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MILITARY STANDARD

GLOSSARY OF TERMS FOR ELECTRONIC AND WEAPONS CONTROL INTERFACE FUNCTIONS (NAVAL SHIP COMBAT SYSTEMS)

FSC EDS

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DEPARTMENT OF DEFENSE

WASHINGTON, D. C. 20301

Glossary of Terms For Electronic and Weapons Control Interface Functions (Naval Ship Combat Systems)

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1. This Military Standard is mandatory for use by all interested Commands of the Department of the Navy.

2. Recommended corrections, additions, or deletions should be addressed to Commander, Naval Ship Engineering Center, Department of the Navy, Center Building, Prince Georges Center, Hyattsville, Maryland 20782.

FOREWORD

The purpose of this standard is to establish uniform terms for electronic and weapons control interface functions to be used in engineering interface documentation, in order that engineering, procurement, inspection and other interested personnel of the Department of Defense and defense contractors will utilize the same terminology where applicable.

Compliance with this standard will promote uniformity among and within the services as to the nature of the function named and will tend to reduce misunderstandings or disagreements as to the meaning of a term when used.

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CONTENTS (Cont'd)

1. General.

This Standard contains standard terms for the interface functions which may be designed to flow through the interfaces of naval ship combat systems except for the Fleet Ballistic Missile (FBM) system, for which see NAVORD 0D17665, FBM Weapon System Standard Nomenclature List.

1.2 Explanatorv Notes.

1. 2.1 General. This glossary provides a list of standard electronic and weapons control interface function terms to be used in engineering interface documentation. Each term is individually defined in order to make its meaning clear and unique among all the other terms. Each term is presented along with its description of its interface function. Flexibility is provided by term modifiers, which are supplied to be used to amplify or refine the meaning of any term when appropriate. Ease of entry, coupled with efficiency in the location of the proper term, is enhanced by liberal cross-referencing and by a complete Key Word Index. The material is designed for ready handling by automatic data processing methods, which insures ease of updating to maintain currency.

1.2.2 User qualifications. The user is presumed to be conversant with engineer" ing practice in the field of naval ship combat systems. He is also presumed to understand the principles of interface documentation and to have studied this Standard, particularly the rationale of term construction, the glossary format, and the guidance on how to use the glossary.

1.2.3 Additional required documentation. It is necessary that the technical personnel, who are preparing interface documentation for a particular naval ship combat system, select the applicable terms, and, in addition, list the pertinent technical data needed to properly describe them within the framework of that specific installation.

2. Definitions.

2.1 Interface. An interface is an inter- or intra-ship system component boundary through which flows functional information or physical action/relation which causes such ships, systems, or system components to be mutually dependent or responsive.

2.2 Interface Function. An interface function is a unit of functional information or physical action/relation which flows through an interface. It is a discrete electrical, electronic, or mechanical information identity or action identity that can be defined by its characteristics or time relationship.

2.3 Naval Ship Combat System. A naval ship combat system is a certain system complex made up of those surveillance and sensor subsystems, command and communications subsystems, weapons control subsystems, and weapons material subsystems, which is required to perform the assigned target destruction missions of the ship.

2.4 System Interfaces. The system interfaces for which standard terms are provided in this glossary are identified in Figure 1.

3. Building the glossary.

3.1 Organizing the interface functions. An analysis of the nature of the electronic and weapons control interface functions used in naval ship combat systems was necessarily undertaken prior to starting detailed work on this glossary. The analytical process is described briefly below.

3. 1.1 The interface functions, upon analysis, were determined to belong in the following major categories:

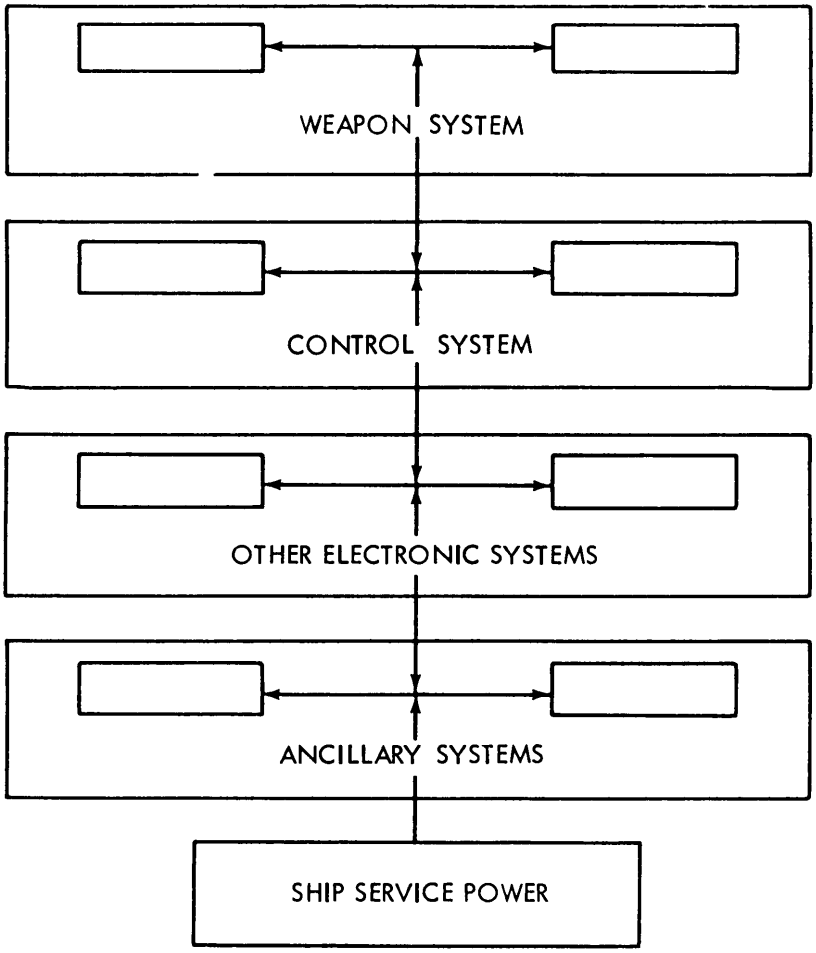
(a) Weapons control data
(b) Equipments configuration
(c) Weapon considerations
(d) Ancillary data. inputs
(e) Power (energy) inputs

3. 1.2 The interface functions which belong in the major categories listed above were also found to possess definite functional characteristics, as well as an amenability to logical structuring into “family” groupings. A detailed explanation of the “families” and the hierarchical structuring of terms is given in paragraph 3.3. Using the category listing shown above in 3.1.-1, the functional family substructure developed as follows:

(a) Weapons control data	-Range data. -Bearing data -Elevation data
(b) Equipments configuration	-Mode -Designation -Equipment situations
(c) Weapon considerations	-Weapon selection -Weapon orders -Weapon repeatback indications
(d) Ancillary data inputs	- Intelligence (radio, IFF, etc.) -Vehicle information (motion, etc.)
(e) Power (energy) inputs	-Ship service -Reference

SYSTEM INTERFACES

For Which Standard Interface Function Terms Are Provided



NOTE: ARROW HEADED LINES BETWEEN BOXES REPRESENT SYSTEM INTERFACES. ARROWS SHOWTHE DIRECTION OF INTERFACE FUNCTION FLOW.

FIGURE 1

3.1.3 As can be seen from Figure 2- Basic Weapons Control System - the factors of:

(a) Acquisition and tracking
(b) Computation and prediction, and
(c) Weapons positioning

are the basic elements in the weapons control problem. The interfaces involved, which are described in this Standard, are also delineated in Figure 2.

3.1.4 This analysis permitted a logical structuring of the interface function terms, pointed the way to the type of glossary described in the following paragraphs, and resulted in a flexible system which will take care of any interface functional situation which is foreseen. It provides the ability to locate the proper specific functional term and to add to it, when required, certain general or specific term modifiers to complete the required definitive meaning for the particular application in the particular ship. The terms and term modifiers do not provide the total data needed for interface documentation. The details of the signal parameters, the units involved, etc., must be supplied by the technical personnel preparing the interface documentation.

3.2 The glossary format. The working text is presented in paragraph 5. A general description is given in the following subparagraphs. Reference is made, where appropriate, to the detailed description of the conventions and guidelines used, contained in the pertinent subparagraphs.

3.2.1 Part I -- Terms.

3.2.1.1 The terms appear in alphabetical order, letter-by-letter (see 3. 3. 3). They have been structured in such a way that alphabetization arranges related terms conveniently together.

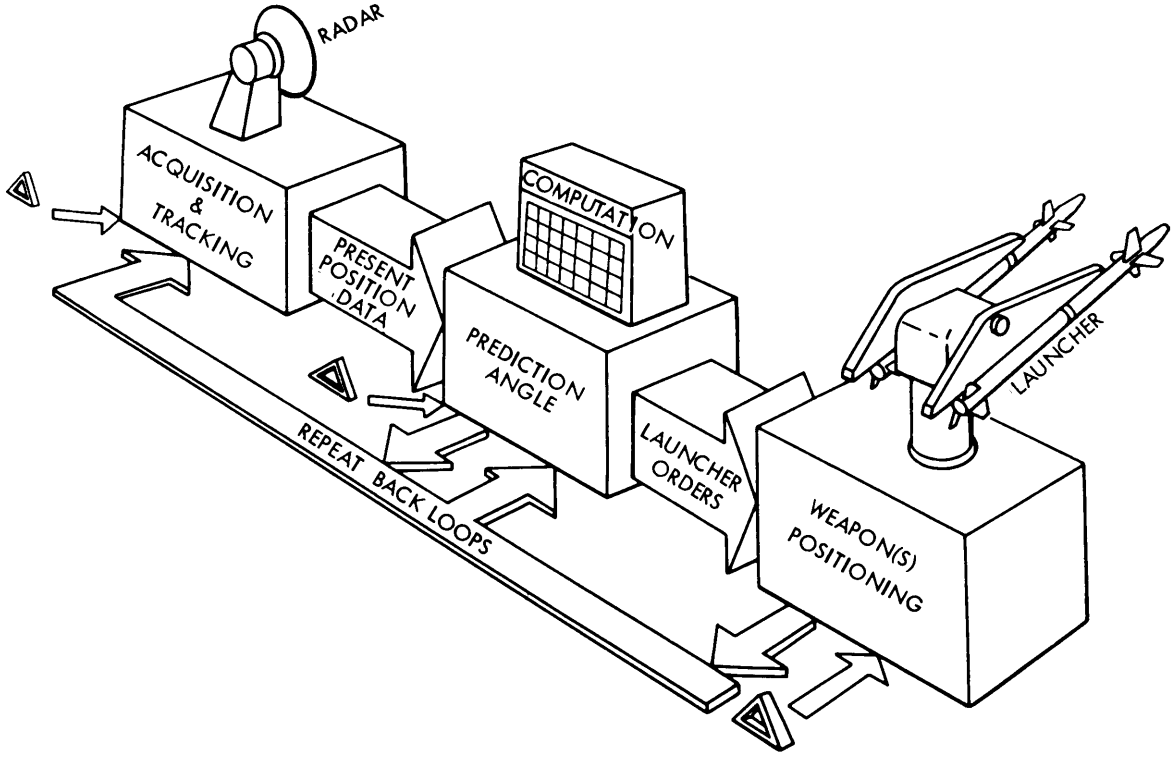
3.2.1.2 Certain terms are presented as numbers of a hierarchy which includes those term modifiers most applicable to that hierarchy (see 3.3.1.2). ‘This provides the following:

(a) The logic framework aids in the listing of all the useful terrns in a given subject area.

(b) It permits the selection of standard terms of several levels of generality.

(c) It provides an economical and convenient listing.

BASIC WEAPONS CONTROL SYSTEM



THE INTERFACES THROUGH WHICH THE WEAPONS CONTROL FUNCTIONS FLOW ARE:

1. BETWEEN THE COMPONENTS - TRACKING, COMPUTATION AND POSITIONING
2. BETWEEN UNITS OF THE ABOVE COMPONENTS
3. FROM ANCILLARY EQUIPMENT TO THE COMPONENTS OR UNITS

 - ANCILLARY INPUTS (POWER, GYRO, ETC.)

FIGURE 2

3.2.1.3 Certain other terms are presented as members of small families (see 3.3.1.3). These are really members of various hierarchies, but the number of terms comprising the individual hierarchies is small enough to be easily manageable, so the flexibility and compression of the formal hierarchy approach is not required. Again, term modifiers provide for more definitive descriptions and flexibility for the particular usage in interface documentation.

3.2.1.4 The remainder of the terms are discrete terms, given with their individual, unique descriptions (see 3.3.1.4). Here, again, term modifiers should be used to provide a more definitive description when required for the particular usage in interface documentation.

3.2.1.5 Each term is followed by its unique description which is given in dictionary style.

3.2.1.6 Where appropriate, cross references follow the glossary listings (see 3.3.3).

3.2.2 Part II -- Term Modifiers.

3.2.2.1 Term modifiers are listed alphabetically in Part II with their definitions.

3.2.2.2 Term modifiers are used to amplify or further refine the description of a term selected from Part I. As given in Part II, the term modifiers, although properly defined, individually stand alone out of context, but when added to a term and thereby placed in context, any possible ambiguity is removed.

3.2.2.3 Any term modifier listed is intended for use with any term where appropriate. The list includes all the term modifiers contained in Part I in association with the several hierarchies of terms, and additional term modifiers which have been selected as having general applicability (see 3.3.2). All term modifiers are also listed in Parts I and III for convenient reference.

3.2.3 Part III -- Key Word Index.

3.2.3.1 The key word index provides for ready identification and location of any term by searching the index with any significant key word contained in the term (see 3.3.6).

3. 2.4 Part IV -- Code Index.

3.2.4.1 Each term and each term modifier has been assigned a code number for use in interface documentation when required. This provides for the quick identification of any term or term modifier when the code number is known (see 3.3.7).

3.3 Conventions.

3.3.1 Construction of terms. Terms considered for listing in the glossary, upon analysis, were found to normally contain three term elements. These were:

Element	Sequence
(a) What is it?	Level 1
(b) What type is it?	Level 2
(c) What is its source?	Level 3

Some terms, as given, do not have all three elements, but upon careful thought it will be seen that the missing elements are implied, but due to common usage, are normally omitted. Since the only reasonable method of entering any glossary is via the alphabet, terms have been structured with this in mind.

3.3.1.1 General. The terms are usually composed of the three term elements listed above, and are presented in sequential order, with 'the elements separated by commas, thereby providing easy alphabetical search. Details of the construction of the terms, as well as the conventions which materially assist in the understanding and effective use of the glossary, are given below.

3.3.1.2 Hierarchies of terms. Where appropriate, the terms are organized into hierarchies in order to exploit the advantages described in 3.2.1.2 preceding. The hierarchy structure appears in Part I before any term of that hierarchy. An example is shown in Figure 3, a fold-out at the end of paragraph 4. Note that Level 1 of the hierarchy appears without a symbol. Level 2 is preceded by one dot, Level 3 by two dots, and Level 4 (labeled TERM MODIFIERS) by three dots. Figure 3 also includes an explanatory chart of this notation. . The hierarchy structure permits the ready generation of terms at four levels. For example, from Figure 3:

Level 1: RANGE (TARGET)

Level 2: RANGE (TARGET), LOS

Level 3: RANGE (TARGET), LOS, OBSERVED

Level 4: RANGE (TARGET), LOS, OBSERVED, RELIABLE

Note that only one term element is selected at each of levels 1, 2, and 3. More than one term modifier (level 4) may be selected as explained in 3.3.2, following.

Note also that all of the term elements of the lower levels may not be applicable to all of the term elements of a higher level. For example, from Figure 3.

RANGE (TARGET), APPARENT, COMPUTED

The underlined term element is not applicable, and therefore, such a term does not appear in the glossary. Following the hierarchy structure, Part I lists and defines the useful level 3 terms. Any superior level term contained in the framework of the level 3 description is also defined therein. For example, the listed level 3 terms -- RANGE (TARGET), HORIZONTAL, COMPUTED and RANGE (TARGET), HORIZONTAL, CORRECTED contain the level 2 term RANGE (TARGET), HORIZONTAL. The lanauage of the glossary provides a ready definition of the level 2 term:

> "The projection of RANGE (TARGET), LOS in the horizontal plane by a vertical plane through the LOS. "

3.3.1.3 Small families. Where the total number of terms which form a. family are relatively small and more easily managed, it is not necessary to utilize the hierarchy approach. These terms are therefore listed in their entirety, and term modifiers may be added when required as explained in 3. 2.1.3 above. Examples of small families appearing in the glossary are:

COOLANT (STATUS)

MOUNT (GUN) (+)

RADAR (+)

3.3.1.4 Discrete terms. The remainder of the terms are of a type which do not lend themselves to ready grouping within families. However, these terms are also structured by term elements when appropriate to permit their proper incorporation into the glossary format, and term modifiers may be added when required as explained in 3.2.1.4 above. Some examples are:

DESTRUCT (MISSILE), ORDER

FIRING CUTOUT, LIMITS, MOUNT (+)

INVERSE GAIN ORDER

PHASING ORDER, RADAR (+)

TEMPERATURE, AIR

3.3.2 Term modifiers (see 3.2.2).

3.3.2.1 All terms listed in Part I are subject to such amplification as the user may require, through the employment of one or more term modifiers.

