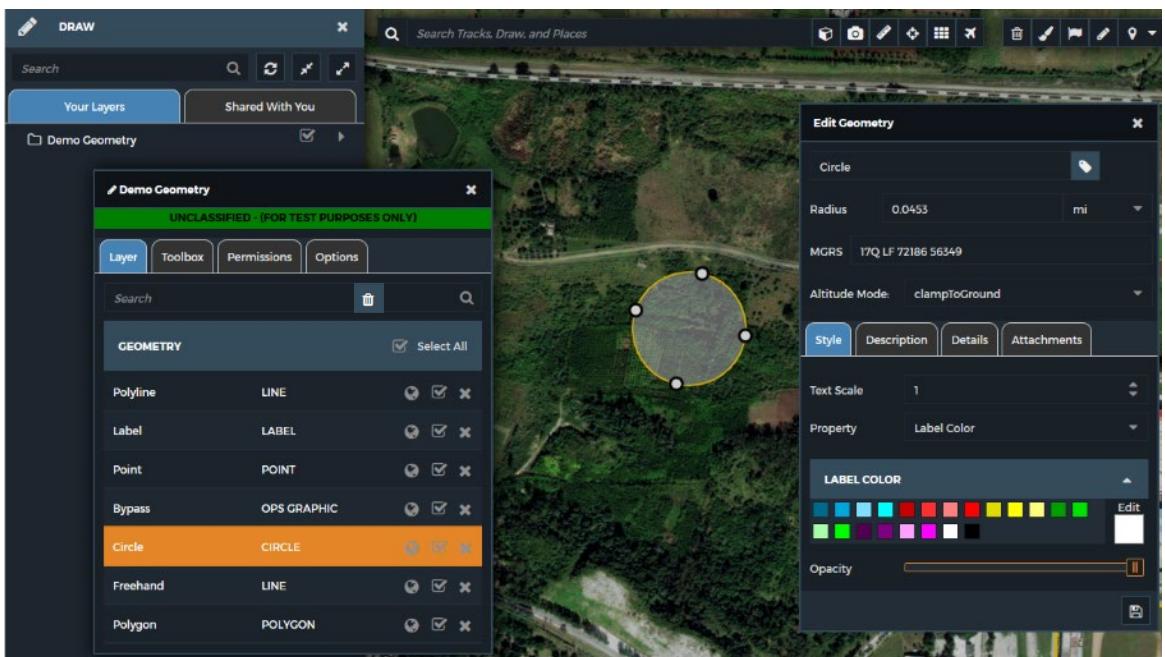


(U) Attachments

Attach various file types to the geometry by clicking on the Attachments tab, selecting Upload followed by Save. Double click on a file name to view the file and select the "X" to remove it. File attachments can be found in geometry View or Edit mode.

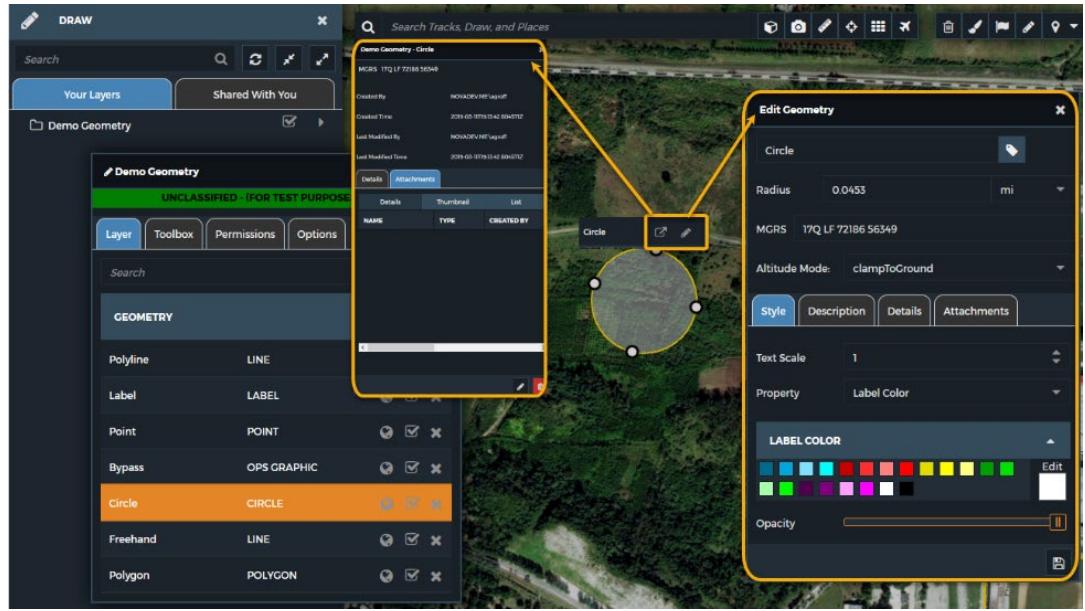
**(U) Circle**

To add a Circle to the map, select the circle icon, the cursor will turn into crosshairs, click on a location on the map to add the start of the circle and drag outwards to achieve the desired circumference right click to finish the circle. Change the circumference of the circle by clicking and dragging a point along the circle to adjust the circumference, right click to create the circle.

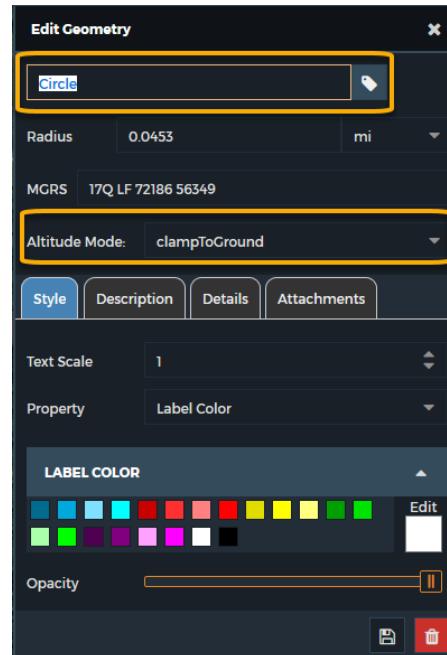


(U) View/Edit/Delete Geometry Details

Left click on the geometry and select View to review details and attachments, select the pencil icon to edit features. Users can also access Edit Geometry by double clicking on the geometry within the Layer tab or left clicking on the geometry itself and selecting Edit, this will open the Geometry details. The Edit Geometry window will open allowing for edits to the Label, Radius, Coordinates, Altitude Mode, Style, Description, Details and Attachments. Select the Save icon to implement any changes or the trashcan to permanently delete the geometry.

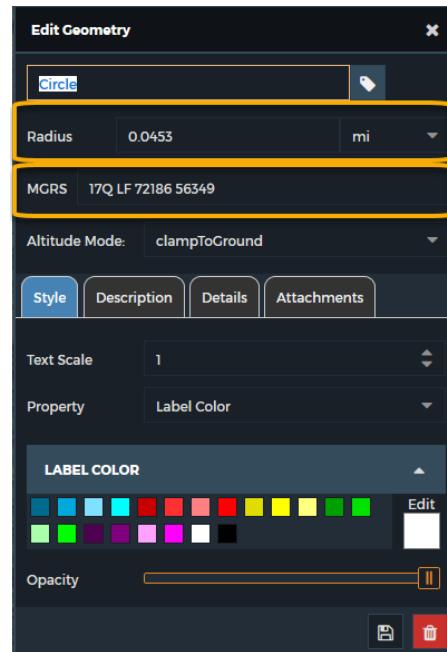
**(U) Label/Altitude Mode**

Click within the title text field to update and/or change the Label. Select the Altitude Mode to be applied to the circle by selecting from the dropdown.

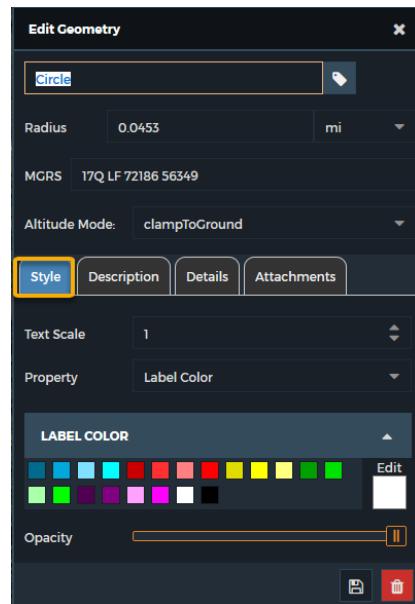


(U) Coordinates/Radius

Change the location of the circle by entering a new location into the coordinate field. The location can also be changed by dragging the circle to the desired location on the map while in Edit Geometry mode. Change the Radius of the circle by entering a number into the Radius field or by selecting the up/down arrow.

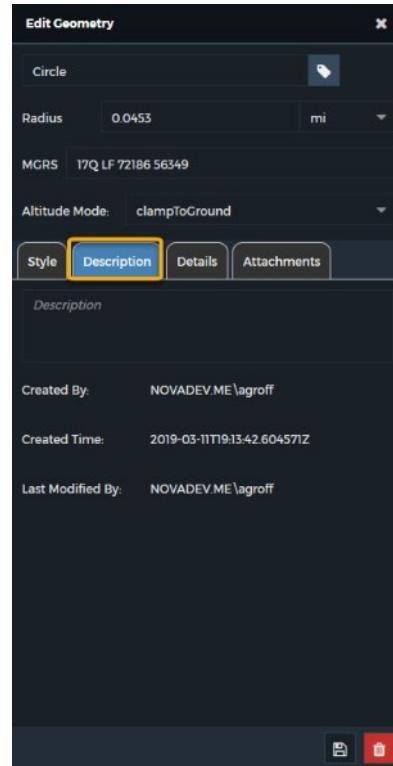
**(U) Style**

Change the size and color of the circle by selecting the Style tab. In the Property pull down choose from a variety of features such as Label Color, Label Outline Color or Label Background Color. The Text Scale can be updated by entering a number or using the arrows within the field to adjust the size. Adjust the Opacity of the label by dragging the slider right or left.

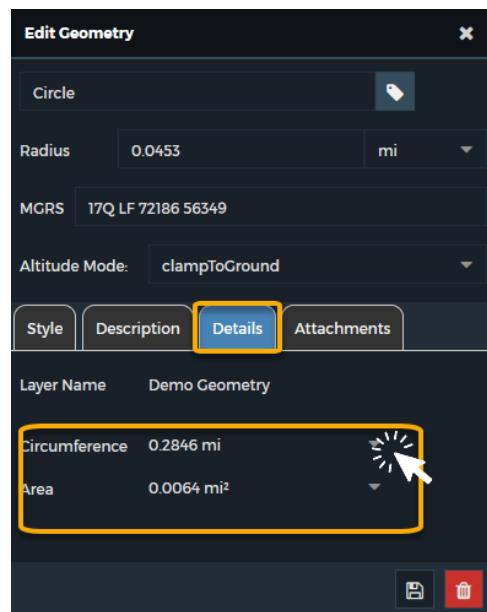


(U) Description

The free text field allows for additional details about the geometry created. Created By/Time and Last Modified/Time data will automatically be populated after changes have been made and saved.

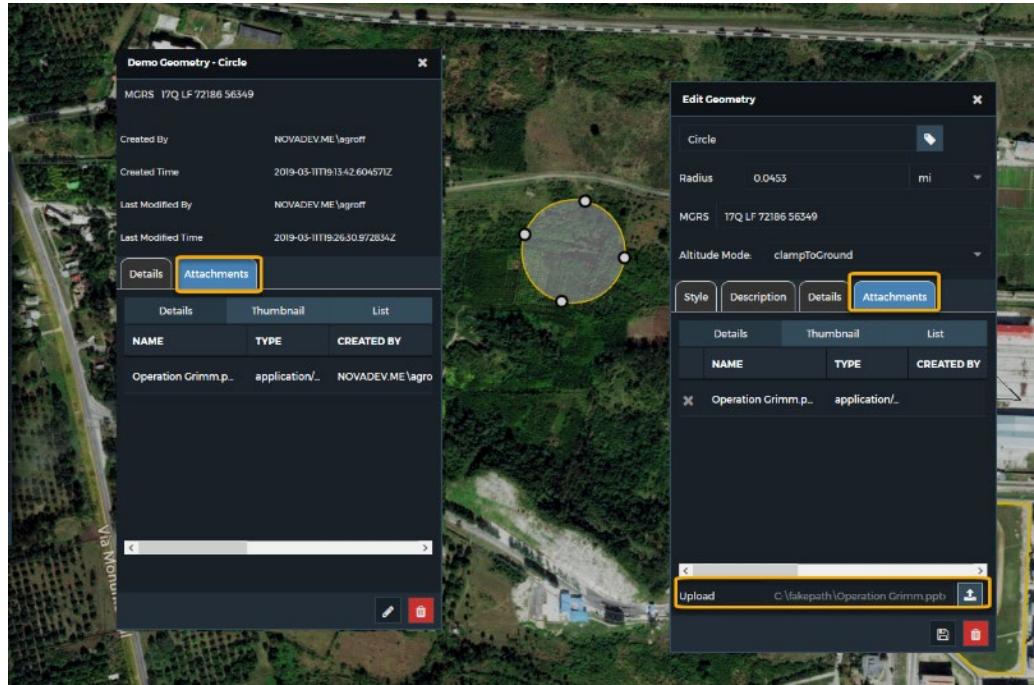
**(U) Details**

Once a Circle has been created the details tab will display the Layer Name, Circumference and Area of the circle. Select from the dropdown to change the measurement type.

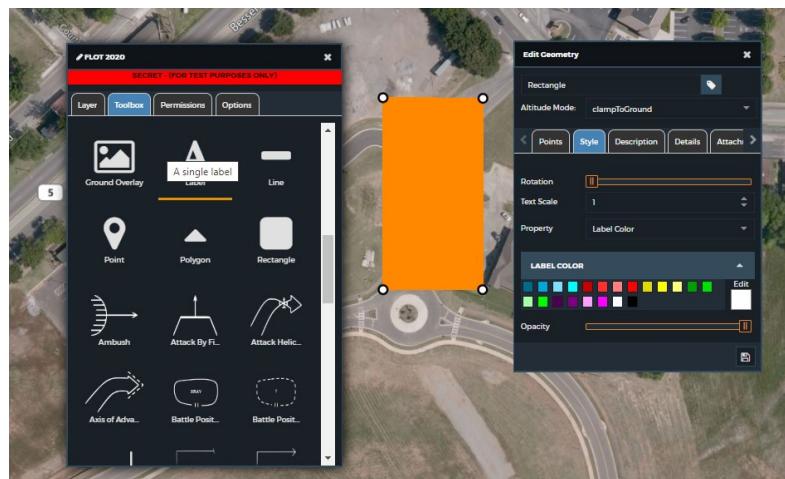


(U) Attachments

Attach various file types to the geometry by clicking on the Attachments tab, selecting Upload followed by Save. Double click on a file name to view the file and select the "X" to remove it. File attachments can be found in geometry View or Edit mode.

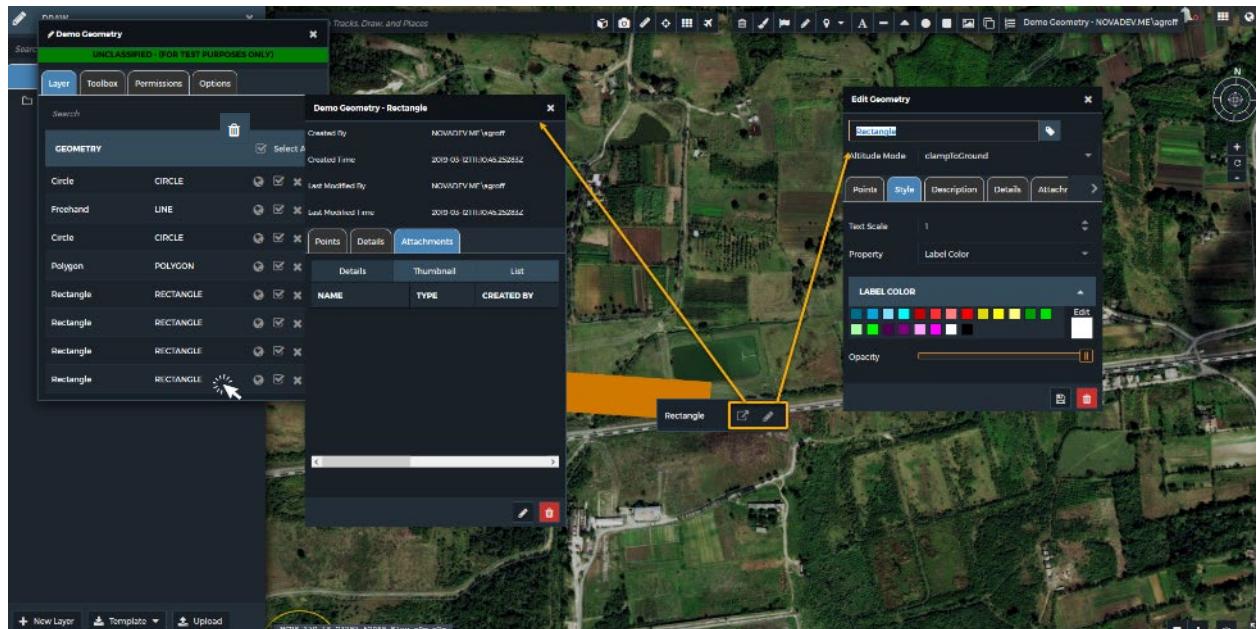
**(U) Rectangle**

To add a Rectangle to the map, select the rectangle icon, place the crosshairs on a specific location on the map to add the starting point of the rectangle and drag to the desired location. Right-click to finish drawing of the rectangle. Rectangles cannot be rotated use the Polygon geometry to encompass a specific rectangular area.

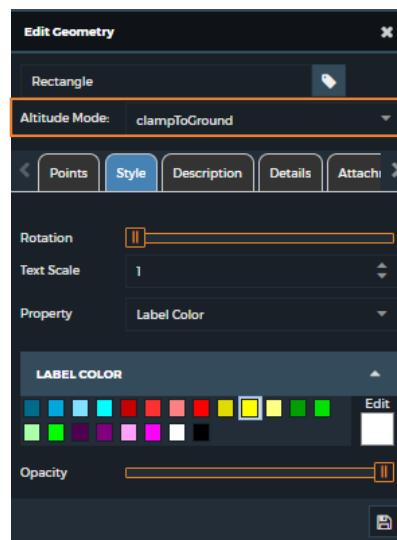


(U) View/Edit/Delete Geometry Details

Left click on the geometry and select View to review details and attachments, select the pencil icon to edit features. Users can also access Edit Geometry by double clicking on the geometry within the Layer tab or left clicking on the geometry itself and selecting Edit, this will open the Geometry details. The Edit Geometry window will open allowing for edits to the Label, Altitude Mode, Points, Style, Description, Details and Attachments. Select the Save icon to implement any changes or the trashcan to permanently delete the geometry.

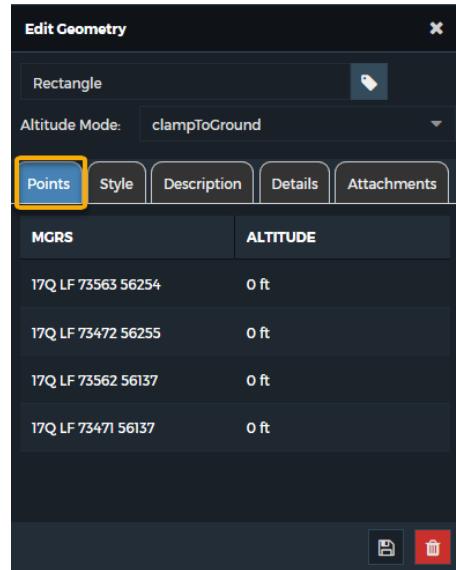
**(U) Label/Altitude Mode**

Click within the title text field to update and/or change the Label. Select the Altitude Mode to be applied to the rectangle by selecting from the dropdown.

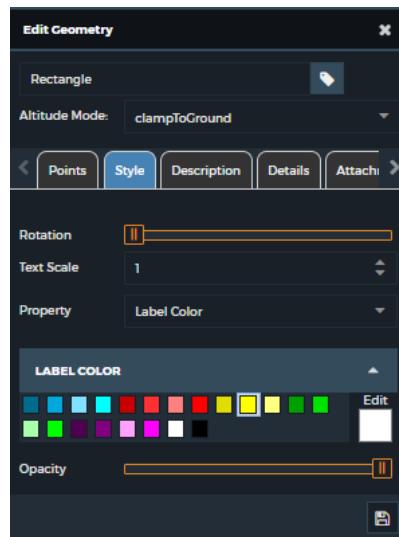


(U) Points

Select Edit Layer, click on the rectangle within the list to open the edit Geometry window or click on the shape itself. In the Point tab change the location and altitude by clicking on the coordinates in the column of the point that needs to be updated and type in the new location of the point. To change the altitude of the point, click on the existing altitude of the point and type in the new altitude in feet. To delete a point, select the "X" of the point that should be removed. When hovering the mouse over a point in the list, it will highlight the point on the line by changing the white dot to a black dot. Changes can also be made by clicking and dragging a dot on the line and moving to the desired location. Select "Save" to implement any changes.

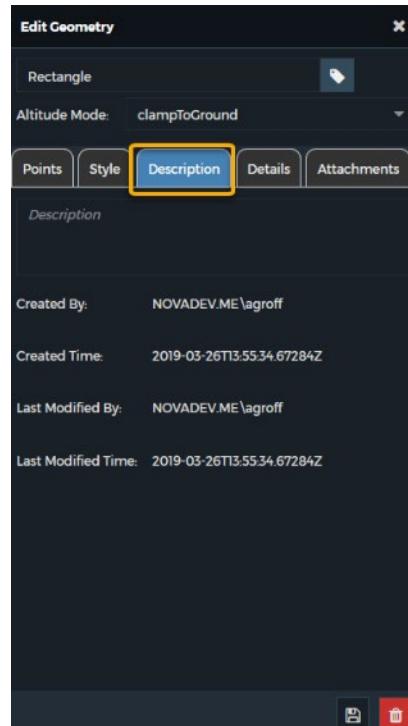
**(U) Style**

Change the size, rotation and color of the rectangle by selecting the Style tab. In the Property pull down choose from a variety of features such as Label Color, Label Outline Color or Label Background Color. The Text Scale can be updated by entering a number or using the arrows within the field to adjust the size. Adjust the Opacity of the label by dragging the slider right or left.

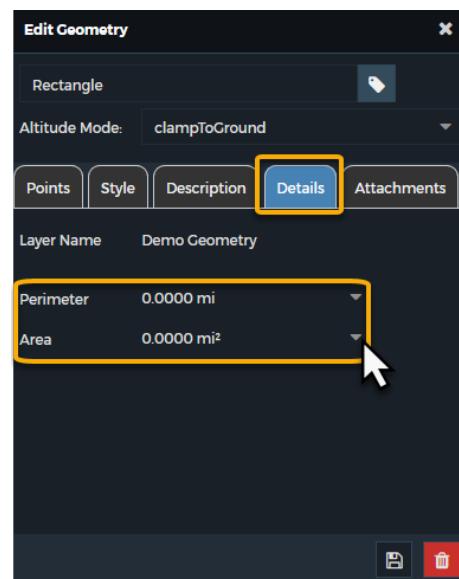


(U) Description

The free text field allows for additional details about the geometry created. Created By/Time and Last Modified/Time data will automatically be populated.

**(U) Details**

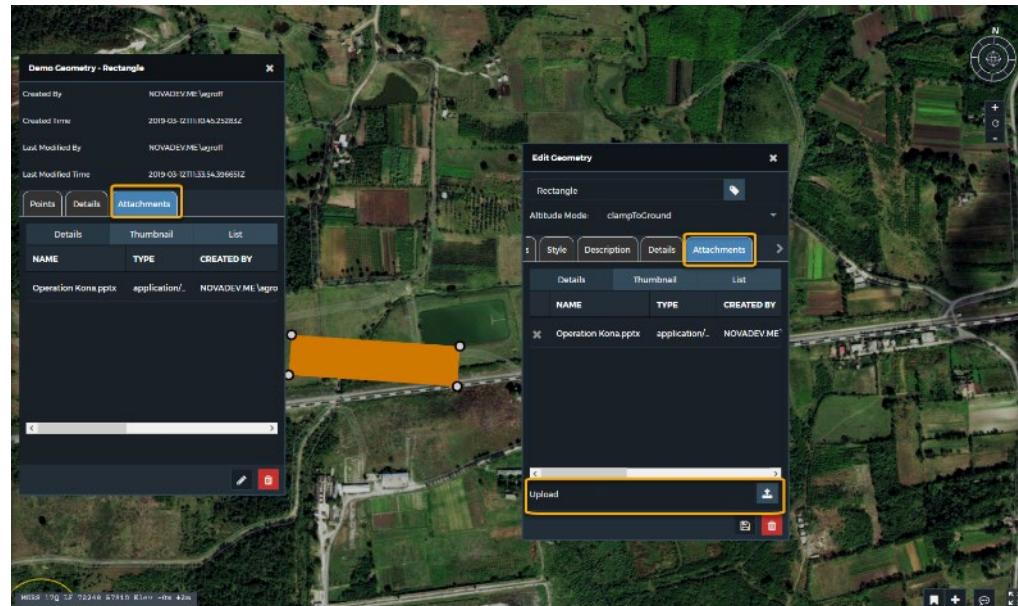
Once a Rectangle has been created the details tab will display the Layer Name, Perimeter and Area of the rectangle.



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(U) Attachments

Attach various file types to the geometry by clicking on the Attachments tab, selecting Upload followed by Save. Double click on a file name to view the file and select the "X" to remove it. File attachments can be found in geometry View or Edit mode.



**(U) Track Groups**

To add a Track Group to the map, select the Track Group icon and allocate a name to Track Group in the pop-up and using the track auto-picker, search for and add tracks. Select "Save" to finish creating a Track Group. A second option for users is to create the Track Group from the Edit Track Overrides. When the track group is created, it is listed under both the Tracks tab and the Layers tab. The globe icon allows users to navigate to their Track Group. Users can also toggle on and off their Track Group in the Tracks tab or the Draw tab.

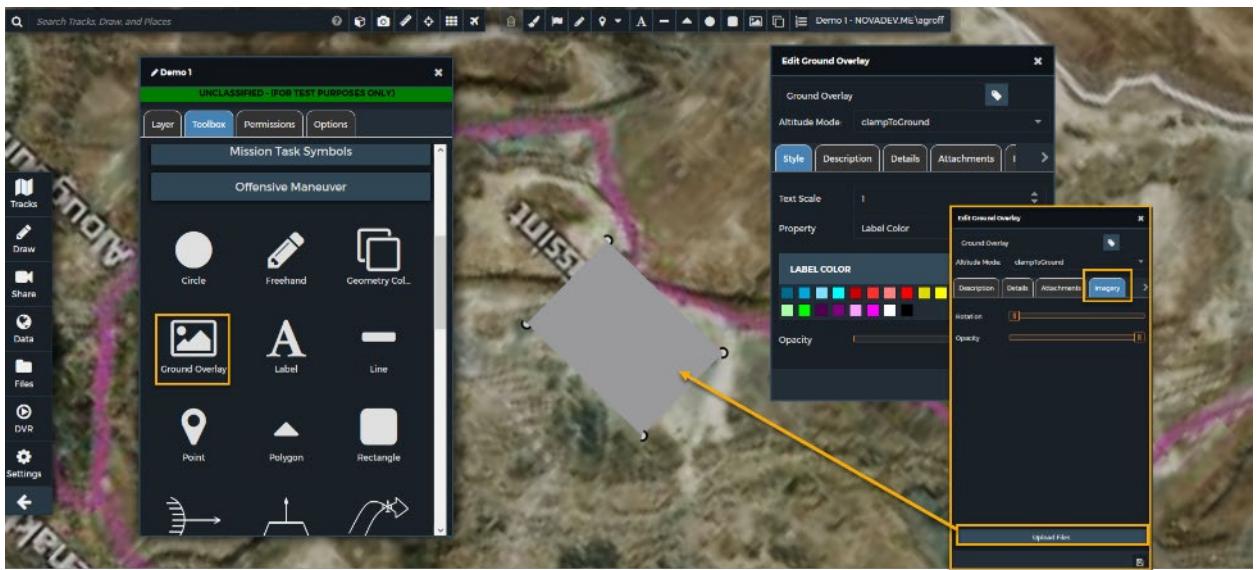
The figure consists of four screenshots illustrating the creation and management of Track Groups:

- Screenshot 1:** A 'Track Group' dialog box. The 'Name' field is set to 'Air'. The 'Tracks:' list contains three entries: '1b2bbcef-b3d2-11ea-a83b-122eddb62c60 (JACKIE-2)', '1b2325f3-b3d2-11ea-b954-122eddb62c60 (JACKIE_SENS)', and '177ef6a2-e3f0-11ea-a83b-122eddb62c60 (SNAKE-2)'. The background shows a map of a river and surrounding areas.
- Screenshot 2:** A 'CONFIDENTIAL//NOFORN - (FOR TEST PURPOSES ONLY)' interface. It shows a 'Layer' tab selected, a 'Search' bar, and a 'GEOMETRY' section with 'Ground' and 'TRACKGROUP' categories. Below are 'SIGACT 16' and 'POINT' entries. A 'Select All' checkbox is checked.
- Screenshot 3:** A 'BUFF (Sim)' simulated track dialog box. It displays 'SIMULATED TRACK' details: 'Stale In' (6 days 8 hours 36 minutes 29 seconds), 'UID' (dd6e1219-7b25-11ea-b1e4-122eddb62c60), 'Feed' (generated), 'Course' (270.00 deg), 'Speed' (499 mph), 'Altitude' (30000.00 ft), 'Functions' (Fires), and 'Location' (15S VR 37007 97732). A red arrow points from the 'Details' tab of this dialog to the 'Track Groups:' field in Screenshot 4.
- Screenshot 4:** A 'BUFF (Sim)' dialog box showing 'No Classification Determination' and 'SIMULATED TRACK' details. The 'Track Groups:' field is empty. The bottom section contains various control buttons and a 'Reset Overrides' button.

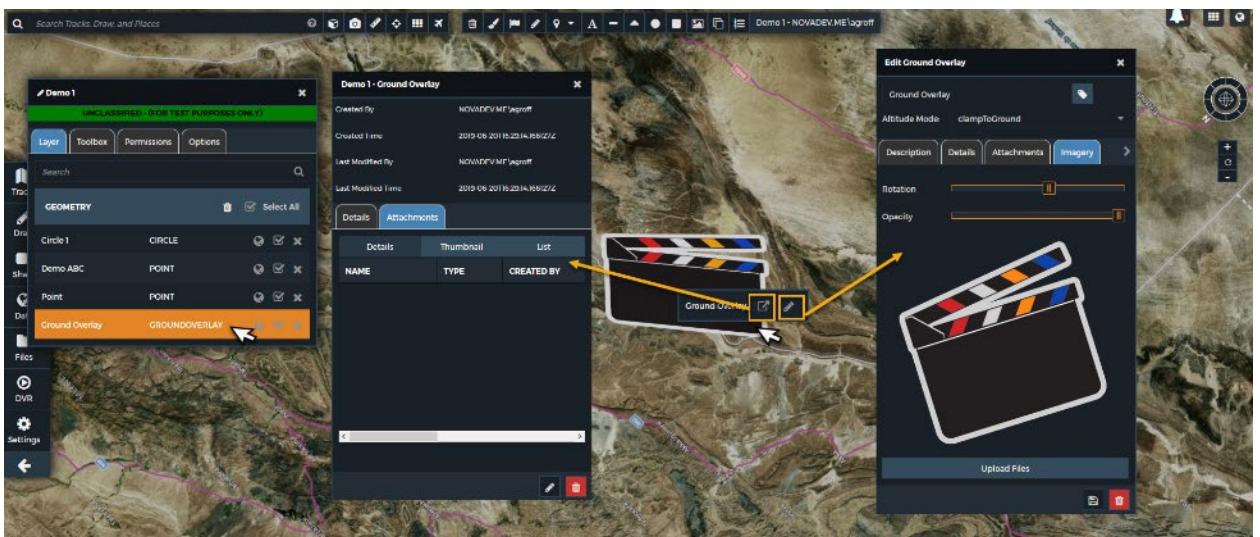
**(U) Ground Overlay**

To add a custom image (JPG, PNG, GeoTIFF, NTF) to the map select the ground overlay icon, a pop-up will appear to upload an image file. Once a file is selected, the cursor will turn into crosshairs, select a location on the map to add the start of the ground overlay and click again when the desired rectangle is achieved to complete the image area.

Change the size of the overlay by clicking and dragging a point of the rectangle to a new location until the new size is achieved. Once the overlay area has been achieved the Edit Geometry window will pop up where the user can add the Label, Altitude Mode, Description, Details, Style, Attachments, and Imagery. Select the save button in the lower right of the edit geometry window when editing is completed to save the ground overlay to the map.

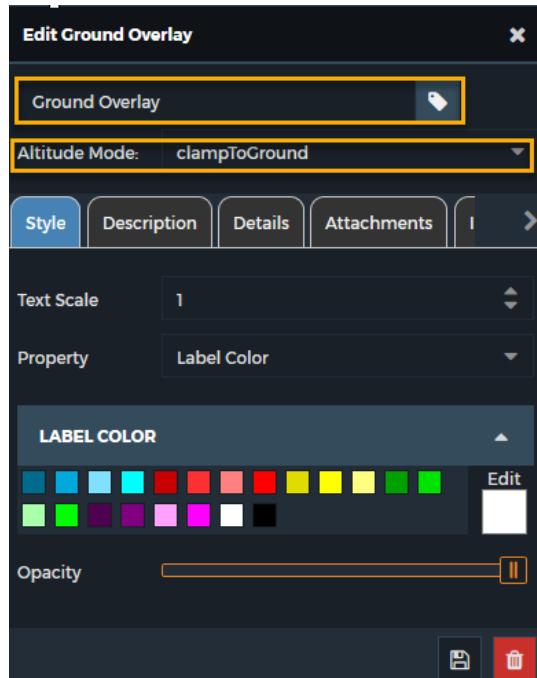
**(U) View/Edit/Delete Ground Overlay**

Left click on the geometry and select View to review details and attachments, select the pencil icon to edit features. Users can also access Edit Geometry by double clicking on the geometry within the Layer tab or left clicking on the geometry itself and selecting Edit, this will open the Geometry details. The Edit Geometry window will open allowing for edits to the Label, Altitude Mode, Style, Description, Details, Imagery and Attachments. Select the Save icon to implement any changes or the trashcan to permanently delete the geometry.



(U) Label/Altitude Mode

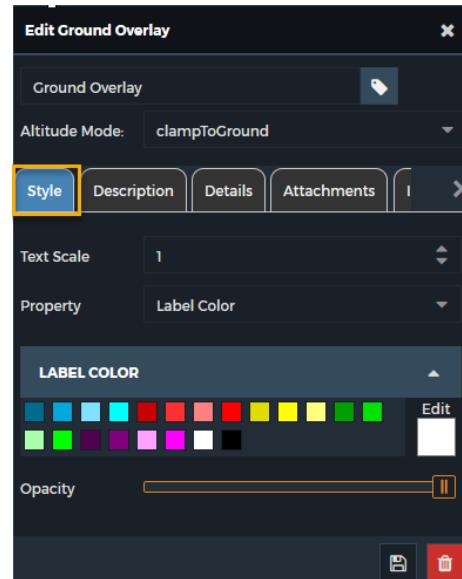
Click within the title text field to update and/or change the Label. Select the Altitude Mode to be applied to the rectangle by selecting from the dropdown.



CONTROLLED UNCLASSIFIED INFORMATION

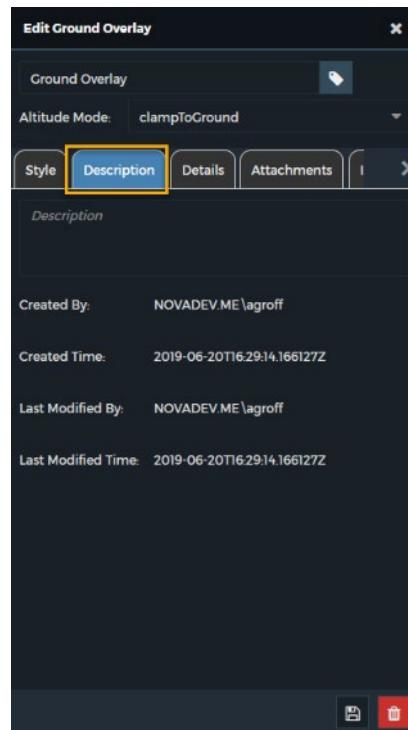
(U) Style

Change the rotation and color of the ground overlay by selecting the Style tab. In the Property pull down choose from a variety of features such as Label Color, Label Outline Color or Label Background Color. The Text Scale can be updated by entering a number or using the arrows within the field to adjust the size. Adjust the Opacity of the label by dragging the slider right or left.



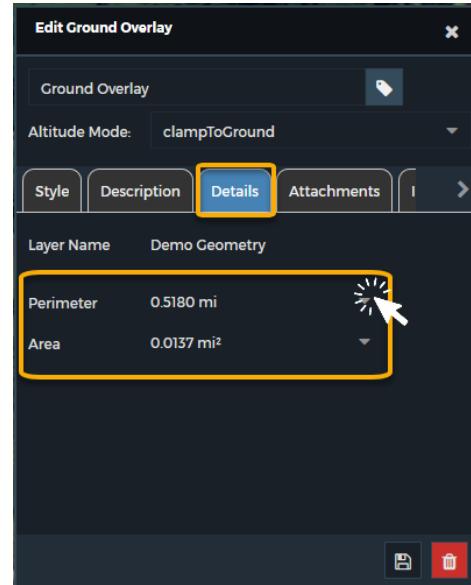
(U) Description

The free text field allows for additional details about the geometry created. Created By/Time and Last Modified/Time data will automatically be populated.