3.3.2.2 In the case of hierarchy terms, term modifiers may be selected from the level 4 term modifiers specifically applicable to the hierarchy, or from other term modifiers listed in Part II, or both. For example, from Figure 3:

RANGE (TARGET), LOS, OBSERVED, RELIABLE
(using one level 4 term modifier)

RANGE (TARGET). LOS. OBSERVED. ESTIMATED
(using one of the other level 4 term modifiers from Part II)

RANGE (TARGET), LOS, OBSERVED, RELIABLE , RADAR (+)
(using two level 4 term modifiers)

3.3.2.3 In the case of terms which are not members of a hierarchy, term modifiers may be selected as applicable from Part II. For example:

FIRING CUTOUT, MOUNT #2
(using the term modifier MOUNT (+)
see also 3.3. 4)

3.3.3 Cross References. Only two types of cross references are employed. They are "See" references and "Use" references. These are explained in the following subparagraphs.

3.3.3.1 "See" references are used to direct the user to another entry which contains information in clarification of the entry bearing the cross reference. For example, in Part I, under:

RANGE, (TARGET), APPARENT, OBSERVED
find the cross reference:

see RANGE (TARGET), (HIERARCHY)

This informs the user that RANGE (TARGET), APPARENT, OBSERVED is a member of a hierarchy which illustrates its structure. See also, under:

GATE
find the cross reference:

see Part II

This informs the user that GATE is a term modifier and is defined in Part II.

3.3.3.2 "Use" references are used to direct the user from a less desirable, but more or less commonly used term, to the correct standard term. For example, in Part I, under:

OPEN DOOR
find the cross reference:

Use DOOR, CONDITION

This directs the user not to employ the non-standard term OPEN DOOR, but to use instead:

DOOR , CONDITION

3.3.3.3 Double cross references are employed under certain circumstances to facilitate using the glossary, as for example:

GENERATED

Use COMPUTED -- See Part II.

3.3.4 Use of the symbol (+). This symbol is used to inform the user that the term element preceding the symbol should be amplified, where appropriate, to provide additional descriptive information. For example, in Figure 3 the level 4 term modifier RADAR (+) is involved, An appropriate use of this term modifier might be:

RANGE (TARGET), LOS, OBSERVED, SURFACE SEARCH RADAR #2

3.3.5 Special provisions to aid alphabetization. In the listing of terms, certain term elements are enclosed in parentheses. This is a device to control the alphabetization of the terms, or to ignore a word in indexing. For example, in Figure 3, find:

RANGE (TARGET), (HIERARCHY)

This indicates that the term elements enclosed in parentheses are ignored in the alphabetization. This is necessary in this instance, to permit RANGE (TARGET), (HIERARCHY) to appear before the hierarchy terms, permitting logical arrangement. Other examples are:

TIME, (OF) FLIGHT, (TO) INTERCEPT

BEARING (EQUIPMENT)

BEARING (TARGET)

where the use is primarily to suppress words not useful in indexing. When such terms are entered into specific interface documentation, it is necessary to retain the parentheses to facilitate locating the terms in the glossary, and to preserve the complete sense of the terms. In certain cases, words are hyphenated or closed up so they can be handled as a single word. Examples are:

OWNSHIP

SHIP-SERVICE

3.3.6 Key Word Index (See 3.2. 3)

3.3.6.1 The Key Word Index, Part III, provides ready alphabetical entry into Part I using any significant key word. This is a key-word-out-of-context (KWOC) type of listing, in that the key words appear at the left margin in alphabetical order, followed on the right by the complete term containing the key word, exactly as it appears in Part I. For example, the following entries appear in Part III:

LOS	RANGE (TARGET), LOS, OBSERVED
OBSERVED	RANGE (TARGET), LOS, OBSERVED
RANGE (TARGET)	RANGE (TARGET) , LOS, OBSERVED

In some very long terms, the term is cut off after 50 characters, but this has no effect on the ability to go directly to Part I and readily locate the term. “ORDER” and “STATUS” do not appear in the Key Word Index. Although widely used in the glossary terms, they have been deliberately suppressed by the computer program, since they are not valuable as search words.

3.3.7 Code Index. (See 3.2. 4)

3.3.7.1 The Code Index, Part IV, provides ready numeric identification of the designated term or term modifier when the code number is known. This code has been structured to present the maximum practical useabiliy (i.e., mnemonics). In its design it:

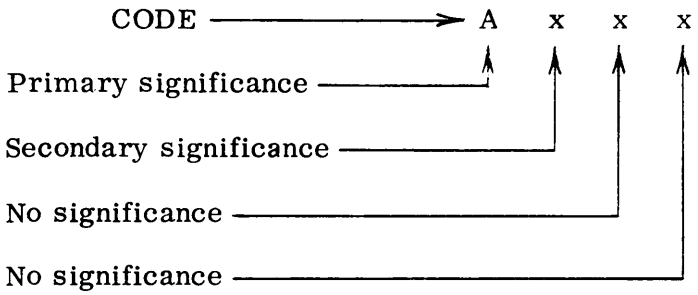
(a) Recognizes and incorporates as much of the firecontrol symbology of OP-1700 as is practical and reasonable,

(b) Provides considerable identification of the basic functional meaning of most other terms for which no formal coding or symbology has existed, and

(c) Is completely compatible with easy computer recall or other search or retrieval methods.

The construction of the code, and its logic, are explained below and in Table I.

3.3.7.2 A study of the glossary, including the natural family grouping of many terms involved, the mechanical problems to be encountered, as well as the utilization of the coding, led to a four character code consisting of an upper case letter containing the basic significance, followed by three digits, the first of which contains a certain amount of secondary significance. The second and third digits contain no information of visual significance, but are necessary for the proper identity and handling of the code. The three digits alone certain all the intelligence necessary for retrieval or identification by personnel or computer. As far as term modifiers are concerned, they have no formal structure or family pattern, so there is no need for visual significance. A two digit numeric non-significant code is used. The code structure is:



The code significance is shown in Table I.

The Code Index is divided into two parts. Part IVa is a listing of the four character codes for the terms, arranged numerically in the order-of the three digits. Part IVb is a numerical listing of the two character codes for the term modifiers. Entry is from the left margin, as shown below:

B303 BEARING RATE, LOS, OBSERVED

05 ALTITUDE

4. Guidelines -- How to use the glossary.

4.1 Applications. In its designed application to interface documentation, the glossary is use in three ways.

CODING STRUCTURE TABLE

LETTER	SIGNIFICANCE	FIRST DIGIT	SIGNIFICNCE	SECOND & THIRD DIGIT	SIGNIFICANCE
B	BEARING	0	ELECTRONIC	0	NONE
C	CODE	1	TARGET	↓	↓
E	ELEVATION	2	EQUIPMENT	9	NONE
F	RADIO	3	RATE		
G	RADAR	4	WEAPON		
H	SONAR	5	ORDER		
I	INTELLIGENCE	6	STATUS		
J	JAMMING	7	COMPUTED		
K	MOUNT	8	GENERAL USE		
M	MOTION	9	GENERAL USE		
N	POS1TION				
0	DESIGNATION or MODE				
P	POWER				
Q	MISSILE				
R	RANGE				
T	TIME				
U	TORPEDO or DEPTH CHARGE				
W	WIND				
X	GENERAL USE - (lst digit has significance)				
Y	GENERAL USE - (no digit has significance)				

NOTE : Whenever more than one letter or first digit is applicable, the one or primary significance is used.

TABLE I

(a) To determine the meaning of a term already documented, or

(b) To determine the correct term, knowing the description of the interface function, or

(c) To identify a term by its code number.

In any case, a good understanding of the glossary format and of the conventions is required.

4.2 To determine the meaning of a term already documented, enter Part I alphabetically with the term in question. This will lead directly to the correct definition of the term, less its term modifiers, if any. The term modifiers may then be located in Part II to complete the definition.

4.3 To determine the correct term, knowing the description of an interface function, assume a trial term from the known description. Search for the trial in the manner described in 4.2. This may lead to a listed term which meets at least the principal elements of the known description. The remaining elements of the description, if any, may then be included by the addition of one or more term modifiers. These will be located by reference to the hierarchy of the trial term if applicable, or to Part II. If this is not successful, then search Part III -- The Key Word Index -- with the key words of the trial term.

4.3.1 Some examples of the procedures set forth above follow. It must be remembered that the first and fundamental step is to determine the description of the function rather than rely on colloquialisms.

4.3.2 Take the function “RADAR PHASING ORDER”, also sometimes called “GUIDANCE PHASING ORDER”, and enter Part I to locate the term. The term will not be found since it is actually shown as “PHASING ORDER, RADAR (+)” which not only defines (in the text) the actua1 meaning, but also suggests identifying the particular RADAR involved. So try the Key Work Index, using the key words. There is found:

PHASING ORDER	PHASING ORDER, RADAR (+) and
RADAR (+)	PHASING ORDER, RADAR (+)

This leads directly to the proper term and its description in Part I. Note that “ORDER” is not listed in the index, although it is a widely used term element, but is not valuable as a search word.

4.3.3 Also consider the function: “The logic signal alerting personnel that a torpedo is about to be fired. “ Direct entry to Part I will yield TORPEDO (+),

READY, (TO) FIRE, but if this method of entry did not occur to the user, the index shows:

(TO) FIRE	TORPEDO (+), READY, (TO) FIRE or
READY	TORPEDO (+), READY, (TO) FIRE or
TORPEDO (+)	TORPEDO (+) , READY, (TO) FIRE

Although this has fully identified the particular torpedo which is ready to fire, the warning to personnel is missing, and obviously a term modifier is needed. Recourse to Part II will lead to the term modifier "ALARM", thus generating the complete definitive description.

4.3.4 Or consider the function -- "The indication to NTDS that the SLQ-12 is in standby. "In this case, direct entry to Part I will be of no use, until the function is analyzed, and it should be recognized that it is an electronic countermeasures action of a jamming type. With this in mind, use of these key words (from Part III) leads to:

ECM (+)	JAMMING, ECM (+), ALERT or
JAMMING	JAMMING, ECM (+), ALERT

which is the proper term. Note that ECM (+) should be replaced by SLQ-12 in the documentation.

4.3.5 In some cases a term modifier may be required to impose a negative sense to the term. For example: "AIDED TRACK NOT AVAILABLE". This function is defined as "The logic signal originating from Unit A to Unit B indicating that aided tracking information is not available", and, in addition, must specify the equipment (either RADAR or SONAR) for which the aid was desired. Assuming a RADAR in this case, the Key Word Index leads to:

RADAR (+)	RADAR (+), STATUS, TRACK (AIDED) or
TRACK (AIDED)	RADAR (+), STATUS, TRACK (AIDED)

Reference to Part II supplies the term modifier "NOT AVAILABLE", thus completing the term. Note that "STATUS" is not listed in the index, although it is a widely used term element, but is not valuable as a search word.

4.3.6 The above examples, coupled with study of the glossary, will lead to easy and effective use.

4.4 To identify a term or term modifier by its code number, enter Part IVa with the three digits of the code number (for a term), or enter Part IVb with the two digits of the code number (for a term modifier), which will immediately identify the term or term modifier.

DEPICTING THE HIERARCHY STRUCTURE

NOTATION USED IN PART I

RANGE (TARGET), (HIERARCHY)

LEVEL	
1	RANGE (TARGET)
2	• APPARENT • EAST-WEST (E-W) • HORIZONTAL • LINE-OF-SIGHT (LOS) • NORTH-SOUTH (N-S)
3	•• COMPUTED •• CORRECTED •• OBSERVED

TERM MODIFIERS

- ••• ASSISTANCE
- ••• CALIBRATION
- ••• COMPENSATION
- ••• ERROR
- ••• GATE
- ••• HOLD
- ••• MARK-
- ••• OPTICAL (+)
- ••• ORDER
- ••• RADAR (+)
- ••• REFERENCE
- ••• RELIABLE
- ••• SELECTED
- ••• SONAR (+)
- ••• TEST
- ••• TRIGGER
- ••• UNRELIABLE

EXPLANATORY CHART

RANGE (TARGET), (HIERARCHY)

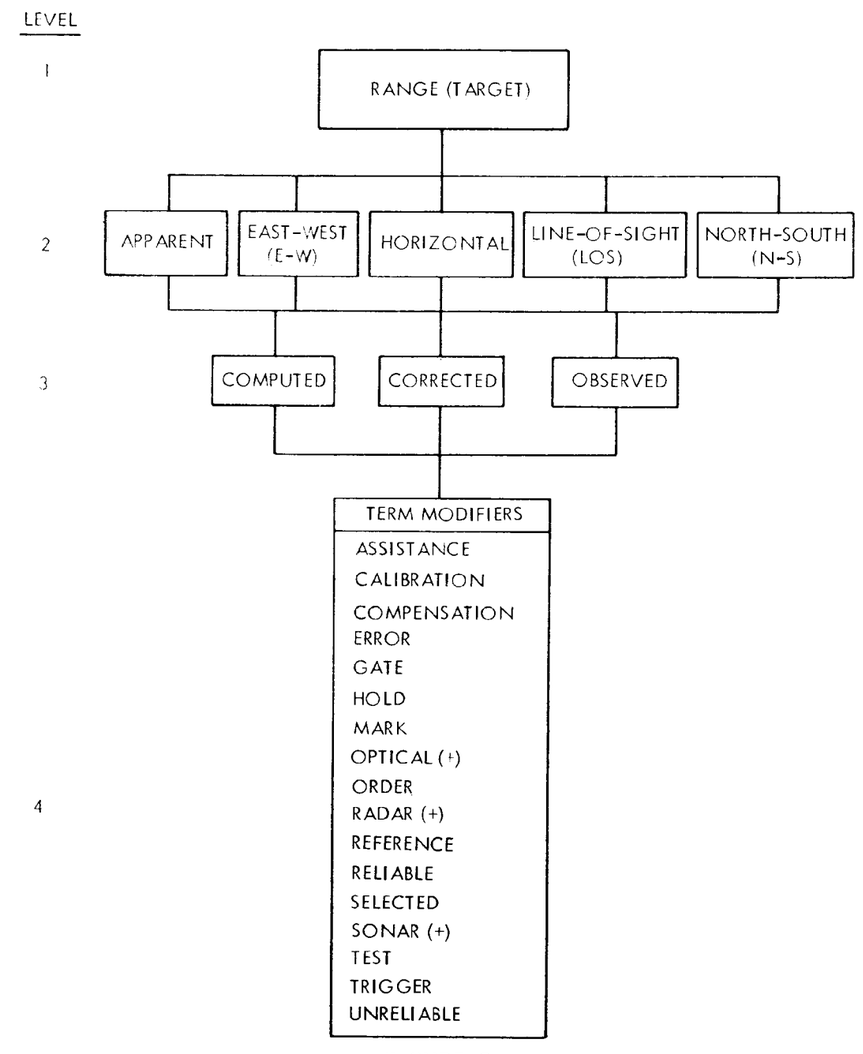


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FIGURE 3

5 GLOSSARY

5.1 PART I

Interface Functions

GLOSSARY

of

ECLECTRONIC & WEAPONS CONTROL

INTERFACE FUNCTIONS

(Naval Ship Combat Systems)

A

ABORT

Use DESTRUCT.

ACCEPT

See Part II.

ACTIVE

See Part II.

AIM POINT

Use CAPTURE. For computed position of capture point use functional terms such as RANGE (TARGET), BEARING (TARGET), ELEVATION (TARGET).

AIR READY

Use BREAK, TRACK.

ALARM

See Part II.

ALERT

See Part II.

ALTITUDE

See Part II.

AMMUNITION (GUN) (+), AVAILABLE **X600**

The indication of the inventory status of the gun ammunition which is available for use.

AMMUNITION (GUM) (+), SELECTED **Y800**

The particular gun ammunition has been selected for possible use.

ANTI-AIRCRAFT

See Part II.

APPARENT

See Part II.

APPROXIMATE

See Part II.

ARCS, (OF) FIRE

Use FIRING CUTOUT, LIMITS, MOUNT (+).

ARROW CONTROL, FCS (+), TARFGET (+) **0100**

A marker placed on the PPI scope on a selected target to direct attention to that target.

Use suitable functional terms for missile, torpedo or depth charge in connection with weapons control data supplied to the ASROC prior to and at launching (fire).

ASSIGN

Use DESIGNATE.

ASSISTANCE

See Part II.

ATTITUDE, (HIERARCHY)

ATTITUDE
. HEADING
. PITCH
. ROLL
. YAW
. . MISSILE
. . OWNSHIP
. . . EXCITATION
. . . SELECTED
. . . SIMULATED
. . . **ZERO**

ATTITUDE, HEADING, OWNSHIP **Y804**

The angle between own ship centerline and the north-south line, positive angles measured clockwise from north. See ATTITUDE, (HIERARCHY).

ATTITUDE, PITCH, MISSILE **Q801**

The angle between missile axis and the missile vector reference frame horizontal plane. Positive angles measured upward from the reference frame horizontal plane when viewed toward the missile bow. See ATTITUDE, (HIERARCHY).

ATTITUDE, PITCH, OWNSHIP **Y802**

The angle between own ship centerline and the horizontal plane. Positive angles measured upward from horizontal plane when viewed toward own ship bow. See ATTITUDE, (HIERARCHY).

ATTITUDE, ROLL, MISSILE **Q803**

The angle between the vertical plane through missile axis and the normal plane through the. intersection of the vertical plane through missile axis and the missile deck plane measured about the axis which is the intersection of the vertical plane through missile axis and the missile deck plane. Positive direction is clockwise when viewed inward from missile bow. (i.e. the right wing is upward.) See ATTITUDE, (HIERARCHY).

ATTITUDE, ROLL, OWNSHIP **Y805**

The angle between the vertical plane through own ship centerline and the normal plane through the intersection of the vertical plane through own ship centerline and the deck plane measured about the axis which is the intersection of the vertical plane through own ship centerline and the deck plane. Positive direction is clockwise when viewed inward from own ship bow. See ATTITUDE, (HIERARCY).

ATTITUDB, YAW MISSILE **Q806**

The angle between missile axis and missile course vector measured in the missile vector reference frame horizontal plane. Positive angles clockwise when viewed from above. See ATTITUDE, (HIERARCHY).

ATTITUDE, YAW, OWNSHIP **Y807**

The angle between own ship centerline and own ship course vector measured in the horizontal plane. Positive angles clockwise when viewed from above. See ATTITUDE, (HIERARCHY).

AUTOMATIC

See Part II.

AVAILABLE

See Part II.

AZIMUTH

Use BEARING (+) - See part II.

B

BATTLE SHORT (+), INDICATION **X601**

The indication that the particular battle short circuit has been activated.

BATTLE SHORT (+), ORDER **X500**

The order to activate the particular battle short circuit.

BEACON, MISSILE

Use Terms from INTELLIGENCE, RADIO, TELEMETRY when used in connection with an exercise head. When used for signal enhancement, use Terms from RANGE (TARGET), BEARING (TARGET) or ELEVATION (TARGET) as appropriate.

BEARING (+)

See Part II.

BEARING (EQUIPMENT), (HEIRARCHY)

BEARING (EQUIPMENT)
. RELATIVE
. TRUE
. . CORRECTED
. . ERROR
. . ORDER
. . STABILIZED
. . UNCORRECTED
. . . ECM (+)
. . . DIRECTOR (+)
. . . LAUNCHER (+)
. . . MOUNT (+)
. . . OPTICAL (+)
. . . RADAR (+)
. . . SONAR (+)
. . . RESET

BEARING (TARGET), (HIERARCHY)

BEARING (TARGET)
. RELATIVE
. TRUE
. . APPARENT
. . COMPUTED
. . OBSERVED
. . STABILIZED
. . . CORRECTED
. . . ERROR
. . . RELIABLE
. . . UNRELIABLE

BEARING, COSRO, REFERENCE **B700**

The computed bearing reference signal to position the conical scan beam of the guidance RADAR when operating in the receive only mode.

BEARING RATE, (HEIRARCHY)

BEARING RATE
. APPARENT
. LOS
. . COMPUTED
. . CORRECTED
. . OBSERVED
. . . ERROR
. . . READY
. . . RELIABLE
. . . UNRELIABLE

BEARING RATE, APPARENT, OBSBERVED **B300**

The rate of change in BEARING (TARGET), APPARENT, expressed in angular measure per unit of time. See BEARING RATE, (HIERARCHY).

BEARING RATE, LOS, COMPUTED **B301**

The rate of change in BEARING (TARGET), LOS, COMPUTED expressed in angular measure per unit of time. See BEARING RATE, (HIERARCHY).

BEARING RATE, LOS, CORRECTED **B302**

The rate of change in BEARING (TARGET), LOS, CORRECTED expressed in angular measure per unit of time. See BEARING RATE, (HIERARCHY).

BEARING RATE, LOS, OBSERVED **B303**

The rate of change in BEARING (TARGET), LOS, expressed in angular measure per unit of time. See BEARING RATE, (HIERARCHY).

BEARING (TARGET), RELATIVE, APPARENT **B101**

The angle between the vertical plane through own ship centerline, and the vertical plane through a submerged target position as detected by sonar. Positive angles measured clockwise from own ship centerline. See BEARING (TARGET), (HIERARCHY).

BEARING (TARGET), RELATIVE, COMPUTED **B102**

The angle between the vertical plane through own ship centerline, and the vertical plane through the line of sight as computed by a firecontrol device. Positive angles measured clockwise from own ship centerline. See BEARING (TARGET), (HIERARCHY).

BEARING (EQUIPMENT), RELATIVE, CORRECTED **B200**

The angle between the vertical plane through own ship centerline and the vertical plane through the equipment's pointing line, measured in the horizontal plane, corrected for various conditions which contribute to error. Positive angles measured clockwise from own ship centerline. See BEARING (EQUIPMENT), (HIERARCHY).

BEARING (EQUIPMENT], RELATIVE, ERROR **B203**

A signal indicating the error in the transmitted BEARING (EQUIPMENT), RELATIVE (CORRECTED, STABILIZED or UNCORRECTED) .See BEARING (EQUIPMENT), (HIERARCHY).

BEARING (TARGET), RELATIVE, OBSERVED **B103**

The angle between the vertical plane through oun ship centerline and the vertical plane through the line of sight. positive angles measured clockwise from own ship centerline. See BEARING (TARGET), (HIERARCHY).

BEARING (EQUIPMENT), RELATIVE, ORDER **B204**

A computed, repeatback, or operator's signal used to bring the value of BEARING (EQUIPMENT), RELATIVE, (CORRECTED, STABILIZED or UNCORRECTED) into correlation with itself. See BEARING (EQUIPMENT), (HIERARCHY).

BEARING (TARGET), RELATIVE, STABILIZED **B104**

The angle between the vertical plane through own ship centerline, and the vertical plane through the line of sight, corrected for ship motion factors, such as roll, pitch, or yaw. measured clockwise from own ship centerline. See BEARING (TARGET), (HIERARCHY).

BEARING (EQUIPMENT), RELATIVE, STABILIZED **B201**

The angle between the vertical plane through own ship centerline and the vertical plane through the equipment's pointing line, measured in the horizontal plane when the pointing line is stabilized to compensate for roll, pitch or yaw. Positive angles measured clockwise from own ship centerline. See BEARING (EQUIPMENT), (HIERARCHY).

BEARING (BQUIPMENT), RELATIVE, UNCORRECTED **B202**

(NOTE: Commonly called TRAIN). The angle between the vertical plane through own ship centerline and the normal plane through the equipment's pointing line, measured in the deck plane. Positive angles measured clockwise from own ship centerline. See BEARING (EQUIPMENT), (HIERARCHY).

BEARING (TARGET), TRUE, APPARENT **B105**

The angle between the north-south vertical plane, and the vertical plane through a submerged target position as detected by sonar. Positive angles measured clockwise from north. See BEARING TARGET), (HIERARCHY).

BEARING (TARGET), TRUE, COMPUTED **B106**

The angle between the north-south vertical plane, and the vertical plane through the line of sight as computed by a firecontrol device. Positive angles measured clockwise from North. See BEARING (TARGET), (Hierarchy).

BEARING (EQUPMENT), TRUE, CORRECTED **B205**

The angle between the north-south vertical plane and the vertical plane through the equipment's pointing line, measured in the horizontal plane, corrected for various conditions which contribute to error. Positive angles measured clockwise from north. See BEARING (EQUIPMENT), (HIERARCHY).

BEARING (EQUIPMENT), TRUE, ERROR **B206**

A signal indicating the error in the transmitted BEARING (EQUIPMENT), TRUE (CORRECTED, STABILIZED or UNCORRECTED). See BEARING (EQUIPMENT), (HIERARCHY).

BEARING (TARGET), TRUE, OBSBERVED **B107**

The angle between the vertical plane through own ship centerline and the vertical plane through the line of sight. Positive angles measured clockwise from north. See BEARING (TARGET), (HIERARCHY).

BEARING (EQUIPMENT), TRUE, ORDER **B207**

A computed, repeatback, or operator's signal used to bring the value of BEARING (EQUIPMENT), TRUE, (CORRECTED, STABILIZED or UNCORRECTED) into correlation with itself. See BEARING (EQU1PMENT), (HIERARCHY).

BEARING (TARGET), TRUE, STABILIZED **B108**

The angle between the north-south vertical plane, and the vertical plane through the line of sight, corrected for ship motion factors, such as roll, pitch or yaw. Positive angles measured clockwise from North. See BEARING (TARGET), (HIERARCHY).

BEARING (EQUIPMENT), TRUE, STABILIZED **B208**

The angle between the north-south vertical plane and the vertical plane through the equipment's pointing line, measured in the horizontal plane when the pointing line is stabilized to compensate for roll, pitch, or yaw. See BEARING (EQUIPMENT), (HIERARCHY).

BEARING (EQUIPMENT), TRUE, UNCORRECTED

(NOTE: Commonly called TRAIN). The angle between the north-south vertical plane and the normal plane through the equipment's pointing line, measured in the deck plane. Positive angles measured clockwise from north. See BEARING (EQUIPMENT), (HIERARCHY).

BLANKING

See Part II.

BLIND ZONE, LAUNCHER (+), NARROW **K21O**

The signal indicating that the launcher is in a narrow blind zone, where the firing mechanism is inactivated to prevent firing into a physical interference, such as super-structure, rigging, etc.

BLIND ZONE, LAUNCHER (+), WIDE **K211**

The signal indicating that the launcher is in a wide blind zone, where the firing mechanism is inactivated to prevent firing into a physical interference, such as superstructure, rigging, etc.

BLIND ZONE, RADAR (+), NARROW **G212**

The signal indicating that the RADAR is pointing into a narrow zone of interference, such as superstructure, rigging, etc., and that the RADAR emission is suppressed to prevent injury to personnel, equipment, etc.

BLIND ZONE, RADAR (+), WIDE **G213**

The signal indicating that the RADAR is pointing into a wide zone of interference, such as superstructure, etc., and that the RADAR emission is suppressed to prevent injury to personnel, equipment, etc.

BOOSTER (MISSILE), SEPARATION, INDICATION **Q808**

A signal indicating the booster has separated from the missile in fliqht.

BOOSTER SPLASH, COMPUTED, BEARING (TRUE) **B109**

The bearing in degrees measured clockwise from north in the horizontal plane from the missile firing point to the point where the booster enters the water, as computed by the weapons control system.

BOOSTER SPLASH, COMPUTED, E-W **R110**

The E-W component of the distance in yards from the missile firing point to the Feint where the booster enters the water, as computed by the weapons control system.

BOOSTER SPLASH, COMPUTED, N-S **R111**

The N-S component of the distance in yards from the missile firing point to the point where the booster enters the water, as computed by the weapons control system.

BOOSTER SPLASH, COMPUTED, RANGE **R112**

The distance in yards from the missile firing point to the point where the booster enters the water, as computed by the weapons control system.

BREAK, TRACK (+) **X501**

A signal to open the tracking circuit allowing the director to be placed in Air Ready.

BUSY, OWN-CONTROL

See Part II.

C

See Part II.

CAPTURE, MISSILE (+), ACQUISITION **Q809**

The indication that the particular missile has reached the capture point and is responding correctly to guidance commands.

CASUALTY

See Part II.

CAUTION

Use WARNING - See Part II.

CLOCK TIME **T830**

A signal indicating the time shown on the official ships clock set to the time zone currently in use.

CLOSED DOOR

Use DOOR, CONDITION.

COAST, RADAR (+), ALERT **G602**

A signal to indicate that the target video has been lost and the tracking channel is coasting on the target' s last known rate.

I

COAST, RADAR (+), ORDER **G502**

A signal to the RADAR to disregard target tracking ethos and to move its beam in accordance with the current computed tracking data to avoid locking onto a wrong target which is about to enter its acquisition area.

CODE (+) (GUIDANCE), ORDER, MISSILE (+) **C400**

A signal to the particular missile directing it to set up a prescribed code. See CODE (+) (GUIDANCE), (HIERARCHY).

CODE (+) (GUIDANCE), ORDER, MUDS (+) **C214**

A signal to the particular MWDS directing it to set up a prescribed code. See CODE (+) (GUIDANCE), (HIERARCHY).

CODE (+) (GUIDANCE), STATUS, MISSILE (+) **C401**

A signal indicating the current code status of the particular missile. See CODE (+) (GUIDANCE), (HIERARCHY).

CODE (+) (GUIDANCE), STATUS, MUDS (+) **C215**

A signal indicating the current code status of the particular HUDS. See CODE (+) (GUIDANCE), (HIERARCHY).

CODED TIME, MISSILE (+), DC PULSED **T402**

A DC pulsed electrical timing signal to establish the reference time base of the director, the guidance RADAR, and the BT type missile.

CODED TIME, MISSILE (+), PM **T403**

A frequency modulated electrical timing signal to establish the reference time base of the director, the guidance RADAR, and the HT type missile.

CODED TIME, MISSILE (+), RELAY SIGNAL **T404**

A signal from the relay in the HT type missile indicating that the CODED TIME, MISSILE (+) has been received and that the system is in proper synchronization prior to launching.

COMPENSATION

See Part II.

COMPUTED

See Part II.

CONTINUOUS-WAVE ILLUMINATION

Use functional terms such as RADAR (+), ORDER, CWI; RADAR (+), STATUS, CWI, etc. to indicate the operation of the illumination radar when illuminating a tracked target to provide easier missile homing.

COOLANT (STATUS), FLOW **X603**

An indication of the rate of flow of the coolant.

COOLANT (STATUS), LEVEL **X604**

An indication of the level of the coolant.

COOLANT (STATUS), PRESSURE **X605**

An indication of the pressure of the coolant.

COOLANT STATUS, RESISTIVITY **X606**

An indication of the resistivity of the coolant.

COOLANT (STATUS), TEMPERATURE **X607**

An indication of the temperature of the coolant.

CORRECTED

See Part II.

COURSE

See Part II.

CROSS LEVEL **Y811**

The angle between the vertical plane through the line of sight, and the normal plane through the intersection of the vertical plane through the line of sight and the horizontal plane, measured about the axis which is the intersection of the vertical plane through the line of sight and the horizontal plane. Positive direction is clockwise when viewed along axis inward from target. (NOTE: Although still used in some older systems, in current practice this quantity is computed from stable vertical and roll and pitch signals). See ATTITUDE, (HIERARCHY).

CURSOR, EQUIPMENT (+), DISPLAY **X000**

A movable marker, under the operator-s control, used to designate bearing, elevation, or range on a display scope.

D

DAMPED

Use SMOOTHED - See Part II.

DDSOT **X812**

The signal initiating the Digital Daily System Operability Test; also the rebound (feedback) signal indicating system operability. For other test orders and test results, use TEST (see Part II).

DEAD TIME **T405**

Time between setting the fuze and firing the shell (for shells) or the time for which computational quantities must be modified when launching is delayed (for missiles).

DECOY, ECM, ALERT **JOO1**

The signal to the particular ECH equipment to place itself in readiness to use a designated decoy technique.

DECOY, ECM, OEDBR **J002**

The signal to the particular ECU equipment ordering it to start operations using the designated decoy technique.

DENSITY, AIR **Y813**

The signal indicating the average density of the air mass along the predicted flight path.

DEPRESSION

Use negative ELEVATION.

DEPTH

Use negative ALTITUDE.

DEPTH CHARGE (+), APPROVED **U608**

The particular depth charge, which has been indicated as available, is approved for a certain mission use, and has been through all required preliminary adjustments.