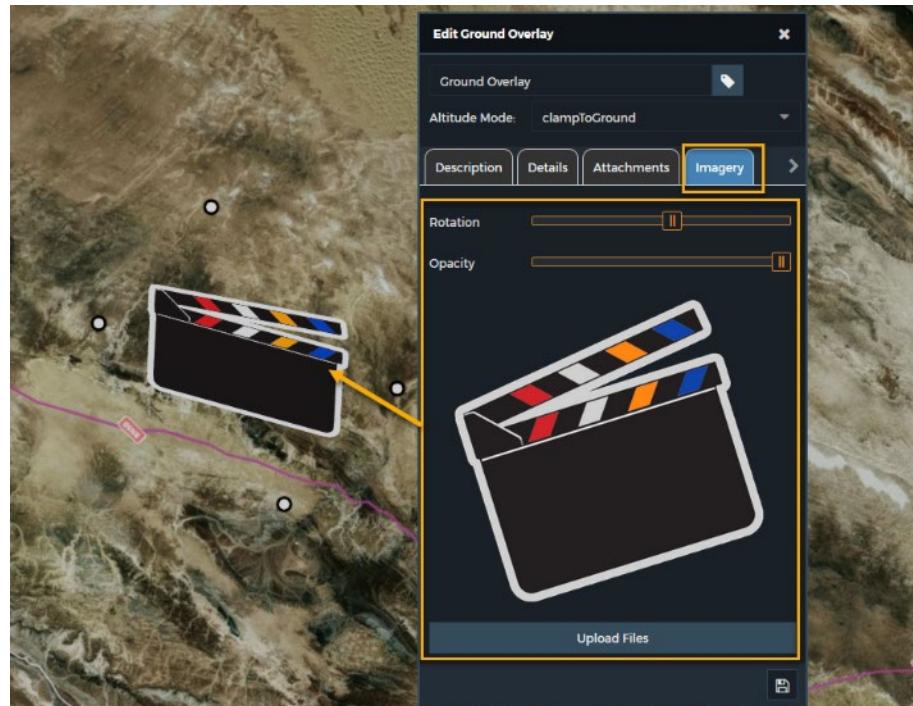


(U) Details

Once a Ground Overlay has been created the details tab will display the Layer Name, Perimeter and Area of the overlay. Change the measurement type by selecting from the dropdown.

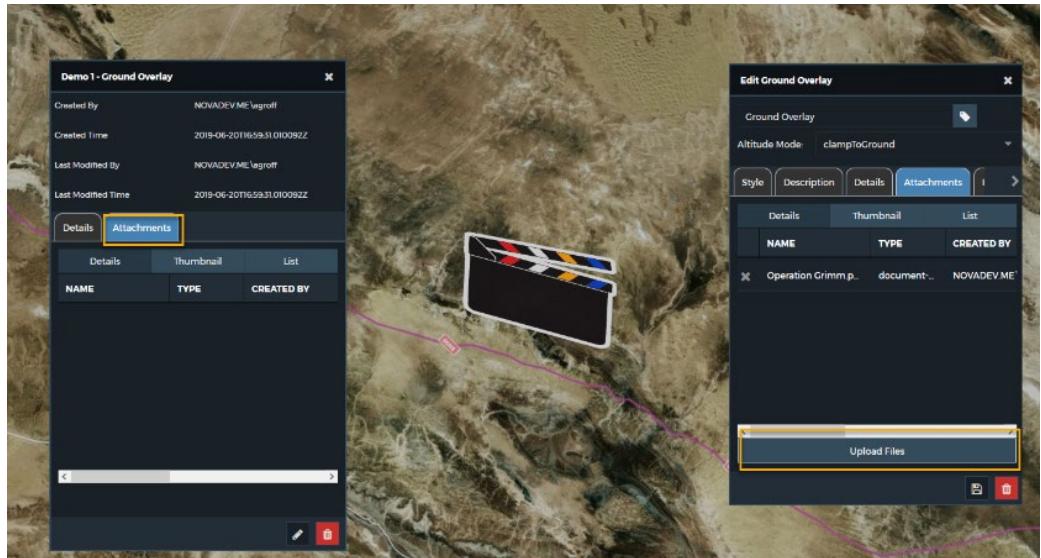
**(U) Imagery**

Once the Ground Overlay area has been set, select the image to apply to the area by selecting the Imagery tab and clicking the upload icon. Once the image has been uploaded from the device, rotate the image 360 degrees using the slide bar. The opacity of the image can be changed by adjusting moving up and down the slide bar.

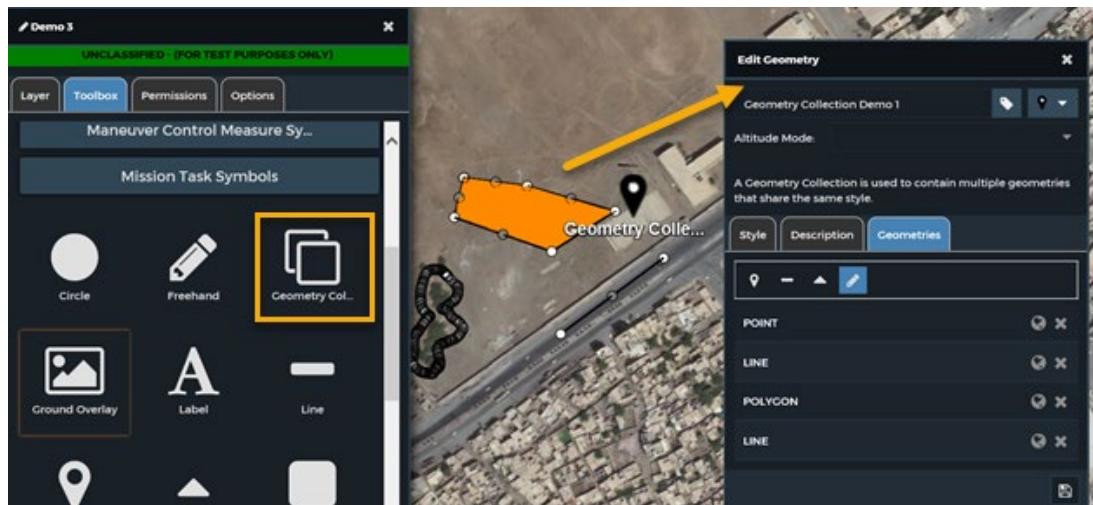


(U) Attachments

Attach various file types to the geometry by clicking on the Attachments tab, selecting Upload followed by Save. Double click on a file name to view the file and select the "X" to remove it. File attachments can be found in geometry View or Edit mode.

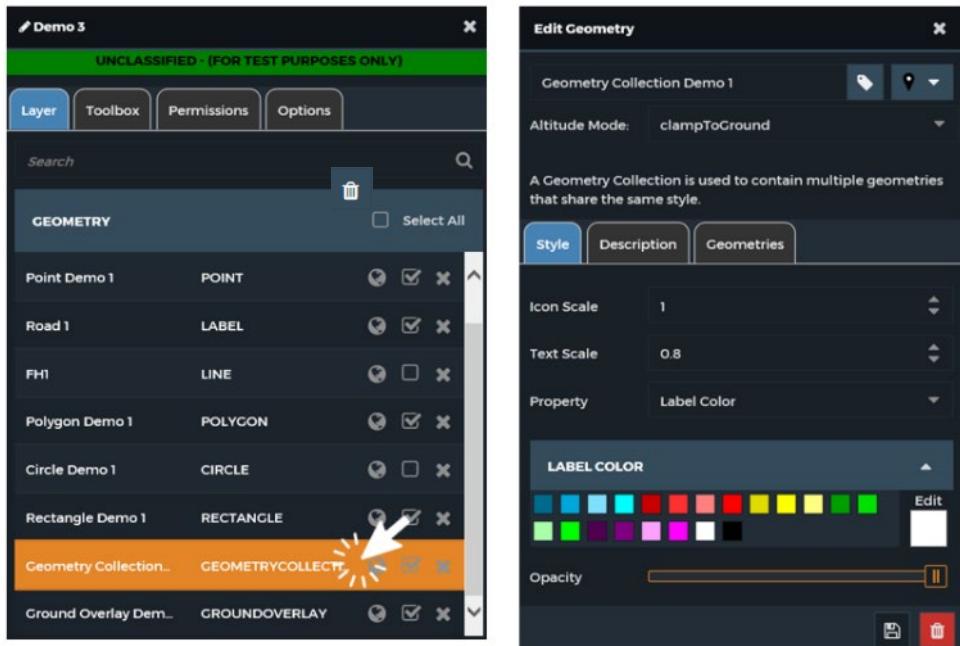
**(U) Geometry Collection**

Create a single Geometry Collection that includes a combination of Points, Lines, Polygons or Freehand drawings that will be displayed together, certain Style settings when selected, will be applied to all geometry in the collection. All geometry in this collection can be displayed or removed as a single item as a layer on a map. To add a Geometry Collection to the map, select the Geometry Collection icon, the Edit Geometry window will open. Add the Label name, Style, Description, and any additional Geometries. Click on the save button in the lower right of the Edit Geometry window when editing is completed to save the Geometry Collection to the map.

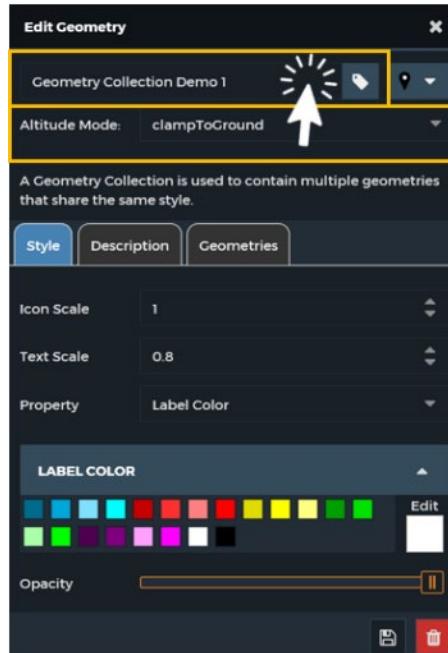


(U) Edit/Update Geometry Details

Double click on the Geometry Collection within the Layer tab, or any of the geometry within the collection itself, this will open Edit Geometry. The Edit Geometry window allows for edits to the Style, Description and Geometries. Select the trashcan to permanently delete the label.

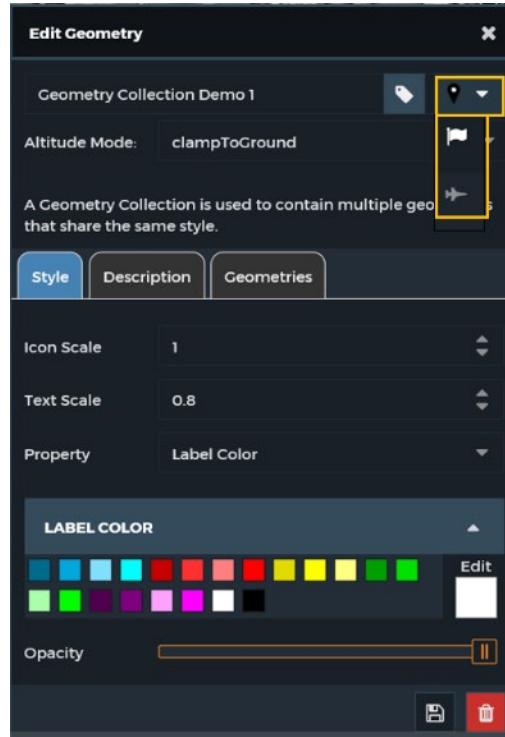
**(U) Label/Altitude Mode**

Click within the title text field to update and/or change the Label. Select the Altitude Mode to be applied to the rectangle by selecting from the dropdown.

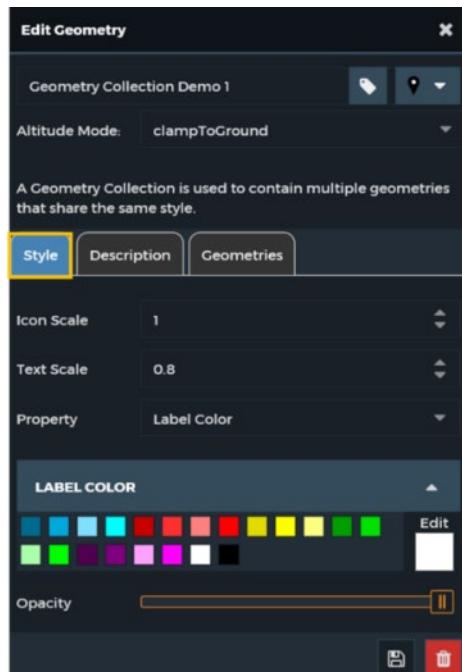


(U) Coordinates/Icon Type

Change the image used for all the points within the geometry collection by selecting from the Special Icons or Military Icon dropdown.

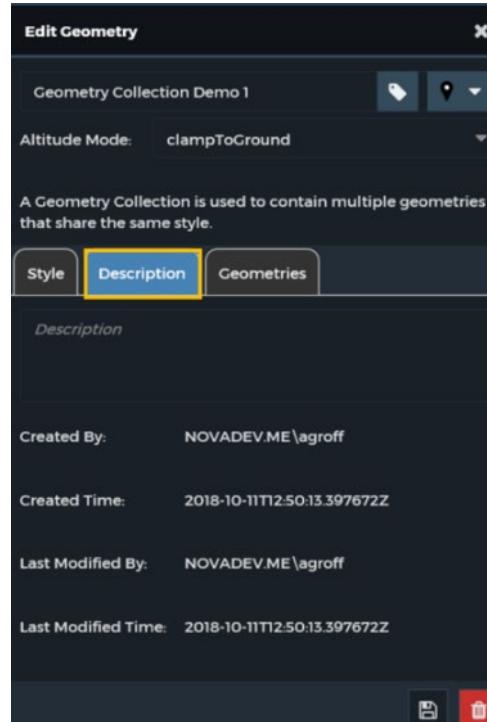
**(U) Style**

Change the specific features of the geometry collection by selecting the Style tab. In the Property pull down choose from a variety of features such as Label Color, Label Outline Color or Label Background Color. The Text and Icon Scale can be updated by entering a number or using the arrows within the field to adjust the size. Adjust the Opacity of the label by dragging the slider right or left.

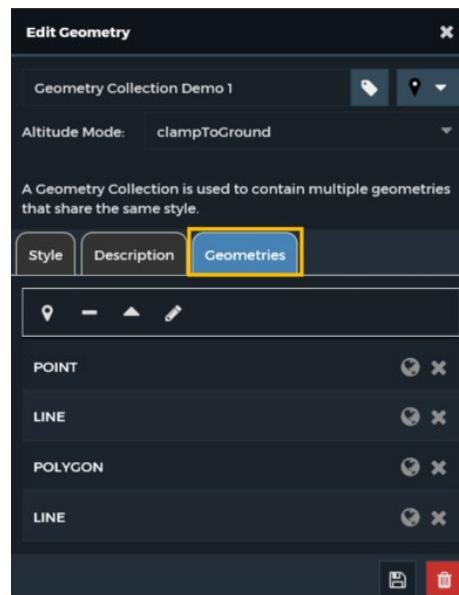


(U) Description

The free text field allows for additional details about the geometry created. Created By/Time and Last Modified/Time data will automatically be populated.

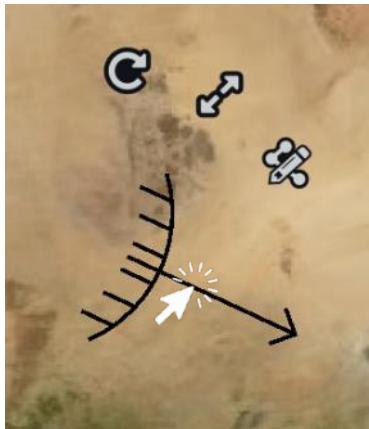
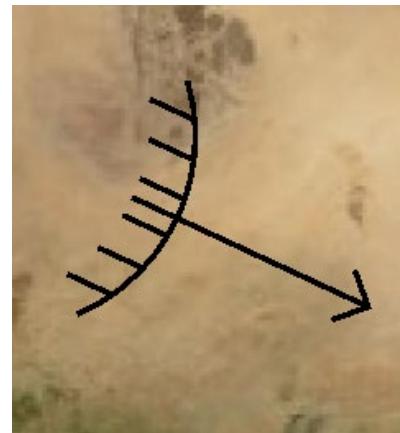
**(U) Geometries**

The Geometries tab is used to add any combination of Points, Lines, Polygons and/or Freehand drawings to the map as one collection. Select any of the geometry tools on the card and create it on the map to add it to the Geometry Collection. Select the globe icon next to a geometry to fly to the location on the map and the "X" to remove a geometry from the collection.

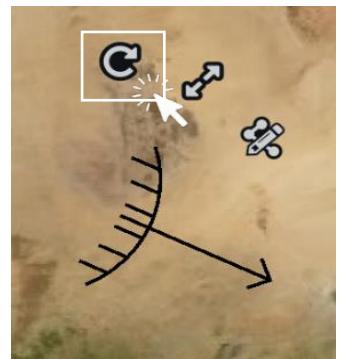


(U) Ambush

To add an Ambush to the map, select the Ambush icon from the toolbox, click on the map to place the Ambush shape on a specific location. Once the Ambush has been created the Edit Geometry window will pop up where the user can add the Label name, Description, and Style. Once the Ambush has been placed on the map changes will automatically save.

**(U) Change Location**

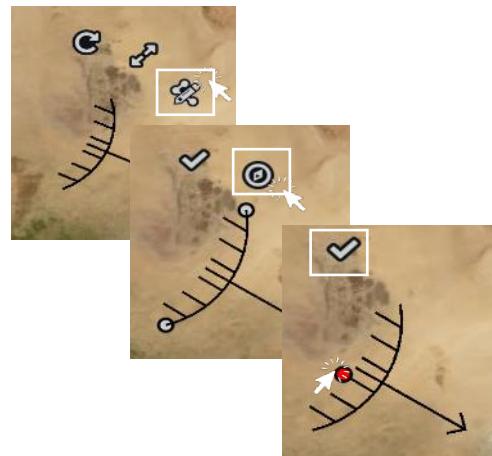
Change the location once it has been placed by clicking and holding anywhere on the icon, followed by moving and releasing the mouse once the Ambush is in the desired location.

**(U) Rotate**

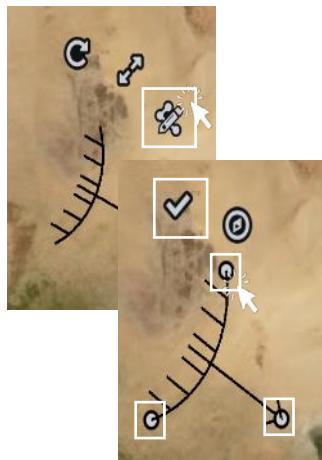
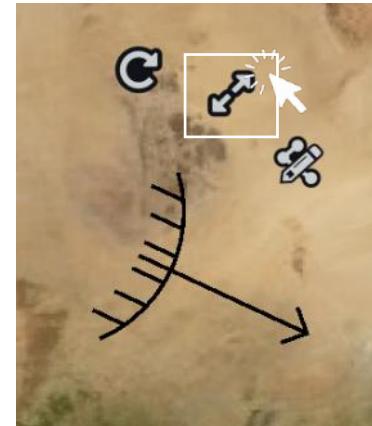
Press, hold and move the mouse to the left or right on the rotate icon to change the direction of the Ambush or hold the z key and move your mouse right to rotate clockwise, and left to rotate counterclockwise.

(U) Center of Rotation

Change the point of the rotation by selecting from the additional tools' icon, followed by the telemetry icon. Place the red dot on the location to be designated the center point of the rotation. Once the point has been identified select the checkmark twice. Select the Rotate icon which will rotate based on the new center identified.

**(U) Scale**

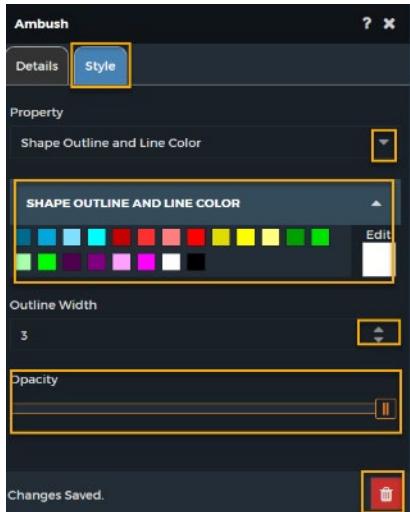
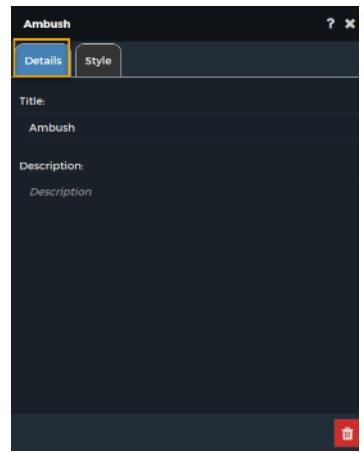
Increase or Decrease the size of the Ambush by clicking, holding and moving the mouse to the right or left, release the click once the desired size has been achieved. Hold the x key and move your mouse right to increase the size and left to decrease the size.

**(U) Adjust Individual Points**

Select the Additional tools icon to adjust individual points on the Ambush. Click and drag any of the white circles on the shape to the new location. Select the Checkmark when the points are in the desired locations.

(U) Details

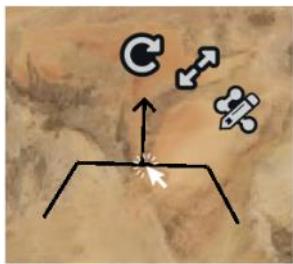
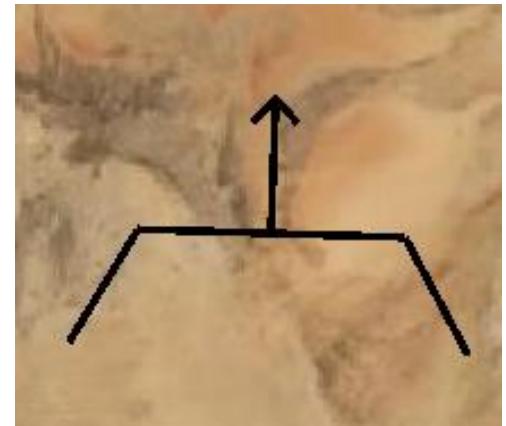
Enter in the Title for the Ambush and add a description, the free text field allows users to add additional details about the geometry created.

**(U) Style**

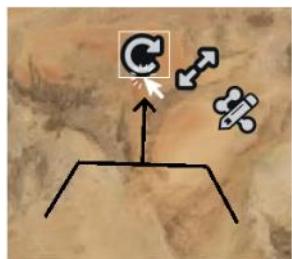
Select from the various options within the Property dropdown to make changes to specific features of the Ambush. Once a property has been selected users can adjust various features such as Color, Line width (max 10) and Opacity. Select the Trashcan to delete it.

**(U) Attack by Fire**

To add an Attack by Fire to the map, select the Attack by Fire icon from the toolbox, click on the map to place the Ambush shape on a specific location. Once the Attack by Fire has been created the Edit Geometry window will popup where the user can add the Label name, Description, and Style. Once the Attack by Fire has been placed on the map, saves will automatically occur as changes are made.

**(U) Change Location**

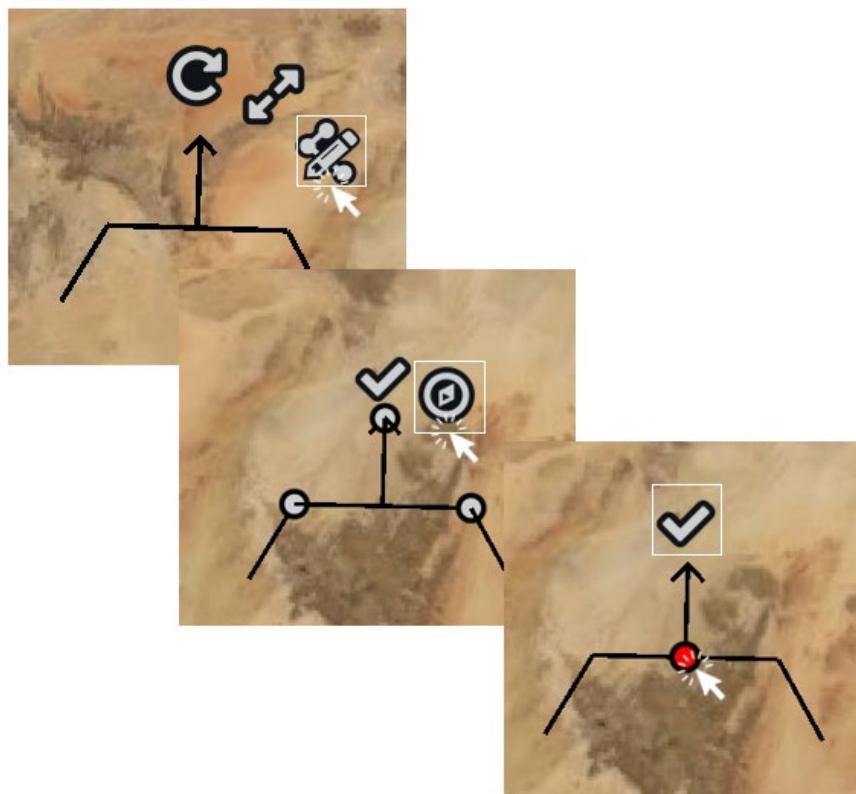
Change the location once it has been placed by clicking and holding anywhere on the icon, followed by moving and releasing the mouse once the Attack by Fire is in the desired location.

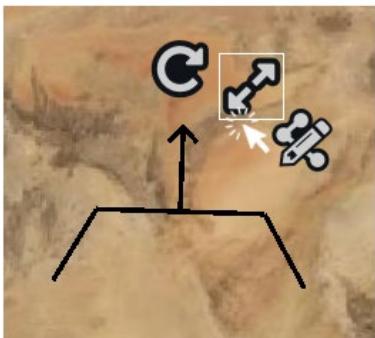
(U) Rotate

Press, hold and move the mouse to the left or right on the rotate icon to change the direction of the Attack by Fire or hold the z key and move your mouse right to rotate clockwise, and left to rotate counterclockwise.

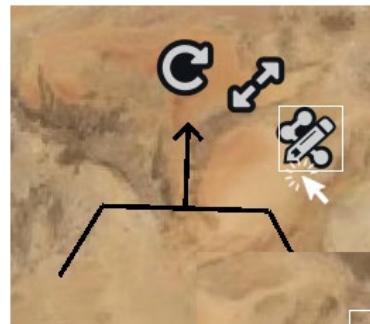
(U) Center of Rotation

Change the point of the rotation by selecting from the additional tools' icon, followed by the telemetry icon. Place the red dot on the location to be designated the center point of the rotation. Once the point has been identified select the checkmark twice. Select the Rotate icon which will rotate based on the new center identified.

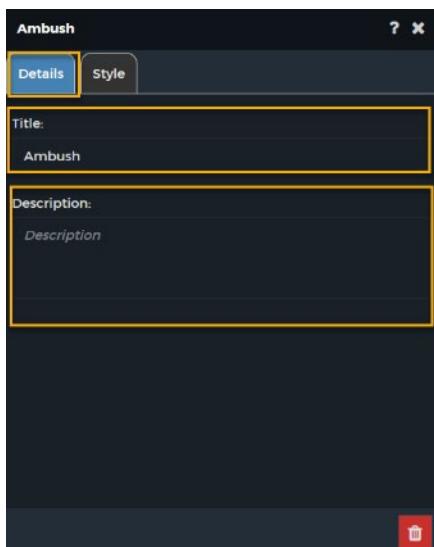


**(U) Scale**

Increase or Decrease the size of the Attack by Fire by clicking, holding and moving the mouse to the right or left, release the click once the desired size has been achieved. Hold the x key and move your mouse right to increase the size and left to decrease the size.

**(U) Adjust Individual Points**

Select the Additional tools icon to adjust individual points on the Attack by Fire. Click and drag any of the white circles on the shape to the new location. Select the Checkmark when the points are in the desired locations.

**(U) Details**

Enter in the Title for the Attack by Fire and add a description, the free text field allows users to add additional details about the geometry created.

(U) Style

Select from the various options within the Property dropdown to make changes to specific features of the Attack by Fire. Once a property has been selected users can adjust various features such as Color, Line width (max 10) and Opacity. Select the Trashcan to delete the shape.

**(U) Block**

To add a Block to the map, select the Block icon from the toolbox, drag and drop to place the Block shape on a specific location on the map. Once the Block has been created the Edit Geometry window will popup where the user can add the Label name, Description, and Style. Click on the save button in the lower right of the edit geometry window when editing is completed to save the Block to the map layer.

**(U) Change Location**

Change the location once it has been placed by clicking and holding anywhere on the icon, followed by moving and releasing the mouse once the Block is in the desired location.



(U) Rotate

Press, hold and move the mouse to the left or right on the rotate icon to change the direction of the Block or hold the z key and move your mouse right to rotate clockwise, and left to rotate counterclockwise.

**(U) Center of Rotation**

Change the point of the rotation by selecting from the additional tools icon, followed by the telemetry icon. Place the red dot on the location to be designated the center point of the rotation. Once the point has been identified select the checkmark twice. Select the Rotate icon which will rotate based on the new center identified.

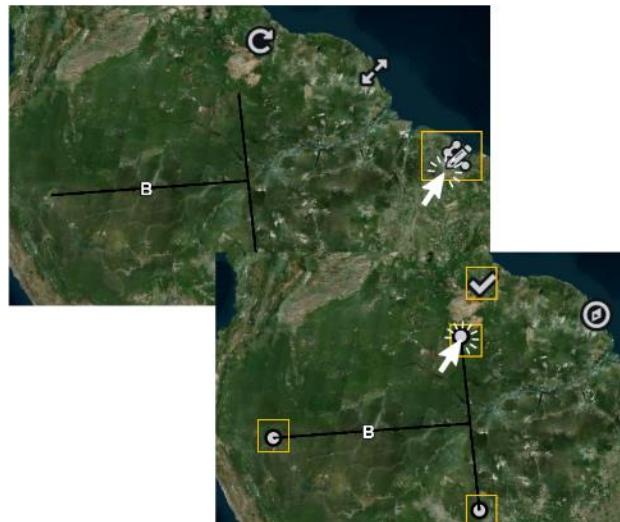


(U) Scale

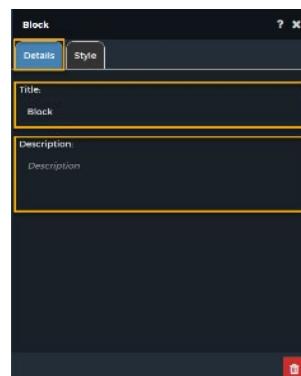
Increase or Decrease the size of the Block by clicking, holding and moving the mouse to the right or left, release the click once the desired size has been achieved. Hold the x key and move your mouse right to increase the size and left to decrease the size.

**(U) Adjust Individual Points**

Select the Additional tools icon to adjust individual points on the block. Click and drag any of the white circles on the shape to the new location. Select the Checkmark when the points are in the desired locations.

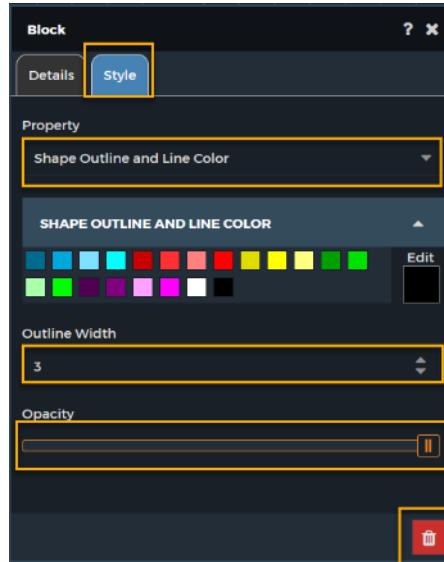
**(U) Details**

Enter in the Title for the Block and add a description, the free text field allows users to add additional details about the geometry created.

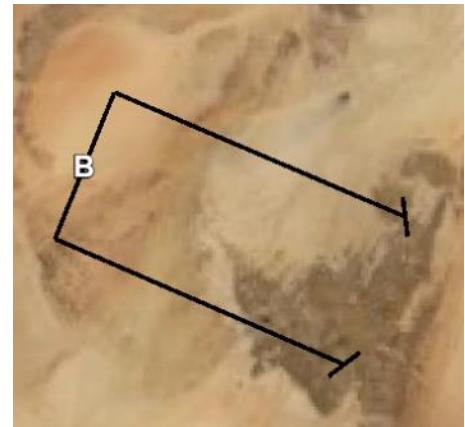


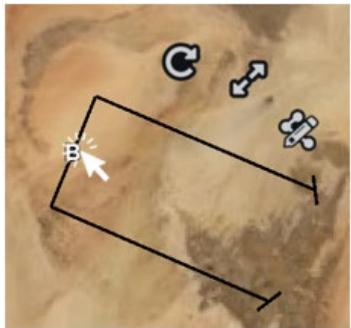
(U) Style

Select from the various options within the Property dropdown to make changes to specific features of the Block. Once a property has been selected users can adjust various features such as Color, Line width (max 10) and Opacity. Select the Trashcan to delete the shape.

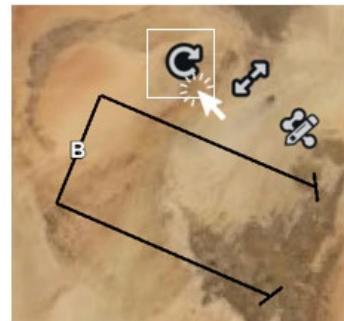
**(U) Breach**

To add a Breach to the map, select the Breach icon from the toolbox, drag and drop to place the Breach shape on a specific location on the map. Once the Breach has been created the Edit Geometry window will popup where the user can add the Label name, Description, and Style. Click on the save button in the lower right of the edit geometry window when editing is completed to save the Breach to the map layer.

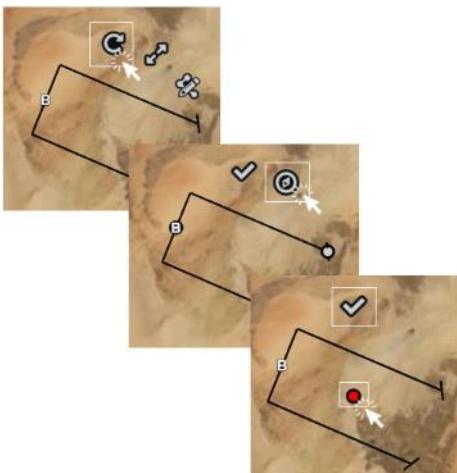


**(U) Change Location**

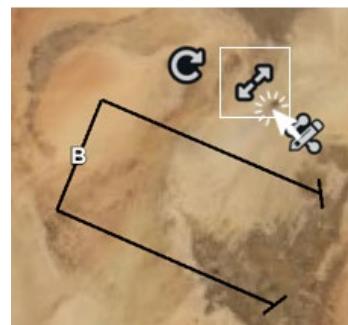
Change the location once it has been placed by clicking and holding anywhere on the icon, followed by moving and releasing the mouse once the Breach is in the desired location.

**(U) Rotate**

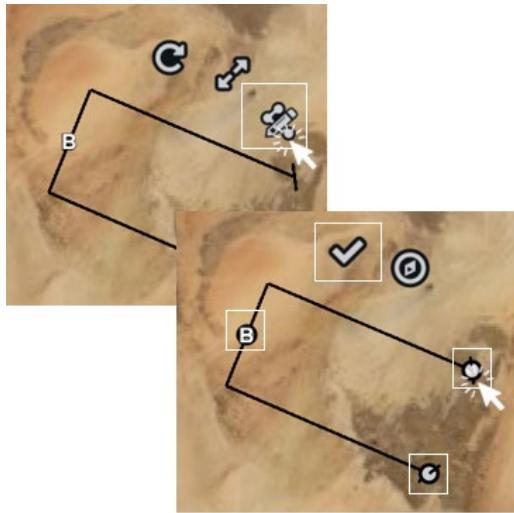
Press, hold and move the mouse to the left or right on the rotate icon to change the direction of the Breach or hold the z key and move your mouse right to rotate clockwise, and left to rotate counter clockwise.

**(U) Center of Rotation**

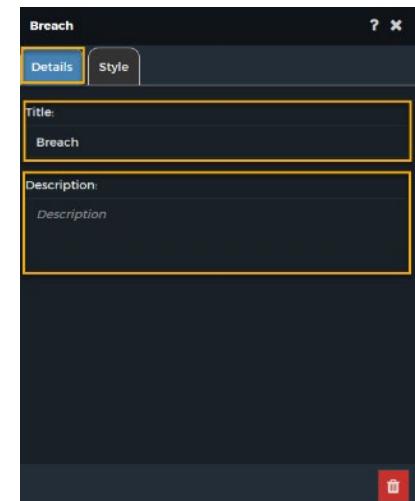
Change the point of the rotation by selecting from the additional tools icon, followed by the telemetry icon. Place the red dot on the location to be designated the center point of the rotation. Once the point has been identified select the checkmark twice. Select the Rotate icon which will rotate based on the new center identified.

**(U) Scale**

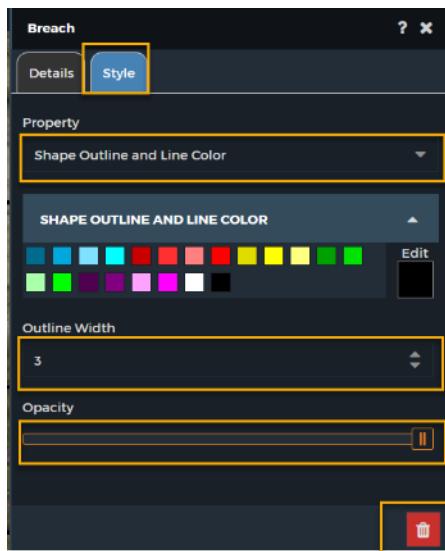
Increase or Decrease the size of the Breach by clicking, holding and moving the mouse to the right or left, release the click once the desired size has been achieved. Hold the x key and move your mouse right to increase the size and left to decrease the size.

**(U) Adjust Individual Points**

Select the Additional tools icon to adjust individual points on the Breach. Click and drag any of the white circles on the shape to the new location. Select the Checkmark when the points are in the desired locations.