DEPTH CHARGE (+), AVAILABLB **U609**

The indication of the inventory status of the depth charges which are available for use.

DEPTH CHARGE (+), FIRE, PERMISSION **U503**

The signal giving permission to fire the particular depth charge at the appropriate time.

DEPTH CHARGE (+), READY, (TO) FIRE **U610**

The indication that the Particular depth charge is in all respects ready to fire.

DEPTH CHARGE (+), SELECTED **U504**

The particular depth charge has been selected for possible use.

DESIGNATE, (HEIBRARCY)

DESIGNATE
. EQUIPMENT (+)
. PCS (+)
. WEAPON (+)
. . (TO) EQUIPMENT (+)
. . (TO) FCS (+)
. . (TO) WEAPON (+)
. . . AUTOMATIC
. . . IDD
. . . LOCAL
. . . MANUAL
. . . ORDER
. . . REQUEST

DESIGNATE, EQUIPMENT (+), (TO) PCS (+) **0216**

A signal assigning the particular designated equipment to the particular designated firecontrol system. See DESIGNATE, (HIERARCHY).

DESIGNATE, EQUIPMENT (+), (TO) WEAPON (+) **0406**

A signal assigning the particular designated equipment to the particular designated weapon. See DESIGNATE, (HIERARCHY).

DESIGNATE, FCS (+), (TO) EQUIPMENT (+) **0217**

A signal assigning the particular designated firecontrol system to the particular designated equipment. See DESIGNATE, (HIERARCHY).

DESIGNATE, PCS (+), (10) PCS (+) **0218**

A signal assigning the particular designated firecontrol system to the particular designated firecontrol system. See DESIGNATE, (HIERARCHY).

DESIGNATE, PCS (+), (TO) WEAPON (+) **0407**

A signal assigning the particular designated firecontrol system to the particular designated weapon. See DESIGNATE, (HIERARCHY).

DESIGNATE, WEAPON (+), (TO) EQUIPMENT (+) **0408**

A signal assigning the particular designated weapon to the Particular designated equipment. See DESIGNATE, (HIERARCHY).

DESIGNATE, WEAPON (+), (TO) FCS (+) **0409**

A signal assigning the particular designated weapon to the particular firecontrol system. See DESIGNATE, (HIERARCHY).

DESIGNATED

See Part II.

DESTRUCTION (MISSILE), ORDER **Q505**

The signal from the missile weapon control system to the guidance RADAR to order the missile to destroy itself (i.e.) abort the mission.

DETONATE, WEAPON (+) ORDER **Q113**

The signal to explode the particular weapon on or near the designated enemy target.

DIFFERENCE

Use ERROR - See Part II.

DIRECTOR (+)

See Part XI.

DISTANCE

See Part II.

DOOR, CONDITION **Y814**

The indication of "open" or "closed" condition of doors to weapon enclosures, handling rooms, etc. May be related to Firing Disable Devices.

DOPPLER FREQUENCY **R304**

The difference between the frequency of a radiated signal and its returned echo, indicating the relative radial motion between own ship and target.

DRIFT

See Part II.

DROP, TRACK (+) **X114**

The order to discontinue tracking the particular target, usually to a display tracking console or a target tracking equipment.

DWEL.L TIME, SONAR (+) **T701**

The signal controlling the delay time between successive transmissions of the particular sonar equipment, based on the present target range.

E

ECM (+)

See Part II.

ELEVATION (EQUIPMENT), (HIERARCHY)

ELEVATION (EQUIPMENT)
. ACTUAL
. STABILIZED
. . COMPUTED
. . CORRECTED
. . ERROR
. . ORDER
. . UNCORRECTED
. . . ECM (+)
. . . DIRECTOR
. . . LAUNCHER (+)
. . . MOUNT (+)
. . . OPTICAL (+)
. . . RADAR
. . . SONAR (+)
. . . RESET

ELEVATION (TARGET), (HIERARCHY)

ELEVATION (TARGET)
. APPARENT
. LOS
. . COMPUTED
. . CORRECTED
. . UNCORRECTED
. . . DESIGNATED
. . . ERROR
. . . RELIABLE
. . . SELECTED
. . . UNRELIABLE

ELEVATION (EQUIPMENT), ACTUAL, CORRECTED **B219**

The angle between the horizontal plane and the equipment's pointing line, measured in the vertical plane through the pointing line and corrected for various conditions which contribute to error. Positive angles measured upward from the horizontal plane. See ELEVATION (EQUIPMENT), (HIERARCHY).

ELEVATION (EQUIPMENT), ACTUAL, ERROR **E220**

The signal indicating the error in the transmitted ELEVATION (EQUIPMENT), ACTUAL (COMPUTED, CORRECTED or UNCORRECTED). See ELEVATION (EQUIPMENT), (HIERARCHY).

ELEVATION (EQUIPMENT), ACTUAL, ORDER **E221**

The computed, repeatback, or operator's signal used to bring the value of ELEVATION (EQUIPMENT), ACTUAL (COMPUTED, CORRECTED or UNCORRECTED) into correlation with itself. See ELEVATION (EQUIPMENT), (HIERARCHY).

ELEVATION (EQUIPMENT), ACTUAL, UNCORRECTED **E222**

The angle between the deck plane and the equipment's Feinting line, measured in the normal plane through the pointing line. Positive angles measured upward from the deck plane. See ELEVATION (EQUIPMENT), (HIERARCHY).

ELEVATION (TARGET), APPARENT, UNCORRECTED

The angle between the horizontal plane and the *line* of sight to a submerged target position, measured in the vertical plane through line of sight and corrected for various factors such as stabilization, sound transmission path anomalies, etc. NOTE: often called depression angle. Negative angles measured downward from deck plane. See ELEVATION (TARGET), (HIERARCHY).

ELEVATION (TARGET), APPARENT, UNCORRECTED **El16**

The angle between the deck plane and the line of sight to a submerged target position, measured in the normal plane through the line of sight as detected by sonar. NOTE: often called depression angle. Negative angles measured downward from deck plane. See ELEVATION (TARGET), (HIERARCHY).

ELEVATION COSRO, REFERENCE **E223**

The computed elevation reference signal to position the conical scan beam of the guidance RADAR when operating in the receive only mode.

ELEVATED (TARGET), LOS, COMPUTED **E117**

The angle between the horizontal plane and the line of sight, measured in the vertical plane through the line of sight and as computed by the weapons control system. See ELEVATION (TARGET), (HIERARCHY).

ELEVATION (TARGET), LOS, CORRECTED **E118**

The angle between the horizontal plane and the line of sight, measured in the vertical plane through the line of sight and as corrected for stabilization, etc. Positive angles measured upward from the horizontal plane. See ELEVATION (TARGET), (HIERARCHY).

ELEVATION (TARGET), LOS, UNCORRECTED **E119**

The angle between the deck plane and the line of sight, measured in the vertical plane through the line of sight. Positive angles measured upward from the deck plane. See ELEVATION (TARGET), (HIERARCHY).

ELEVATION RATE, (HEIRARCHY)

ELEVATION RATE
. APPARENT
. . LOS
. . VERTICAL
. . . COMPUTED
. . . CORRECTED
. . . OBSERVED
. . . . ERROR
. . . . READY
. . . . RELIABLE
. . . . UNRELIABLE

ELEVATION RATE, APPARENT, OBSERVED **E305**

The rate of change in ELEVATION (TARGET), APPARENT, OEISERVED expressed in angular measure per unit of time. See ELEVATION RATE, (HIERARCHY).

ELEVATION, LOS, COMPUTED **E306**

The rate of change in ELEVATION (TARGET), LOS, COMPUTED expressed in angular measure per unit of time. See ELEVATION RATE, (HIERARCHY).

ELEVATED RATE, LOS, CORRECTED **E307**

The rate of change in ELEVATION (TARGET), LOS, CORRECTED expressed in angular measure per unit of time. See ELEVATION RATE, (HIERARCHY).

ELEVATION RATE, LOS, OBSERVED **E308**

The rate of change in ELEVATION (TARGET), LOS, OBSERVED, expressed in angular measure per unit of time. See ELEVATION RATE, (HIERARCHY).

ELEVATION RATE, VERTICAL, COMPUTED **E309**

The vertical rate of change in target altitude or depth, expressed in linear measure (usually feet or yards) per unit of time (usually per second). Positive values are outward from earth center. NOTE: sometimes called 'climb*' or "dive". See ELEVATION RATE, (HIERARCHY).

ELEVATED (EQUIPMENT), STABILIZED, COMPUTED **E224**

The angle between the horizontal plane and the equipment's pointing line, measured in the vertical plane through the pointing line when the pointing line is stabilized to compensate for roll, pitch or yaw, and as computed by a firecontrol device. Positive angles measured upward from the horizontal plane. See ELEVATION (EQUIPMENT), (HIERARCHY).

ELEVATION (EQUIPMENT), STABILIZED, ERROR **E225**

A signal indicating the error in the transmitted ELEVATION (EQUIPMENT), STABILIZED (UNCORRECTED or COMPUTED). See ELEVATION (EQUIPMENT), (HIERARCHY).

ELEVATION (EQUIPMENT), STABILIZED, ORDER **E226**

The computed, repeatback, or operator's signal used to bring the value of ELEVATION (EQUIPMENT), STABILIZED (COMPUTED, CORRECTED or UNCORRECTED) into correlation with itself. See ELEVATION (EQUIPMENT), (HIERARCHY).

ELEVATION (EQUIPMENT), STABILIZED, UNCORRECTED **E227**

The angle between the horizontal plane and the equipment's pointing line, measured in the vertical plane through the pointing line when the pointing line is stabilized to compensate for roll, pitch or yaw. Positive angles measured upward from the horizontal plane. See ELEVATION (EQUIPMENT), (HIERARCHY).

EMERGENCY

Use ALARM - See Part II.

ENABLE

Use only in the context of a Safety and Arming (S&A) device operating to allow a fired weapon to be lethal, and as such is an automatic operation which takes place after firing. There is no other use of this term in shipboard firecontrol interlaces.

For other possible applications where equipments or systems are energized or placed in a "ready" condition, use EXCITATION or ALERT; see PART II.

EQUIPMENT (+) (SITUATION), (HEIRARCHY)

EQUIPMENT (+) (SITUATION)
. ORDER
. STATUS
. . BUSY TIME
. . CONTROL
. . GYRO
. . POWEB
. . TEST
. . . CALIBRATION
. . . OFF
. . . ON
. . . REFERENCE
. . . RESET
. . . RESPONSE

EQUIPMENT (+) (SITUATION), ORDER, BUSY-TIME **X506**

The computed signal indicating the time measured from the present during which the particular equipment, such as a director, will be occupied with a given target or targets. See EQUIPMENT (+) (SITUATION), (HIERARCHY).

EQUIPMENT (+) (SITUATION), ORDER, CONTROL **X507**

The signal to the control unit of the particular equipment, giving it a designated order. 5ee EQUIPMENT (+) (SITUATION), (HIERARCHY).

EQUIPMENT (+) (SITUATION), ORDER, GYRO **X508**

The signal to the gyro of the particular equipment, giving it a designated order. See EQUIPMENT (+) (SITUATION), (HIERARCHY).

EQUIPMENT (+) (SITUATIONS), ORDER, POWER **X509**

The signal directing that the electrical Fewer to the particular equipment be energized in a designated manner. See EQUIPMENT (+) (SITUATION), (HIERARCHY).

EQUIPMENT (+) (SITUATION), ORDER, TEST **X510**

The signal ordering that the particular equipment place itself in a configuration so that it is ready for testing. The type of test (or test procedure) may be indicated. See EQUIPMENT (+) (SITUATION), (HIERARCHY).

EQUIPMENT (+) (SITUATION), STATUS, BUSY-TIME **X611**

The signal computed by the particular equipment, such as a director, indicating the estimated time measured from the present during which the equipment will be occupied with a given target or targets. See EQUIPMENT (+) (SITUATION), (HIERARCHY).

EQUIPMENT (+) (SITUATION), STATUS, CONTROL **X612**

The signal indicating that the control unit of the particular equipment has executed, or is executing, the designated order. See EQUIPMENT (+) (SITUATION), (HIERARCHY).

EQUIPMENT (+) (SITUATION), STATUS, GYRO **X613**

The signal indicating that the gyro of the particular equipment has executed, or is executing, the designated order. See EQUIPMENT (+) (SITUATION), (HIERARCHY).

EQUIPMENT (+) (SITUATION), STATUS, POWER **X614**

The signal indicating that the electrical power to the particular equipment has been energized in the designated manner. See EQUIPMENT (+) (SITUATION), (HIERARCHY).

EQUIPMENT (+) (SITUATION), STATUS. TEST **X615**

The signal indicating that the particular equipment is now in a test configuration. The type of test (or test procedure) may be indicated. See EQUIPMENT (+) (SITUATION), (HIERARCHY).

See Part II.

ESTIMATED

See Part II.

EXCESSIVB

See Part II.

EXCITATION

See Part II.

F

The order to fire the designated weapon. This is a broad term. For the proper definitive term, see entries under the particular weapon involved.

FIRING CUTOUT **K815**

A signal indicating that the firing mechanism has been inactivated.

FIRINIG CUTOUT, LIMITS, MOUNT (+) **K816**

The signal carzying information regarding the position of the particular mount or launcher relative to its firing cutout limits.

FUZE (+), ORDER, ARM **Q513**

The order to arm the particular fuze.

FUZE (+), ORDER, SET

The order to set the particular fuze for the designated elapsed time.

GATE

See Part II.

GENERATED

Use COMPUTED - See Part II.

GO

Use READY - See Part II.

GUIDANCE (MISSILE)

Use functional terms such as BEARING, ELEVATION, RATE, etc. for guidance which is concerned with the positioning of the guidance RADAR beam or control of the launcher prior to and at launching.

See MOUNT (GUN).

GUN TRAIN-ORDER, RELATIVE **K511**

The angle between the vertical plane through own ship centerline, and the normal plane through the line of tire, measured in the deck plane. Positive angles measured clockwise from own ship centerline.

GUN TRAIN-ORDER, TRUE **K512**

The angle between the north-south vertical plane, and the normal plane through the line of fire, measured in the deck plane. Positive angles measured clockwise from north.

GYRO (+), CAGE, ORDER **X514**

The signal directing that the particular gyro be caged.

GYRO (+), CAGED, INDICATION **X616**

The signal indicating that the particular gyro is caged.

GYRO (+), UNCAGE, ORDER **X515**

The signal directing that the particular gyro be uncaged.

GYRO (+), UNCAGED, INDICATION **X617**

The signal indicating that the particular gyro is uncaged.

H

HEADING

See Part II.

HEDGEHOG

Use DEPTH CHARGE.

HEIGHT

Use ALTITUDE - See Part II.

HOLD

See Part II.

HOMING (MISSILE (+)), ACTIVE, ORDER **Q516**

The signal to the missile on the launching rail or in flight to place the missile in the active homing configuration.

HOMING (MISSILE (+)), PASSIVE, ORDER **Q517**

The signal to the missile on the lauuching rail or in flight to place the missile in the passive homing configuration.

HOMIMG, SEMI-ACTIVE

Use functional terms such as MISSILE (+), HOhING, PASSIVE to indicate the operdtion of the missile homing on a target with the did ot an illumination RADAR.

HOOK-AND-MARK **X120**

The logic signal to the computeL directing it to assign a track number to the target identified by the ball tab.

IDD (INTER-DIRECTOR DESIGNATION)

See Part II.

IDENTITY

See Part II.

IFF (SIGNAL), RF, EQUIPMENT (+) **I003**

The radio frequency signal from the particular IFF interrogator to the antenna, or the radio frequency signal from the antenna to the particular IFF responsor.

IFF (SIGNAL), SIF, EQUIPMENT (+) **I004**

The radio frequency signal from the particular IFF interrogator to the antenna, or the radio frequency signal from the antenna to the particular IFF responsor, and which contains coded information in connection with the selective identification feature (SIF).

IFF (SIGNAL), TEST, EQUIPMENT (+) **I005**

The test signal used to determine the condition of the Particular IFF equipment with regard to its designed operating characteristics.

IFF (SIGNAL), TRIGGER, EQUIPMENT (+) **I006**

The signal to the particular IFF interrogator to initiate the transmission of IFF interrogation pulses.

IFF (SIGNAL), VIDEO, EQUIPMENT (+) **I007**

The video frequency signal from the particular responsor to the IFF display.

IG (&) RGPO

Use terms from JAMMING, ECH.
(This is the signal generated by the NTDS to order the ECM equipment into a combined Inverse Gain and Range Gate Pull Off ECM mode.)

ILLUMINATION

Use functional terms for AMMUNITION or MOUNT (GUN) for star shell operations, or HOMING, SEMIACTIVE for guidance functions (HT missiles).

INCREMENT

See Part II.

INDICATIONS (+)

See Part II.

INFRARED

See Part II.

INOPBERTIVE

Use CASUALTY - See Part II.

INTELLIGENCE (HIERARCHY)

INTELLIGENCE
. ECH
. IC
.NTDS
.RADAR
.RADIO
.SONAR

..AUDIO
..BARRAGE (JAMMING)
..BOTTOM (BOUNCE)
..COHERENT
..CW
..DIGITAL
. . ALARH
. . .ALERT
. . .AUTOMATIC
. . .AVAILABLE
. . .EMERGENCY

.. DIRECTIONFINDER
..FACSIMILE
..FREQUENCY (STD)
..INDICATING
. . MTI
..NOISE
. . .INOPLRATIVE
. .. LOCAL
. . .MANUAL
. . . NOT AVAILABLE
. . .REMOTE

..PULSE
..RETURN
..SPOT
..TELEMETRY
..TELETYPE
..VIDEO

INTELLIGENCE, ECM, BARRAGE (JAMMING) JO08

An electronic countermeasures signal ox a barrage jamming type generated by an external (i.e. enemy) source.

INTELLIGENCE, ECM, COHERENT JO09

An electronic countermeasures signal of a coherent type generated by an externa (i.e. enemy) source.

INTELLIGENCE ECM, CWI (CONTINUOUS WAVE ILLUMINATION) **J010**

An electronic countermeasures signal of a CWI type gen- crated by an external (i.e. enemy) source.

I N T E L L I G E N C E , JO1l

An electronic countermeasures signal of a noise type gen erated by an external (i.e. enemy) source.

INTELLIGENCE, ECM, PULSE J012

An electronic countermeasures signal of a pulse type generated by an external (i.e. enemy) source.

INTELLIGENCE, ECM, SPOT (JAMMING) **J013**

An electronic countermeasures signal of a spot jamming type generated by an external (i.e. enemy) source.

INTELLIGENCE, ECM, VIDEO **J014**

An electronic countermeasures signal of a video type generated by an external (i.e. enemy) source.

INTELLIGENCE, IC, AUDIO 1818

An interior communications signal containing within its parameters voice intelligence.

INTELLIGENCE, IC, INDICATING **1817**

An interior communications signal containing within its parameters intelligence which indicates a condition or contains an order.

INTELLIGENCE, NTDS, DIGITAL **I819**

A signal within the NTDS system containing within its parameters digital intelligence.

INTELLIGENCE, RADAR, **MTI** 6121

A radar signal containing within its parameters moving target indication intelligence.

INTELLIGENCE, RADAR, **RETURN** **G122**

A RADAR signal containing within its parameters intelligence from a target generated by the return echo signal.

INTELLIGENCE, RADAR, VIDEO **G015**

A radar signal containing within its parameters video intelligence.

INTELLIGENCE, RADIO, AUDIO 1023

A radio communications signal containing within its parameters voice intelligence.

INTELLIGENCE, RADIO, CW **I016**

A radio communications signal containing within its parameters CM intelligence.

INTELLIGENCE, RADIO, DIRECTIONFINDER **I017**

A radio communications signal containing uithln its parameters directionfinder intelligence.

INTELLIGENCE, RADIO, FACSIMILE **I018**

A radio communications signal containing within its parameters facsimile intelligence.

INTELLIGENCE, RADIO, FREQUENCY (STANDARD) **I019**

The signal transmitting the stanadard radio frequency used for synchronization purposes. It may be further identified as to the specific frequency (i.e. one hundred kilohertz, one megahertz, five megahertz, etc.).

INTELLIGENCE, RADIO, TELEMETRY **I020**

A radio communications signal containing within its parameters telemetry intelligence.

INTELLIEGENCE, RADIO, TELETYPE **I021**

A radio communications signal containlng within its parameters teletype intelligence.

INTELLIEGENCE, RADIO, VIDEO **I022**

A radio communications signal containing within its parameters video intelligence.

INTELLIGENCE, SONAR, AUDIO **H027**

A SONAR signal containing within its parameters video intelligence.

INTELLIEGENCE, SONAR, BOTTOM (BOUNCE) **H024**

A SONAR signal containing within its parameters voice ingence that the signal has travelled via the bottom bounce route.

INTELLIGENCE, SONAR, CW **H025**

A SONAR signal containing within its parameters intelli-telligence.

INTELLIGENCE, SONAR, RETURN **H028**

A SONAR signal containing within its parameters intelligence from a target generated by the return echo signal.

INTELLIGENCE, SONAR, VIDEO **H026**

A SONAR signal containing uithin its parameters cm in-telligence.

See Part II.

INVALID

Use Terms from JAMMING, ECM (+).

J

JAMMING, ECM (+), ALERT **J228**

The signal to the ECM equipment to place itself in readi-ness to conduct electronic countermeasures. The type of jamming may be indicated if required.

JAMMING, ECM (+), INHIBIT **J229**

The signal is an order cease jamming operations as long as the inhibit signal is present.

JAMMING, ECM (+), READY **J230**

The signal that the ECM equipment, which has been placed in an alert condition, is in all respects ready to start jamming operations of the designated type.

JAMMING, ECM (+), REQUEST **J820**

The signal is a request for the authorization to use electronic countermeasures. The nature of the requested radiation may be indicated.

JAMMING, ECM (+), START **J231**

The signal is an order to commence jamming operations by the designated equipment.

JAMMING, ECM (+), STOP **J232**

The signal is an order to cease jamming operations by the designated equipment.

JAMMING, ECM, WARNING **J233**

The signal is an indication that electronic jamming is about to begin and the possibility exists that there will be interference with other electronic operations.

JAMMING, HIGH-BAND, CLEAR **J821**

The logic signal trom NTDS to the FCS radar console indicating that a jammer is not operating effectively in the upper portion of the C Band.

JAMMING, LOW-BAND, CLEAR **J822**

The logic signal from NTDS to the FCS radar console indicating that a jammer is not operating effectively in the lower portion of the C Band.

JAMMING, RADAR (+), ALERT **G823**

The signal to indicate that the beam of the particular RADAR as currently programmed will move into a region where it will receive external passive jamming, as from chaff, window, etc.

L

L TRAJECTORY, ORDER **Q518**

The order to the TALOS missile system to use the long range surface target mode.

L TRAJECTORY, STATUS **Q618**

The indication thdt the TALOS missile system is in the long range surface target mode.

LATITUDE

See Part II.

LAUNCHER (+)

See Part II.

LAUNCHER (+) (MISSILE), ORDER, STOW **K519**

The signal ordering that the particular missile launcher be placed in the stowed position.

LAUNCHER (+) (MISSILE), STATUS, STOW **K619**

The signal indicating that the particular missile launcher is in the stowed position.

LAUNCHER TRAIN-ORDER, RELATIVE **B234**

The angle between the vertical plane through own ship centerline, and the normal plane through the line of fire, measured in the deck plane. Positive angles measured clockwise from own ship centerline. Use TRAIN (EQUIPMENT), RELATIVE, UNCORRECTED, LAUNCHER (+).

LAUNCHER TRAIN-ORDER, TRUE **B235**

The angle between the vertical plane through own ship centerline, and the normal plane through the line of fire, measured in the deck plane. Positive angles measured clockwise from north. Use TRAIN (EQUIPMENT), TRUE, UNCORRECTED, LAUNCHER (+).

LEVEL **Y824**

The angle between the horizontal plane and the deck plane, measured in the vertical plane through the line of sight. Positive angles measured downward from the horizontal plane on the target side of own ship. (NOTE: Although still used in some older systems, in current practice this quantity is computed from stable vertical and 1011 and pitch signals). See ATTITUDE, (HIERARCHY).

LOAD ORDER, MISSILE (+), CONTINUOUS

The signal to the missile control area to load the particular missiles continuously.

LOAD ORDER, MISSILE (+), NONE **Q521**

The signal to the missile control area to place the palticuldr missile on the rail.

LOAD ORDER, MISSILE (+), ONE **Q522**

The signal to the missile control area to load one particular missile on the rail.

LOAD ORDER, MISSILE (+), SELECT **Q523**

The signal to the missile control area to be prepared to execute a load order for the particular missile.

LOCAL

See Part II.

LOCKED-ON

See Part II.

LONGTITUDE

See Part II.

LOW ANGLE

LOW (MODE)

See Part II.

MANUAL

See Part II.

MARK

See Part II.

MASTER SYNCHRONIZE, ORDER, BLANKING PULSE **T236**

The signal carrying the blanking gate timing intelligence from the master synchronizer to the RADAR receivers under its control.

MASTER SYNCHRONIZER, ORDER, ENERGIZE **T237**

The signal to energize the master synchronizer.

MASTER SYNCHRONIZER, ORDER, REPTITION RATE **T238**

A signal to the master synchronizer establishing the desired repetition rate to be used.

MASTER SYNCHRONIZER, ORDER, TIMIMG TRIGGER **T239**

The signal carrying the timing trigger from the master synchronizer to the RADARS under its control.

MASTER SYNCHRONIZER, STATUS, (ID) CONTROL **T240**

The indication that the master synchronizer is in control of the guidance RADARS.

MASTER SYNCHRONIZER, STATUS, REPTITION RATE **T241**

The indication of the repetition rate which is being used by the master synchronizer.

See Part II.

MINESWEEPING, ORDER, SELECT **Y825**

The order to conduct minesweeping operations in the selected mode.

MINESWEEPING, STATUS, SELECT **Y826**

The indication that minesweeping operations are being conducted in the selected mode.

MISSILE (+), (IN) ASSEMBLY AREA **Q620**

The signal indicating that the particular missile is in the assembly area.

MISSILE (+), AVAILABLB **Q621**

The indication of the invento~y status of the missiles which are available for use.

MISSILE (+), BURST OBSERVED **Q622**

The signal indicating that the tracking equipment has observed the explosion of the warhead of the particular missile.

MISSILE (+), CAPTURE GUIDANCE, ON **Q623**

The indication, for a particular beamridiug missile on the rail preparatory to launch, that its guidance package is energized and functioning properly, and is ready to accept guidance data when the missile reaches capture.

MISSILE (+), CLUTTER REJECT BAND **Q524**

The signal to the particuhr missile on the launching rail to position the midpoint of the clutter reject band in the doppler frequency spectrum.

MISSILE (+), DUD, (ON) RAIL (+) **Q624**

The indication that the particular missile now on the designated rail was **a** dud (i.e. failed to fire as ordered).

MISSILE (+), ENGLISH BIAS, ORDER **Q525**

The signdl to the pdrtlCUldr missile on the launching rail to establish the English Bias control (i.e. reduce the missile course response after launch).

MISSILE (+), GRAVITY BIAS, SELECT **Q526**

The signal to the particular missile (on the right arm of the launcher) energizing the gravity bias relay.

MISSILE (+), HEAD ORDER, A **Q527**

The signal transmitting positioning data to the missile A Head while the missile is on the rail preparatory to launch.

MISSILE (+), HEAD-ORDER, B **Q528**

The signal transmitting positioning data to the missile B Head while the missile is on the rail preparatory to launch.

MISSILE (+), INCOMING/OUTGOING, SELECT **Q529**

The signal to the particular missile on the launcher rail setting the start of the doppler sueep (either above or below the point of predicted clutter).

MISSILE (+), JETTISON, (FROM) RAIL (+) **Q530**

The order to jettison the particular missile now on the designated rail.

MISSILE (+), LAUNCH **Q531**

The order to launch (fire) the particular missile.

MISSILE (+), LAUNCH, INTENT (TO) **Q534**

The signal to the particular missile on the launcher rail activating the missile auxiliary power supply system.

MISSILE (+), LAUNCED, (FROM) RAIL (+) **Q625**

The indication that the particular missile has been launched (fired) from the designated rail.

MISSILE (+), LOADED, (ON) RAIL (+) **Q626**

The indication that the particular missile is loaded on the designated rail.

MISSILE (+), (ON) RAIL (+), ALARM

The warning indication that the particular missile now on the designated rail is about to be launched (fired).

MISSILE (+), READY, (ON) RAIL (+) **Q628**

The indication that the particular missile, now on the designated rail, is in all respects ready to launch (fire).

MISSILE (+), ROLL GYRO, ORDER **Q532**

The signal to the roll gyro in the missile control head transmitting ship roll data to the gyro up to the moment of launch.

MISSILE (+), SELECTED **Q533**

The particular missile has been selected for possible use.

MISSILE (+), THRUST CUTOFF, POSITION **N702**

The indication of the computed position ot thrust cutoff of the particular missile which is ready to launch. It may be expressed in a designated frame of reference (i.e. XYZ coordinates, or bedrlng, distance, and altitude, etc.).

MISSILE (+), (IN) TRANSFER AREA **Q629**

The signal indicating that the particular missile is in the transfer area.

MISSILE (+), (IN) TRANSPER AREA, READY **Q630**

The signal indicating that the particular missile now in the transfer area is in all respects ready to be loaded on the launching rail.

MISSILE (+), LOAD, (FROM) RAIL (+) **Q535**

The order to unload tile particular q iss~le Irom the designated rail and return it to stowage.

MISSILE (+), VNR (VARIABLE NAVIGATION RATIO), ORDER **Q536**

The signal to the particular missile on the launching rail setting the missile navigation ratio as predicted by the launcher computer.

MIXED LOAD, LAUNCHER (+) **K827**

The indication that the particular missile launcher is loaded with differing types of missiles. The types of missiles may be indicated.

MODE (FCS), (HEIRARCHY)

MODE (FCS)
. ORDER
. STATUS
. . EQUIPMENT (+)
. . FCS (+)
. . WEAPON (+)

. . . ANTI-AIRCRAFT
. . . AUTOMATIC
. . . BUSY OWN CONTROL
. . . CASUALTY
. . . LOCAL
. . . LOW-E (MODE)
. . . MANUAL
. . . SIMULATED
. . . SURFACE
. . . TEST

MODE (FCS), ORDER, EQUIPMENT (4) **0242**

The signal to the particular tirecontrol equipment directing it to assume a prescribed "state-of-being". See MODE (PCS), (HIERARCHY).

MODE (FCS), ORDER, FCS (+) **0243**

The signal to the particular firecontrol system directing it to assume a prescribed "state-of-being". See MODE (FCS), (HIERARCHY).

MODE (FCS), ORDER, WEAPON (+) **0411**

The signal to the particular weapon directing it to assume prescribed "state-of-being". See MODE (PCS), (HIERARCHY).

MODE (FCS), STATUS, EQUIPMENT (+) **0244**

The signal indicating the current "istate-of-being" of the particular firecontrol equipment. See MODE (PCS), (HIERARCHY) .

MODE (FCS), STATUS, FCS (+) **0245**

The signal indicating the current "state-of-being" of the particular firecontrol system. See MODE (FCS), (HIERARCHY).

MODE (FCS), STATUS, WEAPON (+) **0412**

The signal indicating the current "state-of-being" of the particular weapon. See MODE (PCS), (HIERARCHY).

MODIFIED

Use DESIGNATED - See Part II.

MOTION

Use VEHICLE (MOTION).

MOUNT (+)

See Part II.

MOUNT (GUN) (+), ALERT **K537**

The signal to the particular q ount to place itself in a mode to receive further instructions.

MOUNT (GUM) (+), CEASE FIRE **K538**

The signal to cease firing of the particular mount.

MOUNT (GUM) (+), FIRE **K539**

The signal to commence firing of the particular mount. The mode of operation, either continuous, single shot, or otherwise, may be indicated.

MOUNT (GUM) (+), FIRED K631

The signal that the particular mount has been fired as ordered.

MOUNT (GUM) (+), LOAD **K540**

The order to load the particular mount with the designated round of ammunition.

MOUNT (GUN) (+), LOADED **K632**

The indication that the particular mount has been loaded with the designated round of ammunition.

MOUNT (GUN) (+), ORDER, STOW **K541**

The signal ordering that the Particular gun mount be placed in the stowed position.

MOUNT (GUM) (+), READY **K633**

The indication that the particular mount is in all respects ready to commence firing.

MOUNT (GUM) (+), STATUS, STOW **K634**

The signal indicating that the particular gun mount is in the stowed position.

MOUNT (GUM) (+), UNLOAD, BREECH **K542**

The signal ordering that the particular mount shall be unloaded through the breech and the round returned to the magazine.

MOUNT (GUM) (+), UNlLOAD, MUZZLE **K543**

The signal ordering that the particular mount shall be unleaded through the muzzle.

N

NO-GO

Use NOT READY - See Part II.

NOT AVAILABLE

See Part II.

NOT LOCKED-ON

See Part II.

NOT READY

See Part II.