**(U) Details**

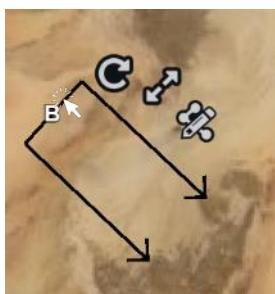
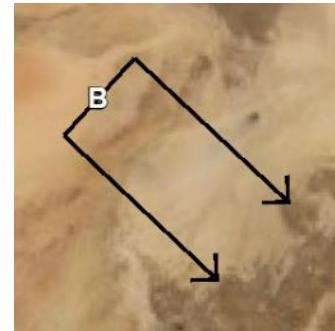
Enter in the Title for the Breach and add a description, the free text field allows users to add additional details about the geometry created.

**(U) Style**

Select from the various options within the Property dropdown to make changes to specific features of the Breach. Once a property has been selected users can adjust various features such as Color, Line width (max 10) and Opacity. Select the Trashcan to delete the shape.

**(U) Bypass**

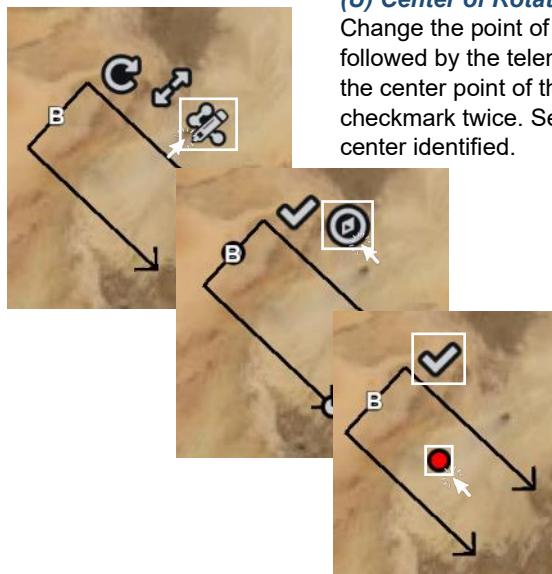
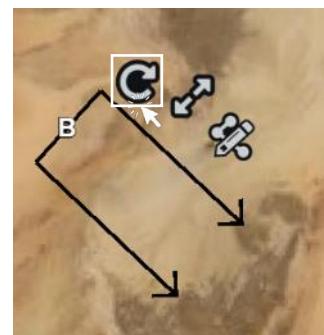
To add a Bypass to the map, select the Bypass icon from the toolbox, drag and drop to place the Bypass shape on a specific location on the map. Once the Bypass has been created the Edit Geometry window will popup where the user can add the Label name, Description, and Style. Click on the save button in the lower right of the edit geometry window when editing is completed to save the Bypass to the map layer.

**(U) Change Location**

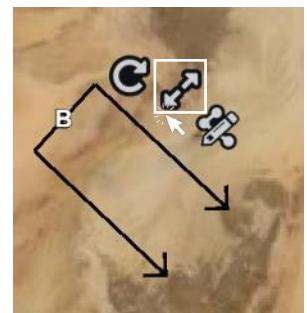
Change the location once it has been placed by clicking and holding anywhere on the icon, followed by moving and releasing the mouse once the Bypass is in the desired location.

(U) Rotate

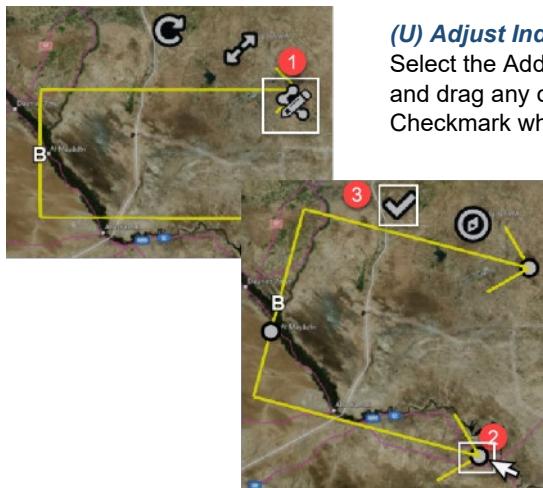
Press, hold and move the mouse to the left or right on the rotate icon to change the direction of the Bypass or hold the z key and move your mouse right to rotate clockwise, and left to rotate counterclockwise.

**(U) Center of Rotation**

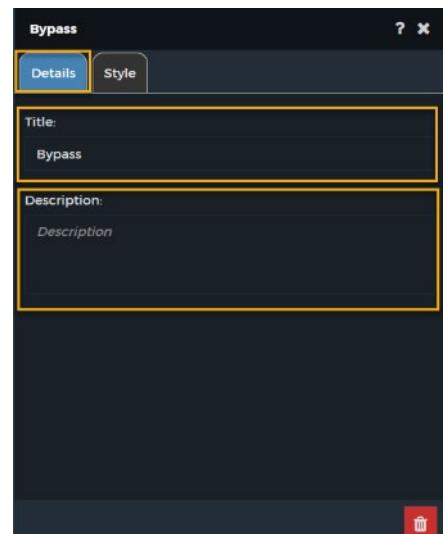
Change the point of the rotation by selecting from the additional tools' icon, followed by the telemetry icon. Place the red dot on the location to be designated the center point of the rotation. Once the point has been identified select the checkmark twice. Select the Rotate icon which will rotate based on the new center identified.

**(U) Scale**

Increase or Decrease the size of the Bypass by clicking, holding and moving the mouse to the right or left, release the click once the desired size has been achieved. Hold the x key and move your mouse right to increase the size and left to decrease the size.

**(U) Adjust Individual Points**

Select the Additional tools icon to adjust individual points on the Bypass. Click and drag any of the white circles on the shape to the new location. Select the Checkmark when the points are in the desired locations.

**(U) Details**

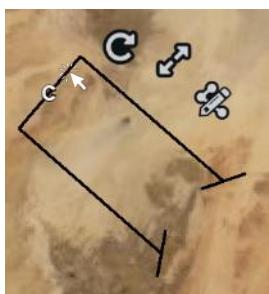
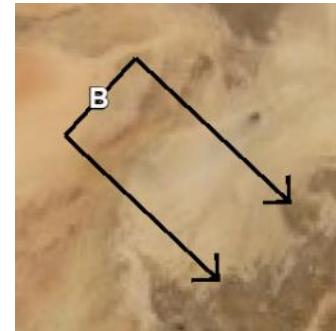
Enter in the Title for the Bypass and add a description, the free text field allows users to add additional details about the geometry created.

**(U) Style**

Select from the various options within the Property dropdown to make changes to specific features of the Bypass. Once a property has been selected users can adjust various features such as Color, Line width (max 10) and Opacity. Select the Trashcan to delete the shape.

**(U) Canalize**

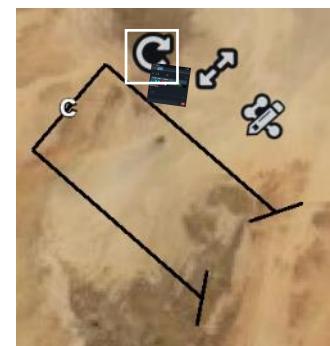
To add a Canalize to the map, select the Canalize icon from the toolbox, drag and drop to place the Canalize shape on a specific location on the map. Once the Canalize has been created the Edit Geometry window will popup where the user can add the Label name, Description, and Style. Click on the save button in the lower right of the edit geometry window when editing is completed to save the Canalize to the map layer.

**(U) Change Location**

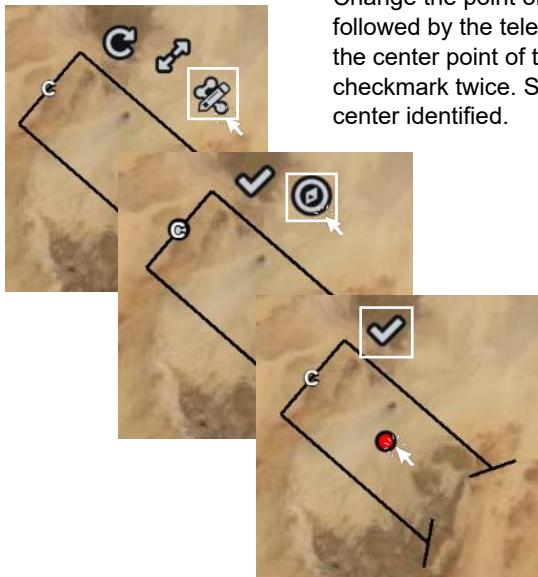
Change the location once it has been placed by clicking and holding anywhere on the icon, followed by moving and releasing the mouse once the Canalize is in the desired location.

(U) Rotate

Press, hold and move the mouse to the left or right on the rotate icon to change the direction of the Canalize or hold the z key and move your mouse right to rotate clockwise, and left to rotate counterclockwise.

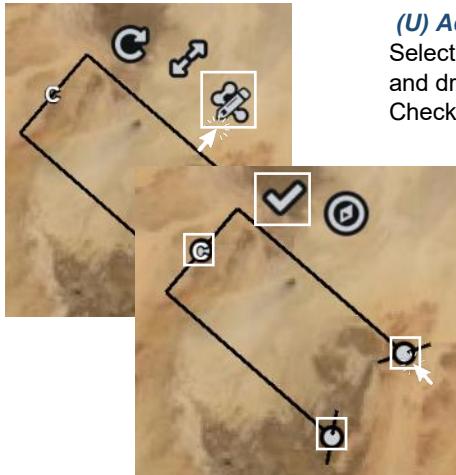
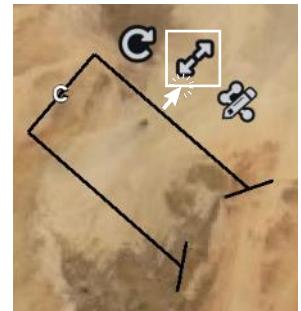
**(U) Center of Rotation**

Change the point of the rotation by selecting from the additional tools icon, followed by the telemetry icon. Place the red dot on the location to be designated the center point of the rotation. Once the point has been identified select the checkmark twice. Select the Rotate icon which will rotate based on the new center identified.

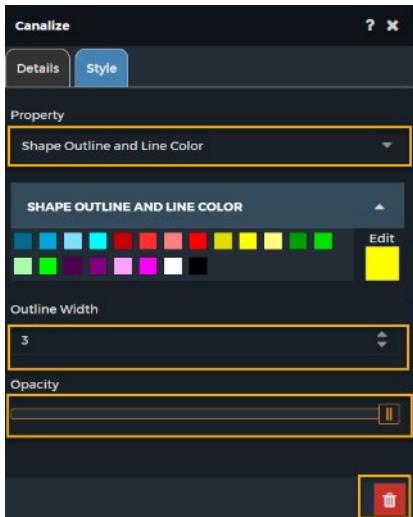
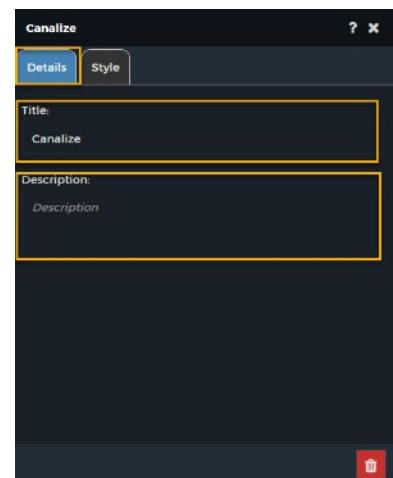


(U) Scale

Increase or Decrease the size of the Canalize by clicking, holding and moving the mouse to the right or left, release the click once the desired size has been achieved. Hold the x key and move your mouse right to increase the size and left to decrease the size.

**(U) Adjust Individual Points**

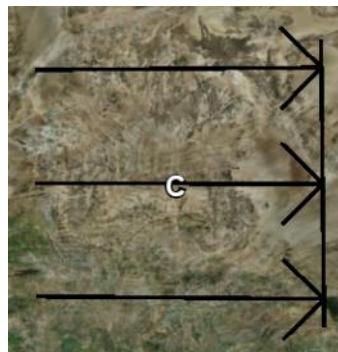
Select the Additional tools icon to adjust individual points on the Canalize. Click and drag any of the white circles on the shape to the new location. Select the Checkmark when the points are in the desired locations.

**(U) Style**

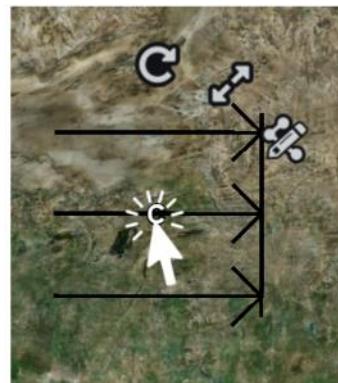
Select from the various options within the Property dropdown to make changes to specific features of the Canalize. Once a property has been selected users can adjust various features such as Color, Line width (max 10) and Opacity. Select the Trashcan to delete the shape.

**(U) Clear**

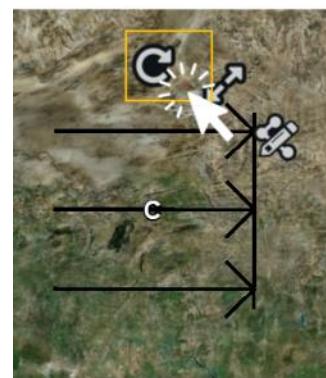
To add a Clear to the map, select the Clear icon from the toolbox, drag and drop to place the Clear shape on a specific location on the map. The letter "C" on the geometry represents "Clear". Once the Clear has been created the Edit Geometry window will popup where the user can add the Label name, Description, and Style. Click on the save button in the lower right of the edit geometry window when editing is completed to save the Clear to the map layer.

**(U) Change Location**

The user can change the location once it has been placed by clicking and holding on the letter "C", followed by moving and releasing the mouse once the Clear is in the desired location.

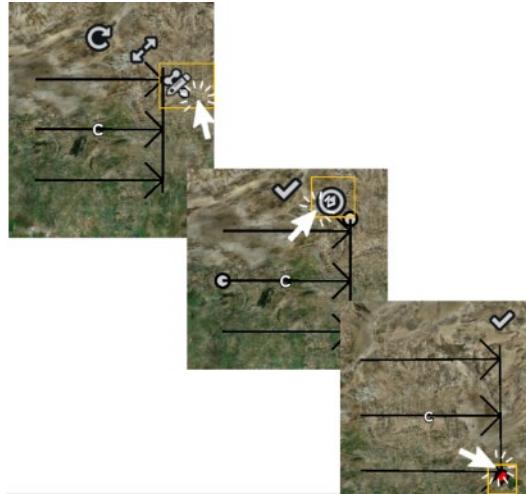
**(U) Rotate**

Press, hold and move the mouse to the left or right on the rotate icon to change the direction of the Clear or hold the z key and move your mouse right to rotate clockwise, and left to rotate counterclockwise.

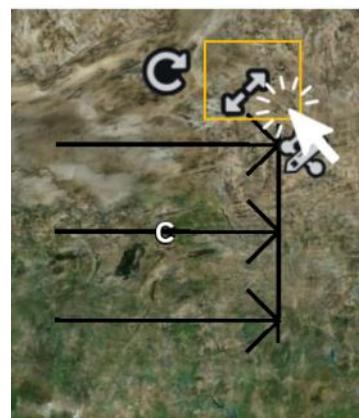


(U) Center of Rotation

Change the point of the rotation by selecting from the Additional Tools icon, followed by the Telemetry icon. Place the red dot on the location to be designated the center point of the rotation. Once the point has been identified select the checkmark twice. Select the Rotate icon which will rotate based on the new center identified.

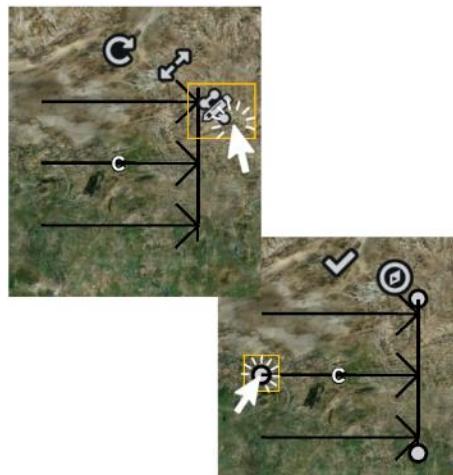
**(U) Scale**

Increase or Decrease the size of the Clear by clicking, holding and moving the mouse to the right or left, release the click once the desired size has been achieved. Hold the x key and move the mouse right to increase the size and left to decrease the size.

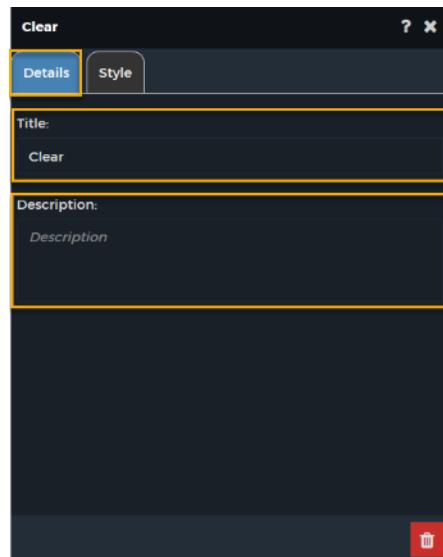


(U) Adjust Individual Points

Select the Additional Tools icon to access individual points on the Clear to be adjusted. Click and drag the point/s (white circles on the graphic) to the new location. Select the Checkmark when the points are in the desired location.

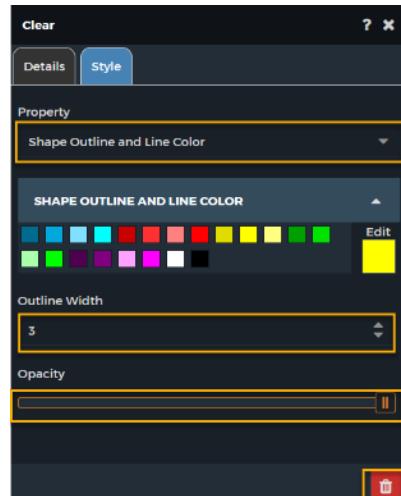
**(U) Details**

Enter in the Title for the Clear and add a Description, the free text field allows users to add additional details about the geometry created.

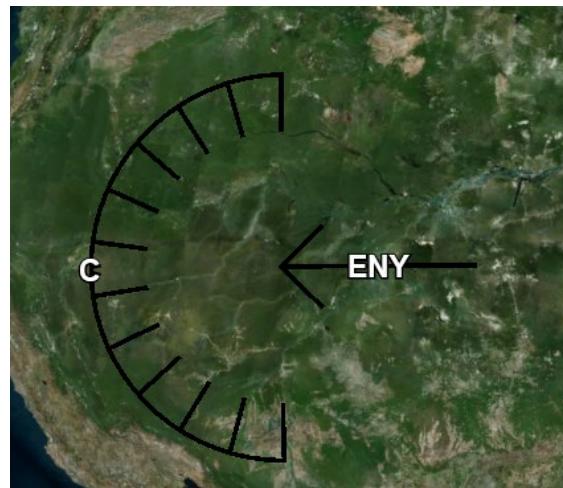


(U) Style

Select from the various options within the Property dropdown to make changes to specific features of the Clear. Once a property has been selected users can adjust specific items for that features such as Color, line width (max 10) and Opacity. Select the Trashcan to delete the shape.

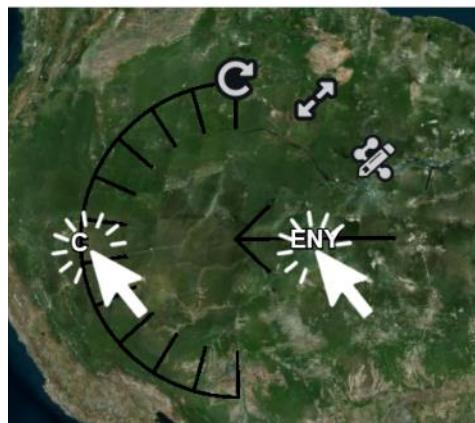
**(U) Contain**

To add a Contain to the map, select the Contain icon from the toolbox, drag and drop to place the Contain shape on a specific location on the map. Once the Contain has been created the Edit Geometry window will pop up to add the Label name, Description, and Style. Click on the save button in the lower right of the edit geometry window when editing is completed to save the Contain to the map layer.



(U) Change Location

The user can change the location once it has been placed by clicking and holding on the letter "C" or "ENY", followed by moving and releasing the mouse once the Contain is in the desired location.

**(U) Rotate**

Press, hold and move the mouse to the left or right on the rotate icon to change the direction of the Contain or hold the z key and move your mouse right to rotate clockwise, and left to rotate counterclockwise.

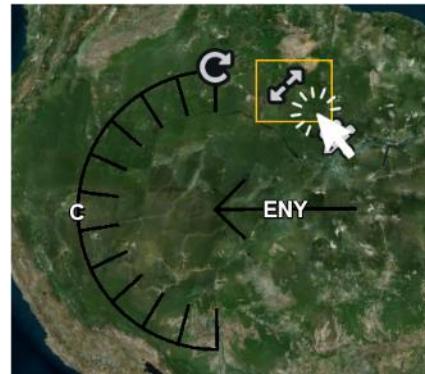
**(U) Center of Rotation**

Change the point of the rotation by selecting from the Additional Tools icon, followed by the telemetry icon. Place the red dot on the location to be designated the center point of the rotation. Once the point has been identified select the checkmark twice. Select the Rotate icon which will rotate based on the new center identified.

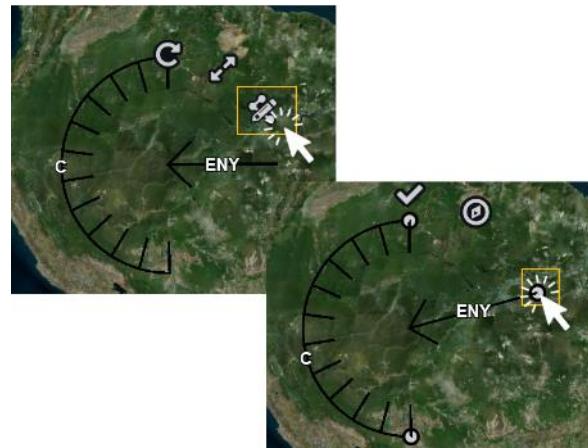


(U) Scale

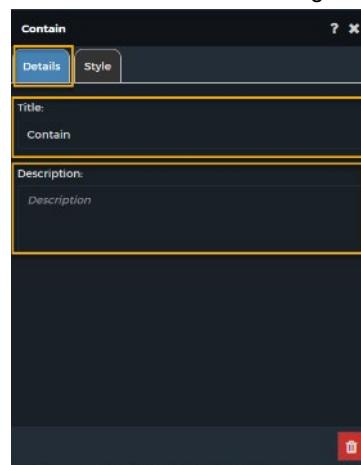
Increase or Decrease the size of the Contain by clicking, holding and moving the mouse to the right or left, release the click once the desired size has been achieved. Hold the x key and move your mouse right to increase the size and left to decrease the size.

**(U) Adjust Individual Points**

Select the Additional Tools icon to access individual points on the Contain to be adjusted. Click and drag the point/s (white circles on the graphic) to the new location. Select the Checkmark when the points are in the desired location.

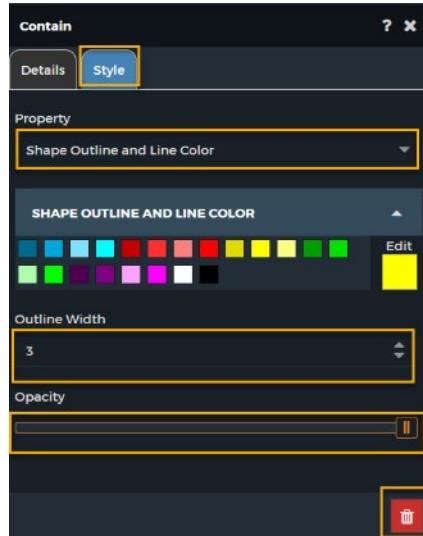
**(U) Details**

Enter in the Title for the Contain and add a Description, the free text field allows users to add additional details about the geometry created.

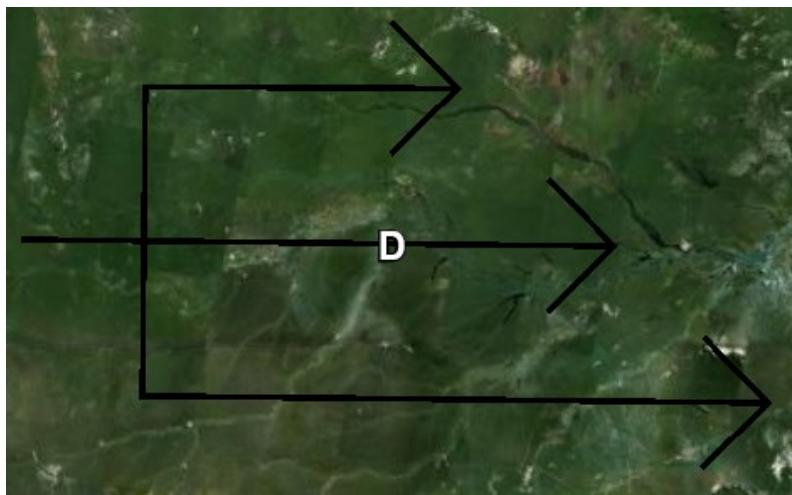


(U) Style

Select from the various options within the Property dropdown to make changes to specific features of the Contain. Once a property has been selected users can adjust various settings for the selected property such as Color, line width (max 10) and Opacity. Select the Trashcan to delete the shape.

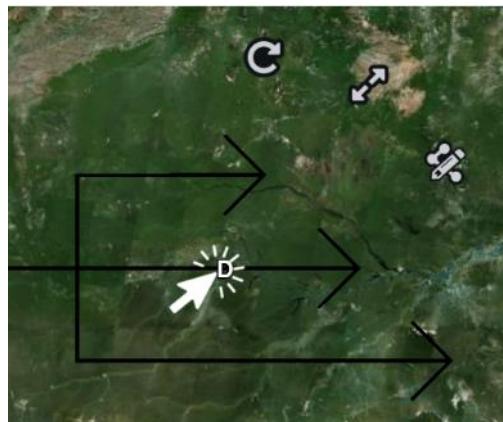
**(U) Disrupt**

To add a Disrupt to the map, select the Disrupt icon from the toolbox, drag and drop to place the Disrupt shape to a specific location on the map. Once the Disrupt has been created the Edit Geometry window will pop up to add the Label name, Description, and Style. Click on the save button in the lower right of the edit geometry window when editing is completed to save the Disrupt to the map layer.

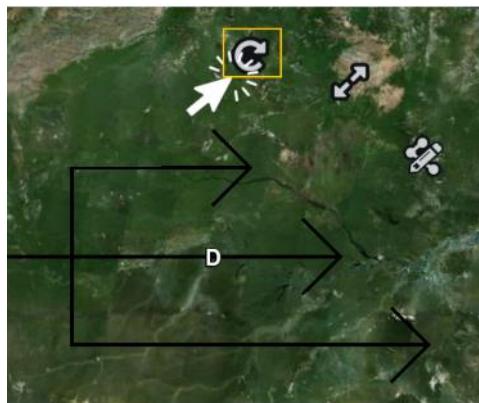


(U) Change Location

The user can change the location once it has been placed by clicking and holding on the letter "D", followed by moving and releasing the mouse once the Disrupt is in the desired location.

**(U) Rotate**

Press, hold and move the mouse to the left or right on the rotate icon to change the direction of the Disrupt or hold the z key and move your mouse right to rotate clockwise, and left to rotate counterclockwise.

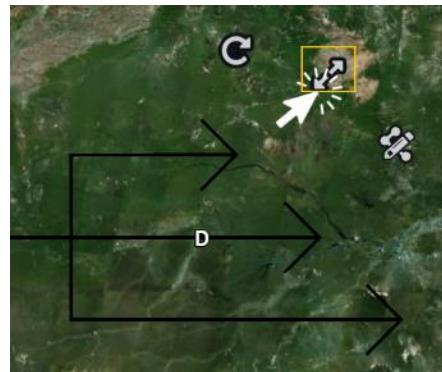
**(U) Center of Rotation**

Change the point of the rotation by selecting from the Additional Tools icon, followed by the Telemetry icon. Place the red dot on the location to be designated the center point of the rotation. Once the point has been identified select the checkmark twice. Select the Rotate icon which will rotate based on the new center identified.

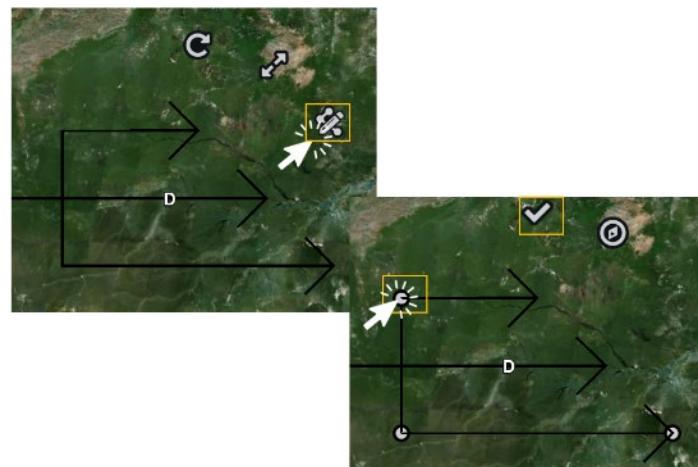


(U) Scale

Increase or Decrease the size of the Disrupt by clicking, holding and moving the mouse to the right or left, release the click one the desired size has been achieved. Hold the x key and move your mouse right to increase the size and left to decrease the size.

**(U) Adjust Individual Points**

Select the Additional Tools icon to access individual points on the Disrupt to be adjusted. Click and drag the point/s (white circles on the graphic) to the new location. Select the Checkmark when the points are in the desired location.

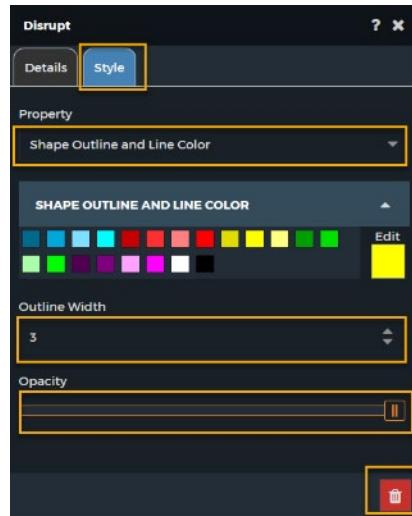
**(U) Details**

Enter in the Title for the Disrupt and add a Description, the free text field allows users to add additional details about the geometry created.

Disrupt	
Details	Style
Title: Disrupt	
Description: Description	

(U) Style

Select from the various options within the Property dropdown to make changes to specific features of the Disrupt. Once a property has been selected users can adjust various features such as Color, line width (max 10) and Opacity. Select the Trashcan to delete the shape.

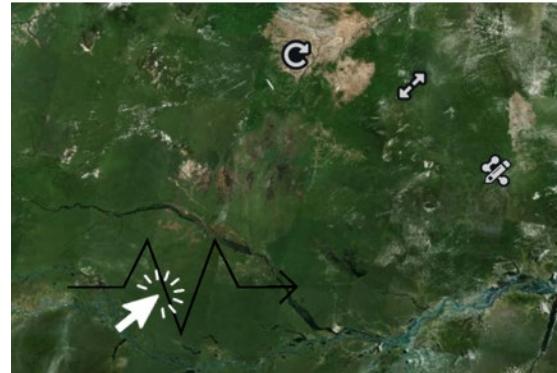
**(U) Fix**

To add a Fix to the map, select the Fix icon from the toolbox, drag and drop to place the Fix shape to a specific location on the map. Once the Fix has been created the Edit Geometry window will popup where the user can add the Label name, Description, and Style. Click on the save button in the lower right of the edit geometry window when editing is completed to save the Fix to the map layer.



(U) Change Location

The user can change the location once it has been placed by clicking and holding on the Fix graphic, followed by moving and releasing the mouse once the Fix is in the desired location.

**(U) Rotate**

Press, hold and move the mouse to the left or right on the rotate icon to change the direction of the Fix or hold the z key and move your mouse right to rotate clockwise, and left to rotate counterclockwise.

**(U) Center of Rotation**

Change the point of the rotation by selecting from the Additional Tools icon, followed by the Telemetry icon. Place the red dot on the location to be designated the center point of the rotation. Once the point has been identified select the checkmark twice. Select the Rotate icon which will rotate based on the new center identified.

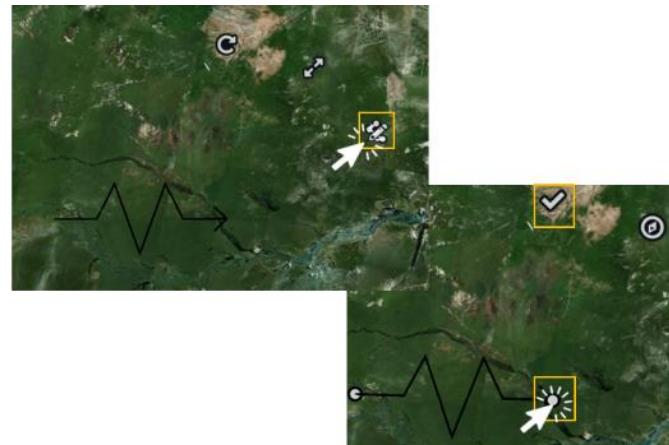


(U) Scale

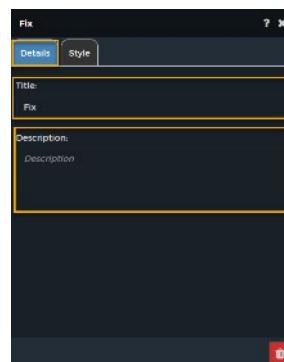
Increase or Decrease the size of the Fix by clicking, holding and moving the mouse to the right or left, release the click once the desired size has been achieved. Hold the x key and move your mouse right to increase the size and left to decrease the size.

**(U) Adjust Individual Points**

Select the Additional Tools icon to access individual points on the Fix to be adjusted. Click and drag the point/s (white circles on the graphic) to the new location. Select the Checkmark when the points are in the desired location.

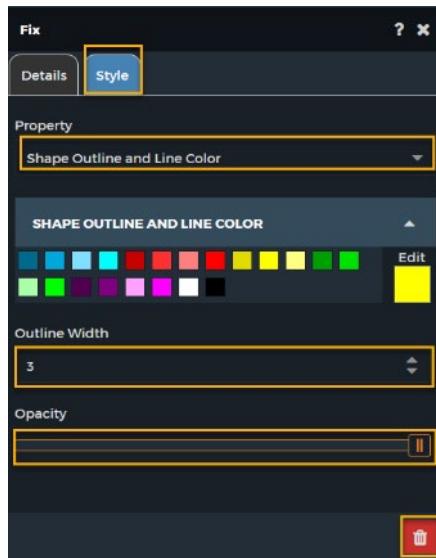
**(U) Details**

Enter in the Title for the Fix and add a Description, the free text field allows users to add additional details about the geometry created.

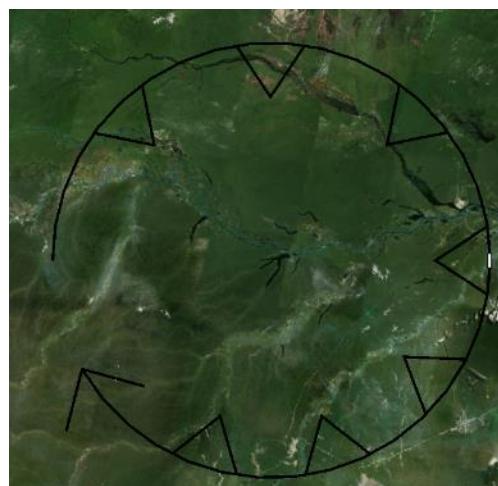


(U) Style

Select from the various options within the Property dropdown to make changes to specific features of the Fix. Once a property has been selected users can adjust various features such as Color, line width (max 10) and Opacity. Select the Trashcan to delete the shape.

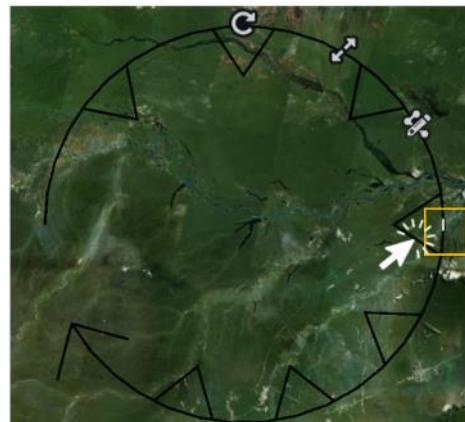
**(U) Isolate**

To add an Isolate to the map, the user can select the Isolate icon from the toolbox, drag and drop to place the Isolate shape to a specific location on the map. Once the Isolate has been created the Edit Geometry window will popup where the user can add the Label name, Description, and Style. Click on the save button in the lower right of the edit geometry window when editing is completed to save the Isolate to the map layer.

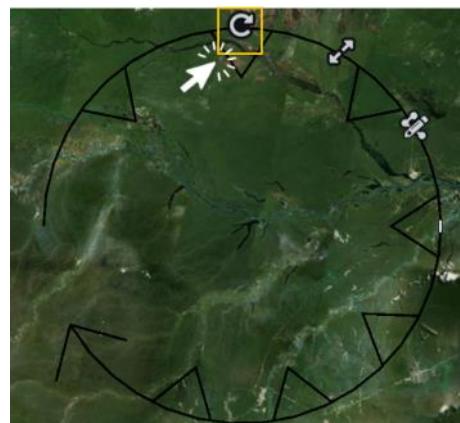


(U) Change Location

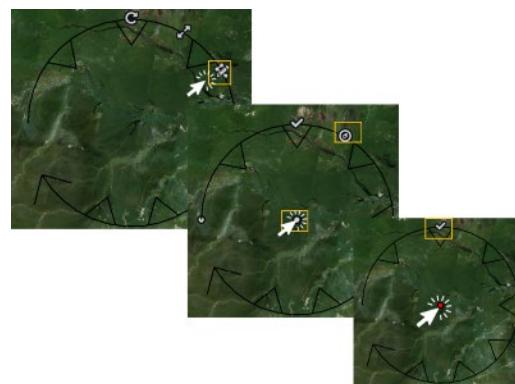
Change the location once it has been placed by clicking and holding on the Isolate graphic, followed by moving and releasing the mouse once the Isolate is in the desired location.