O

OFF

Use INDICATION - See Part II.

0N

Use INDICATION - See Part II.

OPEN DOOR

Use DOOR, CONDITION.

OPTICAL (+)

See Part II.

ORDER

See Part II.

OVERTEMPERATURE ALARM SUPPLY

Use POWER (ELECTRIC).

OWNSHIP COURSE

See VEHICLE (MOTION), (HIERARCHY).

OWNSHIP SPEED

See VEHICLE (MOTION), (HIERARCHY).

P

PARALLAX

The linear displacement of the equipment from the reference point. (NOTE: This value is fixed by ship structure geometry and is useful only in the computation of corrections to TRAIN and ELEVATION ORDERS. See PARALLAX (UNIT), TRAIN, EQUIPMENT and PARALLAX (UNIT), ELEVATION, EQUIPMENT).

PARALLAX (UNIT), ELEVATION, EQUIPMENT (+) **E704**

The correction applied to equipment elevation order as computed for the reference point to obtain elevation order tor an equipment displaced a unit vertical distance (usually ten yards) from the reference point.

PARALLAX (UNIT), TRAIN, EQUIPMENT (+) **B703**

The correction applied to equipment train order as computed for the reference point to obtain train order for an equipment displaced a unit distance (usually 10C yards) from the reference point.

PASSIVE

See Part II.

PHASING ORDER, RADAR (+) **E705**

Tbe computed correction to the guidance RADAR beam instantaneous phase angle to relate it to the missile vertical. It is computed from the angle between the projection of the RADAR vertical on the boresight plane and the projection of the missile vertical on the boresight plane measured about the LSM. Positive direction is clockwise when viewed along the LOS to the missile.

POSITION, (HIERARCHY)

POSITION
. OWN SHIP
. TARGET
. . GRID ORIGIN
. . MERCATOR
. . RBFBRENCE POINT
. . . ALTITUDE
. . . APPARENT
. . . BEARING
. . . COMPUTED
. . . DISTANCE
. . . ESTIMATED
. . . LATITUDE
. . . LONGITUDE
. . . X- COORDINATE
. . . Y-COORDINATE
. . . Z-COORDINATE

POSITION, OWNSHIP, GRID ORIGIN **N828**

The geographical location of own ship with reference to an assigned grid origin. See POSITION, (HIERARCHY).

POSITION, OWNSHIP, MERCATOR **N829**

The geographical location of own ship with reference to the Mercator Projection. See POSITION, (HIERARCHY).

POSITION, OWNSHIP, REFERENCE POINT **N830**

The geographical location of own ship with reference to an established reference point. See POSITION, (HIERARCHY).

POSITION, TARGET, GRID ORIGIN **N123**

The geographical location of the target with reference to an assigned grid origin. See POSITION, (HIERARCHY).

POSITION, TARGET, MERCATOR **N124**

The geographical location of the target with reference to the Mercator Projection. See POSITION, (HIERARCHY).

POSITION, TARGET, REFERENCE POINT

The geographical location of the target with reference to an established reference point. See POSITION, (HIERARCHY).

POWER, CHANGEOVER

Use POWER (ELECTRIC).

POWER (ELECTRIC), FUNCTIONAL

Use functional terms like RANGE, BEARING, DESIGNATE, MODE, etc. for POWER situations where the power contains within its parameters the information bits to transmit, perform or display a firecontrol function.

POWER (ELECTRIC), INDICATING

Use functional terms like ALARM, OVERTEMPERATURE, etc. for POWER (ELECTRIC) situations where the power contains within its parameters the information bits to indicate a situation.

POWER (ELECTRIC), REFERENCE, AC (+) P831

Alternating current electric power which provides the basic reference to a synchro system or to other components. Parameters of voltage and frequency can be further defined for the particular interface application.

POWER (ELECTRIC), REFERENCE, DC (+) P832

Direct current electric power which provides the basic reference in a measurement system. Parameters of voltage and excursion limits can be further defined for the particular interface application.

POWER (ELECTRIC), SHIP-SERVICE, AC (+) P833

Alternating current electric power from the ship service supply lines, either main or auxiliary, which is used as a source of energy. Parameters of this AC power can be further defined for the particular interface application. At the interface these parameters are: voltage freguency, power factor, phase, regulation ripple, and ground/neutral/return.

POWER (ELECTRIC), SHIP-SERVICE, DC (+) P834

Direct current electric power from the ship service supply lines, either main or auxiliary, which is used as a source of energy. Parameters of this DC power can be further defined for the particular interface duplication. At the interface these parameters are: voltage, regulation, ripple, connection (positive or negative ground), and ground/neutral/return.

PULSE

See Part II.

PULSE, CLOCK, RADAR (+) **T246**

The pulse signal for digital data timing reference to synchronize the digital circuitry with the particular RADAR.

R

RADAR (+)

See Part II.

RADAR (+), ORDER, BEAM (SHAPE) **G545**

The order to the particular RADAR to operate with a designated beam shape.

RADAR (+), ORDER, BEAM (SPREAD) **G546**

The order to the particular RADAR to operate with a designated beam spread.

RADAR (+), ORDBR, BEAM (PROGRAM) **G544**

The order to the particular RADAR to operate with a designated beam program.

RADAR (+), ORDER, CONTACT **G547**

The order to the particular RADAR to attempt to acquire the designated (or suspected) target.

RADAR (+), ORDER, CWI **G548**

The order to the particular RADAR to operate in the CWI mode.

RADAR (+), ORDER, SEARCH **G549**

The order to the particular RADAR to conduct search operations in the designated manner.

RADAR (+), ORDER, TRACE (AIDED) **G553**

The order to the particular RADAR to track the designated target with the aid of the weapons control system computer.

RADAR (+), ORDER, TRACK (MISSILE) G551

The older to the particular RADAR to trdck the designated (or bogey) missile target.

RADAR (+), ORDER, TRACK (SURFACE) G552

The older to the particular RADAR to track the designated (or bogey) surface target.

RADAR (+), ORDER, TRACK (AIRCRAFT) G550

The order to the particular RADAR to track the designated (or bogey) aircralt target.

RADAR (+), STATUS, BEAM (SHAPE) G636

The indication that the particular RADAR is operating with the designated beam shape.

RADAR (+), STATUS, BEAM (SPREAD) G637

The indication that the particular RADAR is operating with the designated beam spread.

RADAR (+), STATUS, BEAM (PROGRAM) G635

The indication that the particular RADAR is operating with the designated beam program.

RADAR (+), STATUS, CONTACT G638

The indication that the particular RADAR has acquired the designated (or suspected) target.

RADAR (+), STATUS, CWI G639

The indication that the particular RADAR is operating in the CWI mode.

RADAR (+), STATUS, SEARCH G640

The indication that the particular RADAR is conducting search operations in the designated manner.

RADAR (+), STATUS, TRACK (AIDBD) G644

The indication that the particular RADAR is tracking the designated target with the aid of the weapons control system computer.

RADAR (+), STATUS, TRACK (MISSILE) **G642**

The indication that the particular RADAR is tracking the designated (or bogey) missile target.

RADAR (+), STATUS, TRACK (SUB-FACE) **G643**

The indication that the particular RADAR is tracking the designated (or bogey) surface target.

RADAR (+), STATUS, TRACK (AIRCRAFT) **G641**

The indication that the particular RADAR is tracking the designated (or bogey) aircraft target.

RADIO (+), ORDER, CHANNEL (+) **F554**

The order to the particular radio equipment to operate on the designated channel.

RADIO (+), ORDER, FREQUENCY **F555**

The order to the particular radio equipment to operate on the designated frequency.

RADIO (+), ORDER, POPULATION (+) **F556**

The order to the particular radio equipment to operate with the designated type of modulation. The type of modulation, such as CU, voice, FSK, TTY, etc. may be indicated.

RADIO (+), STATUS, CHANNEL (+) **F645**

The indication that the particular radio equipment is operating on the designated channel.

RADIO (+), STATUS, FREQUENCY **F646**

The indication that the particular radio equipment is operating on the designated frequency.

RADIO (+), STATUS, MODULATIONS (+) **F647**

The indication that the particular radio equipment is operating with the designated type of modulation. The type of modulation, such as CU, voice, FSK, TTY, etc. may be indicated.

RAIL (+) (MISSILE), ORDER, EXTEND **K557**

The signal ordering that the designated missile rail be extended.

RAIL (+) (MISSILE), ORDER, LOAD **K558**

The signal ordering the loading of the selected missile on the designated missile rail.

RAIL (+) (MISSILE), ORDER, RETRACT **K559**

The signal ordering that the designated missile rail be retIacted.

RAIL (+) (MISSILE), ORDER, SELECT **K560**

The signal ordering the selection of the designated missile rail.

RAIL (+) (MISSILE), READY, (TO) LOAD **K648**

The signal indicating that the designated missile rail is in all respects ready to be loaded with the selected missile.

RAIL (+) (MISSILE), READY, PORT **K649**

The signal indicating that the designated missile rail is in all respects ready for use to port.

RAIL (+) (MISSILB), READY, STARBOARD **K650**

The signal indicating that the designated missile rail is in all respects ready tor use to starboard.

RAIL (+) (MISSILE), STATUS, CLEAR **K651**

The signal indicating that the missile has left the designated rail.

RAIL (+) (l!lISSILB), STATOS, EMPTY **K652**

The signal indicating that the designated missile rail is empty (there is no missile presently loaded on the designated missile rail).

BAIL (+) (MISSILE), STATUS, EXTENDED

The signal indicating that the designated missile rail is extended.

RAIL (+) (MISSILE), STATUS, LOADED **K654**

The signal indicating that the selected missile has been loaded onto the designated missile rail.

RAIL (+) (MISSILE), STATUS, RETRACTED **K655**

The signal indicating that the designated missile rail is retracted.

RAIL (+) (MISSILE), STATUS, SAFE **K656**

The signal indicating that the designated missile rail (and its loaded missile, if any) is in a safe condition.

RAIL (+) (MISSILE), STATUS, SELECT **K657**

The signal indicating that the designated missile rail has been selected for possible use.

RANGE {TARGET), (HIERARCHY)

RANGE (TARGET)
. APPARENT
. EAST-WEST (E-U)
. HORIZONTAL
. LIME-OF-SIGHT (LOS)
. NORTH-SOUTH (N-S)
. . COMPUTED
. . CORRECTED
. . OBSERVED

. . . ASSISTANCE . . . MARK . . . SELECTED
. . . CALIBRATION . . . OPTICAL (+) . . . SONAR (+)
. . . COMPENSATION . . . ORDER . . . TEST
. . . ERROR . . . RADAR (+) : : . TRIGGER
. . . GATE . . . REFERENCE . . . UNRELIABLE
. . . HOLD . . . RELIABLE

RANGE (TARGET), APPARENT, OBSERVED **R126**

The distance, expressed in yards (or nautical miles), from own ship to an underwater target, as indicated by sonar. See RANGE (TARGET), (HIERARCHY).

RANGE (TARGET), E-W, COMPUTED **R127**

The component of horizontal range in the E-U vertical plane, as generated by a solving device such as a firecontrol computer. See RANGE (TARGET), (HIERARCHY).

RANGE (TARGET), E-W, CORRECTED **R128**

The component of horizontal range in the E-M vertical plane as generated by a solving device such as a firecontrol comFuter, and corrected for various conditions which contribute to error. See RANGE (TARGET), (HIERARCHY).

RANGE (TARGET), HORIZONTAL, COMPUTED **R129**

The projection of RANGE (TARGET), LOS, in the horizontal plane by a vertical plane through the LOS, as generated by a computer, navigational device, or other means not relying on direct observations. See RANGE (TARGET), (HIEHARCHY).

RANGE (TARGET), HORIZONTAL, CORRECTED **R130**

The projection of RANGE (TARGET), LOS, in the horizontal Elane by a vertical plane through the LOS, as generated by a computer, navigational device, or other means not relying on direct observations and corrected for various conditions which contribute to errors. See RANGE (TARGET), (HIERARCHY).

RANGE (TARGET), LOS, COMPUTED **R131**

The distance, expressed in yards (or nautical miles) from own ship to target, as generated by a computer, navigational device, or other means not relying on direct observations. See RANGE (TARGET), (HIERARCHY).

RANGE (TARGET), LOS, CORRECTED **R132**

The distance, expressed in yards (or nautical miles) from own ship to target, corrected for various conditions which contribute to error. See RANGE (TARGET), (HIERARCHY).

RANGE (TARGET), LOS, OBSERVED **R133**

The distance, expressed in yards (or nautical miles) from own ship to target, measured along the line-of-sight. See RANGE (TARGET), (HIERARCHY).

RANGE (TARGET), M-S, COMPUTED **R134**

The component of horizontal range in the N-S vertical plane as generated by a solving device such as a firecontrol computer. See RANGE (TARGET), (HIERARCHY).

RANGE (TARGET), N-S, CORRECTED **R135**

The component of horizontal range in the N-S vertical plane as generated by a solving device such as a firecontrol computer, and corrected for various conditions which contribute to error. See RANGE (TARGET), (HIERARCHY).

RANGE RATE, (HEIRARCHY)

RANGE RATE
.APPARENT
. E-W
.HORIZONTAL
. LOS
. N-S
. . COMPUTED
. . CORRECTED
. . OBSERVED
. . . COMPENSATION
. . . ERROR
. . . HOLD
. . . MARK
. . . READY
. . . RELIABLE
. . . SELBCTED
. . . UNRELIABLE

RANGE RATE, APPARENT, OBSERVED **R31O**

The rate of change in RANGE (TARGET), APPARENT, OBSERVED expressed in linear movement per second or in knots. See RANGE RATE, (HIERARCHY).

RANGE RATE, B-D, COMPUTED **R311**

The rate of change in RANGE (TARGET), E-W, COMPUTED expressed in linear movement per second or in knots. See RANGE RATE, (HIERARCHY).

RANGE RATE, E-W, CORRECTED **B312**

The rate of change in RANGE (TARGET), E-W, CORRECTED expressed in linear movement per second or in knots. See RANGE RATE, (HIERARCHY).

RANGE RATE, HORIZONTAL, COMPUTED **R313**

The rate of change in RANGE (TARGET), HORIZONTAL, COHPUTED expressed in linear movement **per second or in** knots. See RANGE RATE, (HIERARCHY).

RANGE RATE, HORIZONTAL, CORRECTED **R314**

The rate of change in RANGE (TARGET), HORIZONTAL, CORRECTED expressed in linear movement per second or in knots. See RANGE RATE, (HIERARCHY).

RANGE RATE, LOS, COMPUTED **R315**

The rate of change in RANGE (TARGET), LOS, COMPUTED expressed in linear movement per second or in knots. See RANGE RATE, (HIERARCHY).

RANGE RATE, LOS, CORRECTED **R316**

The rate of change in RANGE (TARGET), LOS, CORRECTED expressed in linear movement per second or in knots. See RANGE RATE, (HIERARCHY).

RANGE RATB, LOS, OBSBERVED **R317**

The rate of change in RANGE (TARGET), LOS, OBSERVED expressed in linear movement per second or in knots. See RANGE RATE, (HIERARCHY).

RANGE RATE, N-S, COMPUTED **R318**

The rate of change in RANGE (TARGET), N-S, COMPUTED expressed in linear movement per second or in knots. See RANGE RATE, (HIERARCHY).

RANGE RATE, N-S, CORRECTED **R319**

The rate of change in RANGE (TARGET), N-S, CORRECTED expressed in linear movement per second or in knots. See RANGE RATE, (HIERARCHY).

READY

See Part II.

REBOUND

Use DDSOT. See also TEST in Part II.

REFERENCE

See Part II.

RBLIABLB

See Part II.

REMOTE

See Part II.

REQUEST

See Part II.

RESET

See Part II.

RESPONSE

See Part II.

ROUNDS (FIRED), NUMBER (OF), GUN (+) **K835**

The signal indicating the total number of rounds fired by the Particular gun during the designated period.

S

SAMPLE

See Part II.

See Part II.

SIGHT ANGLE **E247**

The angle between the line of fire, and the slant plane through the line of sight and through the equipment elevation axis in the horizontal or deck plane, measured from the line of fire in the plane (vertical or normal) through the line of fire. (NOTE: SIGHT ANGLE may also be measured in the plane (vertical or normal) through the line of sight).

SIGHT DEFLECTION **B248**

The angle between the line of sight and the plane (vertical or normal) through the line of fire, measured from the line ot sight in the slant plane through the line of sight and through the equipment elevation axis in the horizontal or deck plane. (NOTE: SIGHT Deflection may also be measured in the slant plane through the line of fire).

SIMULATED

See Part II.

SLEW

See Part II.

SMOOTHED

See Part II.

SONAR (+)

See Part II.

SONAR (+), ORDER, ATTACK (SEQUENCE) **H561**

The order to the particular SONAR to utilize a designated attack sequence.

SONAR (+), ORDER, CONTACT **H562**

The order to the particular SONAR to attempt to acquire the designated (or suspected) target.

SONAR (+), ORDER, PROGRAM (SEARCH) **H563**

The order to the particular SONAR to conduct search operations utilizing a designated search program.

SONAR (+), ORDER, SEARCH **H564**

The order to the particular SONAR to conduct search operations in the designated manner.

SOSAB (+), ORDER, TRACK (AIDED) **H566**

The order to the particular SONAR to track the designated target with the aid of the weapons control system computer.

SONAR (+), ORDER, TRANSDUCER (DEPTH) **H565**

The order to the particular SONAR to operate with its variable depth transducer at the designated depth.

SONAR (+), STATUS, ATTACK (SEQUENCE) **H658**

The indication that the particular SONAR is operating with the designated attack sequence.

SONAR (+), STATUS, CONTACT **H659**

The indication that the particular SONAR has acquired the designated (or suspected) target.

SONAR (+), STATUS, PROGRAM (SEARCH) **E660**

The indication that the particular SONAR is conducting search operations utilizing the designated search program.

SONAR (+), STATUS, SEARCH **H661**

The indication that the particular SONAR is conducting search operations in the designated manner.

SONAR (+), STATUS, TRACK {AIDED) **H663**

The indication that the particular SONAR is tracking the designated target with the aid of the weapons control system computer.

SONAR (+), STATUS, TRANSDUCER (DEPTH) **H662**

The indication that the particular SONAR is operating with its variable depth transducer at the designated depth.

See Part II.

SPOT, BEARING, LEPT **B249**

The corrective input to the BEARING quantity. Negative values are LEFT.

SPOT, BEARING, RIGHT **B250**

The corrective input to the BEARING quantity. Positive values are RIGHT.

SPOT, ELEVATION, DOWN **E251**

The corrective input to the ELEVATION quantity. Negative values are DOWN.

SPOT, ELEVATION, UP **E252**

The corrective input to the ELEVATION quantity. Positive values are UP.

SPOT, RANGE, UP **R253**

The corrective input to the RANGE quantity. Negative values are IN.

SPOT, RANGE, OUT **R254**

The corrective input to the RANGE quantity. Positive values are OUT.

Use ALERT - See Part II.

See Part II.

STOP

See Part II.

SUBROC

Use suitable functional terms for missle, torpedo or depth charge in connection with weapons control data supplied to the SUBROC prior to and at launching (fire).

See Part II.

See Part II.

T

TARGET (+), CATEGORY **X136**

The signal, generated by the weapon control system, to associate an identifying category mark with the particular target on a designated monitor scope.

TARGET (+), ENTRY **X137**

The signal indicating that the particular RADAR or SONAR echo represents a valid target and that the target should be entered into the weapon control computational system. See also ARROU CONTROL and HOOK-AND-MARK.

TARGET (+), INDICATION **X138**

The signal, (initiated by the radar operator) indicating the probable type of air target (i.e.) jet, multi-engine, missile, etc.

TARGET (+), KILL **X139**

The signal (initiated by the radar operator) indicating that the weapon killed the particular target.

TARGET (+), MISSED **X140**

The signal (initiated by the radar operator) indicating that the weapon missed the target.

TARGET (+), SURVIVED **X141**

The signal (initiated by the radar operator) indicating that the weapon probably damaged but did not kill the particular target.

See Part II.

TEMPERATURE, AIR **Y836**

The signal indicating the average temperature of the air mass along the predicted flight path.

See Part II.

TIME, (OF) FLIGHT, (TO) CAPTURE **T413**

The time of flight of the missile to the missile capture position.

TIME, (OF) FLIGHT, (TO) FUZE BURST **T414**

The time of flight of the projectile or missile to the point of fuze burst.

TIME, (OF) FLIGHT, (TO) INTERCEPT **T415**

The time of flight ok the missile to intercept with the target.

TIME, (OF) FLIGHT, (TO) SEPARATION **T416**

The time of flight of the missile to the point **of** the booster separation.

TIME, (OF) PLIGHT, (TO) TARGET **T417**

The time of flight of the projectile or missile to the future target position.

TORPEDO, ADVANCE, COMPUTED

The distance, computed by a filecontrol device, between the mean torpedo track following the point of course steady and a line parallel to this track passing through the point of entry.

TORPEDO (+), APPROVED **U567**

The particular torpedo, which has been indicated as available, is approved for a certain mission use, and has been through all required preliminary adjustments.

TORPEDO (+), AVAILABLB **U664**

The indication of the inventory status of the torpedoes which are available for use.

TOREPDO, COURSE, INDICATION **U707**

The signal, computed by a firecontrol device, indicating the present course of the torpedo. Positive angles measured clockwise from north.

TOREPDO, DEPTH, ORDER

The signal to the depth setting mechanism of the torpedo tube to set the prescribed depth in the control mechanism of the loaded torpedo.

TOREPDO (+), DUD, (IN) TUBE **U665**

The particular torpedo, when tired, did not clear the tube.

TOEPBDO (+), FIRE, ORDER **U569**

The order to fire the particular torpedo.

TORPEDO (+), FIRE, PERMISSION **U570**

The signal giving permission to fire the particular torpedo at the appropriate time.

TORPEDO (+), FIRED, INDICATOR **U666**

The signal indicating that the particular torpedo has been fired.

TORPEDO, GYRO ANGLE, ORDER **U571**

The signal to the gyro setting mechanism of the torpedo tube to set the prescribed gyro angle (the angle between the intended torpedo track and the tube direction at launch) in the steering mechanism of the loaded torpedo.

TORPEDO (+), JETTISON, ORDER **U572**

The order to jettison the particular torpedo.

TORPEDO (+), LOAD, (IN) TUBE (+) **U573**

The order to load the particular torpedo in the particular tube.

TORPEDO (+), LOADED **U667**

The indication that the particular torpedo has been loaded in the tube as ordered.

TORPEDO, REACH **U708**

The signal indicating the predicted distance along the torpedo track between point of launch (underwater firing) or entry (surface firing) and the point of steering.

TORPEDO (+), READY, (TO) FIRB **U668**

The indication that the particular torpedo is in all respects ready to fire.

TORPEDO, RUN, END **U709**

The signal, computed by the weapons control system, indicating that the torpedo propulsion motor has shut down. It also signifies the end of the torpedo run.

TORPEDO (+), SELECTED **U669**

The particular torpedo has been selected for possible use.

TORPEDO (+), FIRE GUIDANCE, ORDER **U574**

The signal (via the guidance wire) to the running torpedo ordering its movements, such as course, etc.

TRAIN (EQUIPMENT), (HEIRARCHY)

TRAIN (EQUIPMENT)
. RELATIVE
. TRUE
. . ACTUAL
. . ERROR
. . ORDER
. . . DIRECTOR (+)
. . . LAUNCHER (+)
. . . MOUNT (+)

TRAIN (EQUIPMENT}, RELATIVE, ACTUAL **B255**

The angle between the vertical plane through own ship centerline, and the vertical plane through the equipment's pointing line, measured in the deck plane. Positive angles measured clockwise from own ship centerline. See TRAIN (EQUIPMENT), (HIERARCHY).

TRAIN (EQUIPMENT), RELATIVE, ERROR **B256**

A signal indicating the error in the transmitted TRAIN (EQUIPMENT), RELATIVE, ACTUAL. See TRAIN (EQUIPMENT), (HIERARCHY).

TRAIN (EQUIPMENT), RELATIVE, ORDER **B257**

A computed, repeatback, or operator's signal used to bring the value of TRAIN (EQUIPMENT), RELATIVE, ACTUAL into correlation with itself. See TRAIN (EQUIPMENT), (HIERARCHY).

TRAIN (EQUIPMENT), TRUE, ACTUAL **B258**

The angle between the north-south vertical plane, and the vertical plane through the equipment's pointing line, measured in the deck plane. Positive angles measured clockwise from north. See TRAIN (EQUIPMENT), (HIERARCHY).

TRAIN (EQUIPMENT), TRUE, ERROR **B259**

A signal indicating the error in the transmitted TRAIN (EQUIPMENT), TRUE, ACTUAL. See TRAIN (EQUIPMENT), (HIERARCHY).

TRAIN (EQUIPMENT), TRUE, ORDER **B260**

A computed, repeatback, or operator's signal used to bring the value of TRAIN (EQUIPMENT'), TRUE, ACTUAL into correlation with itself. See TRAIN (EQUIPMENT), (HIERARCHY).

TRAVERSE (EQUIPMENT) **B261**

The angle between the line of sight and the plane (vertical or normal) through the line to the future target position, measured from the line of sight in the slant plane through the line of sight and through the equipment elevation axis in the horizontal or deck plane. (NOTE: TRAVERSE may also be measured in the slant plane through the line to future target position).

TRIGGER

See Part II.

TUBE (+) (TORPEDO), ORDER, STOW **K575**

The signal ordering that the particular torpedo tube (or multiple tube mount) be placed in the stowed position.

TUBE (+) (TORPEDO), STATUS, STOW **K670**

The signal indicating that the particular torpedo tube (or multiple tube mount) is in the stowed position.

TUBE (+), TORPEDO, LOADED **K671**

The indication that the particular torpedo tube has been loaded with the particular torpedo as ordered.

TUBE (+), TORPEDO, READY **K672**

The particular torpedo tube and its loaded torpedo is in all respects ready to fire.

TUBE (+), TORPEDO, SELECTED **K673**

The particular torpedo tube has been selected for possible loading or use.

TURN

See Part II.

U

UNASSIGNED

Use AVAILABLE - See Part II.

UNRELIABLE

See Part II.

V

VALID

See Part II.

VEHICLE (MOTION), (HEIRARCHY)

VEHICLE (MOTION)
. AIRCRAFT
. MISSILE
. OUN SHIP
. TARGET
. . E-U
. . HORIZONTAL
. . N-S
. . VECTOR
. . VERTICAL
. . . CORRECTED
. . . COURSE
. . . DRIFT
. . . IDENTITY (+)
. . . SPEED
. . . TURN

VEHICLE (MOTION), AIRCRAFT, E-W **M837**

The component of VEHICLE (MOTION), AIRCRAFT, HORIZONTAL in the E-U direction, as generated by a solving device such as a firecontrol computer. See VEHICLE (MOTION), (HIERARCHY).

VEHICLE (MOTION), AIRCRAFT, HORIZONTAL **M838**

The projection in the horizontal plane of the aircraft motion vector stated in linear measure per unit of time (usually in knots). See VEHICLE (MOTION), (HIERARCHY).

VEHICLE (MOTION), AIRCRAFT, N-S **M839**

The component of VEHICLE (MOTION), AIRCRAFT, HORIZONTAL in the N-S direction, as generated by a solving device such as a firecontrol computer. See VEHICLE (MOTION), (HIERARCHY).

VEHICLE (MOTION), AIRCRAFT, VECTOR **M840**

The movement of the aircraft along its motion vector relative to its reference frame (i.e., inertial, earth, etc.) stated in linear measure per unit of time (usually in knots). See VEHICLE (MOTION), (HIERARCHY).

VEHICLE (MOTION), AIRCRAFT, VERTICAL **M841**

The projection in the vertical plane of the aircraft motion vector stated in linear measure per unit of time (usually in knots). See VEHICLE (MOTON), (HIERARCHY).

VEHICLE (MOTION), MISSILE, E-W **M418**

The component of VEHICLE (MOTION), MISSILE, HORIZONTAL in the E-W direction, as generated by a solving device such as a firecontrol computer. See VEHICLE (MOTION), (HIERARCHY).

VEHICLE (MOTION), MISSILE HORIZONTAL **M419**

The projection in the horizontal plane of the missile motion vector stated in linear measure per unit of time (usually in knots). See VEHICLE (MOTION), (HIERARCHY).

VEHICLE (MOTION), MISSILE, N-S **M420**

The component of VEHICLE (HOTION), MISSILE, HORIZONTAL in the N-S direction, as generated by a solving device such as a firecontrol computer. See VEHICLE (MOTION), (HIERARCHY).

VEHILCE (MOTION), MISSILE, VECTOR **M421**

The movement of the missile along its motion vector relative to its reference frame (i.e., inertial, earth, etc.) and stated in liuear measure per unit of time. See VEHICLE (MOTION), (HIERARCHY).

VEHICLE (MOTION), MISSILE, VERTICAL **M422**

The projection in the vertical plane of the missile motion vector stated in linear measure per unit of time (usually in knots). See VEHICLE (MOTION), (HIERARCHY).

VEHICLE (MOTION) OWNSHIP, E-W **M842**

The component of VEHICLE (MOTION), OWN SHIP, HORIZONTAL in the L-R direction, as generated by a solving device such as a firecontrol computer. See VEHICLE (MOTION), (HIERARCHY).

VEHICLE (MOTION), OWNSHIP, HORIZONTAL **M843**

The movement of own ship along its motion vector relative to its reference frame (i.e. earth) stated in linear measure per unit of time (usually in knots). See VEHICLE (MOTION), (HIERACHY).

VEHICLE (MOTION), OWNSHIP, N-S **M844**

The component of VEHICLE (MOTION), OWN SHIP, HORIZONTAL in the N-S direction, as generated by a solving device such as a firecontrol computer. See VEHICLE (MOTION), (HIERARCHY).

VEHICLE (MOTION), TARGET, E-W **M142**

The component of VEHICLE (MOTION), TARGET, HORIZONTAL in the E-W direction, as generated by a solving device such as a firecontrol computer. See VEHICLE (MOTION), (HIERARCHY).

VEHICLE (MOTION], TABGET, HORIZONTAL **M143**

The projection in the horizontal plane of the target motion vector stated in linear measure per unit of time (usually in knots). See VEHICLE (MOTION), (HIERARCHY).

VEHICLE (MOTION), TARGET, N-S **M144**

The component of VEHICLE (MOTION), TARGET, HORIZONTAL in the N-S direction, as generated by a solving device such as a firecontrol computer. See VEHICLE (MOTION), (HIERARCHY).

VEHICLE (MOTION), TARGB7, VECTOR **M145**

The movement ot the target along its motion vector relative to its reference frame (i.e., earth, inertial, etc.) and stated in linear measure per unit of time. See VEHICLE (MOTION), (HIERARCHY).

VEHICLE (MOTION), TARGET, VERTICAL **M146**

The projection in the vertical plane of the target motion vector stated in linear measure per unit of time (usually in knots) . See VEHICLE (MOTION), (HIERARCHY).

VELOCITY, CUTOFF, SET

The signal to the missile designating the velocity relative to the inertial coordinates at which the rocket motor is to cut off.

VELOCITY, INITIAL **Y845**

The velocity of the projectile as it leaves the gun muzzle.

V0ICE

Use AUDIO

W

WARHEAD, WATER ENTRY, COMPUTED, BEARING **B147**

The true bearing from the firing point to the place of entry into the water of the warhead (ASROC) as computed by the firecontrol system.

WARHEAD, WATER ENTRY, COMPUTED, RANGE **R148**

The distance in yards from the firing point to th~ place of entry into the water of the warhead (ASROC) as computed by the firecontrol system.

WARMUP ORDER, MISSILE (+), (ON) RAIL (+) **Q847**

The signal direction the warmup of the particular missile which has been placed on the designated rail preparatory to possible launching.

WARMUP ORDER, MISSILE (+), (OFF) RAIL (+) **Q846**

The signal directing the uariuup of tne particular missile which has been placed ia the ready position in the loading area or magazine preparatory to loadiing onto a designated rail.

WARMUP STATUS, MISSILE (+), MAXIMUM INDICATION **Q848**

The indication that the particular missile undergoing warmup has reached a maximum condition; i.e., the missile has been warmed up for the maximum safe time.

WARMUP STATUS, MISSILE (+), (ON) RAIL (+) **Q850**

The indication that the particular missile which has been placed on the designated rail preparatory to possible launching is undergoing warmup.

WARMUP STATUS, MISSILE (+), (OFF) RAIL (+) **Q849**

The indication that the particular missile which has been placed in the ready position in the loading area or magazine preparatory to loading onto the designated rail is undergoing warmup.

WARMUP STATUS, MISSILE (+), WARNING RAIL (+) **Q851**

The warning signal that the particular missile which is on the designated rail is undergoing warmup.

WARNING

See Part II.

WIND, DIRECTION, APPARENT **W852**

The direction of the vector sum of HIND, DIRECTION, OWN SHIP, and MIND, DIRECTION, TRUE, usually expressed in degrees measured clockwise from north. centerline, missile axis, etc.