**(U) Rotate**

Press, hold and move the mouse to the left or right on the rotate icon to change the direction of the Isolate or hold the z key and move your mouse right to rotate clockwise, and left to rotate counterclockwise.

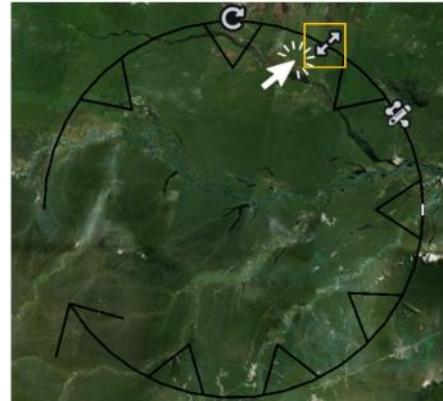
**(U) Center of Rotation**

Change the point of the rotation by selecting from the Additional Tools icon, followed by the Telemetry icon. Place the red dot on the location to be designated the center point of the rotation. Once the point has been identified select the checkmark twice. Select the Rotate icon which will rotate based on the new center identified.



(U) Scale

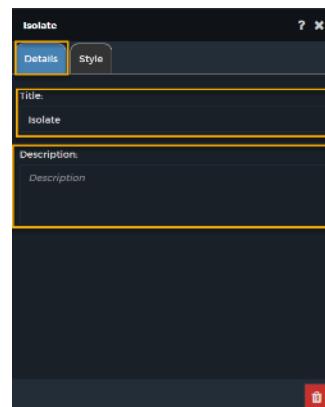
Increase or Decrease the size of the Isolate by clicking, holding and moving the mouse to the right or left, release the click once the desired size has been achieved. Hold the x key and move your mouse right to increase the size and left to decrease the size.

**(U) Adjust Individual Points**

Select the Additional Tools icon to access individual points on the Isolate to be adjusted. Click and drag the point/s (white circles on the graphic) to the new location. Select the Checkmark when the points are in the desired location.

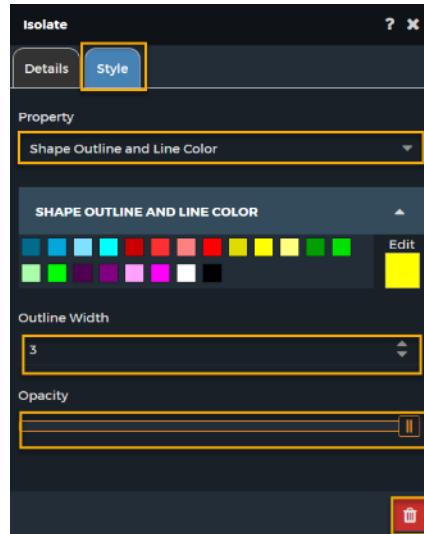
**(U) Details**

Enter in the Title for the Isolate and add a Description, the free text field allows users to add additional details about the geometry created.

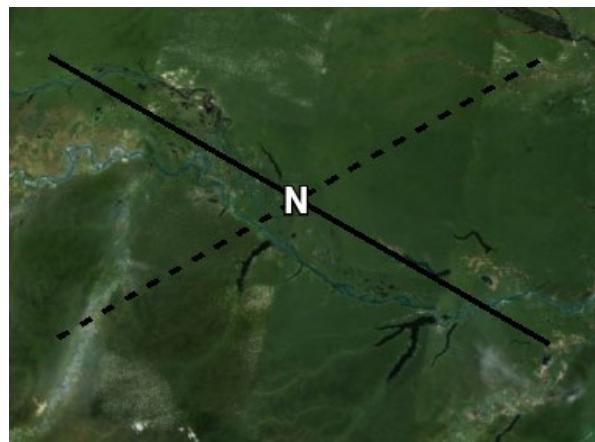


(U) Style

Select from the various options within the Property dropdown to make changes to specific features of the Isolate. Once a property has been selected users can adjust various features such as Color, line width (max 10) and Opacity. Select the Trashcan to delete the shape.

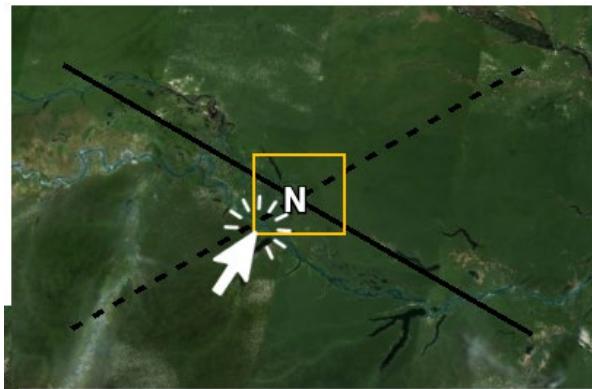
**(U) Neutralize**

To add a Neutralize to the map, the user can select the Neutralize icon from the toolbox, drag and drop to place the Neutralize shape to a specific location on the map. Once the Neutralize has been created the Edit Geometry window will popup where the user can add the Label name, Description, and Style. Click on the save button in the lower right of the edit geometry window when editing is completed to save the Neutralize to the map layer.

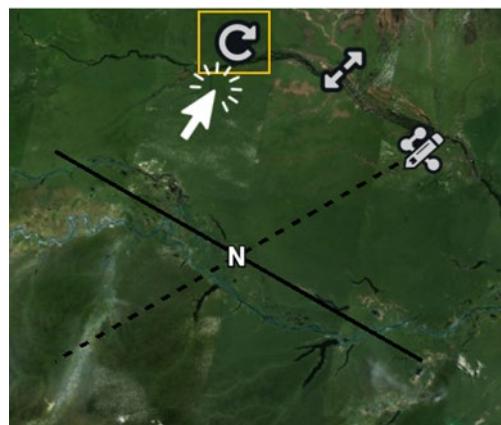


(U) Change Location

The user can change the location once it has been placed by clicking and holding on the Neutralize graphic, followed by moving and releasing the mouse once the Neutralize is in the desired location.

**(U) Rotate**

Press, hold and move the mouse to the left or right on the rotate icon to change the direction of the Neutralize or hold the z key and move your mouse right to rotate clockwise, and left to rotate counterclockwise.

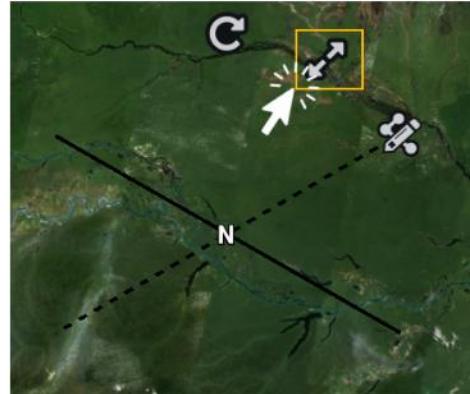
**(U) Center of Rotation**

Change the point of the rotation by selecting from the Additional Tools icon, followed by the Telemetry icon. Place the red dot on the location to be designated the center point of the rotation. Once the point has been identified select the checkmark twice. The user can now select the Rotate icon which will rotate based on the new center identified.

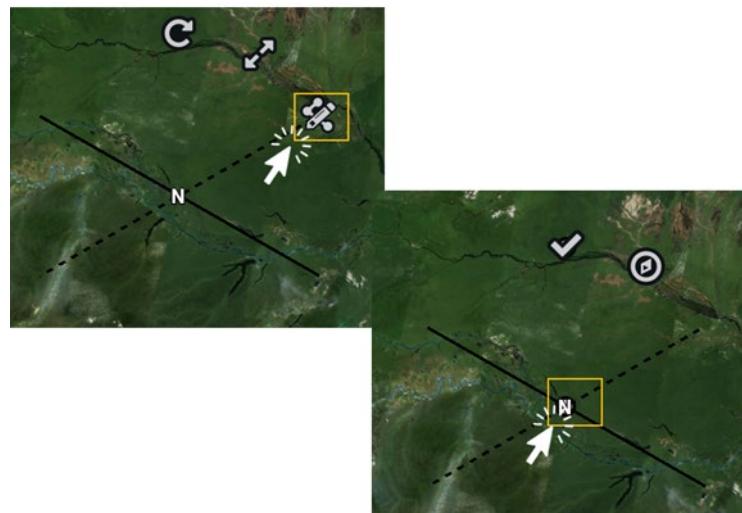


(U) Scale

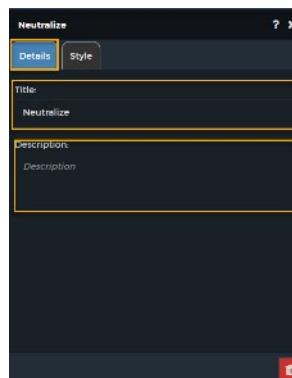
Increase or Decrease the size of the Neutralize by clicking, holding and moving the mouse to the right or left, release the click one the desired size has been achieved. Hold the x key and move your mouse right to increase the size and left to decrease the size.

**(U) Adjust Individual Points**

Select the Additional Tools icon to access individual points on the Neutralize to be adjusted. Click and drag the point/s (white circles on the graphic) to the new location. Select the Checkmark when the points are in the desired location.

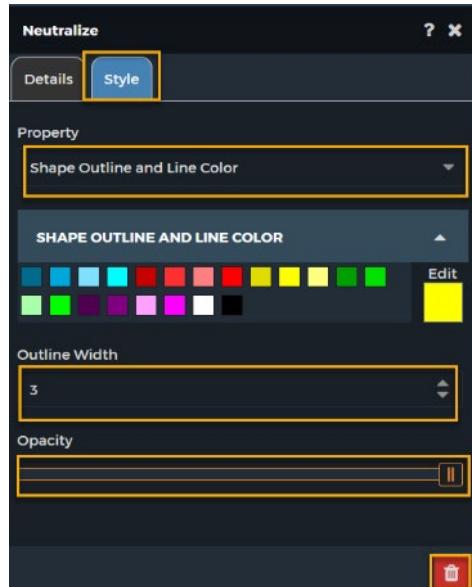
**(U) Details**

Enter in the Title for the Neutralize and add a Description, the free text field allows users to add additional details about the geometry created.



(U) Style

Select from the various options within the Property dropdown to make changes to specific features of the Neutralize. Once a property has been selected users can adjust various features such as Color, line width (max 10) and Opacity. Select the Trashcan to delete the shape.

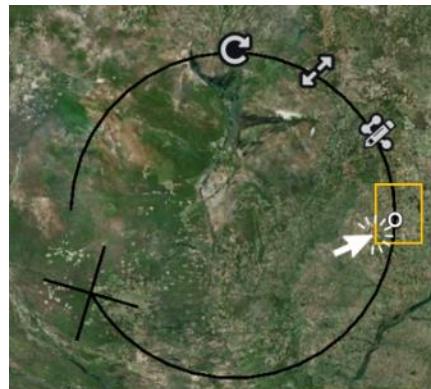
**(U) Occupy**

To add an Occupy to the map, select the Occupy icon from the toolbox, drag and drop to place the Occupy shape to a specific location on the map. Once the Occupy has been created the Edit Geometry window will pop up to add the Label name, Description, and Style. Click on the save button in the lower right of the edit geometry window when editing is completed to save the Occupy to the map layer.

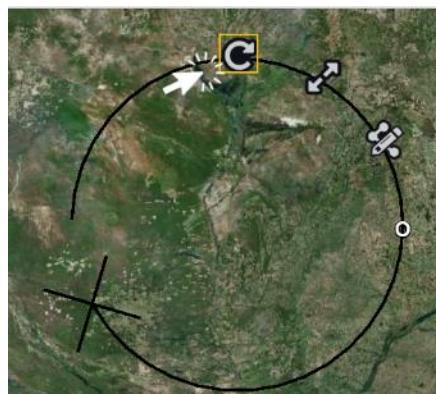


(U) Change Location

Change the location once it has been placed by clicking and holding on the Occupy graphic, followed by moving and releasing the mouse once the Occupy is in the desired location.

**(U) Rotate**

Press, hold and move the mouse to the left or right on the rotate icon to change the direction of the Isolate or hold the z key and move your mouse right to rotate clockwise, and left to rotate counterclockwise.

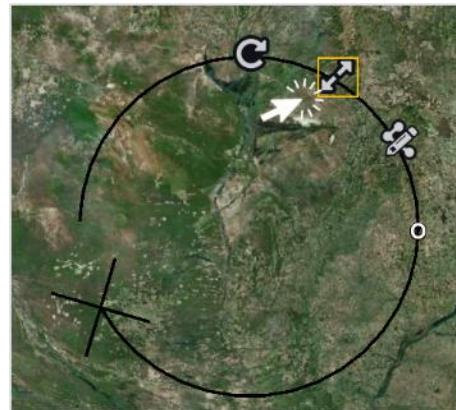
**(U) Center of Rotation**

Change the point of the rotation by selecting from the Additional Tools icon, followed by the Telemetry icon. Place the red dot on the location to be designated the center point of the rotation. Once the point has been identified select the checkmark twice. The user can now select the Rotate icon which will rotate based on the new center identified.

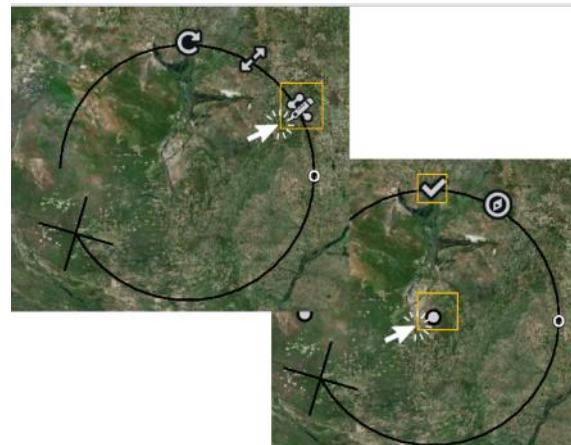


(U) Scale

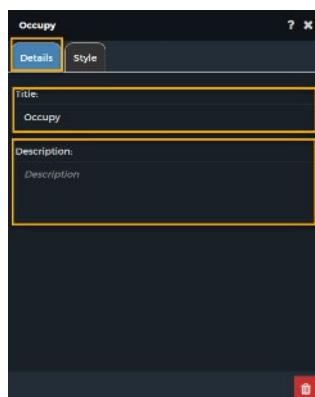
Increase or Decrease the size of the Occupy by clicking, holding and moving the mouse to the right or left, release the click once the desired size has been achieved. Hold the x key and move your mouse right to increase the size and left to decrease the size.

**(U) Adjust Individual Points**

Select the Additional Tools icon to access individual points on the Occupy to be adjusted. Click and drag the point/s (white circles on the graphic) to the new location. Select the Checkmark when the points are in the desired location.

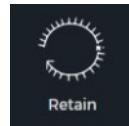
**(U) Details**

Enter in the Title for the Occupy and add a Description, the free text field allows users to add additional details about the geometry created.

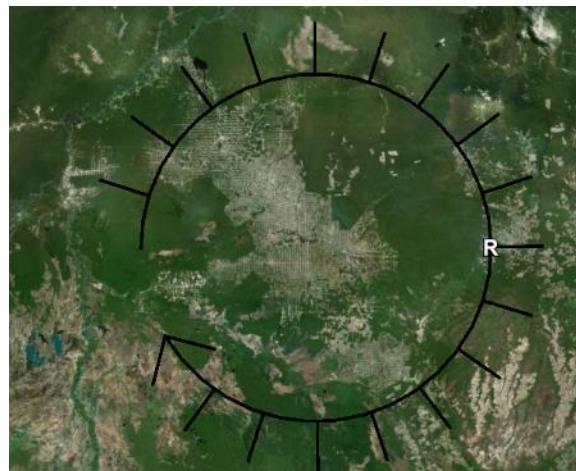


(U) Style

Select from the various options within the Property dropdown to make changes to specific features of the Occupy. Once a property has been selected users can adjust various features such as Color, line width (max 10) and Opacity. Select the Trashcan to delete the shape.

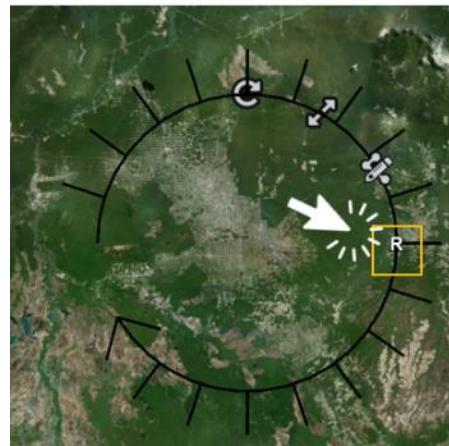
**(U) Retain**

To add a Retain to the map, select the Isolate icon from the toolbox, drag and drop to place the Retain shape to a specific location on the map. Once the Retain has been created the Edit Geometry window will popup where the user can add the Label name, Description, and Style. Click on the save button in the lower right of the edit geometry window when editing is completed to save the Retain to the map layer.

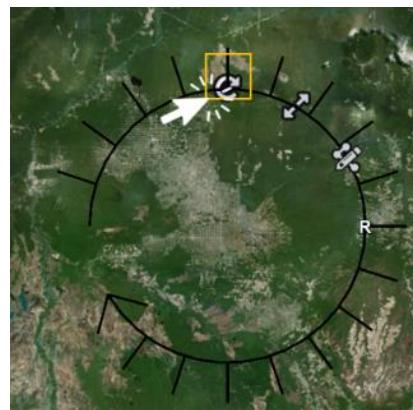


(U) Change Location

Change the location once it has been placed by clicking and holding on the Retain graphic, followed by moving and releasing the mouse once the Retain is in the desired location.

**(U) Rotate**

Press, hold and move the mouse to the left or right on the Rotate icon to change the direction of the Retain or hold the z key and move your mouse right to rotate clockwise, and left to rotate counterclockwise.

**(U) Center of Rotation**

Change the point of the rotation by selecting from the additional tools' icon, followed by the telemetry icon. Place the red dot on the location to be designated the center point of the rotation. Once the point has been identified select the checkmark twice. The user can now select the Rotate icon which will rotate based on the new center identified.



(U) Scale

Increase or Decrease the size of the Retain by clicking, holding and moving the mouse to the right or left, release the click one the desired size has been achieved. Hold the x key and move your mouse right to increase the size and left to decrease the size.

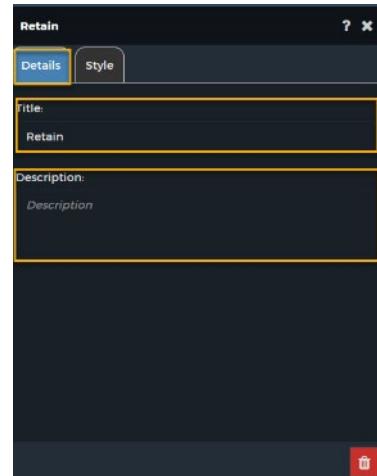
**(U) Adjust Individual Points**

Select the Additional Tools icon to access individual points on the Retain to be adjusted. Click and drag the point/s (white circles on the graphic) to the new location. Select the Checkmark when the points are in the desired location.

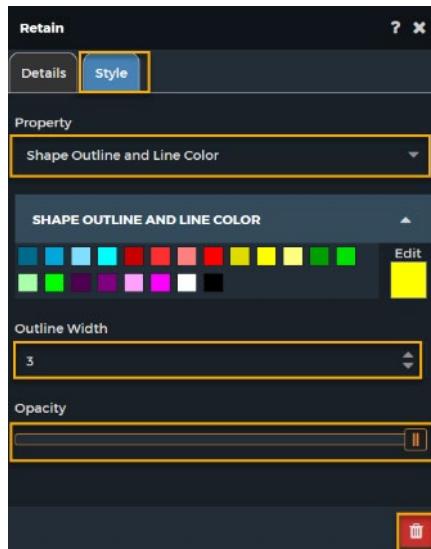


(U) Details

Enter in the Title for the Retain and add a Description, the free text field allows users to add additional details about the geometry created.

**(U) Style**

Select from the various options within the Property dropdown to make changes to specific features of the Retain. Once a property has been selected users can adjust various features such as Color, Line width (max 10) and Opacity. Select the Trashcan to delete the shape.



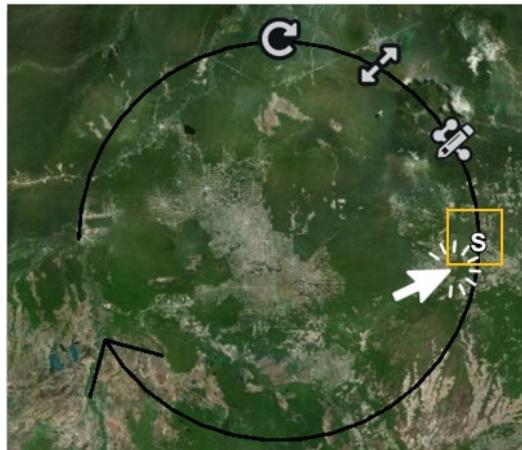
**(U) Secure**

To add a Secure to the map, select the Secure icon from the toolbox, drag and drop to place the Secure shape to a specific location on the map. Once the Secure has been created the Edit Geometry window will popup where the user can add the Label name, Description, and Style. Click on the save button in the lower right of the edit geometry window when editing is completed to save the Secure to the map layer.



(U) Change Location

The user can change the location once it has been placed by clicking and holding on the Secure graphic, followed by moving and releasing the mouse once the Secure is in the desired location.

**(U) Rotate**

Press, hold and move the mouse to the left or right on the rotate icon to change the direction of the Secure or hold the z key and move your mouse right to rotate clockwise, and left to rotate counterclockwise.

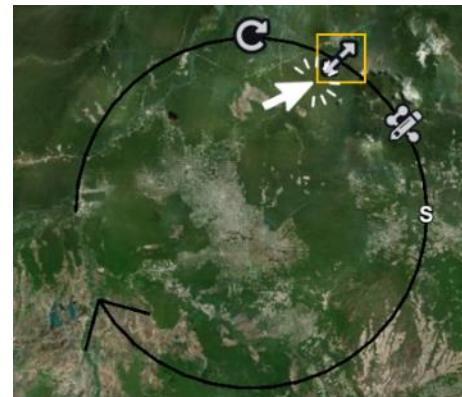
**(U) Center of Rotation**

Change the point of the rotation by selecting from the Additional Tools icon, followed by the Telemetry icon. Place the red dot on the location to be designated the center point of the rotation. Once the point has been identified select the checkmark twice. The user can now select the Secure icon which will rotate based on the new center identified.



(U) Scale

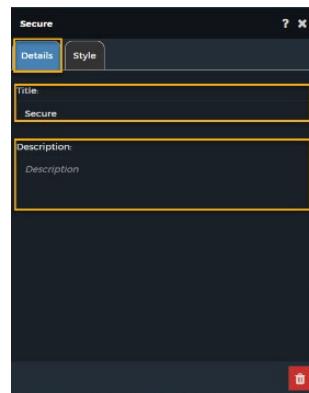
Increase or Decrease the size of the Secure by clicking, holding and moving the mouse to the right or left, release the click one the desired size has been achieved. Hold the x key and move your mouse right to increase the size and left to decrease the size.

**(U) Adjust Individual Points**

Select the Additional Tools icon to access individual points on the Secure to be adjusted. Click and drag the point/s to the new location. Select the Checkmark when the points are in the desired location.

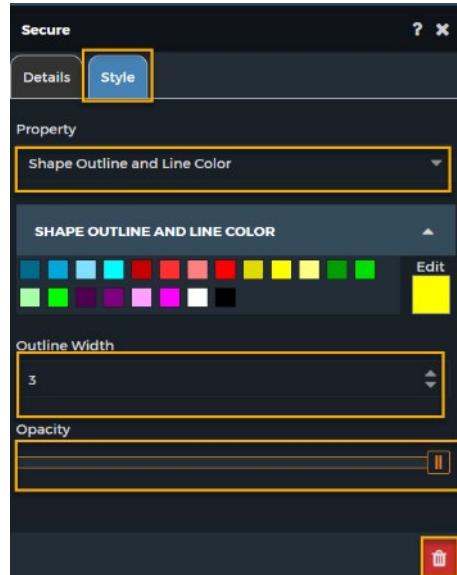
**(U) Details**

Enter in the Title for the Secure and add a Description, the free text field allows users to add additional details about the geometry created.



(U) Style

Select from the various options within the Property dropdown to make changes to specific features of the Secure. Once a property has been selected users can adjust various features such as Color, Line width (max 10) and Opacity. Select the Trashcan to delete the shape.

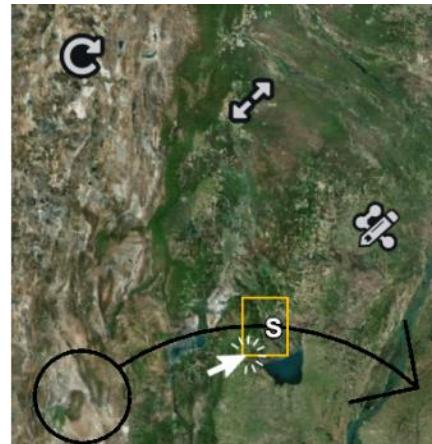
**(U) Seize**

To add a Seize to the map, select the Seize icon from the toolbox, drag and drop to place the Seize shape to a specific location on the map. Once the Seize has been created the Edit Geometry window will popup where the user can add the Label name, Description, and Style. Click on the save button in the lower right of the edit geometry window when editing is completed to save the Seize to the map layer.

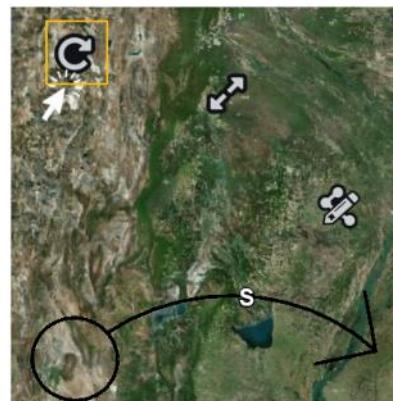


(U) Change Location

Change the location once it has been placed by clicking and holding on the Seize graphic, followed by moving and releasing the mouse once the Seize is in the desired location.

**(U) Rotate**

Press, hold and move the mouse to the left or right on the rotate icon to change the direction of the Seize or hold the z key and move your mouse right to rotate clockwise, and left to rotate counterclockwise.

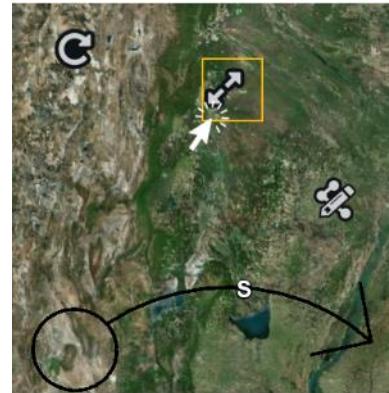
**(U) Center of Rotation**

Change the point of the rotation by selecting from the Additional Tools icon, followed by the telemetry icon. Place the red dot on the location to be designated the center point of the rotation. Once the point has been identified select the checkmark twice. Select the Seize icon which will rotate based on the new center identified.

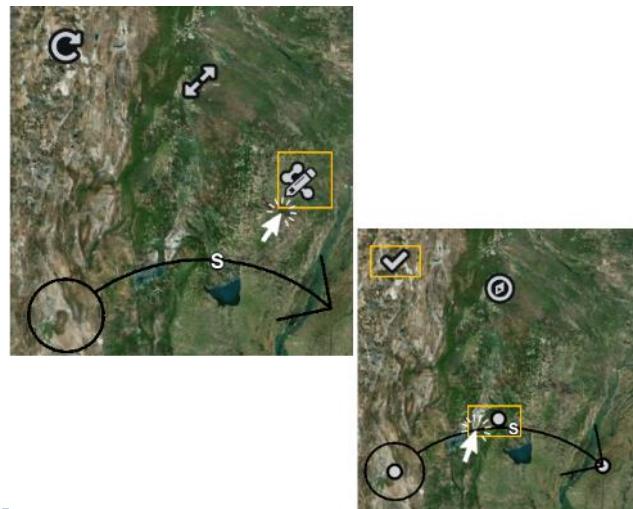


(U) Scale

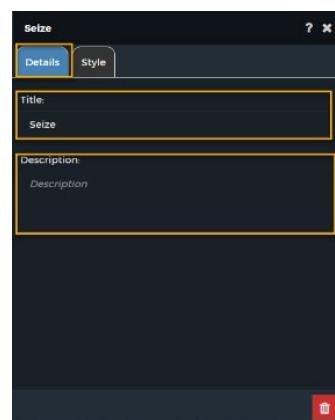
Increase or Decrease the size of the Seize by clicking, holding and moving the mouse to the right or left, release the click one the desired size has been achieved. Hold the x key and move your mouse right to increase the size and left to decrease the size.

**(U) Adjust Individual Points**

Select the Additional Tools icon to access individual points on the Seize to be adjusted. Click and drag the point/s (white circles on the graphic) to the new location. Select the Checkmark when the points are in the desired location.

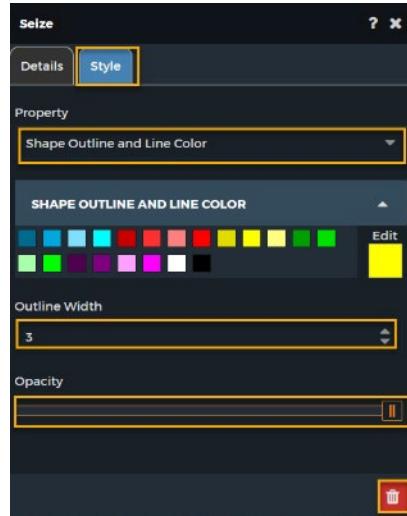
**(U) Details**

Enter in the Title for the Seize and add a Description, the free text field allows users to add additional details about the geometry created.

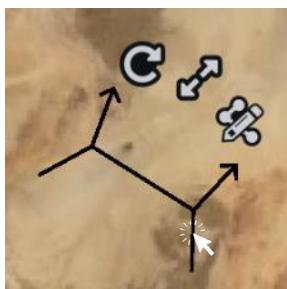
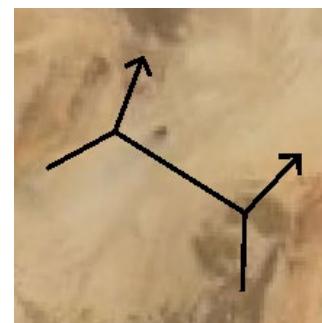


(U) Style

Select from the various options within the Property dropdown to make changes to specific features of the Seize. Once a property has been selected users can adjust various features for the property such as Color, line width (max 10) and Opacity. Select the Trashcan to delete the shape.

**(U) Support by Fire**

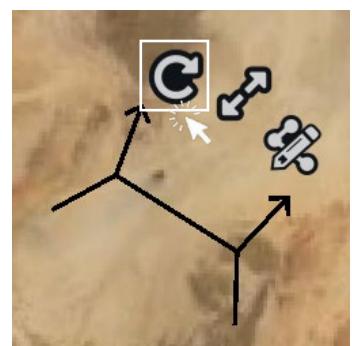
To add a Support by Fire to the map, select the Support by Fire icon from the toolbox, drag and drop to place the Support by Fire shape on a specific location on the map. Once the Support by Fire has been created the Edit Geometry window will popup where the user can add the Label name, Description, and Style. Click on the save button in the lower right of the edit geometry window when editing is completed to save the Support by Fire to the map layer.

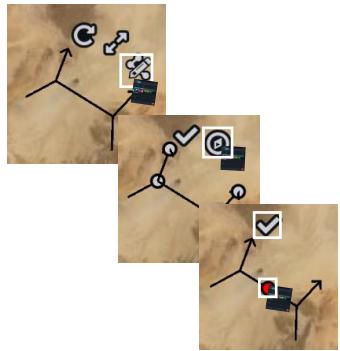
**(U) Change Location**

Change the location once it has been placed by clicking and holding anywhere on the icon, followed by moving and releasing the mouse once the Support by Fire is in the desired location.

(U) Rotate

Press, hold and move the mouse to the left or right on the rotate icon to change the direction of the Support by Fire or hold the z key and move your mouse right to rotate clockwise, and left to rotate counterclockwise.

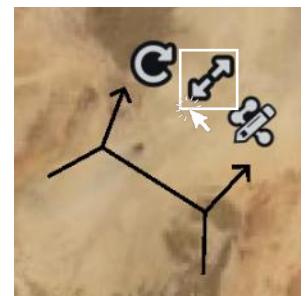


**(U) Center of Rotation**

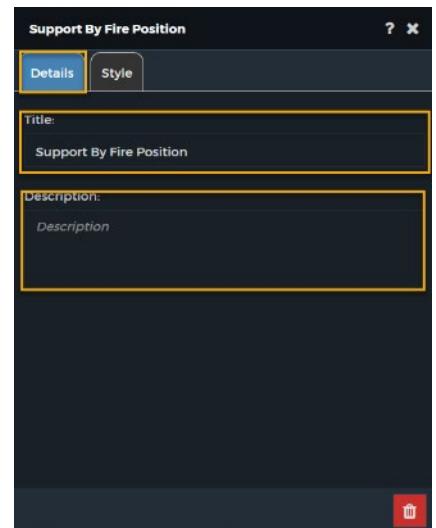
Change the point of the rotation by selecting from the additional tools' icon, followed by the telemetry icon. Place the red dot on the location to be designated the center point of the rotation. Once the point has been identified select the checkmark twice. Select the Rotate icon which will rotate based on the new center identified.

(U) Scale

Increase or Decrease the size of the Support by Fire by clicking, holding and moving the mouse to the right or left, release the click once the desired size has been achieved. Hold the x key and move your mouse right to increase the size and left to decrease the size.

**(U) Adjust Individual Points**

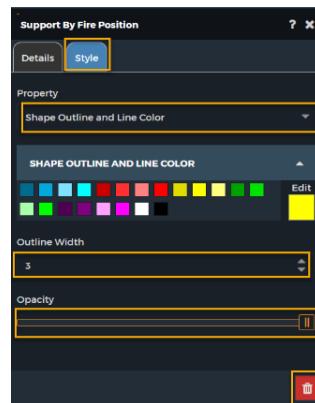
Select the Additional tools icon to adjust individual points on the Support by Fire. Click and drag any of the white circles on the shape to the new location. Select the Checkmark when the points are in the desired locations.

**(U) Details**

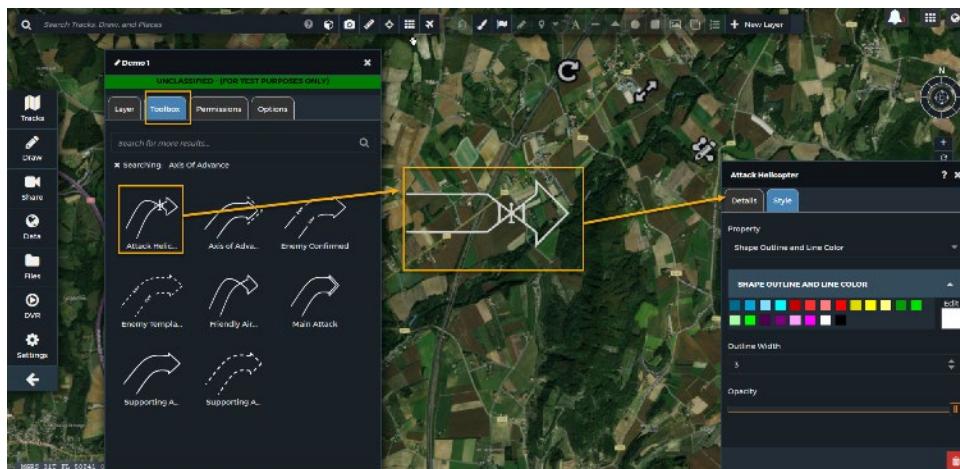
Enter in the Title for the Support by Fire and add a description, the free text field allows users to add additional details about the geometry created.

(U) Style

Select from the various options within the Property dropdown to make changes to specific features of the Support by Fire. Once a property has been selected users can adjust various features such as Color, Line width (max 10) and Opacity. Select the Trashcan to delete the shape.

**(U) Axis of Advance/Offensive Maneuver**

Select the appropriate icon; Attack Helicopter, Advance for a Feint, Enemy Confirmed, Enemy Templated or Suspected, Friendly Airborne/Aviation, Main Attack, Supporting Attack and Supporting Attack Planned or On Order. Drag and drop to place the shape on the map. Once the shape has been created the Edit Geometry window will popup where the user can add the Details and Style. Click on the save button in the lower right of the edit geometry window when editing is completed to save the shape to the map layer.

**(U) Change Location**

Change the location once it has been placed by clicking and holding anywhere on the icon, followed by moving and releasing the mouse once the shape is in the desired location.

**(U) Rotate**

Press, hold and move the mouse to the left or right on the rotate icon to change the direction of the shape or hold the z key and move your mouse right to rotate clockwise, and left to rotate counterclockwise.





(U) Adjust Individual Points

Select the Additional tools icon to adjust individual points on the shape. Click and drag any of the white circles on the shape to the new location. Select the Checkmark when the points are in the desired locations. Select the telemetry icon to adjust where the center of the shape is located, identified by a red circle.



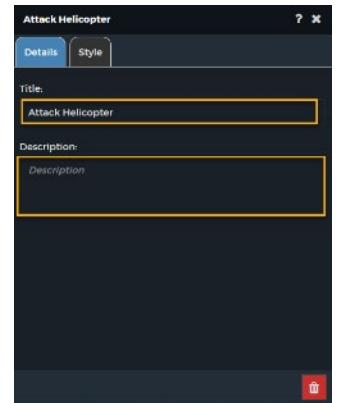
(U) Scale

Increase or Decrease the size of the shape by clicking, holding and moving the mouse to the right or left, release the click once the desired size has been achieved. Hold the x key and move your mouse right to increase the size and left to decrease the size.



(U) Details

Enter in the Title for the shape and add a description, the free text field allows users to add additional details about the geometry created.

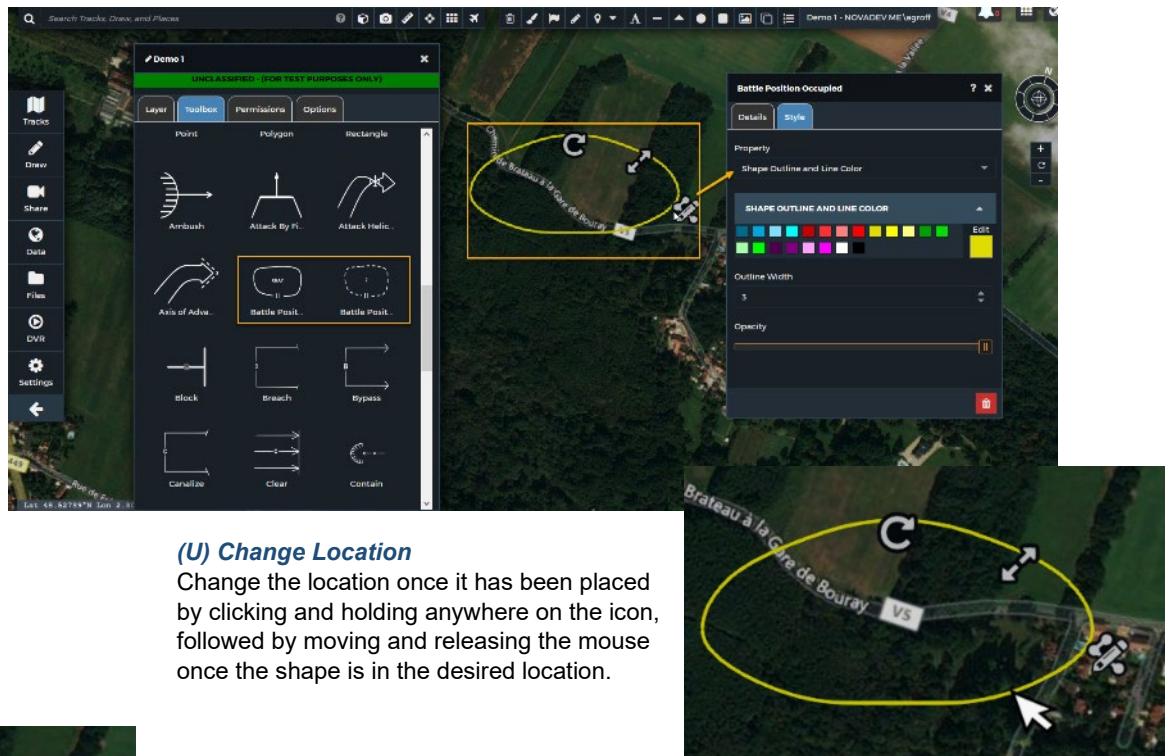


(U) Style

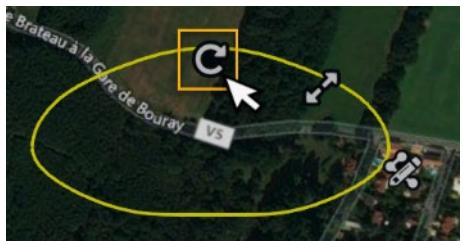
Select from the various options within the Property dropdown to make changes to specific features. Once a property has been selected users can adjust various features such as Color, Line width (max 10) and Opacity. Select the Trashcan to delete it.

(U) Battle Position

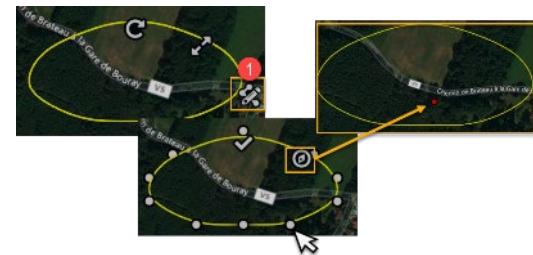
Select the appropriate icon; Battle Position Planned and Battle Position Occupied. Drag and drop to place the shape on the map. Once the shape has been created the Edit Geometry window will popup where the user can add the Details and Style. Click on the save button in the lower right of the edit geometry window when editing is completed to save the shape to the map layer.

**(U) Change Location**

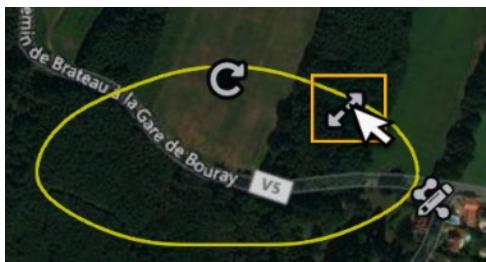
Change the location once it has been placed by clicking and holding anywhere on the icon, followed by moving and releasing the mouse once the shape is in the desired location.

**(U) Rotate**

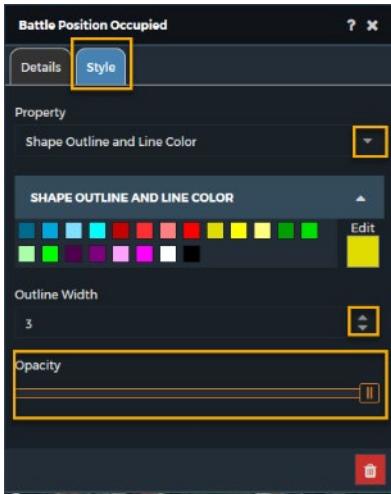
Press, hold and move the mouse to the left or right on the rotate icon to change the direction of the shape or hold the z key and move your mouse right to rotate clockwise, and left to rotate counterclockwise.

**(U) Adjust Individual Points**

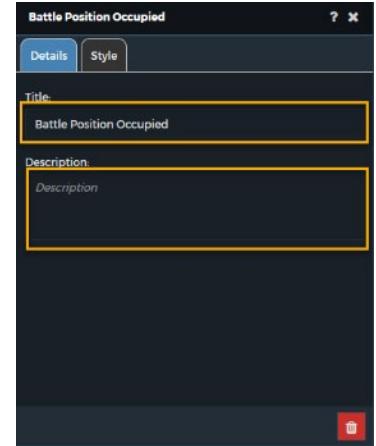
Select the Additional tools icon to adjust individual points on the shape. Click and drag any of the white circles on the shape to the new location. Select the Checkmark when the points are in the desired locations. Select the telemetry icon to adjust where the center of the shape is located, identified by a red circle.

**(U) Scale**

Increase or Decrease the size of the shape by clicking, holding and moving the mouse to the right or left, release the click once the desired size has been achieved. Hold the x key and move your mouse right to increase the size and left to decrease the size.

**(U) Details**

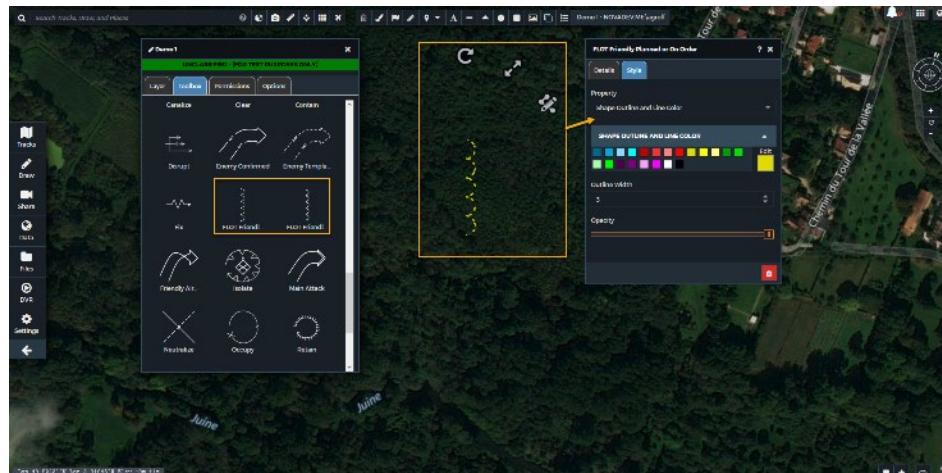
Enter in the Title for the shape and add a description, the free text field allows users to add additional details about the geometry created.

**(U) Style**

Select from the various options within the Property dropdown to make changes to specific features. Once a property has been selected users can adjust various features such as Color, Line width (max 10) and Opacity. Select the Trashcan to delete it.

(U) FLOT

Select the appropriate icon: FLOT Friendly Planned/ Order or FLOT Friendly Present. Drag and drop to place the shape on the map. Once the shape has been created the Edit Geometry window will popup where the user can add the Details and Style. Click on the save button in the lower right of the edit geometry window when editing is completed to save the shape to the map layer.

**(U) Change Location**

Change the location once it has been placed by clicking and holding anywhere on the icon, followed by moving and releasing the mouse once the shape is in the desired location.

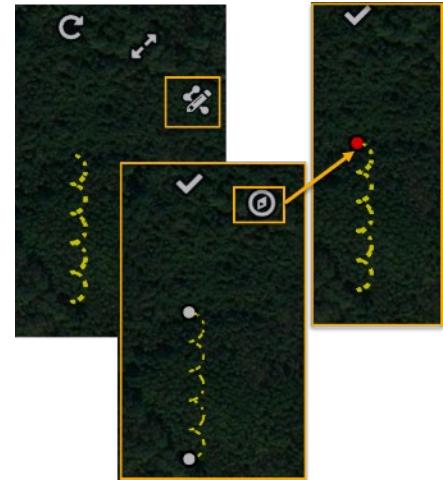
**(U) Rotate**

Press, hold and move the mouse to the left or right on the rotate icon to change the direction of the shape or hold the z key and move your mouse right to rotate clockwise, and left to rotate counterclockwise.

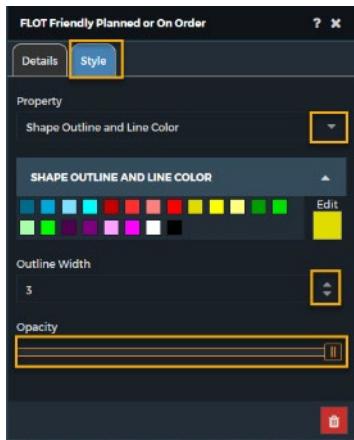


(U) Adjust Individual Points

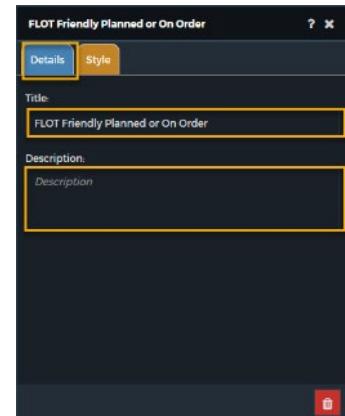
Select the Additional tools icon to adjust individual points on the shape. Click and drag any of the white circles on the shape to the new location. Select the Checkmark when the points are in the desired locations. Select the telemetry icon to adjust where the center of the shape is located, identified by a red circle.

**(U) Scale**

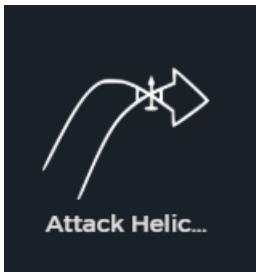
Increase or Decrease the size of the shape by clicking, holding and moving the mouse to the right or left, release the click once the desired size has been achieved. Hold the x key and move your mouse right to increase the size and left to decrease the size.

**(U) Details**

Enter in the Title for the shape and add a description, the free text field allows users to add additional details about the geometry created.

**(U) Style**

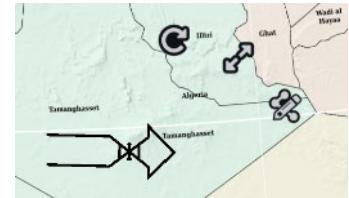
Select from the various options within the Property dropdown to make changes to specific features. Once a property has been selected users can adjust various features such as Color, Line width (max 10) and Opacity. Select the Trashcan to delete it.

(U) Attack Helicopter

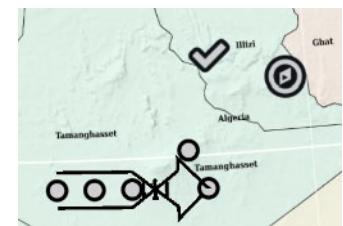
Select the appropriate icon: Attack Helicopter. Drag and drop to place the shape on the map. Once the shape has been created the Edit Geometry window will popup where the user can add the Details and Style. Click on the save button in the lower right of the edit geometry window when editing is completed to save the shape to the map layer.

(U) Change Location

Change the location once it has been placed by clicking and holding anywhere on the icon, followed by moving and releasing the mouse once the shape is in the desired location.

**(U) Scale**

Increase or Decrease the size of the shape by clicking, holding and moving the mouse to the right or left, release the click once the desired size has been achieved. Hold the x key and move your mouse right to increase the size and left to decrease the size.

**(U) Details**

Enter in the Title for the shape and add a description, the free text field allows users to add additional details about the geometry created.

(U) Style

Select from the various options within the Property dropdown to make changes to specific features. Once a property has been selected users can adjust various features such as Color, Line width (max 10) and Opacity. Select the Trashcan to delete it.

(U) Range Fans, Sector

Select the appropriate icon: Range Fan, Sector. Drag and drop to place the shape on the map. Once the shape has been created the Edit Geometry window will popup where the user can add the Details and Style. Click on the save button in the lower right of the edit geometry window when editing is completed to save the shape to the map layer.

**(U) Change Location**

Change the location once it has been placed by clicking and holding anywhere on the icon, followed by moving and releasing the mouse once the shape is in the desired location.

(U) Scale

Increase or Decrease the size of the shape by clicking, holding and moving the mouse to the right or left, release the click once the desired size has been achieved. Hold the x key and move your mouse right to increase the size and left to decrease the size.

(U) Details

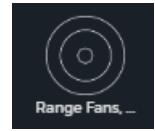
Enter in the Title for the shape and add a description, the free text field allows users to add additional details about the geometry created.

(U) Style

Select from the various options within the Property dropdown to make changes to specific features. Once a property has been selected users can adjust various features such as Color, Line width (max 10) and Opacity. Select the Trashcan to delete it.

(U) Range Fans, Circular

Select the appropriate icon: Range Fan, Circular. Drag and drop to place the shape on the map. Once the shape has been created the Edit Geometry window will popup where the user can add the Details and Style. Click on the save button in the lower right of the edit geometry window when editing is completed to save the shape to the map layer.

**(U) Change Location**

Change the location once it has been placed by clicking and holding anywhere on the icon, followed by moving and releasing the mouse once the shape is in the desired location.

(U) Scale

Increase or Decrease the size of the shape by clicking, holding and moving the mouse to the right or left, release the click once the desired size has been achieved. Hold the x key and move your mouse right to increase the size and left to decrease the size.

(U) Detail

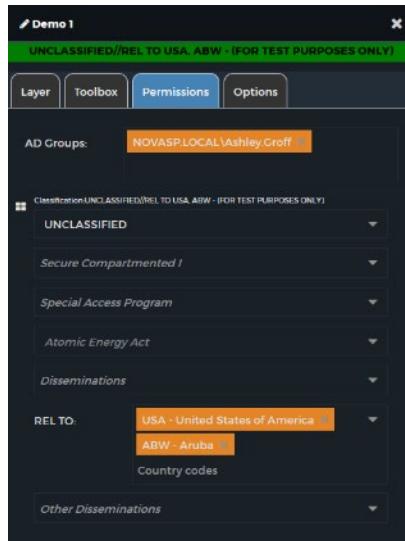
Enter in the Title for the shape and add a description, the free text field allows users to add additional details about the geometry created.

(U) Style

Select from the various options within the Property dropdown to make changes to specific features. Once a property has been selected users can adjust various features such as Color, Line width (max 10) and Opacity. Select the Trashcan to delete it.

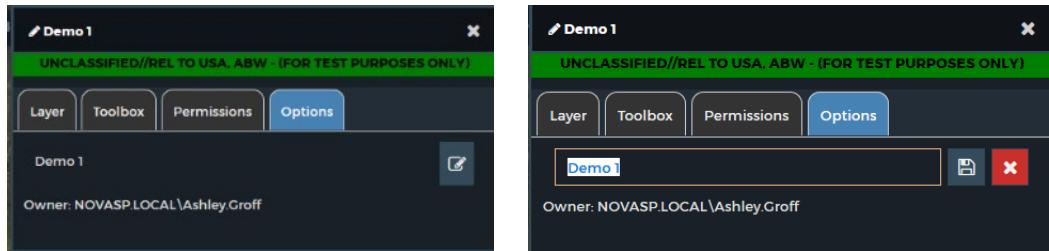
(U) Permissions

Adjust who can see the layer by adding or removing names and/or groups within AD Groups. Draw Layer owners can adjust and make changes to the current classifications. By default, the layer will be restricted to the creator, to make it public remove all names listed within AD Groups including the creators.

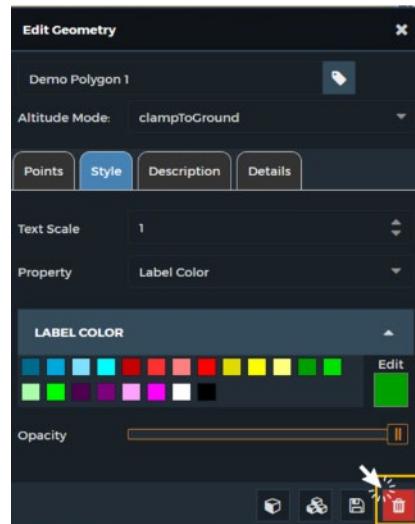


(U) Options

The Options tab allows users to change the name of the Layer. Select the pencil, enter in a new name and select save. Select the "X" to stop the change from going through.

**(U) Delete Geometry**

Double click on the geometry shape on the map or select Edit Layer within the Draw plugin on the layer the geometry falls in, navigate to the Layers tab and double click on the name of the geometry to be deleted, this will open the geometry details card. Select the trashcan icon to delete the geometry.

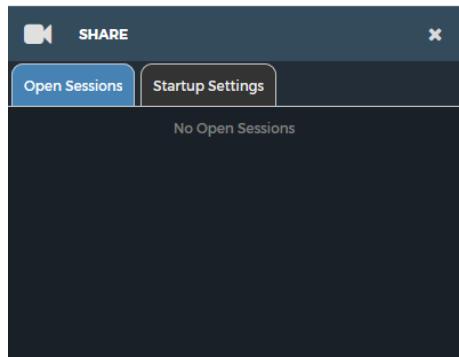
**(U) 2.2.3 Share**

The Share tool is a visual collaboration and broadcast tool to share the current view with anyone in the same domain. The operator must set the correct permissions within the Draw layer for viewers to see the geometry before starting a Share session. Tracks, Drawings, Map and Overlays will all be displayed to the viewers. Operators can use all the tools available to them in the draw toolbar, when a session has started the highlighter tool will turn gold as this is one of the most used tools during a Share session. Operators can also share layers from their Data sidebar with viewers. The operator can be assigned to another user within the session as needed. Viewers can choose to use their own Track filters instead of the operators Track filters if they elect to.



(U) 2.2.3.1 Join Open Sessions

View open sessions that are available to join in the Open Sessions tab. Join a shared session by double clicking on a title within the list, once a session is joined, the screen will change to that of the Operator in the session. Two tabs will now become available to the viewer Participants and Viewer Settings. While in a Share session the viewer will be unable to use the “Fly To” capability located in a Track card, unless they receive a “911 alert” while in a share session, then the user will be removed from the session before flying to the 911 Track location.

**(U) 2.2.3.2 Startup Settings**

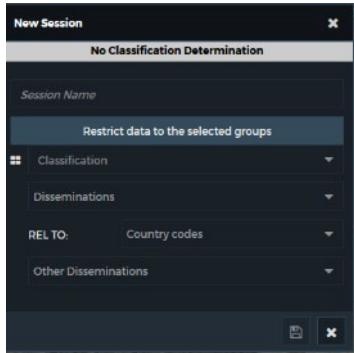
The Startup Settings tab allows the Analyst to automatically share their screen when Ares starts. Check the box to have a session start when the user opens Ares. Adjust the default session name and set the classifications. Click Save at the bottom of the window to save the option.

A screenshot of the Ares software interface showing the 'Startup Settings' tab. The interface includes:

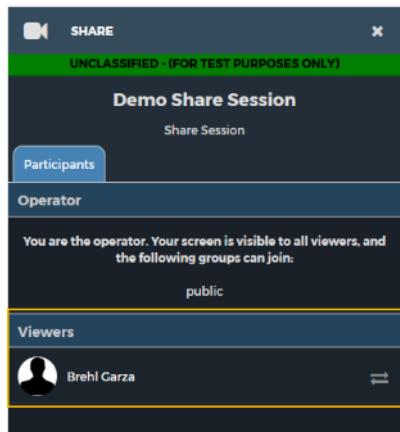
- A checkbox labeled "Automatically share your screen when Ares starts" which is checked.
- A text input field containing "Ashley Groff's Terminal".
- A section titled "Classification: SECRET//NOFORN//ACCM-FICTITIOUS EFFORT - (FOR TEST PURPOSES ONLY)" with dropdown menus for:
 - SECRET
 - Secure Compartment
 - Special Access Program
 - Atomic Energy Act
- A dropdown menu for "Disseminations" currently set to "NOFORN Disseminations".
- A "REL TO:" section with a dropdown menu set to "Country codes".
- A dropdown menu for "Other Disseminations" currently set to "ACCM-FICTITIOUS EFFORT Other Disseminations".
- A "Save" button at the bottom.

(U) 2.2.3.3 New Session**+ New Session**

The New Session button allows the user to start a new Share session. Click on the New Session button (at the bottom of the side drawer), type in the session name, restrict data if needed to selected groups or people within the Active Directory and set the Classification. Click Save to start the Session. When starting a new session, users must set AD permissions in the draw layers they want to allow other users to see.

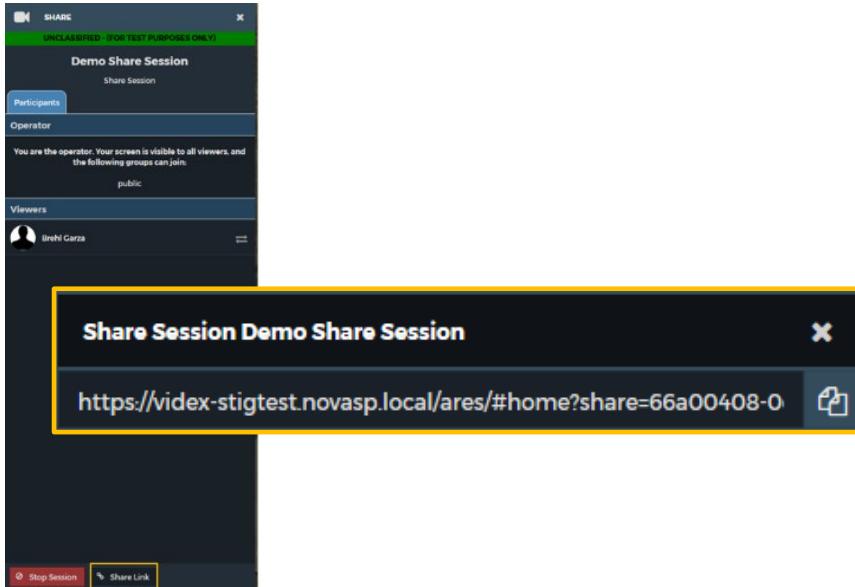
**(U) Viewers**

The Participants tab allows analysts to view who the Operator is and who the current Viewers are.

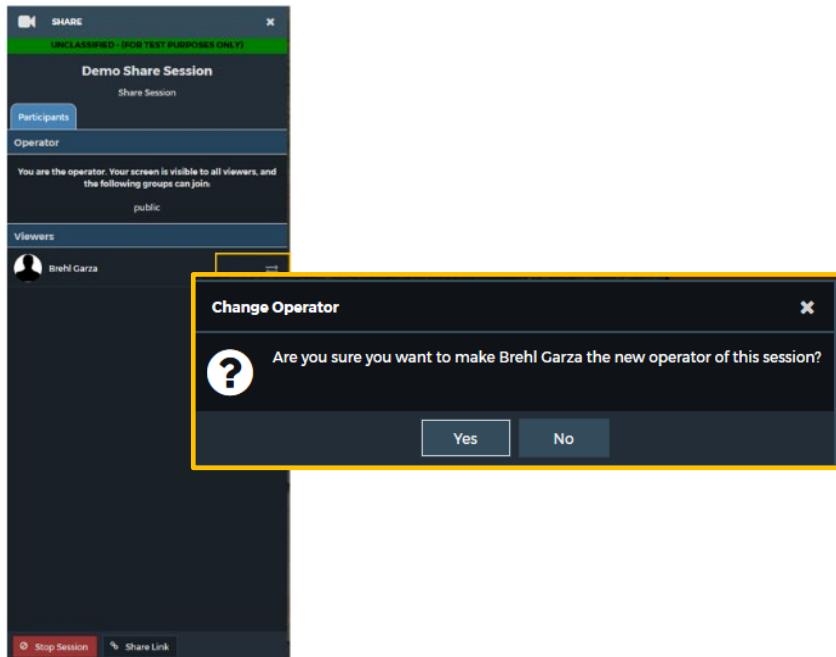


(U) Share Link

Once a Share session has been started, users can quickly give access to others to join a Share Session by selecting Share Link which will create a URL that can be copied (select the copy icon next to the URL) and given to others with Ares access. Once the user navigates to the URL, they will immediately be taken to the Share session.

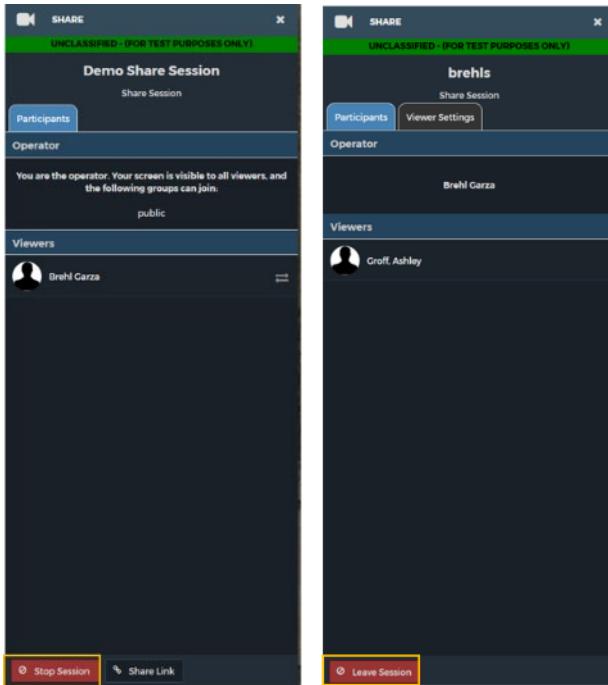
**(U) Make New Operator**

Once a user starts a Share Session, they can designate any of the Viewers at the new Operator. The new operator will now have control of the screen and tools available to them. Select the double arrows next to the new operators' name, a confirmation window will open select "Yes" to change the Operator or "No" to cancel the change.

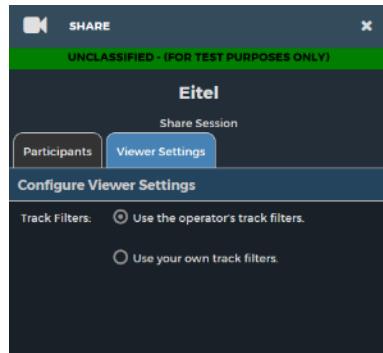


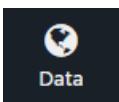
(U) Stop Session

To end a Share Session as an Operator select Stop Session at the bottom of the Session. The session will end immediately, and all viewers will no longer be able to see the Operators screen. Viewers can leave the session by selecting Leave Session, once they leave a session their name will be removed from the sessions Viewers list.

**(U) Viewer Settings**

The Viewer Settings tab allows the viewer to configure which Track filters to display, select the radio button next to Use the Operator's Track filters or Use your own Track Filters.





(U) 2.2.4 Data

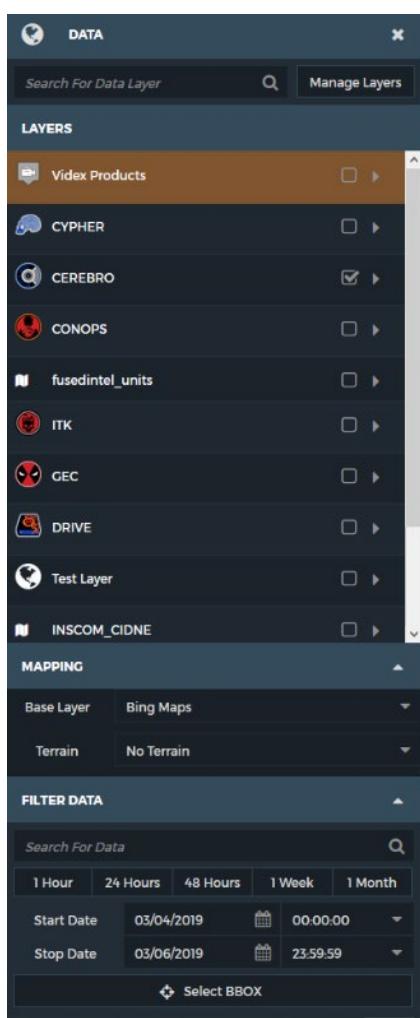
The Data toolbar is a geospatial search and discovery tool that allows the user to search for records from AIDE Applications such as VidEx, ITK, Cypher, GEC, ITK and the AIDE Drive as well as others. Using the search bar users can search for specific events/records within the applications. Place a checkmark next to the AIDE application title in order to display icons for all data found within that application that has a geospatial location on the map followed by adjusting the date timeframe, which will be based on when the data was entered into that specific application. The data plugin has four primary functions:

- 1) Allows the user to toggle data layers on and off.
- 2) Allows users to filter their data layers.
- 3) Allows users to change their base layer or map.
- 4) Allows users to disable terrain or choose from a list of terrain providers.

Manage Layers

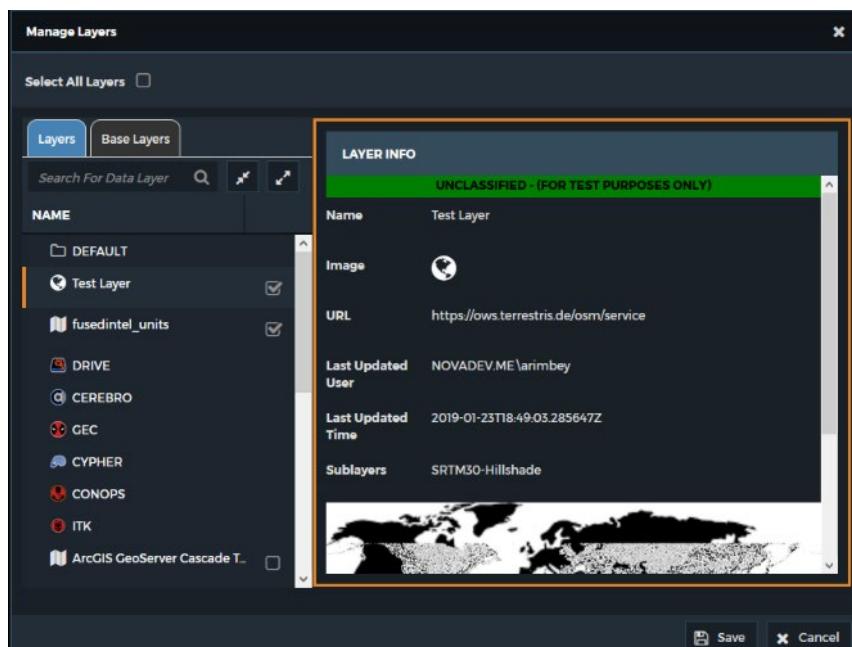
(U) Manage Layers

The Manage Layers button opens a new window that allows a user to configure the layers and base layers they want in their plugin. Administrators must set up the data within Settings>Layer Manager (section 2.2.7.4), prior to using the Manage Layers tool. Administrators may organize layers within parent folders select the “+” to expand a folder and view its contents.



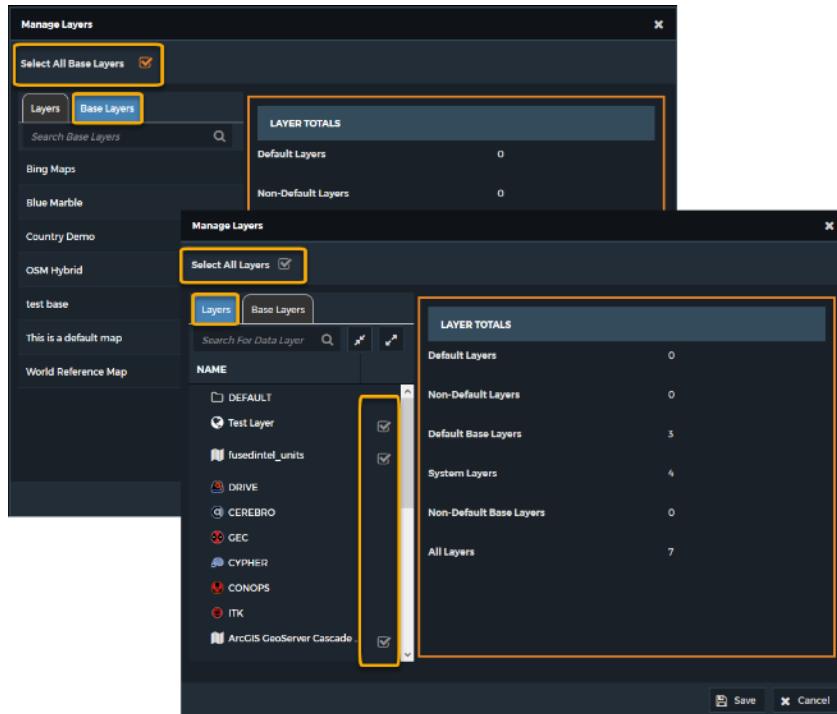
(U) Layers/Base Layers

Within the Manage Layers window add or remove layers. Any newly checked layers will be added to the Layer section of the plugin. Any newly checked layers from the Base Layers tab will be added to the Base Layer drop down menu. Default Layers and Base Layers will automatically populate and do not have a check box. Click on a layer name within the list to see a preview and details about the layer.

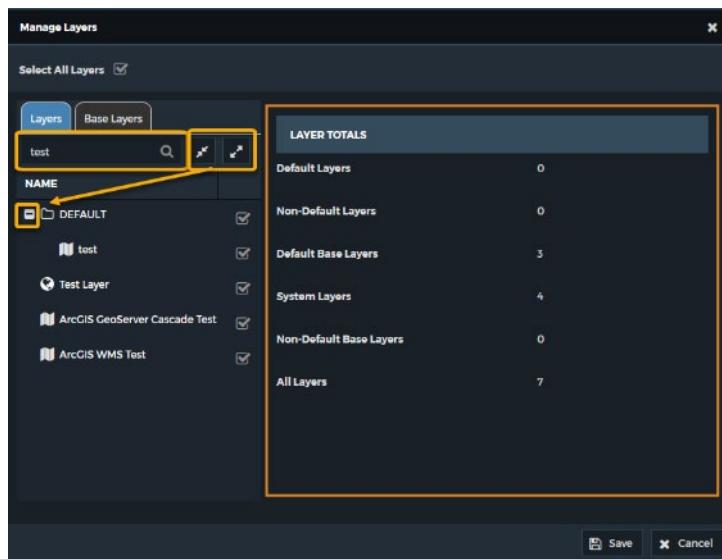


(U) Select All

Place a checkmark next to Select All Layers within the Layers and/or Base Layers tab to bring all available layers into the Data plugin.

**(U) Search for Data Layer/Collapse/Expand Folders**

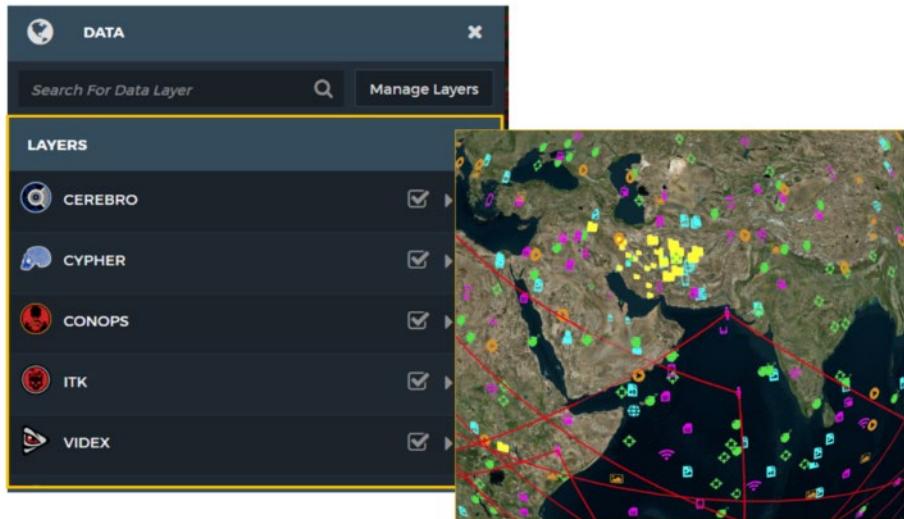
Enter text into the search bar for Layers or Base Layers to filter down the number of layers and/or folders displayed. Only layers with matching text (based on the title) will remain. View the contents of a folder by selecting expand “+” next to the folder or expand all next to the search bar. Select the “-“ to collapse an individual folder or collapse all button.



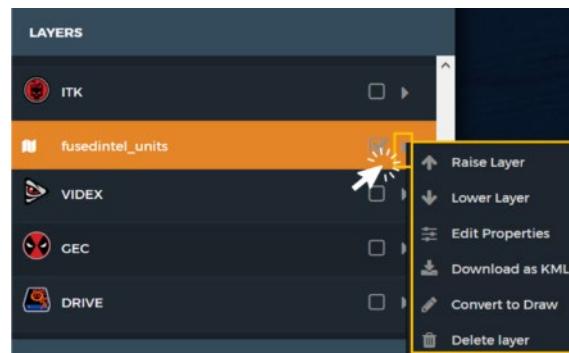
(U) Layers

The order of the layers in this grid is called the stack, or layer stack. The last layer in the grid should be the closest to the base layer, and all other layers should be stacked on top of it. The first layer in the grid will be the layer (icons) displayed on top of all others. This order only applies to active layers (those with a checkmark next to them).

Place a checkmark in the corresponding checkbox for each data source to be displayed on the map. Only icons will appear on the map, click on an icon to view the full data. If the user does not see any icons try adjusting the Start and Stop Date.

**(U) Overflow Menu**

Right click on a layer or select the overflow arrow to access tools such as Edit Properties, Download as KML, Convert to Draw, Delete and Lower/Raise Layers.

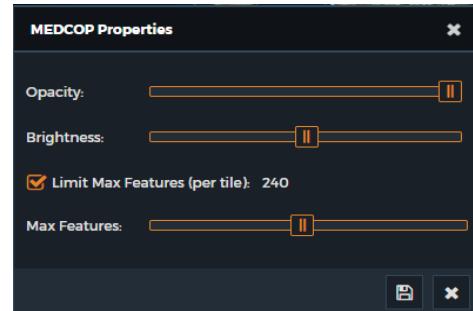
**(U) Lower/Raise Lower**

Change the layer stack order in two different ways:

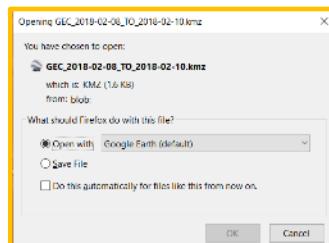
1. By clicking the up and down layers. This will result in moving a layer up or down by one position in the stack.
2. By dragging and dropping the layer into the desired position in the stack.

**(U) Edit Properties**

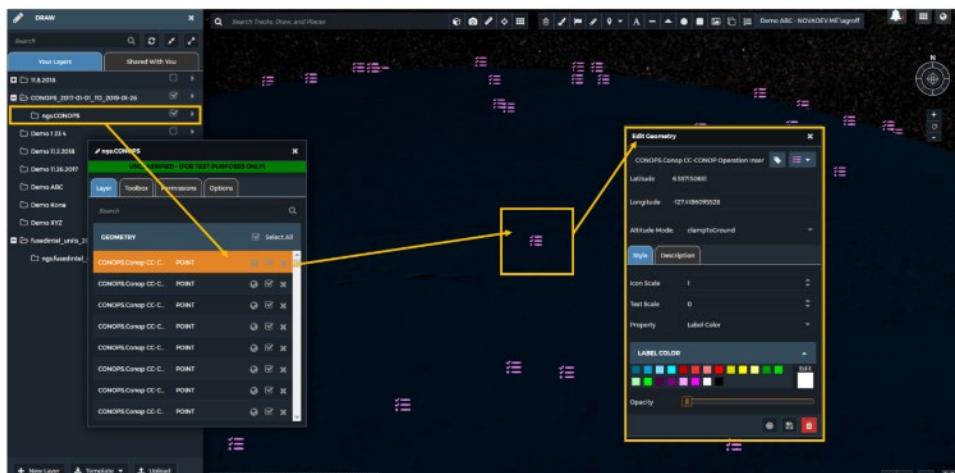
Edit the properties of a data layer by right clicking and selecting Edit Properties or by selecting Edit Properties from the overflow menu. This will open another window which will allow for the change of the opacity and brightness of the layer icons. The max features will allow the user to adjust how many features appear on each tile from 1 to 500. Disabling the max feature function will not put any limit on the number of features appearing per tile.

**(U) Download to KML**

Convert a data source to a KML/KMZ file which can be displayed in Ares or saved to the user's device to use it within another application. Select the download icon next to the corresponding data source to create a KMZ file.

**(U) Convert to Draw Layer**

Selecting Convert to Draw on a data source layer, will create a new parent layer within the Draw plugin. Users will be able to view the various data points as Placemarks on the map. Clicking on these icons now allows users to interact with the layer to view and/or edit the Description, Details, Location, Toolbox, Permissions, and Options.



**(U) Delete Layer**

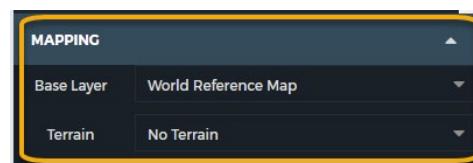
Only non-default layers can be deleted by right clicking on the layer or by selecting from the overflow menu and clicking on Delete Layer. Deleted layers can be added back through Manage Layers.

(U) View Data

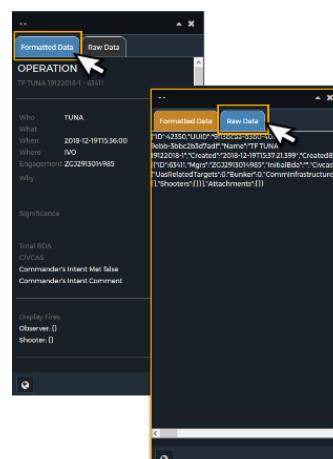
As layers are activated, icons will populate the map, clicking on a data point will provide a preview of the information that allows the user to interact with it or navigate to the appropriate application where additional information can be found.

**(U) Mapping**

Apply the type of map background to the globe and if terrain should be applied or not from the dropdowns.

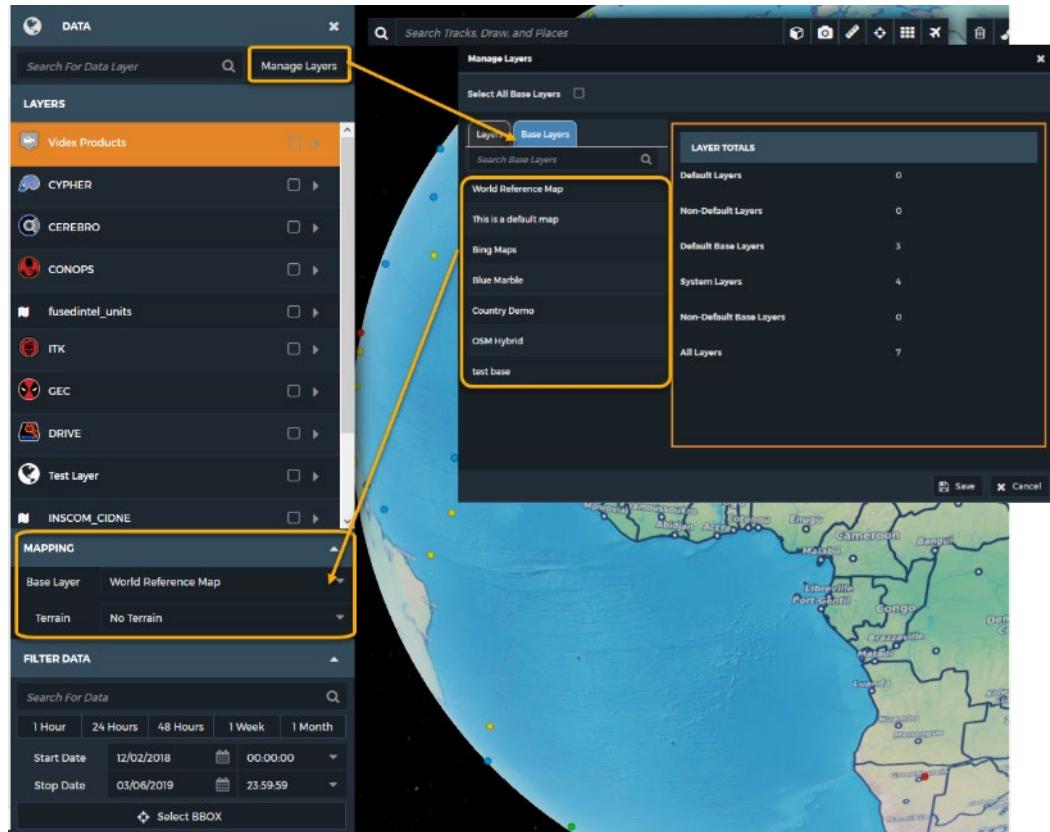
**(U) Raw Data**

On select data points there will be two tabs, one tab displays the data formatted and the second tab shows the raw data as it was received prior to formatting.

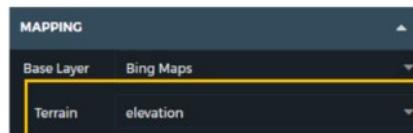


(U) Base Layer

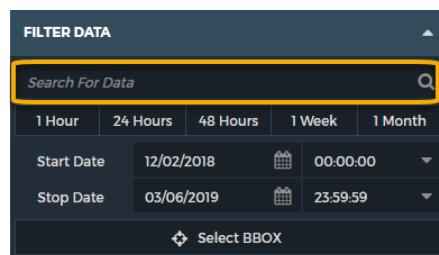
Base Layer options are loaded by an Administrator within Settings. Select Manage Layers>Base Layers tab to add additional base layers to the dropdown that are not default. Base Layers are map layouts applied to the globe. There can only ever be one base layer active at a time and the base layer will always be at the bottom of the layer stack.

**(U) Terrain**

Select the Terrain type from the dropdown within Mapping. There can only ever be one terrain provider active at a time. Terrain can be fully disabled by selecting No Terrain from the menu.

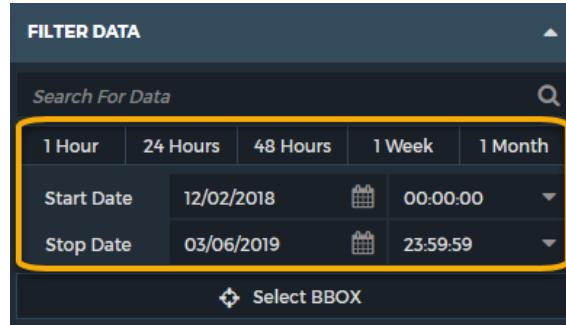
**(U) Search for Data Layer**

Filter the display of the various data sources by entering text into the search bar. As text is entered only matching icons will remain on the map. The search will be based on data found on the details of the various data source cards such as Target Name, MGRS, Asset Name, Task Force, Threat Group, etc.

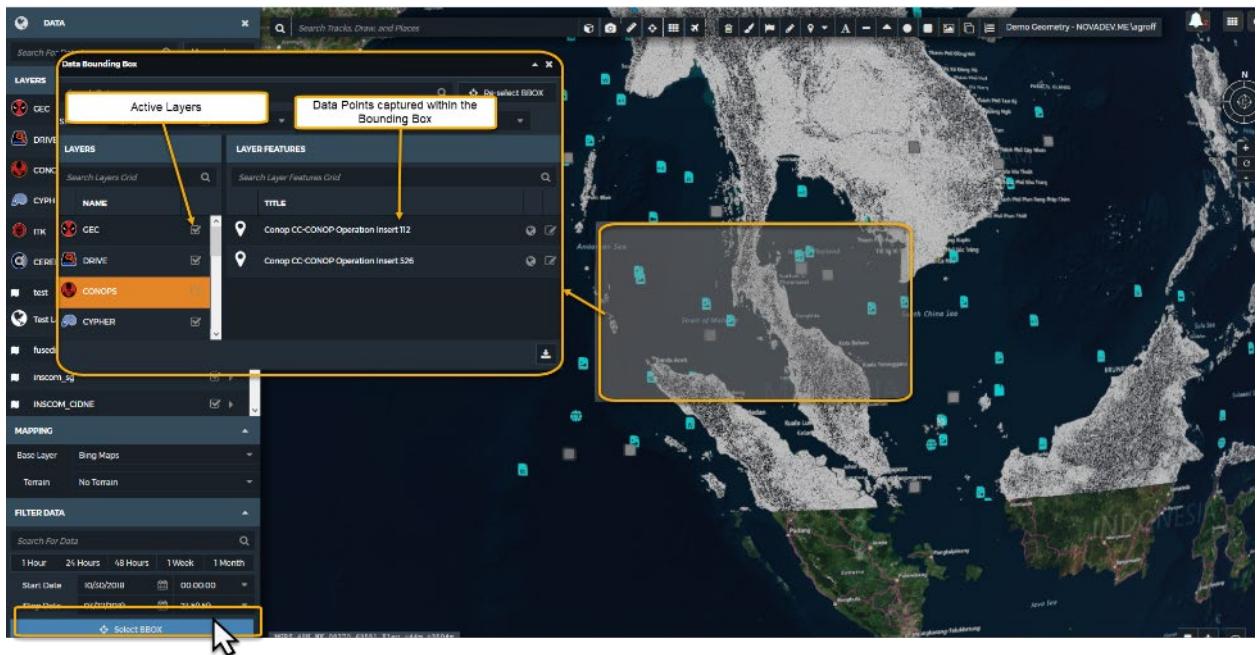


(U) Date/Hours Setting

Filter the amount of data displayed to a specific time frame, such as 24 hours, 48 hours, 1 week, 1 month or a custom time by entering a start and stop date and time. This will be applied to all data sources that are active (have a checkmark).

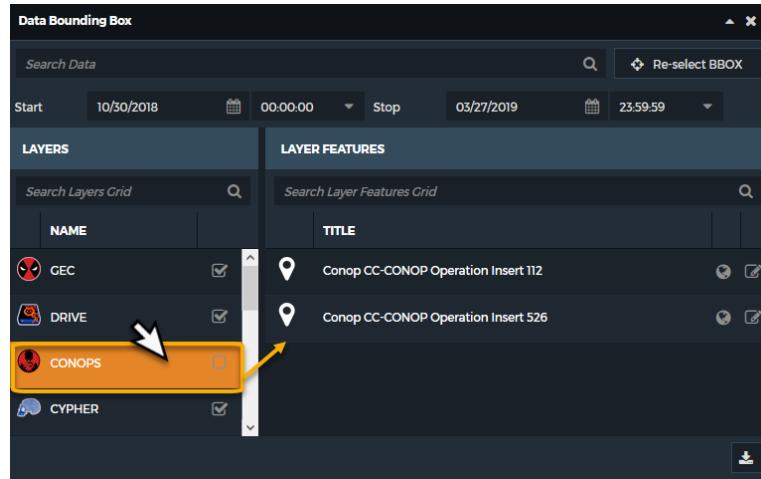
**(U) Select BBOX (Bounding Box)**

Select a set of data sources in a certain area by clicking the BBOX button. The Bounding Box allows users to interact with a set of data sources in a specific location. After selecting the BBox button, click and drag the mouse to create a bounding box on the map. A pop out window will appear breaking out the data into their corresponding layer.

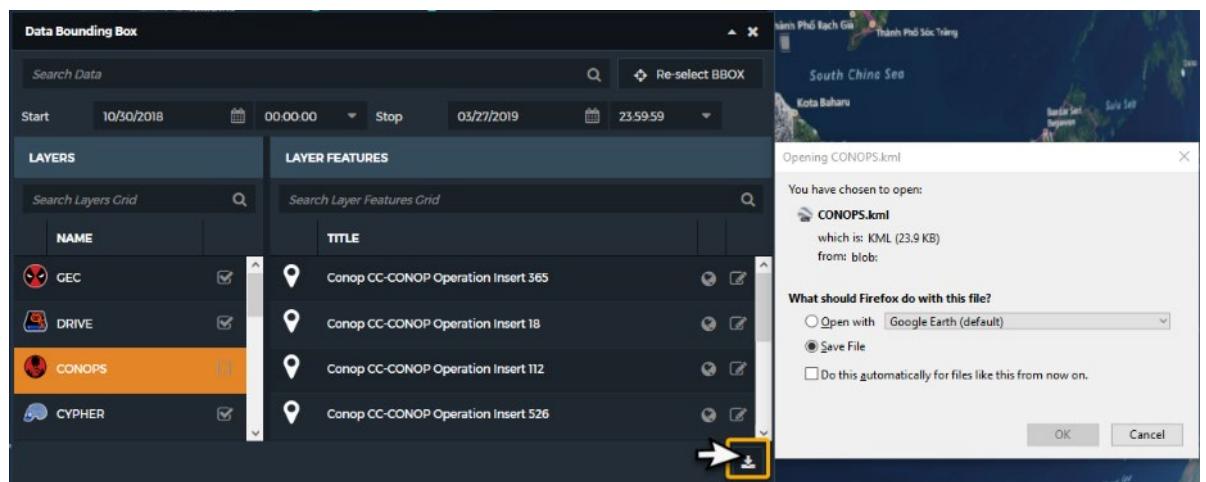


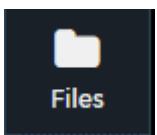
(U) Selected Data Sources

Selected data within the BBOX will be displayed in a list form and broken out within the Layers panel. When a Layer is clicked on, the Layer Features grid is populated with the Fly to Track and Display Data Card. Double clicking on any of the data sources within the list will open the data in the associated Application. Further, filter the data captured by changing the start/stop date and time, and entering in text in the search filters. Clicking on a Layer may display no data in the Layer Features if no data points where captured in the bounding box. A checkmark next to a layer will toggle the icons to display on the globe.

**(U) Download as KML**

Select the download icon to convert the selected Layers list into a KML/KMZ to be downloaded to the user's device or used within another application.





(U) 2.2.5 Files

Upload, share and view all file types and sizes within the Ares application, this includes JSON and GEOSON files. Files are sorted into four tabs, Active Files, My Files, Shared and Drive.

(U) Active Files

The Active files will be the files in My Files and Drive tabs that are set to display on the map. Active Files will be listed in blue throughout the other tabs.

(U) My Files

My Files tab displays all folders and files within “My Drive” folder from the AIDE Drive application, and files that have been uploaded into Ares application.

(U) Shared

Displays all files that the user has selected to “Share”, by right clicking on a file and selecting “Share” from the dropdown. Any files with write groups will have “Edit Permissions” enabled under this section.

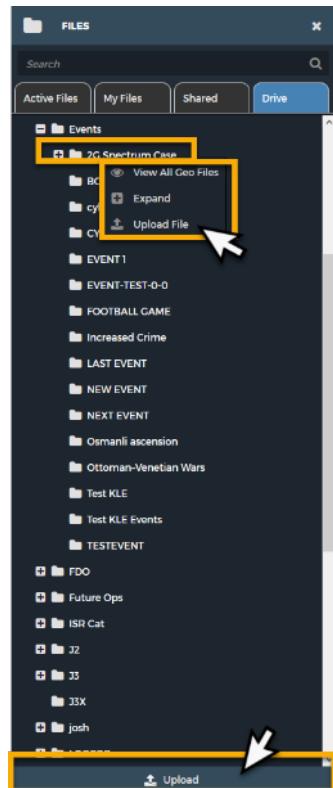
(U) Drive

The Drive tab allows the user to access all files located in the AIDE Drive application. The Drive tab will display the folder Categories and Public and any subfolders.



(U) 2.2.5.1 Upload Files

There are three ways to import a file:



1. Upload single or multiple files at once by clicking Upload located at the bottom of the screen.
2. Locate the files on the device, drag, and drop them into a specific folder.
3. Double clicking, or right clicking on a folder and selecting Upload within the Drive tab.

(U) 2.2.5.2 Expand

Right click on a file and select Expand or select the “+” next to a folder to view all sub-folders and files.

(U) 2.2.5.3 View all Geo Files

Right click on a file and select View All Geo Files, this will display all KML/KMZ files within the folder or select it again to hide them.

(U) Files/Classification/Ad Groups

Once a file has been uploaded, a pop up appears that has three tabs to classify, set viewing restrictions to specific people/groups and sort the file/s into specific Categories and Topics within the AIDE Drive. Users are not required to complete these fields but should, at a minimum, apply the correct classification level for the documents. If no AD restrictions are applied the file will default to Public. To bypass the settings, select “Upload” otherwise users can set one classification and AD Group restrictions to apply to all files or by going into the Files tab they can set the classification and restrictions for each individual file.

The image consists of two screenshots of the 'Upload Files' dialog box. The top screenshot shows the 'Classification / AD Groups' tab selected, with a yellow box highlighting the 'Classification' dropdown menu. The bottom screenshot shows the 'Files' tab selected, displaying a list of files with classification and group settings. Arrows point from the 'Classification' dropdown in the top screenshot to the 'Classification' column in the file list of the bottom screenshot.

(U) Category/Topics

The Category/Topics tab allows users to place all files that are being uploaded into a specific folder on the AIDE Drive. Select a Category from the dropdown, once the Category has been selected users can click on one of the Topics from the dropdown to place the files in. Select “Upload” to add the files or “Cancel” to stop the process.

The image shows the 'Upload Files' dialog box with the 'Category / Topics' tab selected. A yellow box highlights the 'Category:' dropdown menu, which is set to 'Misc'. Another yellow box highlights the 'Topics:' dropdown menu, which lists 'Halo 2' and 'Test'. Arrows point from the 'Category:' dropdown to the 'Misc' option and from the 'Topics:' dropdown to the 'Halo 2' option.

(U) 2.2.5.4 File Actions

There are a variety of actions available to the user based on the file type selected across the tabs. Right click on a file to view the dropdown of file actions.

**(U) Display**

If coordinates have been applied to a file, selecting Display will show that file or KML on the map.

**(U) Hide**

Removes the display of the selected Active File on the map. Active Files will be listed in blue. This does not delete the file.

**(U) View**

Provides the user with a preview of the image or file within the Ares tool. Some file types require the user to download and open them in another application such as PowerPoint.

**(U) Move to Drive**

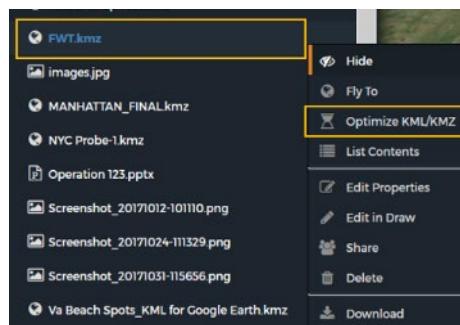
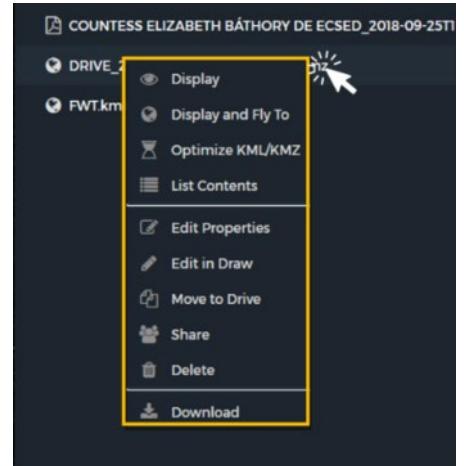
Move an uploaded file to a specific Category and Topic within the My Drive tab.

**(U) Display and Fly To>Show File Location**

Users can select to display the file (if coordinates are provided) and be navigated to the location of the file on the map.

**(U) Optimize KML/KMZ**

This will optimize a KML's load speed by deleting all descriptions and network links that are present. Descriptions can contain valuable information, so use is only recommended on extremely large KMLs. This action is permanent and irreversible.



(U) List Contents

Displays all the Layers, Sub-Layers and geometry within each file, including the MRGS and Altitude.

NAME	MGRS	ALTITUDE
Untitled layer		
📍 The Lexington New York City Autogra...	18TWL8669212054	0.00 ft
📍 Bluestone Lane	18TWL8689612122	0.00 ft
📍 NewYork Presbyterian/Weill Cornell M...	18TWL8828413182	0.00 ft
📍 Mount Sinai Hospital Queens	18TWL9079113538	0.00 ft
📍 Socrates Sculpture Park	18TWL0975513604	0.00 ft
📍 63st metro	18TWL8725813149	0.00 ft
📍 21st Queen ST bridge	18TWL8927212004	0.00 ft
⚡ Line 16		
📍 Rainey Park	18TWL8939913559	0.00 ft
📍 Villa Brazil	18TWL9132912134	0.00 ft

(U) Edit Properties

View and update the File Name, Classification level, AD restrictions or replace the file with another from the user's device. Select Save to keep the changes.

Edit File

UNCLASSIFIED - (FOR TEST PURPOSES ONLY)

Name	Demo 1
AD Groups:	public

EDIT CLASSIFICATION

UNCLASSIFIED
Secure Compartmented
Special Access Program
Disseminations

REL TO: Country codes

Other Disseminations

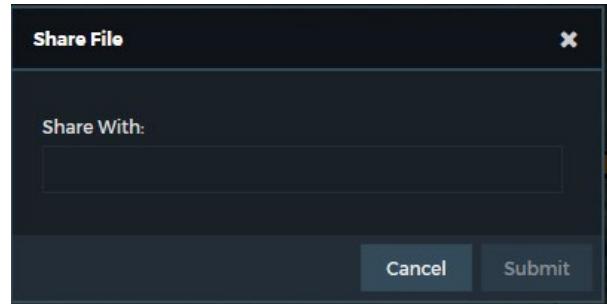
REPLACE FILE

Save

CONTROLLED UNCLASSIFIED INFORMATION

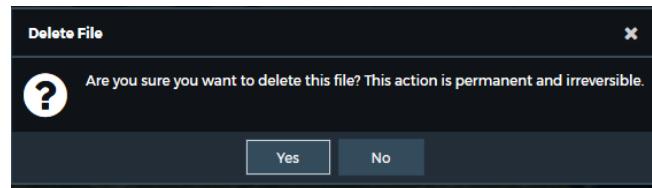
(U) Share

Share files with other members or groups within the Active Directory. These files will appear under the Shared Files tab.



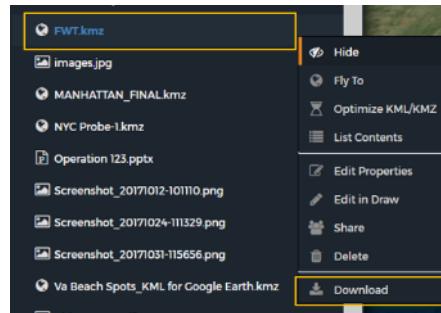
(U) Delete

Permanently remove the file from the application. Users are only able to delete their own files.



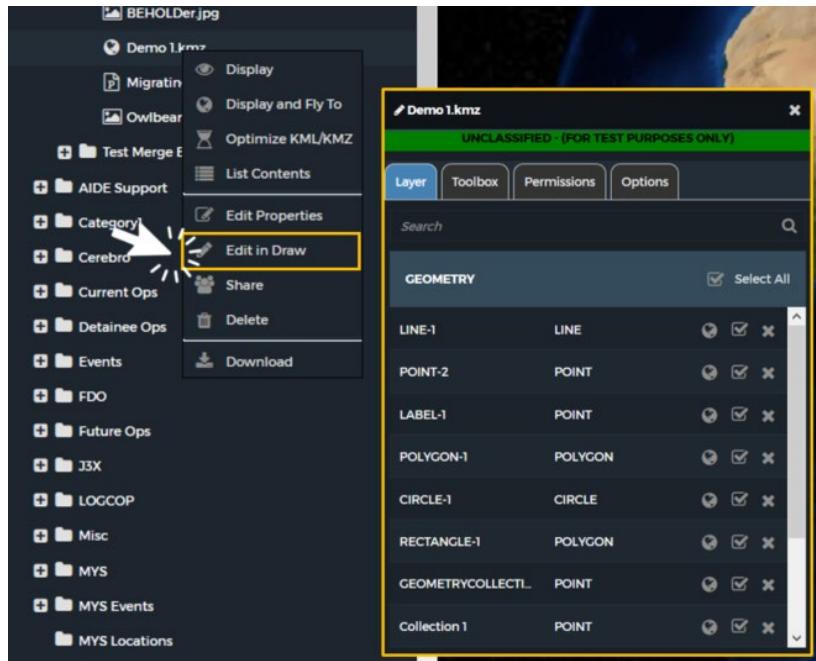
(U) Download

Download creates a copy of the file to the user's device where it can be shared or used with other applications.



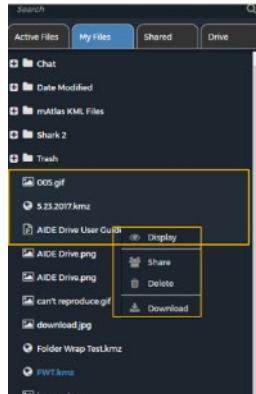
(U) Convert/Edit In Draw

Converts a KML/KMZ file into an authoring layer within the Draw tool. Users will be able to view and edit all corresponding layers and geometry. If a file has already been converted, Analyst will be able to select Edit in Draw.



(U) Multiple File Selection

Select multiple files in a Files menu tab to display, hide, share, delete, or download them at once (this is not available in 'Active Files' tab). Hold down CTRL+Click on the desired files within the tab, release the Ctrl and right click on the mouse. Select the desired action from the dropdown.

**(U) 2.2.5.5 File Search**

Located at the top of the Files tabs is a search bar where users can enter in text to quickly locate a desired file (not folders). The Search will look across all of the tabs and pull all matching results within each tab where the title or text within a file match.





(U) 2.2.6 DVR

The DVR tool allows the user to rewind live data to watch an event again at a customizable rate, rewind, pause, fast forward and return to live time while following the Tracks on the map. When the user clicks on the DVR tool, a slider timeline will appear at the bottom of the screen displaying date and time. DVR playback will start as soon as the user has cached a calculated amount of data.

The controls include close out of the tool, sync, rewind, play/pause, fast forward, view live/current feeds and Jump to a specific date/time.



(U) 2.2.6.1 Close

The Close button, “X” in the red circle, removes the DVR tool from the screen. Select the DVR plugin from the toolbar to re-launch the tool.



(U) 2.2.6.2 Sync

The Sync button is used when viewing a VidEx pop video from an Entity card, allowing the Analyst to sync movement of Tracks on the screen with the VidEx video pop out. Slide the orange bar up or down the timeframe to sync various views.



(U) 2.2.6.3 Rewind

The Rewind button will start rewinding the DVR in certain increments starting at .05 then with each click rewind faster. Increments include .05, .25, -.25, -.5, -1, -2, -4, etc. The rate can be changed using the rewind and fast forward buttons.



(U) 2.2.6.4 Play/Pause

The Play/Pause button pauses and plays the DVR.



(U) 2.2.6.5 Fast Forward

The Fast Forward button fast forwards the DVR in certain increments just like the rewind. If the DVR is in rewind mode, the user can use the fast forward button to return to normal speed or slow down the rewinding. If the DVR is rewinding at a rate of -4, the user can press the fast forward button to change the rate to -2.



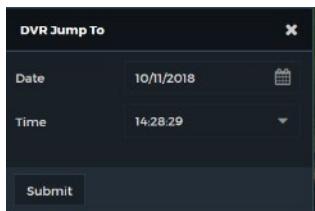
(U) 2.2.6.6 Live

The Live button is used to return the DVR to the current date and time.



(U) 2.2.6.7 DVR Jump To

Navigate to an exact date and time on the timeline, which will also be applied to the Tracks position at that time frame. If there is no Data at the set time and date a “No Data” pop up will appear.

**(U) 2.2.6.8 Slider Bar**

The Slider bar is used to display the date and time. The orange line represents the specific date/time visible on the map. Click and drag the orange bar back or forward along the time bar to navigate to a specific day and time. The slide bar will turn red to notify users if there is no DVR data at the time they jumped to.



If the slide bar has been moved anywhere along the historical telemetry in DVR and no tracks are selected within the Tracks plugin a warning will appear and the Tracks plugin will be highlighted yellow.



(U) 2.2.6.9 Loading Indication

As the slider is moved up and down the timeline, the timeline will turn red in color and indicate it is loading the DVR.

**(U) 2.2.6.10 Bookmark**

When a bookmark is created with Show Current Time selected, there will be a clock next to the location within the bookmark. Clicking on the clock will load the DVR with a blue line displaying the date/time the bookmark was created.

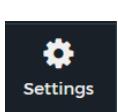
**(U) 2.2.7 Settings**

Based on the user's Role, various tabs will be available within Settings.

Admins: Feed Manager, Track Manager, Functional Role Manager, Layer Manager and Settings.

Supervisor: Track Manager, Functional Role Manager and Settings.

Users: Settings.



A screenshot of the ARES software interface showing the "Settings" tab. The top navigation bar includes the ARES logo, version 3.17.6.1, and a user profile for "Ebreli Garza". Below the navigation are tabs for Feed Manager, Track Manager, Functional Role Manager, Layer Manager, and Settings. The "Feed Manager" tab is active and displays a "CREATE NEW FEED" form. The form fields include "Feed Name", "Feed Type", "Feed Data Type", "URL", and "Comments". It also includes a "State Time offset (minutes)" section with a default of 15, and checkboxes for "Filter Tracks" and "Acknowledgement Responses (TCP only)". At the bottom are "Create" and "Reset" buttons. To the right of the form is a "FEEDS" search and filter panel with a search bar containing "TestFeed" and a dropdown set to "Inputs". The overall interface is dark-themed.

(U) Version Number/User Role

The current version of Ares can be found next to the Ares logo in the upper left-hand corner of the page and the user role will be displayed on the right within the Settings plugin.

The screenshot shows the ARES Layer Manager interface. At the top, it displays the ARES logo and the version number "Version 3.17.6-1". On the right, it shows the user "Brehl Garza" and the role "ADMIN". The main area is divided into three sections: "VIDEX" (left), "LAYERs" (center), and "SYSTEM LAYERS" (right). The "VIDEX" section contains configuration details like WMS Version (1.3.0), Default Layer (true), and Trusted Server (true). The "LAYERs" section lists layers with checkboxes for "DEFAULT": To Delete, MRT, AR_DEFAULT, AR_2_def, NASA, and VIDEX (which is selected). The "SYSTEM LAYERS" section lists Alias and Auto Scaling Map both as WMS types.

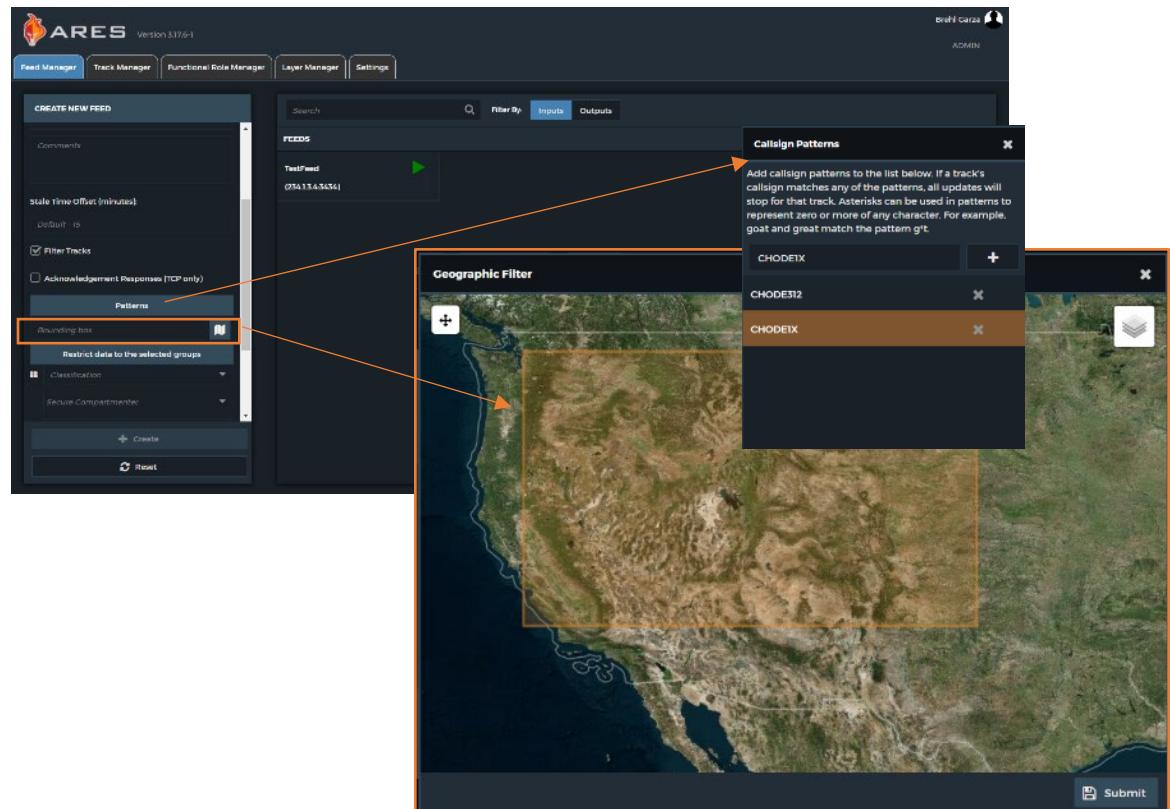
(U) 2.2.7.1 Feed Manager

The Feed Manager allows the Administrator to add, update and delete feeds. Active feeds are shown in a grid style layout with Output feeds across the top and Inputs in a column along the left-hand side. Data can be routed from inputs to outputs by checking the box that connects the input row to the output column. No data is sent to output feeds until at least one checkbox in the output feed column is enabled.

The screenshot shows the ARES Feed Manager interface. At the top, it displays the ARES logo and the version number "Version 3.17.6-1". On the right, it shows the user "Brehl Garza" and the role "ADMIN". The main area is divided into two sections: "CREATE NEW FEED" (left) and "FEEDS" (right). The "CREATE NEW FEED" section has a dropdown for "No Classification Determination". It includes fields for "Feed Name" (set to "TestFeed"), "Feed Type" (dropdown), "Feed Data Type" (dropdown), "URI" (text input), "Comments" (text input), and "Stale Time Offset (minutes)" (dropdown set to "Default - 15"). It also has checkboxes for "Filter Tracks" and "Acknowledgement Responses (TCP only)". The "FEEDS" section shows a grid with "TestFeed" and its URI "(254.1.5.4:3434)". The "Inputs" and "Outputs" tabs are visible above the grid.

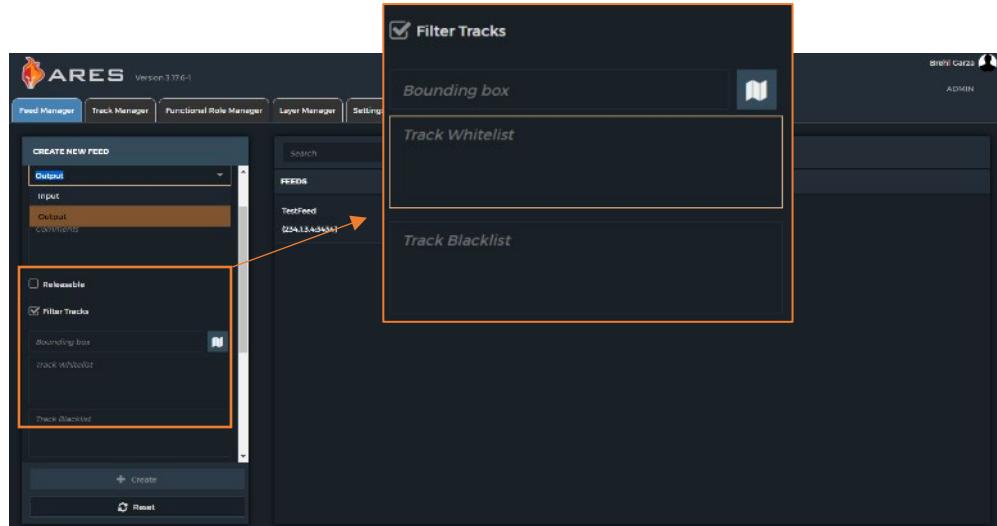
(U) Create New Input

To create a new feed, complete the Feed Name, Feed Type, Feed Data Type, URI, Comments (if needed), Stale Time and Classification. If your Feed requires Acknowledgment from the authoring server, select Acknowledgment Response. Selecting Filter Tracks will reveal a bounding box option that lets users identify a geographical area and run that box as a track filter. You can add a callsign patterns to the list below. If a track's callsign matches any of the patterns, all updates will stop for that track. Select Create once the fields have been completed or Reset to clear all the fields. Once created the new feed will appear in the Input grid.

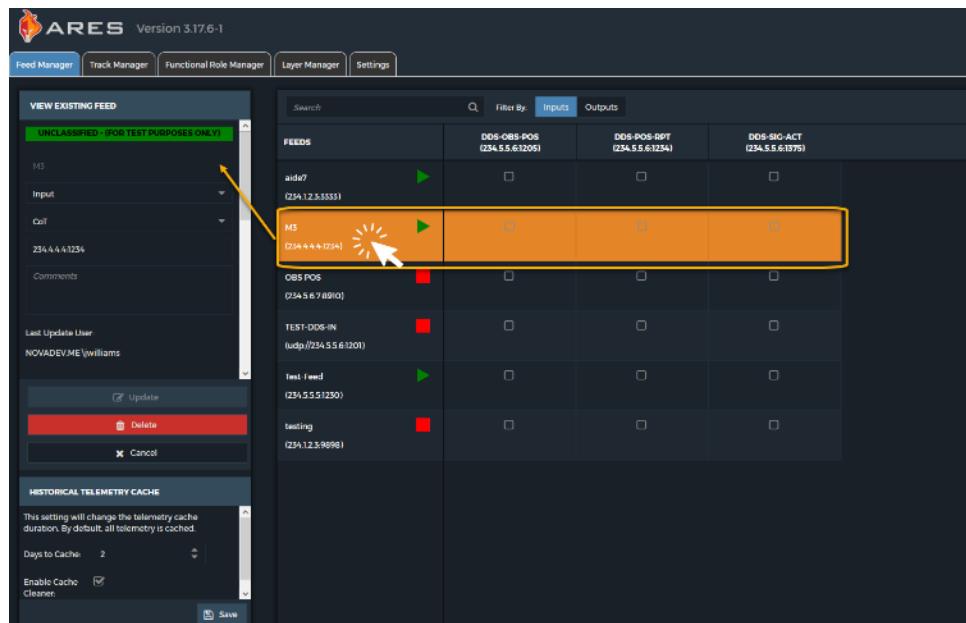


(U) Create New Output

To create a new Output feed complete Feed Name, Feed Type, URI, Comments (if needed), Classifications, and AD Group restrictions. Outputs also allow the user to place a checkmark if it is Releasable and the ability to Filter the Tracks from the Output by placing a checkmark next to Filter Tracks. If Filter Tracks is selected users can set a bounding box to only output feeds for a certain area on the map or enter in specific Track names into the whitelist or blacklist (blocking certain Tracks from displaying). Change the telemetry cache duration by increasing or decreasing the days, followed by save. Select “Create” once the fields have been completed or “Reset” to clear all the fields. Once created the new feed will appear in the Output grid.

**(U) Edit Input/output**

To make changes or delete an Input/output feed click on it within the table, the data will populate in the column to the left. From here, users can make changes to the existing information, once completed select “Update” for the changes to go into effect or “Remove” to permanently delete the feed.

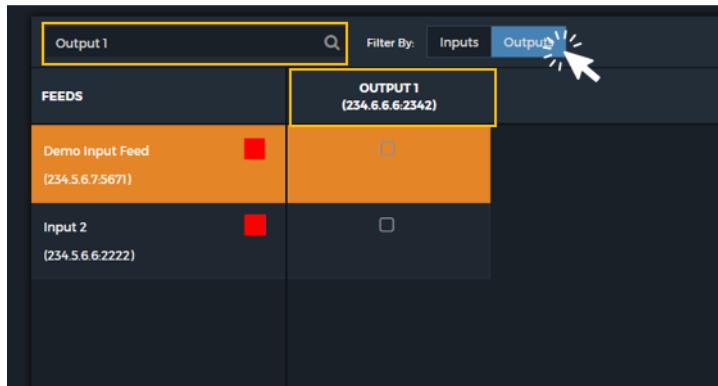


(U) Feed Data Type

An Ares Administrator can configure multiple types of feeds. Select from the drop-down menu under the Feed Data Type: CoT, ATAK, TAB-37, GEORMV, CMF, JBV, Detections, LINK 16, or Thresher.

(U) Search/Filter Feed

To search for a specific Input or Output feed the user will need to first select Inputs or Outputs next to Filter By: then type in the name or URI for the desired feed. As text is entered the results will filter down to display only those matching the text entered.

**(U) URI**

Enter the URI from where the feed is coming from.

(U) Stale Time (minutes)

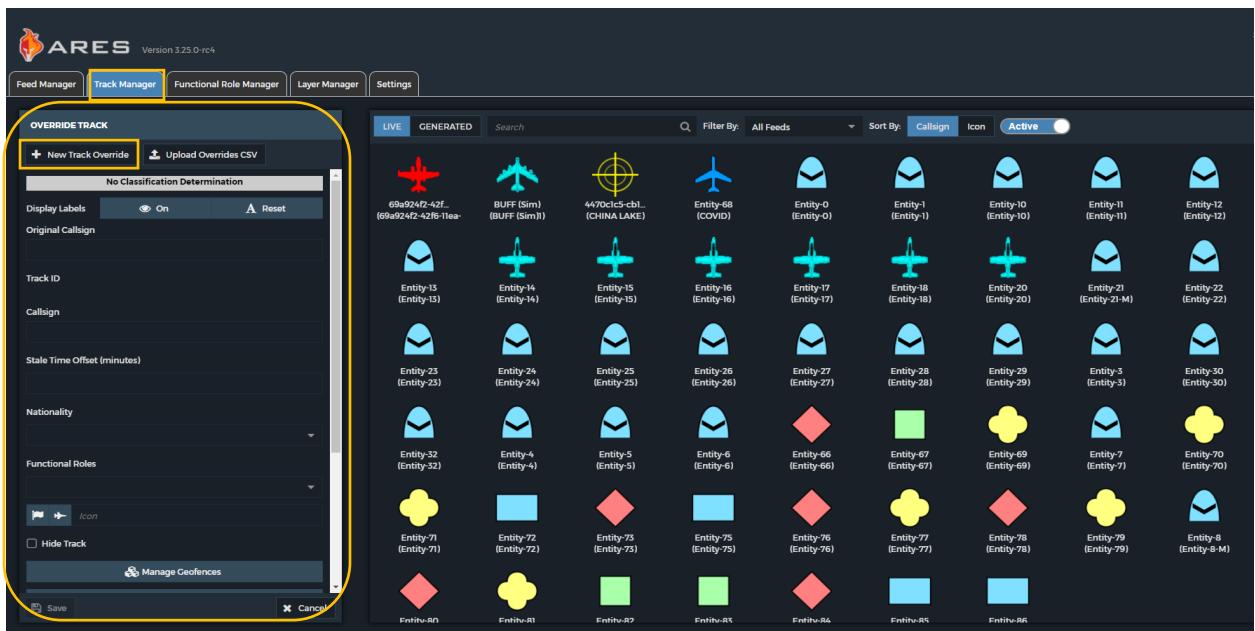
CoT's base class has three times associated with it: time, start, stale. They indicate when the information was generated, when it will become valid and when it ceases to be valid.

(U) Filter Tracks

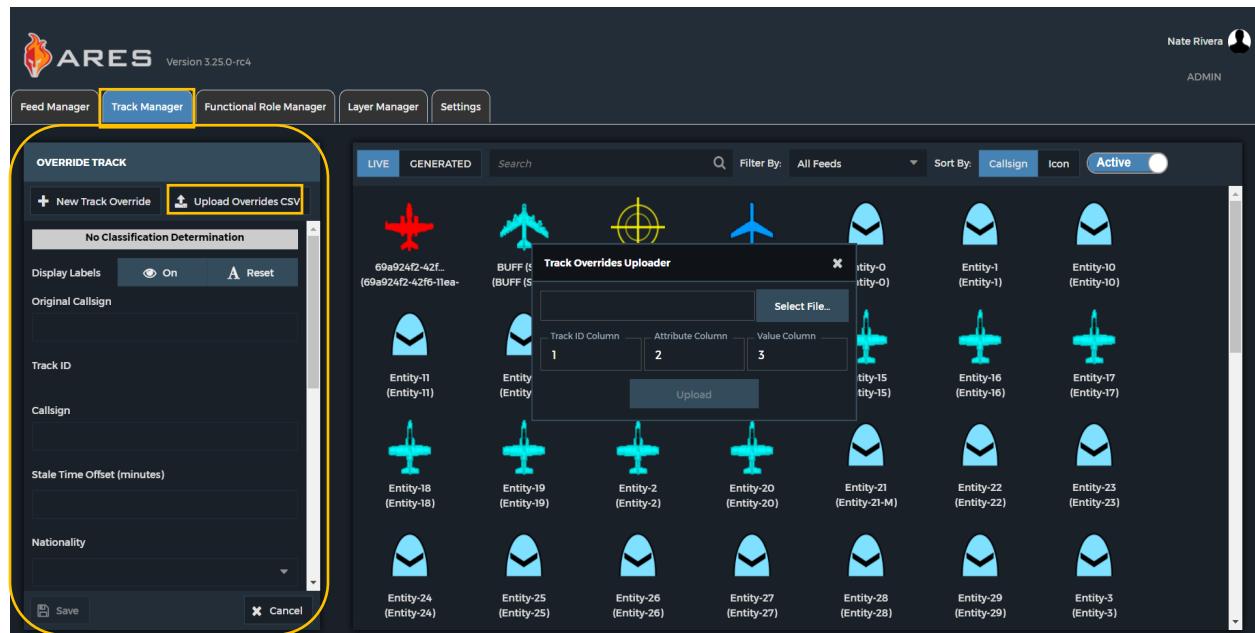
Selecting filter tracks will reveal an option to draw a bounding box on the map where the admin wants to draw a bounding box to filter tracks for that specific feed.

(U) 2.2.7.2 Track Manager/Add New Track/Upload Overrides

The Track Manager allows the user to add and override existing Tracks. To add a new Track, click on the New Track Override button. Enter the Original Callsign, Callsign, Stale Time Offset (in minutes), Nationality, Functional Roles, choose the Icon or MilSym, Hide the Track (if needed), Manage the Geofence (add it to a Geofence, if needed), and Classification. Click Save, the new Track will appear in the panel to the right.

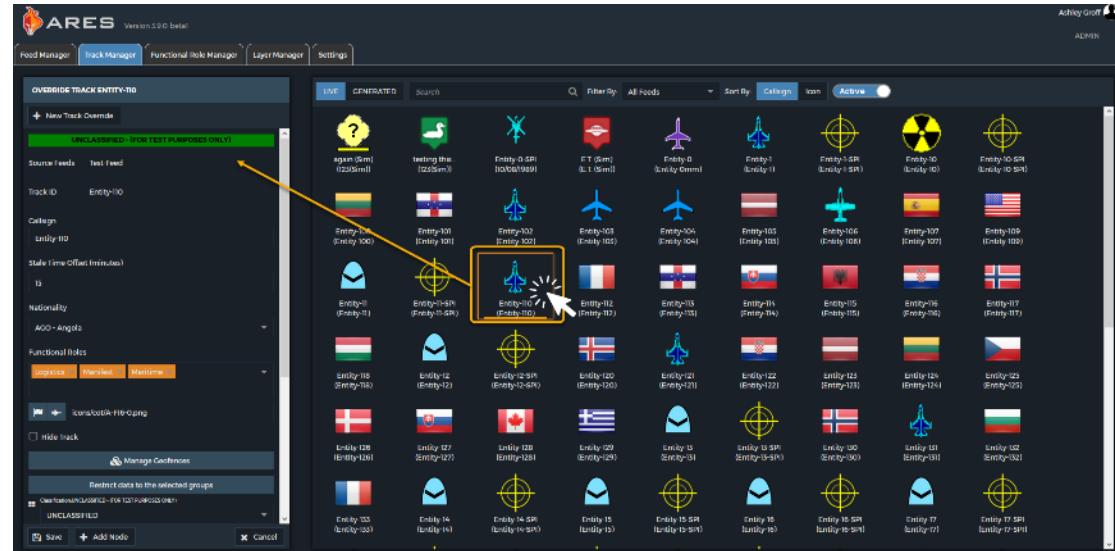


To upload an Override CSV, the user will identify the Track IDs in the Track Overrides Uploader to their respective attribute place in the CSV or Excel sheet, then upload the file through the "Select File" option. A progress bar will appear to show how far along the file in the upload process. Once the file is successfully saved, the call signs on the Override Tracks will update.

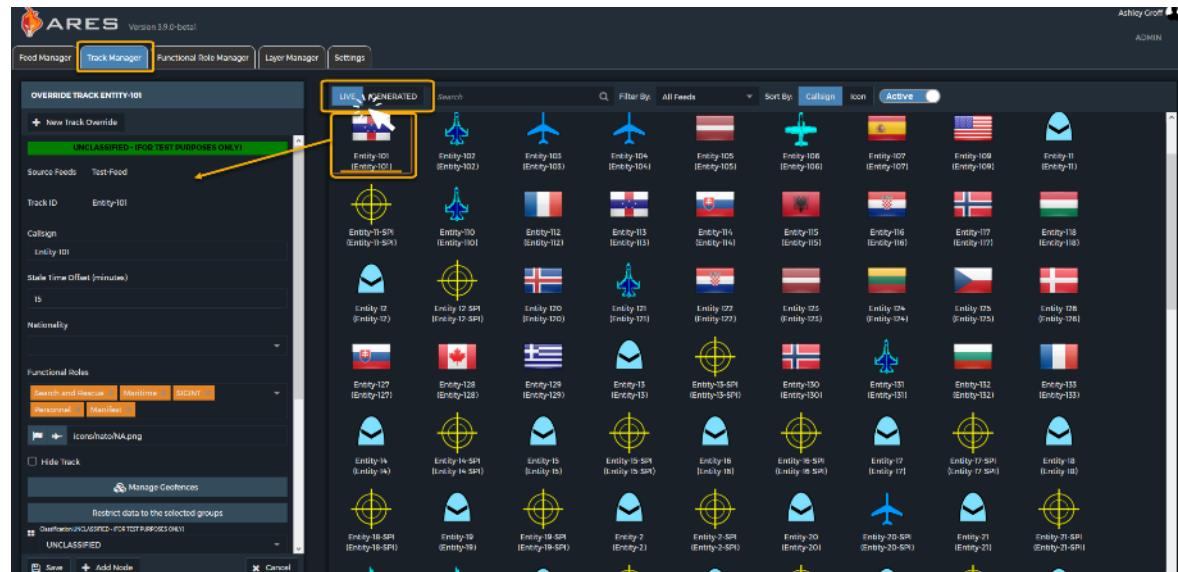


(U) Edit Track

The user can override and update Track details by clicking on the corresponding icon displayed, this will auto-populate the fields on the left. Make updates to the Track followed by Save or click Cancel to undo changes.

**(U) Live/Generated**

Toggle between Live Tracks (those from a feed) and Generated Track (those created by an individual in the Ares application, section 2.1.5.5). Those tracks generated by an individual but are sent to the Generated Feed after creation are considered Live Tracks.



CONTROLLED UNCLASSIFIED INFORMATION

(U) Track Search/Filter/Sort

Use the search function to search for Tracks, as the user enters text all matching results will appear on the display panel. Filter By allows users to refine the tracks displayed by their assigned track feed. The Search and Filter can be further sorted by toggling the Callsign or Icon type and Active or All Tracks.

The screenshot shows the ARES Track Manager interface. At the top, there is a search bar with the placeholder "Filter By: All Feeds". Below the search bar, there are buttons for "Sort By: Callsign" and "Icon" and a radio button for "Active". A yellow box highlights the search bar, and an arrow points from it to the search input field. Another yellow box highlights the "Sort By" dropdown menu, which is currently set to "Callsign". The main area displays a grid of track entries, each with a small icon, a callsign, and a nationality flag. The icons include various symbols like aircraft, radars, and flags.

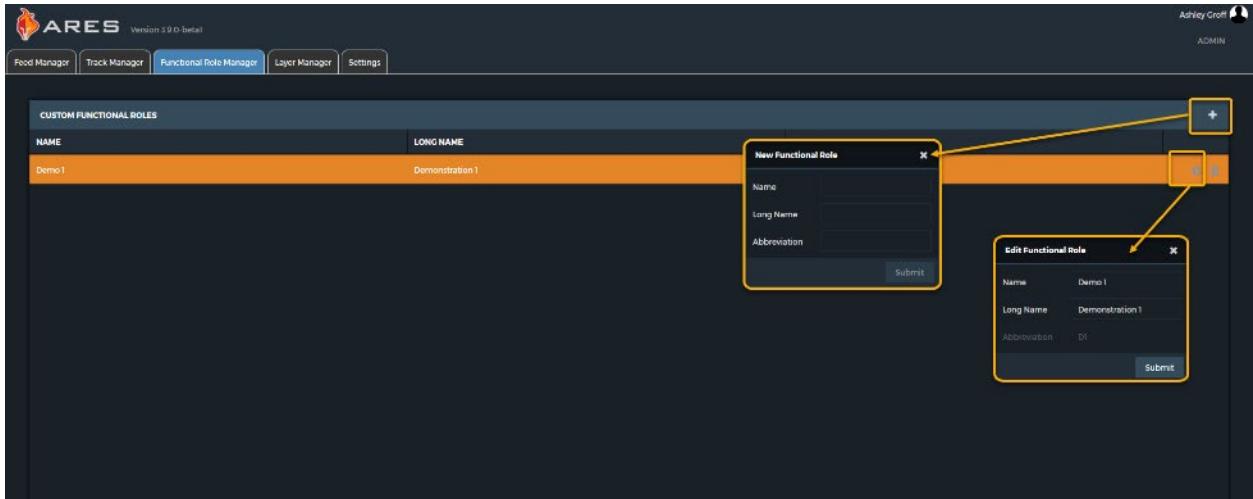
(U) 2.2.7.3 Functional Role Manager/Add New

The Functional Role Tab allows the user to add, delete or edit custom functional roles that appear within the Functional Role Tab within Tracks.

The screenshot shows the ARES Functional Role Manager interface. The "Functional Role Manager" tab is selected. On the left, a table lists "CUSTOM FUNCTIONAL ROLES" with columns for "NAME" and "LONG NAME". A row for "Demo1" has its "LONG NAME" field highlighted with a yellow box. A yellow arrow points from this field to a modal window titled "TRACKS". The modal contains a search bar and a list of "Functional Roles" with checkboxes. The "Demonstration 1" role is checked. Other roles listed include Civilian, Command and Control, Correlated, Electronic Warfare, Fires, GeoRegistered, ISR, Infrared, Installation, Logistics, and Manifest.

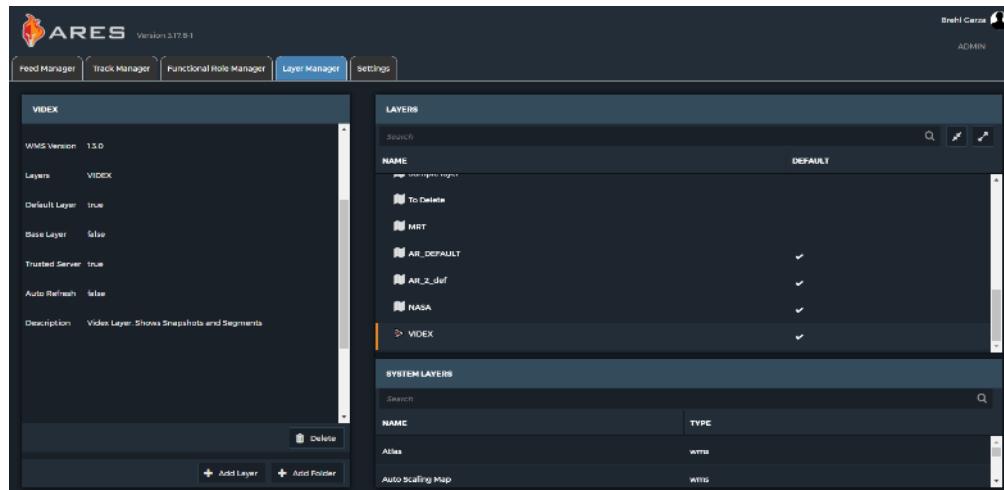
(U) Add/Edit/Delete New Functional Role

To add a new custom functional role, click on the plus sign in the top right corner. A window will pop up where the user can enter the Name, Long Name and Abbreviation and click submit. The new functional role will appear in the list. The user can edit the names by clicking on the cogwheel and delete the functional role by clicking the trash can.

**(U) 2.2.7.4 Layer Manager**

The Layer Manager tab allows Admins to add, update, or remove data and map layers that fall within the Data Plugin. The Layers grid holds all user defined data layers as well as all of the AIDE application layers, such as VidEx, ITK and Cerebro. The Layers grid also depicts the layers in an organized structure than Admins can create.

The System Layers grid contains those map layers that are defined and preloaded by the FSE as well as all newly created or updated layers marked as base.

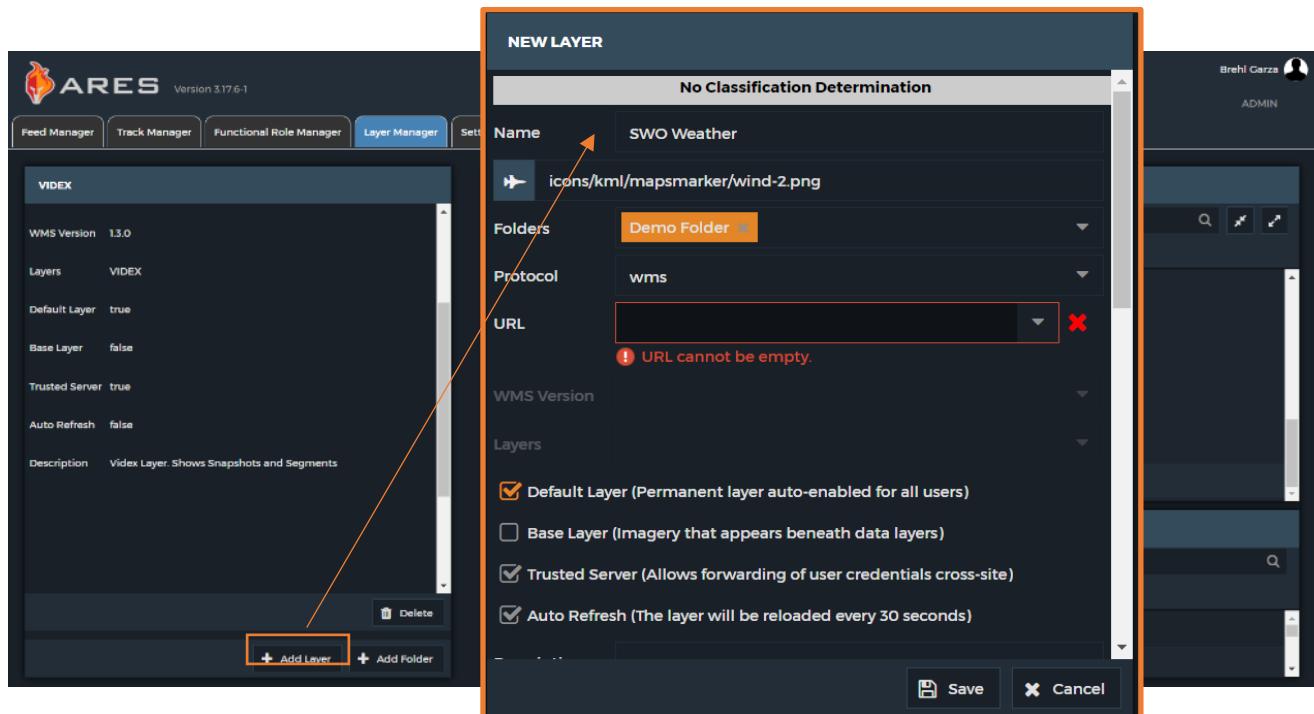


(U) Add Layer

Additional Data Layers such as current weather, lightning strikes and cloud cover can be added to Ares for real time situational awareness. Select Add Layer within the Layer Manager tab; enter in the Name for the layer. Select an Icon to be displayed next to the Layer name, Icons plotted on the map are pre-determined and cannot be changed. Not selecting an icon, the system will use the default icon. Select the folder the data will be organized in and what type of Protocol (WMS). Admins can either enter in the URL or select from existing URLs in the dropdown. Select the appropriate WMS version if there is more than one and which layer will be providing the data. The layers will populate with a list of layers available once it has reached the authoring server.

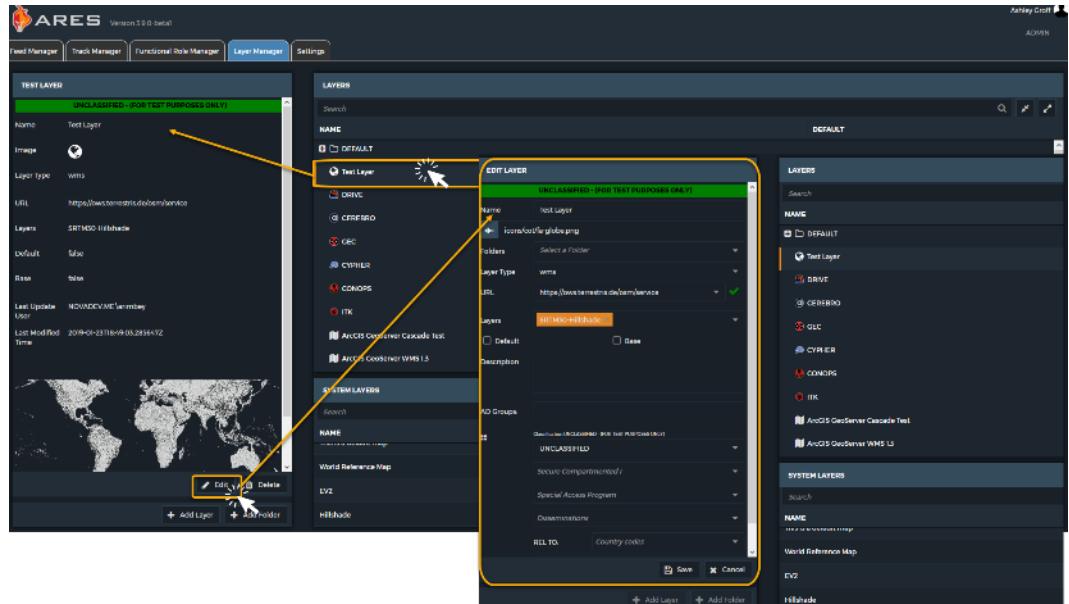
If a data layer is marked as default, then every user will automatically have it in the Layers grid of the Data plugin. Checking Base means the layer is meant to be used as a map or the base (bottom) imagery on the globe. If a layer is marked as Base, then a user can add it to their Base Layer selector and Top Right map picker. They can do this by going to the data plugins Manage Layers window and selecting the Base tab, then checking any of the available layers they want to use. Trusted Server allows for forwarding of user credentials and Auto Refresh will fetch the most current data every 30 seconds. Enter in a brief description; select from the AD Group to set restrictions otherwise it will default to public followed by the Classification level. Select Save to create the layer, it will now appear in the corresponding Layers panel.

Administrators can organize their data layers by adding them an existing folder or creating a new one (See [Layer Folders](#) section).

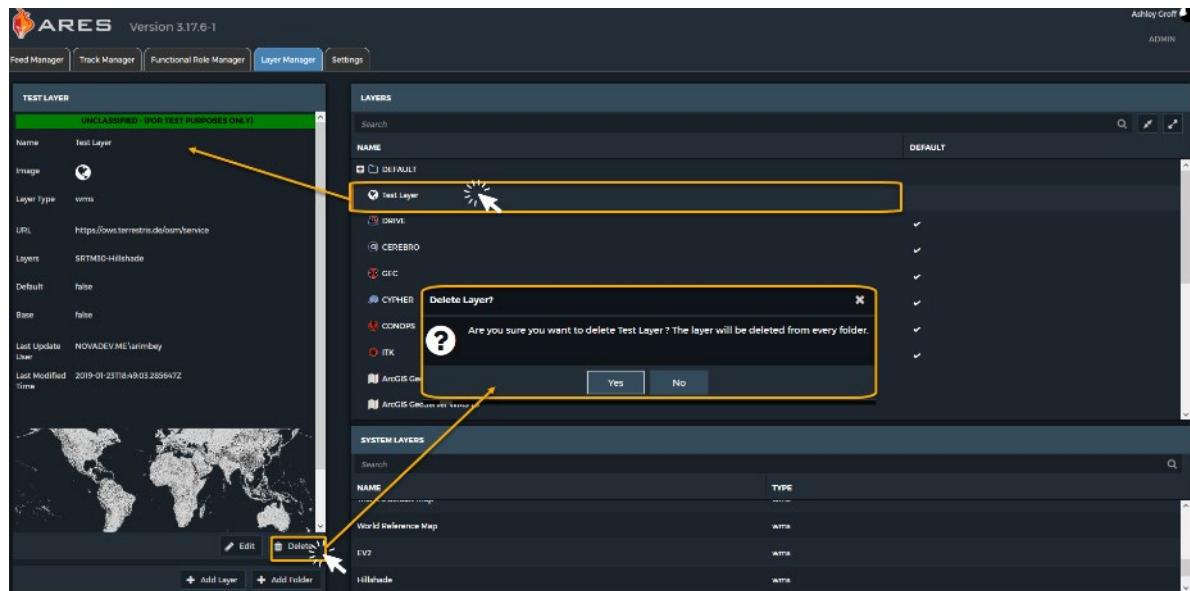


(U) Edit Layers

Existing layers can be found in the Layers and System Layers panels. Click on a name to review layer details. Admins can edit the WMS version of a data layer. To make changes select the Edit button, make the changes followed by Save. AIDE application and FSE defined map layers will not allow for edits.

**(U) Delete Layer**

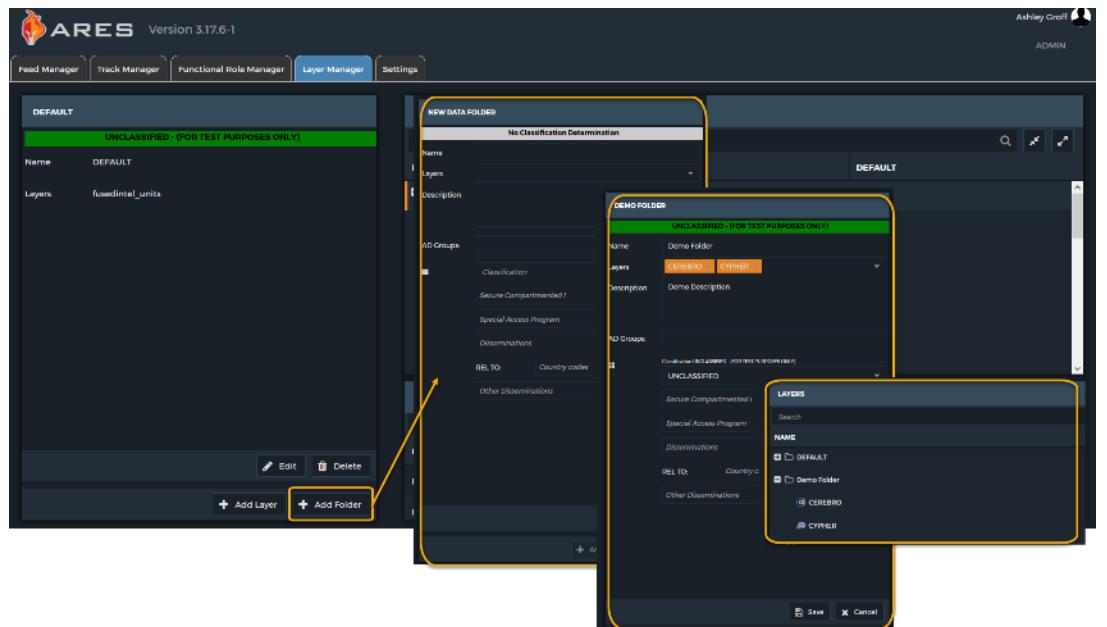
Select an existing Layer the preview will populate, at the bottom select Delete. This will permanently remove the layer and access for all other users. FSE defined map layers cannot be deleted.



CONTROLLED UNCLASSIFIED INFORMATION

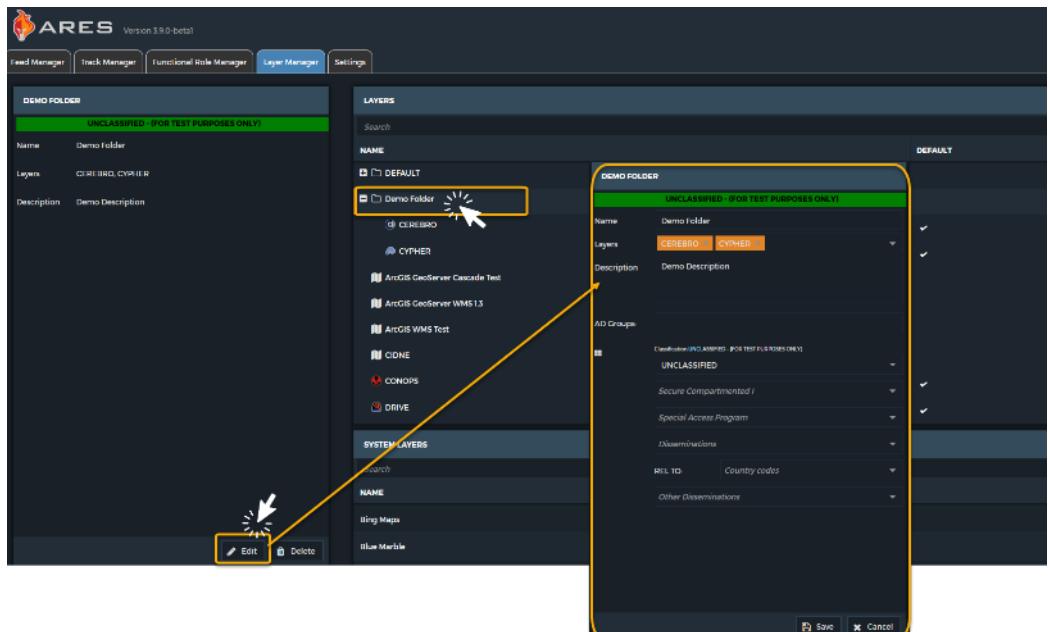
(U) Layer Folders

Administrator can select Add Folder to organize layers, this does not apply to system layers. Create a new data folder by entering in a Name, selecting the layers to include in the folder, adding a description, AD groups and classification level followed by Save. Select Expand or Collapse to view/hide the layers within a folder. Layers can be long to more than one Layer Folder at a time.



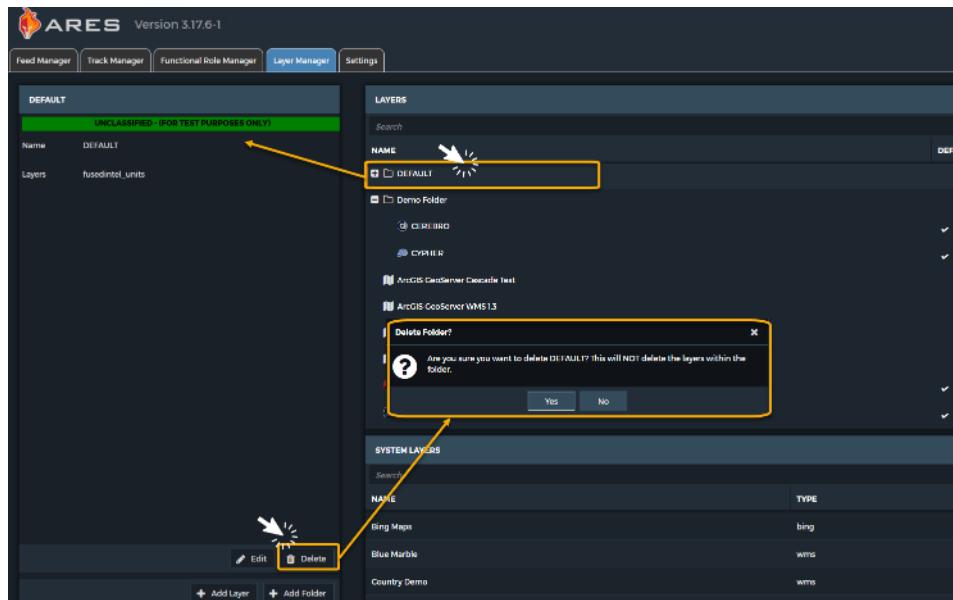
(U) Edit Layer Folder

To make changes to a folder such as removing a layer, select the folder name, followed by Edit and select the "x" next to the layer title. The layer will now exist on its own.

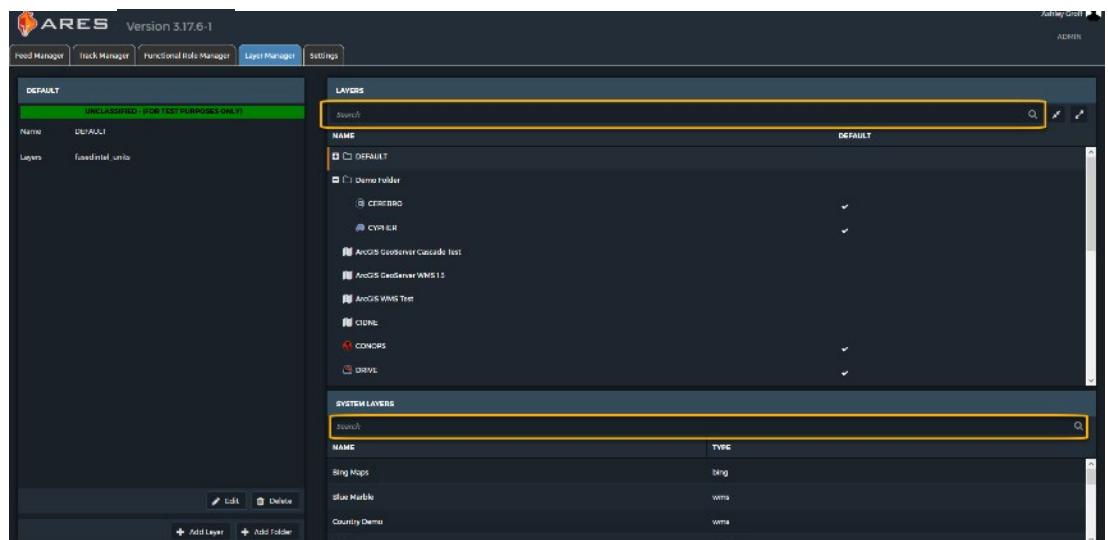


(U) Delete Layer Folder

Click on a folder name followed by Delete to remove it from the layers table. This will remove the folder but not the individual layers.

**(U) Search Layers**

Enter text into the Layers Search or System Layers panel to narrow down the number of names within each panel. As text is entered, only matching names will remain.



(U) 2.2.7.5 Settings

The settings tab allows for Admins to adjust Roles for users, view and unhide Hidden Tracks and adjust default Settings for tools within the application. Those in a User role will have access to Hidden Tracks and Settings.

(U) Roles (Add/Edit/Remove)

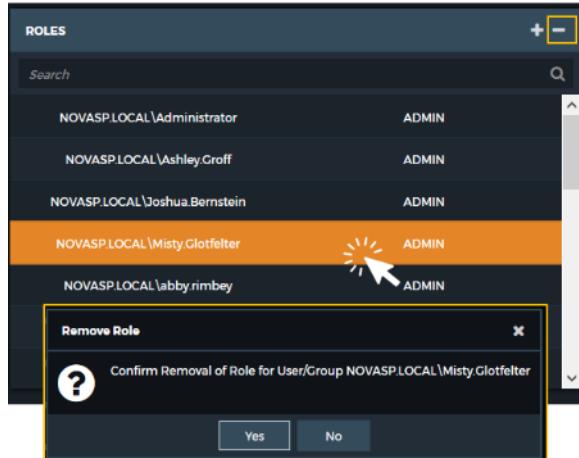
The Roles section allows the user to add or remove User Roles; Admin, Supervisor and User. Select the “+” symbol to add a new role type in partial or full text in the Role ID search bar to locate a user within the Active Directory. Select the correct Role Type. Each Role has different accesses to the tabs within the Settings Plugin. To edit a user role follow the same steps for adding a new user, enter in the name, and select the new role type.

Admins: Feed Manager, Track Manager, Functional Role Manager, Layer Manager and Settings.

Supervisor: Track Manager, Functional Role Manager and Settings.

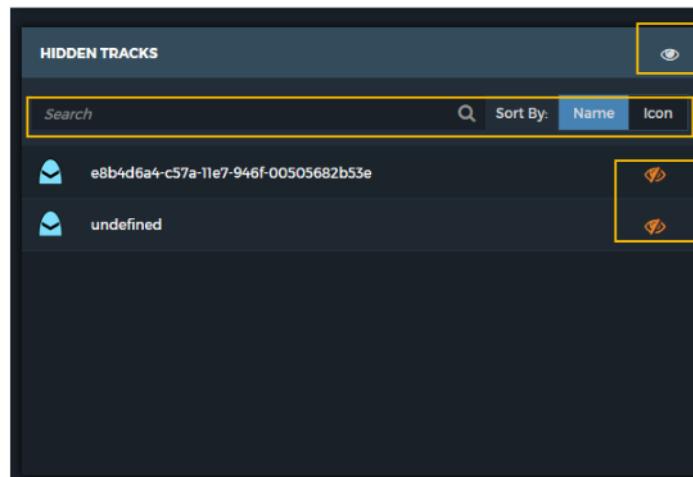
Users: View Task Organization and Settings.

To remove a user, click on the user's name followed by the minus sign (which will appear once the name has been selected). A confirmation window will pop up, click Yes to confirm or No to cancel.



(U) Hidden Tracks

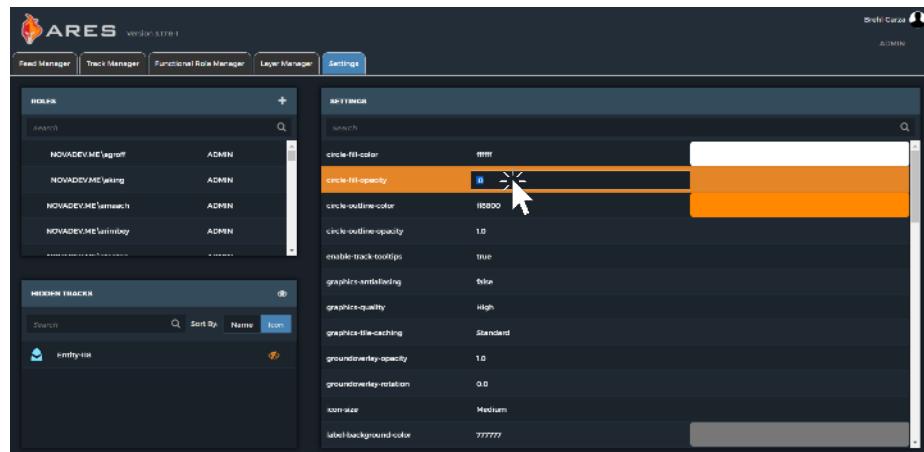
The Hidden Tracks section will display all hidden tracks from the map. Click on the eye symbol next to the track name which will allow the Track to be displayed back on the map. If there is more than one hidden Track, click on the eye symbol on the Hidden Tracks header, this will bulk unhide all tracks within the list. To locate a specific Track type in the name as text is entered matching results will filter in the list. Users can further Sort the display by selecting from Name or Icon.



CONTROLLED UNCLASSIFIED INFORMATION

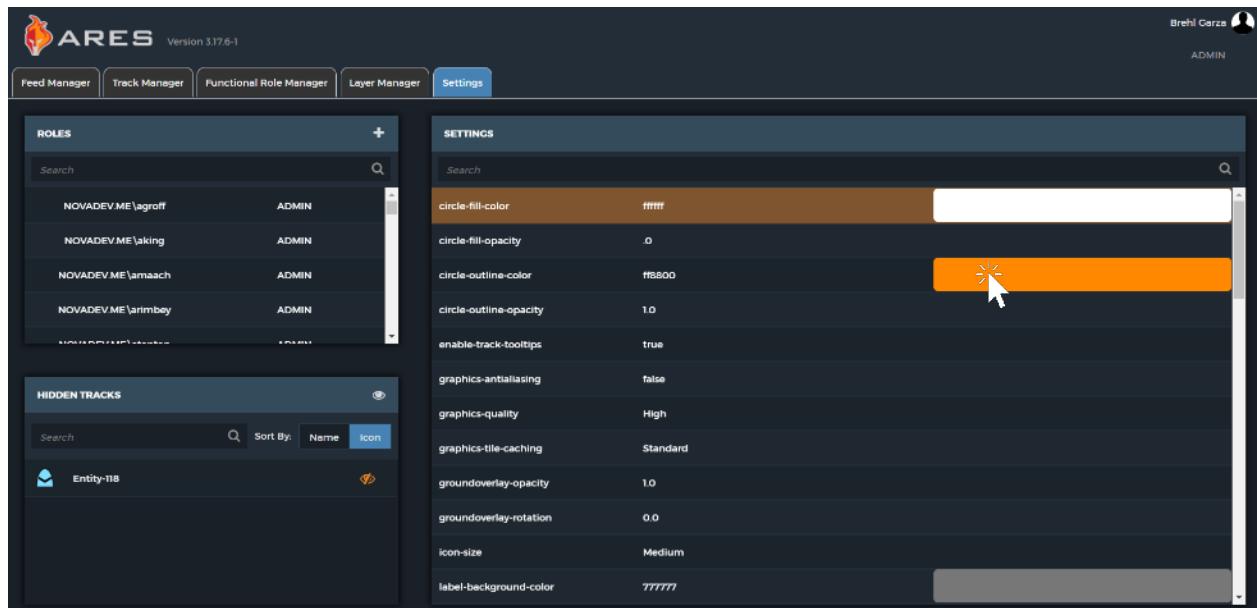
(U) Settings

Multiple features within Ares can be turned on/off, enabled, disabled or adjusted based on the user's preference. Scroll through the list or search for a specific setting by typing in text in the search bar to filter down the results displayed. Once the feature has been identified click to the right of the title, an orange bar will highlight the field allowing the user to make changes to the default settings.



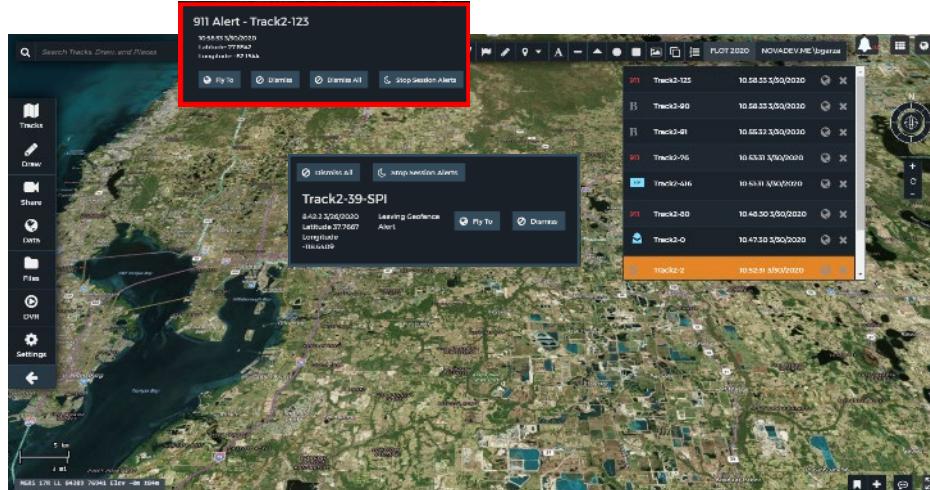
(U) Changes

Change a default setting by selecting to the right of a title, second column, within Settings.

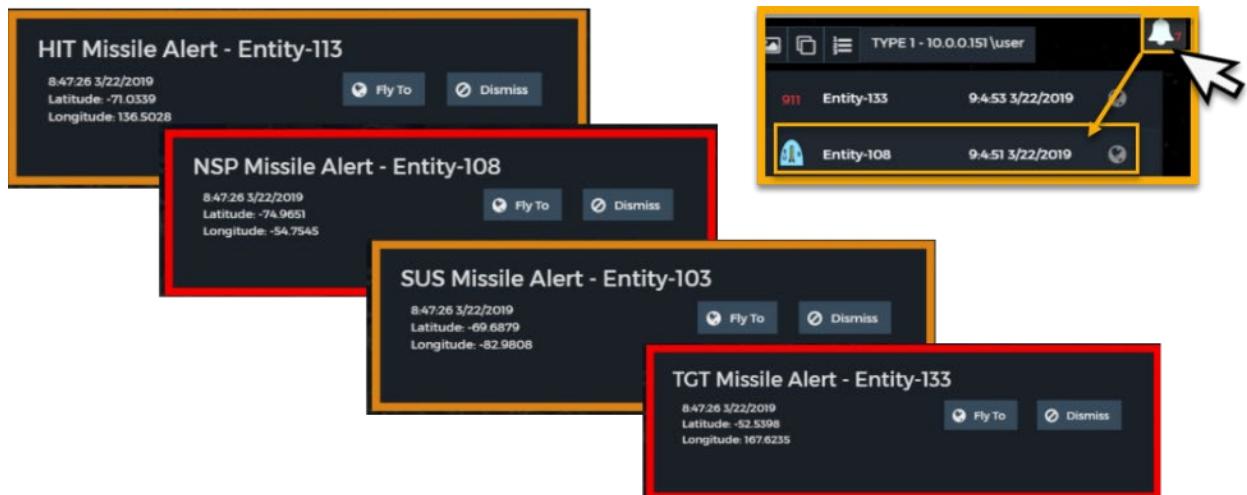


**(U) 2.3 Notifications**

There are four types of notifications. Geofence, Brevity, 911 and Missile. The Notifications button displays a list of distress calls or areas where a track has entered or exited a designated area (Geofence) providing details such as the name of the track, time, and date. 911 Distress signals are from users broadcasting their location, which will appear on the home screen as a 911 Alert pop up. Track notifications will appear with the entity name and if it is entering or exiting the Geofence. Once a notification has been selected, the user is driven to the location of the broadcast on the map by selecting the globe icon, an entity card will be provided with details that are being transmitted out from the device location. Navigate to Settings>Show Popup Alerts and select False to turn off notifications.

**(U) 2.3.1 Missile Alert**

There are four different missile alerts HIT, NSP, SUS and TGT. Missile alerts will appear in the middle of the screen. Select Fly To, in order to zoom to the location on the globe or Dismiss to close the alert. Selecting the Notification Bell will display a Milsym icon, date/time and Fly To option.

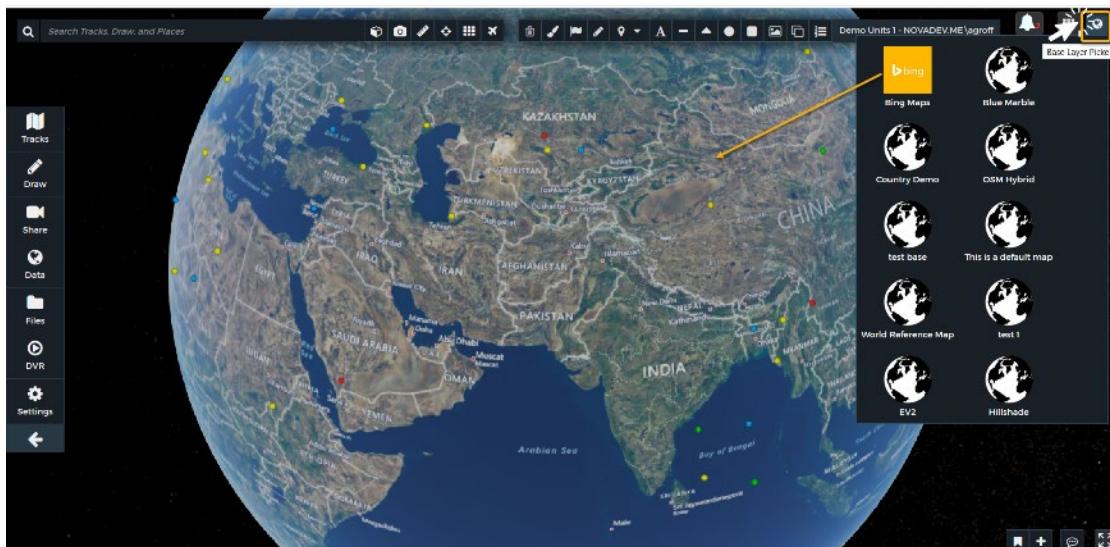


**(U) 2.4 Aide Navigation**

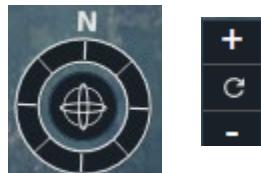
The Aide Navigation allows the user to quickly select and open another Aide application within the current window. Click on the Aide navigation icon which will drop down a window where the user can select the desired application to open.

**(U) 2.5 Base Layer Picker**

The Base Layer icon allows the user to change the type of map or imagery overlay to apply to the globe. Click on the Imagery icon which will open a drop-down window providing the user with a list of available map overlays, imagery and CADRG globes that are available on the server.

**(U) 2.6 Compass and Map Display**

The Compass and Map Display allows the user to manipulate the globe. Compass allows the user to rotate and tilt the globe. Drag the outer ring of the compass to rotate the view. Click and hold the mouse button to tilt. Double click to rotate the map back to north. The map display allows the user to zoom in "+", zoom out "-or reset view. Click on the circle arrow to reset the view to the default view.

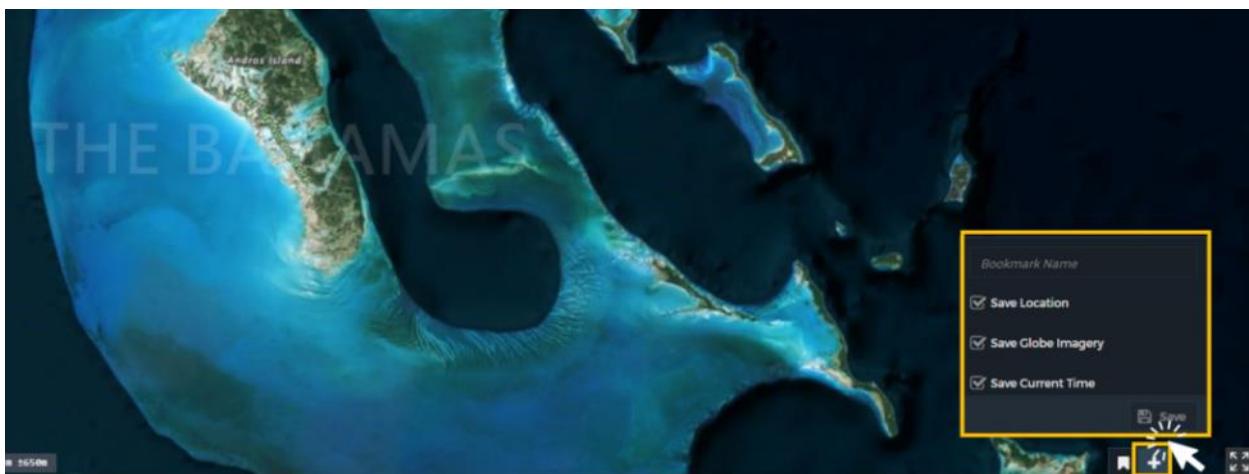
**(U) 2.7 Full Screen**

Select the Full Screen icon and Ares will expand to full screen mode. To exit full screen, press the ESC key to return to normal view. F11 is a default web browser full screen that is available too.

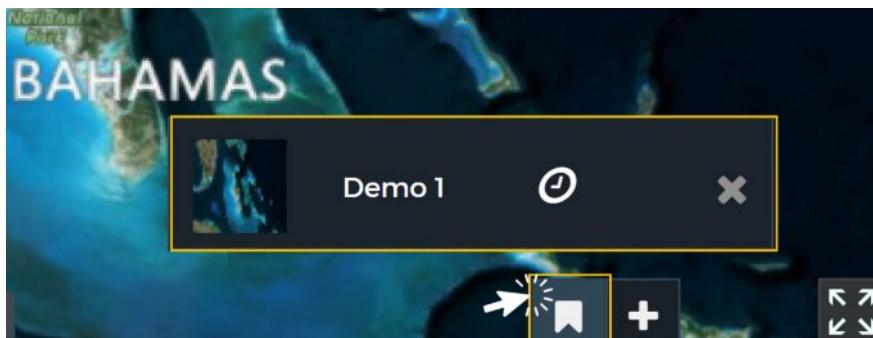


(U) 2.8 Bookmark (Add/Remove)

The Bookmark icon allows the user to create a bookmark so they can quickly go to a specific location on the map. Select the plus sign “+” to create a new bookmark, a small window will pop up, name the bookmark. The user will be provided with three options to Save Location, Save Globe Imagery and Save Current Time. Save Globe Imagery will use the imagery or CADRG map at the time of the save. With the box unchecked, the imagery or CADRG map will be the current view the user has on the globe at the current time.



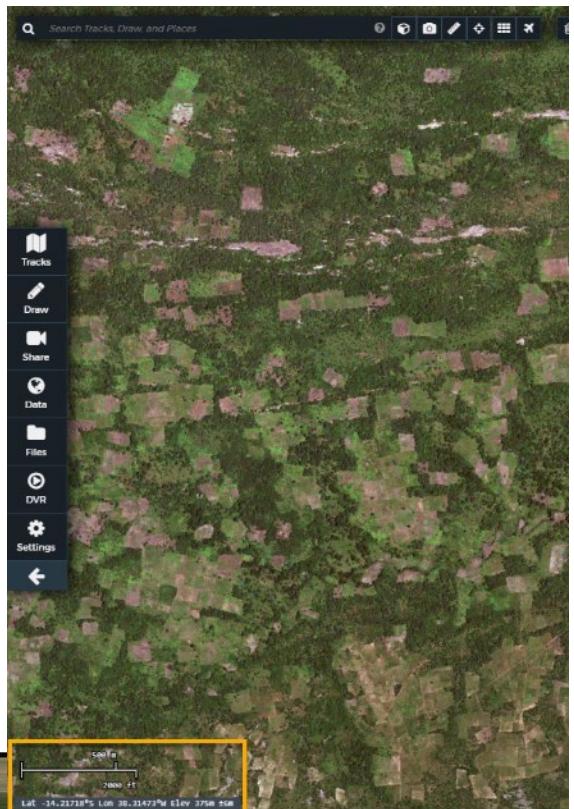
Select the Bookmark icon and choose a saved location from the list, the user will be flown to the location on the map. To remove a bookmark select the “X” icon. Selecting the clock icon on the bookmark, (only for those with Save Current Time selected when created) to open the DVR timeline.



(U) 2.9 Coordinates/Scale Bar

The coordinates of where the mouse pointer is currently hovering on the map are displayed in the bottom left corner to the screen. Default is displayed as MGRS. Click on the coordinates to switch between Lat/Long, DMS, UTM, and MGRS. The display selection of the coordinates will also affect how coordinates are displayed throughout the rest of the application including Geometry Cards. Next to the coordinates is the surface elevation for the coordinates, including a margin of error for the displayed elevation.

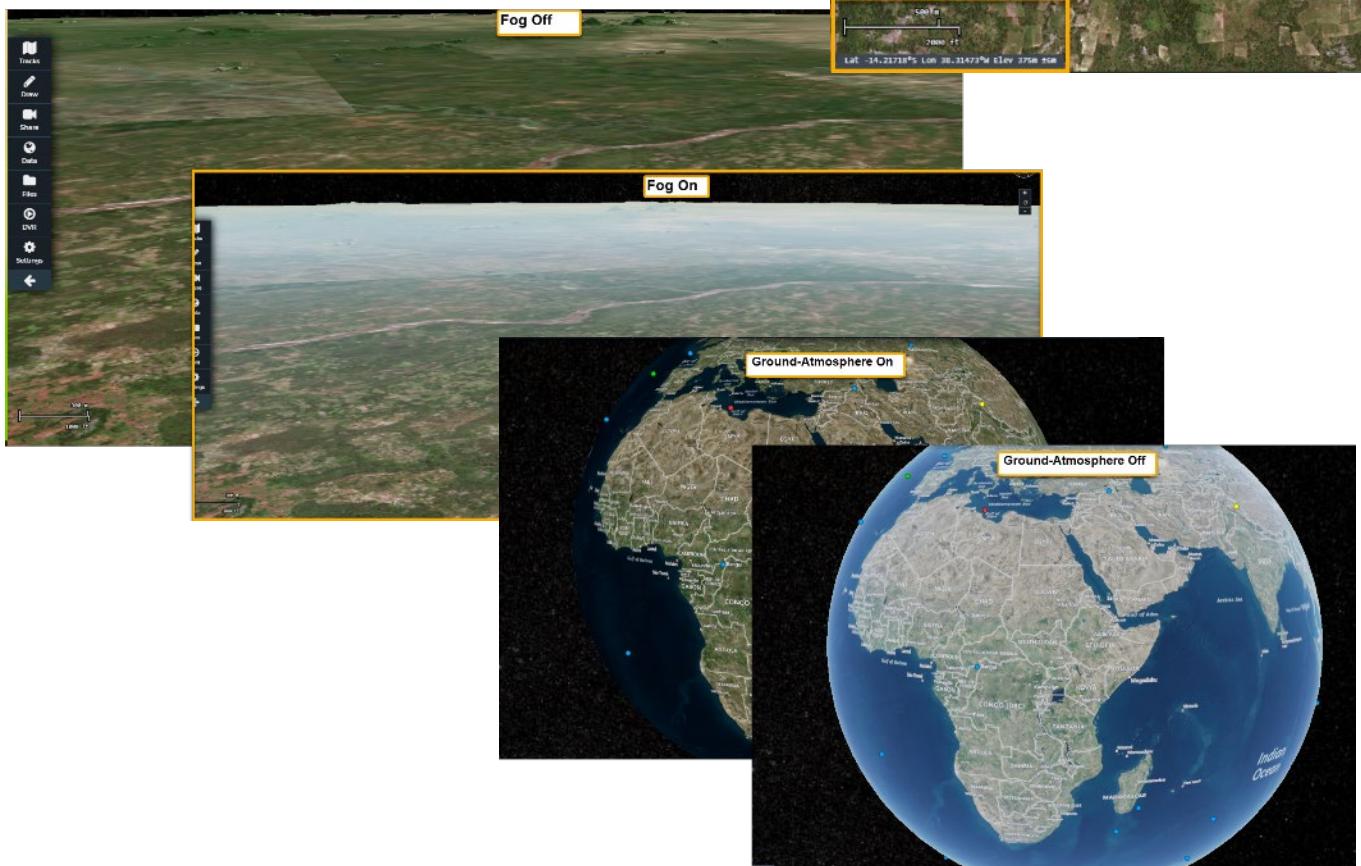
The Scale Bar measures and displays the approximate meters and miles in the current view.

**(U) 2.10 Fog/Ground-Atmosphere**

Ground atmosphere is a light tint applied around the entire globe when zoomed out.

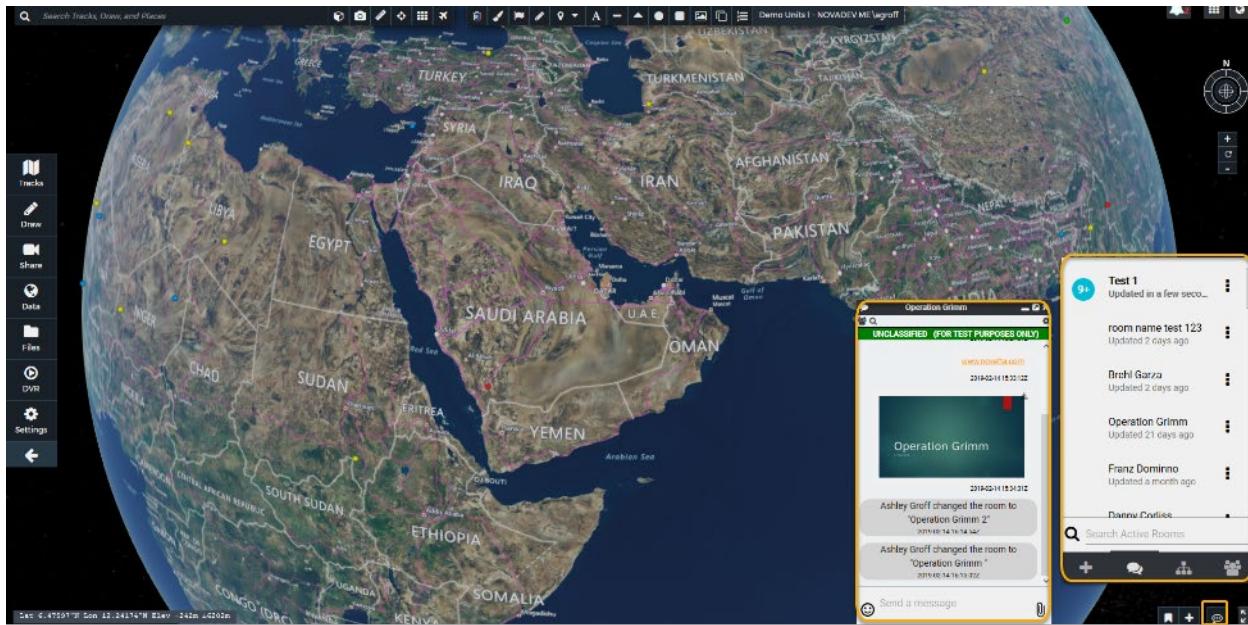
Fog is the horizon tinting you get when close to the earth and looking at an angle.

To turn these off or on navigate to the Settings Plugin>Settings Tab>Settings. In the dropdown next to show-fog or show-ground-atmosphere select true to apply the overlay or false to remove it.

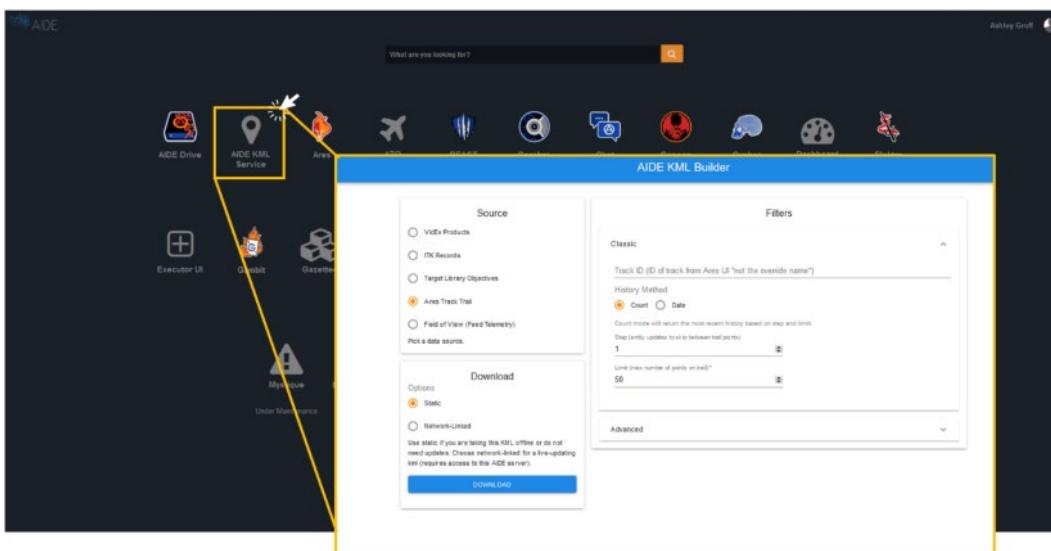


(U) 2.11 Chat

The AIDE Chat application is integrated within Ares and can be launched by first navigating to the Settings plugin>Settings and setting the user-chat-enable to “True”. Once the chat application has been enabled, select the Chat icon in the lower right-hand corner of the page, the Chat application will expand where users can create a new room, view existing and available rooms and direct message individual contacts. CHAT can be configured to work across separate domains and enclaves. For more information on Chat Settings contact your AIDE FSE for a CHAT user manual.

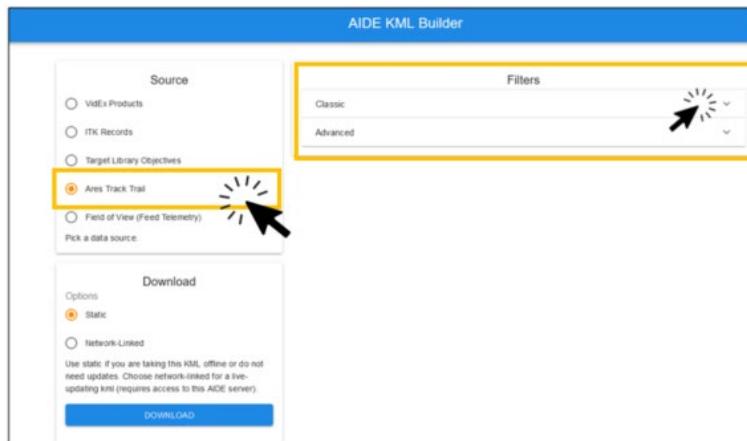
**(U) 2.12 AIDE KML Builder**

Ares is compatible with the AIDE KML Builder application which allows for the export of Ares Track Trails to be incorporated and seen within Google Earth.



(U) 2.12.1 Ares Track Trail

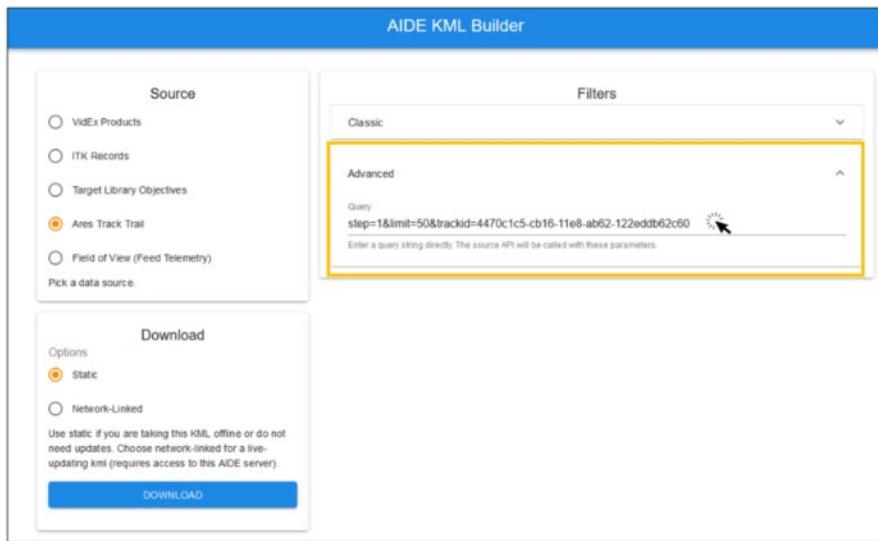
Open the AIDE KML Builder and select the radio button next to Ares Track Trail within the Source panel, this pulls and plots the data of where a specific track has been. In the Filters Panel expand Classic or Advanced.



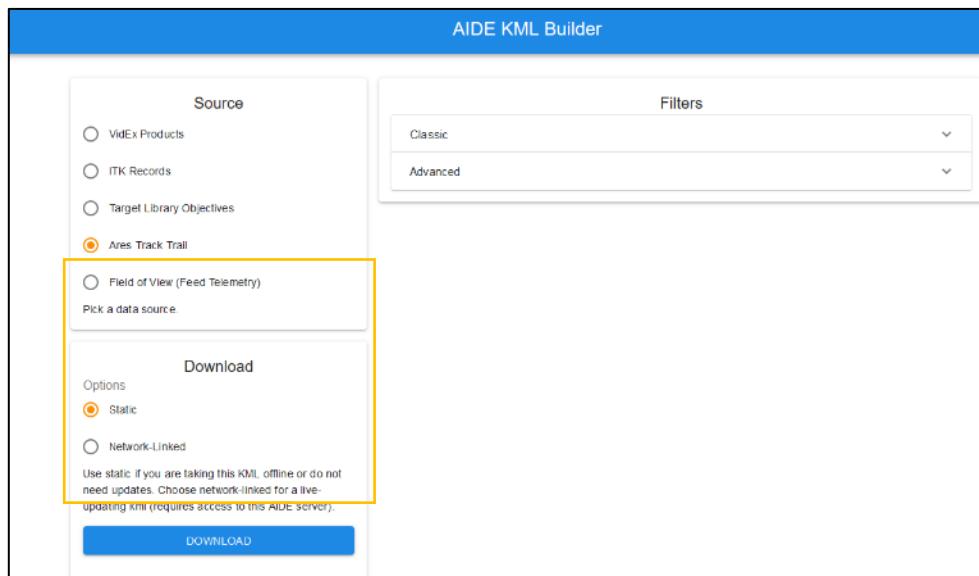
Classic – Enter in the Track ID (not the override name). Select the History Method, if Count is selected enter the Steps and Limit (max number of points on a trail). If Date is selected enter in the Time Range. If there is no data for the track selected a warning will appear “No Records Found”.

The image contains two side-by-side screenshots of the 'Filters' panel in the AIDE KML Builder. The left screenshot shows the 'Classic' mode configuration. It includes fields for 'Track ID (ID of track from Ares UI *not the override name*)', 'History Method' (with 'Count' selected), 'Step' (set to 1), and 'Limit' (set to 50). The right screenshot shows the 'Advanced' mode configuration. It includes fields for 'Track ID (ID of track from Ares UI *not the override name*)', 'History Method' (with 'Date' selected), and 'Time Range' fields for 'Start Time' and 'Stop Time'. Both screenshots have a yellow border around the 'Classic' and 'Advanced' sections respectively, and a cursor points to the 'Date' radio button in the advanced section.

Advanced – Manually enter in a query string to pull the desired Track Trail data within the parameters set. Queries will automatically update to match the information populated within the Classic Layout.



Download – Once the Filters have been applied select between Static (the KML will not receive updates and will be used offline) or Network-Linked for a live-updating KML and set the refresh interval in seconds. The Network-Linked download requires access to the AIDE Server Ares is running on. Select Download and open the file with Google Earth.



(U) CHAPTER 3: IMPORTANT KEYBOARD SHORTCUTS

(U) 3.1 - Ares Keyboard Shortcuts

Ares provides several keyboard shortcuts to maneuver the globe/map.

N = orient to true North

B = open bookmarks

M = Copy the current active coordinates

Arrow left/right = rotates globe about its axis left/right

Arrow up/down = rotates globe about its equatorial axis up/down

CTRL (or Shift) + arrow left/right = pans globe clockwise/counterclockwise

CTRL (or Shift) + arrow up/down = zooms in or out

(U) 3.2 - Ares Mouse Shortcuts

Ares provides several mouse shortcuts to maneuver the globe/map.

Left Click = Allows users to pan around the map, Omni directionally

Right Click = Allows users to zoom in or out on the cursor

Mouse Wheel Scroll = Allows users to zoom in or out on the cursor

Mouse Wheel Click = Allows users to control 3D aspect and angle the map

SHIFT + Right Click = Allows users to copy coordinates right to their clipboard

CRTL + Right Click places a point where the cursor is at

(U) CHAPTER 4: MAINTENANCE AND TROUBLESHOOTING**(U) 4.1 - Details**

This section discusses solutions to problems most commonly experienced by users. For additional assistance, please contact your Field Support Engineer (FSE). If the web browser (Chrome, Firefox) freezes, perform a browser cache reset by pressing the F5 key. F5 reloads the page from server, but uses browser's cache for page elements like scripts, image, CSS stylesheets, etc. Ctrl+F5, will reload the page from server and reloads its contents from server and doesn't use local cache at all.

If problems persist, document the issues and contact the local AIDE FSE.

Problem	Resolution



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