WIND, DIRECTION, OWNSHIP **W853**

The direction of the relative horizontal movement of the air mass generated by own ship motion in still air. It is equal and opposite to own ship course, dnd is expressed in degrees measured clockwise from north.

WIND, DIRECTION, TRUE **W854**

The direction of the actual movement of the air mass measured with respect to the earth, expressed in degrees measured clockwise from north.

WIND, SPEED, APPARENT **W855**

The magnitude of the vector sum of WIND, SPEED, OWN SHIP and WIND, SPEED, TRUE, usually expressed in knots.

WIND, SPEED, OWNSHIP **W856**

The velocity of the relative horizontal movement of the air mass generated by own ship motion in still air. It is equal and opposite to own ship speed vector, and is usually expressed in knots.

WIND, SPEED, TRUE

The actual velocity of the movement of the air mass measured with respect to the earth, usually expressed in knots.

WINDOW

Use CAPTURE. For computed position of capture point use functional terms such as RANGE (TARGET), BEARING (TARGET) and ELEVATION (TARGET).

X

X MISSILE (+)

For the functions, modes, indications, etc., use the proper Terms (i.e.) functional, mode, indicating, etc.

X-COORDIMATB

See Part II.

Y

Y MISSILE (+)

For the functions, modes, indications, etc., use the proper Terms (i.e.) functional, mode, indicating, etc.

Y-COORDINATE

See Part II.

Z

Z MISSILE (+)

For the functions, modes, indications, etc., use the proper Terms (i.e.) fuctional, mode, indications, etc.

Z-COORDINATE

See Part II.

ZERO

See Part II.

5.2

PART II

Term Modifiers

DEFINITIONS

of

TERM MODIFERS

A

ACCEPT **01**

Describes a system or equipment which is prepared, or is directed, to accept the function.

02

Describes a system or equipment which is, or is directed, to operate in the active mode (i.e.) radiating.

03

The function is a warning that a designated situation exists, which is dangerous or otherwise undesirable.

ALERT **04**

The function is a signal to a particular equipment or system to place itself in a ready to operate condition.

The function specifies vertical height, measured in feet above sea level.

06

The function pertains to aircraft targets.

APPARENT **07**

The value of the function results from sonar observations that have not been corrected for the vagaries of underrater sound propagation.

NOTE: APPARENT is also used in "WIND" terms, but not as a modifier.

APPROXIMATE **86**

The value of the function is nearly correct.

ASSISTANCE **08**

The function is a digital logic signal from NTDS to the firecontrol computer indicating that range information is available from MTDS. It is used when the radar is in a CCM mode.

09

Describes a system or equipment which is, or is directed to be, in automatic operation.

10

Describes the inventory status of weapons, ammunition, etc., which are available for use, or indicates systems and equipments which are currently unassigned and are available, or indicates types of data that can be provided.

B

BEARING (+) **11**

The function specifies the bearing from a reference point to a target or other object. Bearing is measured in the horizontal plane in degrees clockwise from north (BEARING, TRUE) or from own ship centerline (BEARING, RELATIVE).

The function is a signal making the device ineffective for the prescribed blanking interval.

BUSY OWN-CONTROL **13**

Describes a system or equipment which is already employed by its own control.

C

CALIBRATION

The function is intended for calibration purposes. **14**

CASUALTY

15

Describes a system or equipment which is not operating up to its optimum capability.

CAUTION

Use WARNING.

COMPENSATION **16**

The function is the correction for inherent errors.

The function is generated by a solving device such as a firecontrol computer.

18

The value of the function has been corrected for errors.

19

The function specifies the direction of a vehicle's motion in the horizontal plane, measured in degrees, clockwise from north.

D

DAMPED

Use SMOOTHED.

20

The value of the function is selected from among a group of possible values indicated by a single sensor.

DIFFERENCE

Use ERROR.

DIRECTOR (+) **21**

The function is generated by, or directed to, a fire-control director. The number, type, etc., of the director should be specified when appropriate.

DISTANCE **22**

The function specifies the distance (usually in yards or nautical miles) from a reference point to a target or other object.

DRIFT **23**

The function specifies horizontal lateral movement (of a vehicle, missile, projectile, etc.) perpendicular to the motion vector.

E

ECM (+) **24**

The function is generated by, or directed to, an ECM system or equipment. The number, type, etc. of the system or equipment should be specified when appropriate.

EMERGENCY **25**

The function specifies that immediate action is to be taken to cope with a dangerous or otherwise undesirable situation.

ERROR **26**

The function is a repeatback signal whose value indicates the difference between the transmitted sigual and the response.

Use ORDER when the repeatback signal is used to initiate corrective action.

BSTIMATED **27**

The value of the function is assigned on the basis of best judgment.

EXCESSIVE

The value of the function is outside the acceptable tolerance limits. **28**

EXCITATION **29**

The function is an electrical power input, usually applied to synchro, potentiometer or networks.

G

GATE **30**

The function is a timing signal which automatically places the amplitude control in operation at the expected time of signal arrival and thus maintaining stability of target presentation in spite of perturbations of the transmission path; or a timing signal used to control or sequence a certain combination of events such as range counting, synchronizing, blanking, etc.

GO

H

HEADING

The function specifies the direction of the vehicle centerline, projected in the horizontal plane, measured in degrees, clockwise from the north. **87**

HOLD **31**

The function is a signal to maintain the value of the designated quantity constant during the time that the HOLD signal is applied.

IDD (INTER-DIRECTIOR DESIGNATION) **32**

Describes a configuration of equipments in which the target position data is transferred from the director currently tracking the target to one or more other directors.

IDENTITY (+) **33**

The function is a signal which identifies a moving vehicle, or target as (for examples) "friendly aircraft", "target #5", "target of greatest threat".

INCREMENT **34**

The function is an increment between two discrete values of the designated quantity.

INDICATOR (+) **35**

The function is a signal, for visual or aural presentation, that a particular situation exists. Additional information should be provided, where appropriate, to describe the nature of the situation (for exdmples, "ON", "OFF") .

INFRARED (+) **36**

The function is generated by, or directed to, an infrared equipment. The number, type, etc. of the infrared equipwent should be specified when appropriate.

INOPERATIVE **37**

Describes a system or equipment uhlch IS incapable of operation and is out of service.

INVALID **38**

The value of the function is in error to such a degree as to make It musakle.

L

LATITUDE **39**

The function specifies the angular distance north or south of the earth's equator measured through 90 degrees.

LAUNCHER (+) **40**

The function is generated by, or directed to, a missile launcher. The number, type, etc. of the launcher should be specified when appropriate.

LOCAL **41**

Describes an equipment which is, or is directed to be, operating in local control.

LOCKED-ON **42**

Describes a system or equipment which is automatically tracking the target in one or more coordinates.

LONGITUDE **43**

The function specifies the angular distance measured through 180 degrees east or west from the Greenwich Meridian.

LOW-E (MODE) **44**

Describes a system (missile firecontrol) operating under conditions where the true elevation of the target is below a predetermined elevation, and the computer will, therefore, hold the director elevation at the Low-E cut-oft as long as the situation continues.

M

MANUAL **45**

Describes an equipment which is, or is directed to be, operating under direct control of a human operator.

46

The function is a signal to read or record the designated quantity at a particular instant of time.

The function is a repeatback signal that the designated system or equipment is in the ordered orientation or mode.

MODIFIED

Use DESIGNATED.

MOUNT (+) **48**

The function is generated by, or directed to, a gun mount. Ihe number, type, etc., of the mount should be specified when appropriate.

N

NO-GO

Use NOT READY.

NOT AVAILABLE **49**

Describes the inventory status of weapons, ammunition, etc., which are not available for use, or indicates systems and equipments which are currently assigned and are not available, or indicates types of data that can not be provided.

NOT LOCKED-ON

Describes a system or equipment uhich is not automatically tracking the target in any coordinate, or in the coordinate specified.

NOT READY **51**

The value of the function does not now produce a satisfactory solution to the firecontrol problem. NOTE: Usually indicated by the absence of the “READY” signal.

O

Use INDICATION.

ON

Use INDICATION.

OPTICAL (+) **52**

The function is generated by, or directed to, an optical equipment. The number, type, etc. of the optical equipment should be specified when appropriate.

ORDER **53**

The function is a computed, repeatback, or operators signal which is used to initiate action to bring the function to the correct or desired value.
Use ERROR when a repeatback signal is not so used.

P

PASSIVE **54**

Describes a system or equipment which is, or is directed, to operate in the passive mode (i.e.) listening only.

PULSE **55**

The function is a timing or information signal, usually of d repetitive nature.

R

RADAR (+) **56**

The function is generated by, or directed to, a RADAR system or equipment. The number, type, etc. of the RADAR should be specified when appropriate.

RANGEFINDER (+)

Use OPTICAL (+).

READY **57**

The value of the function now produces a satisfactory solution to the firecontrol problem.

REFERENCE 58

The function specifies the basis for comparison.

RELIABLE **59**

The value of the function is sufficiently accurate to yield an acceptable solution to the problem at hand under normal conditions.

REMOTE **60**

Describes a system or equipment which is, or is directed to be, operating under remote control.

REQUEST **61**

The function is a request for the designated information.

RESET **62**

The function is a signal from a source external to the equipment to guide the equipment to the desired position, or to inject the desired value of a function.

RESPONSE **63**

The function is an indication of the degree of compliance which a system or equipment has achieved in response to an order.

S

SAMPLE **64**

The function is a sample value for monitoring purposes.

SELECTED **65**

The value of the function is selected from among two or more possible values indicated by two or more sensors.

66

The function pertains to a simulated target or to fictitious values which are assumed, usually for training or test purposes.

SLEW **67**

The function is a signal which orders a maximum update or response of the designated equipment, usually in order to transfer from one target to another.

SMOOTHED **68**

The value of the function has been smoothed, damped, or averaged, usually by passage through an electronic or hydraulic device.

SONAR (+) **69**

The function is generated by, or directed to, a SONAR system or equipment. The number, type, etc. of the SONAR should be specified when appropriate.

SPEED **70**

The function specifies the rate of translation of a vehicle along its motion vector.

STANDBY

Use ALERT.

START **71**

The function is a signal which causes the designated equipment to commence ‘function” activity.

STOP **72**

The function is a signal which causes the designated equipment to cease “function” activity.

SURFACE **73**

The function pertains to surface targets (land or sea) .

74

Describes a system or equipment that is in correct correlation with a transmitted quantity.

T

TELEVISION **75**

The function is generated by, or directed to, a television camera or a television receiver.

TEST **76**

Describes a system or eguipment which is, or is directed to ke, undergoing test. The type of test, such as end a-round, system self test, etc., may be specitied.

TRIGGER **77**

The function is a signal to initiate an event or sequence of events.

TURN **78**

The function specifies the change in heading of a vehicle, measured right or left in degrees in the horizontal plane.

U

Use AVAILABLE.

UNRELIABLE **79**

The value of the function is of doubtful accuracy and will not yield an acceptable solution to the problem at hand under norual conditions.

V

VALID **80**

The value of the function is correct, and it is therefore useable.

W

The function is a signal that a designated action is pending, as, for example, that the missile RADAR identification code is about to be changed. Use ALARM when a critical, dangerous, or otherwise undesirable situation exists.

X

X-COORDINATE **82**

The function specifies the X component of the distance from a reference point to a target or other object. The X coordinate is in the east-west direction, positive toward east.

Y

Y-COORDINATE **83**

The function specifies the Y component oi the distance from d reference point to a target or other object. The Y coordinate is in the north-south direction, positive toward north.

Z

8 4

Z-COORDINATE

The function specifies the Z component of the distance from a reference point to a target or other object. The Z coordinate is in the vertical direction, positive upward.

ZERO **85**

The function specifies the zero reference value or location from which subsequent values of the function will be measured.

5.3

PART III

Key Word Index

KEY WORD INDEX

of

ELECTRONIC & WEAPONS CONTROL

INTERFACE FUNCTION TERMS
(Naval Ship Combat Systems)

A

ANT1-AIRCRAFT	ANTI-AIRCRAFT
APPARENT	APPARENT
APPARENT	BEAR1NG (TARGET), RELATIVE, APPARENT
APPARENT	BEAFING (TARGET), TRUE, APPARENT
APPARENT	BEARING RATE, APPARENT, OBSERVED
APPARENT	ELEVATION (TARGET) APPARENT, CORRECTED
APPARENT	ELEVATION (TARGET), APPARENT, UNCORRECTED
APPARENT	ELEVATION RATE, APPARENT, OBSERVED
APPARENT	RANGE (TARGET), APPARENT, OBSERVED
APPARENT	RANGE RATE, APPARENT, OBSERVED
APPARENT	WIND, DIRECTION, APPARENT
APPARENT	WIND, SPEED, APPARENT
APPROVED	DEPTH CHARGE (+), APPROVED
APPROVED	TORPEDO (+), APPROVED
APPROXIMATE	APPHOXIMATE
ARCS	ARCS, (OF) FIRE
ARM	FUZE (+) , ORDER, ARM
ARROW CONTROL	ARROW CONTROL, FCS (+), TARGET (+)
ASROC	ASROC
(IN) ASSEMBLY AREA	MISSILE (+), (IN) ASSEMBLY AREA
ASSIGN	ASSIGN
ASSISTANCE	ASSISTANCE
ATTACK (SEQUENCE)	SONAR (+), ORDER, ATTACK (SEQUENCE)
ATTACK (SEQUENCE)	SONAR (+), STATUS, ATTACK (SEQUENCE)
ATTITUDE	ATTITUDE, HEALING, OWNSHIP
ATTITUDE	ATTTUDE, PITCH, MISSILE
ATTITUDE	ATTITUDE, PITCH, OWNSHIP
ATTITUDE	ATTITUDE, ROLL, MISSILE
ATTITUDE	ATTITUDE, ROLL, OWNSHIP
ATTITUDE	ATTITUDE, YAW, MISSILE
ATTITUDE	ATTITUDE, YAW, OWNSHIP
ATTITUDE	ATTITUDE, (HIERARCHY)
AUDIO	INTELLIGENCE, KC, AUD1O
AUDIO	INTELLIGENCE, RADIO, AUDIO
AUDIO	INTELLIGENCE, SONAR, AUDIO
AUTOMATIC	AUTOMATIC
AVAILABLE	AMMUNITION (GUN) (+), AVAILABLE
AVAILABLE	AVAILABLE
AVAILABLE	DEPTH CHARGE (+), AVAILABLE
AVAILABLE	MISSILE (+), AVAILABLE
AVAILABLE	NOT AVAILABLE
AVAILABLE	TORPEDO (+), AVAILABLE
AZIMUTH	AZIHUTH

B

B	MISSILE (+), HEAD-ORDER, B
BARRAGE (JAMMING)	INTELLIGENCE, ECM, BARRAGE (JAMMING)
BATTLE SHORT (+)	BATTLE SHORT (+), indication
BATTLE SHORT (+)	BATTLE SHORT (+), ORDER
BEACON	BEACON, MISSILE

BEAM (PROGRAM)	RADAR (+) , ORDER, BEAM (PROGRAM)
BEAM (PROGRAM)	RADAR (+) , STATUS, BEAM (PROGRAM)
BEAM (SHAPE)	RADAR (+) , ORDER, BEAM (SHAPE)
BEAM (SHAPE)	RADAR (+) , STATUS, BEAM (SHAPE)
BEAM (SHAPE)	RADAR (+) , ORDER, BEAM (SPREAD)
BEAM (SPREAD)	RADAR (+), STATUS, BEAM (SPREAD)
BEARING	BEARING, COSRO, REFERENCE
BEARING	SPOT, BEARING, LEFT
BEARING	SPOT, BEARING, RIGHT
BEARING	WARHEAD, WATER ENTRY, COMPUTED, BEARING
BEARING (+)	BEARING (+)
BEARING (EQUIPMENT)	BEARING (EQUIPMENT), RELATIVE, CORRECTED
BEARING (EQUIPMENT)	BEARING (EQUIPMENT), RELATIVE, ERROR
BEARING (EQUIPMENT)	BEARING {EQUIPMENT), RELATIVE, ORDER
BEARING (EQUIPMENT)	BEARING (EQUIPMENT), RELATIVE, STABILIZED
BEARING (EQUIPMENT)	BEARING (EQUIPMENT), RELATIVE, UNCORRECTED)
BEARING (EQUIPMENT)	BEARING (EQUIPMENT), TRUE, CORRCTED
BEARING (EQUIPMENT)	BEARING (EQUIPMENT), TRUE, ERROR
BEARING (EQUIPMENT)	BEARING (EQUIPMENT), TRUE, ORDER
BEARING (EQUIPMENT)	BEARING (EQUIPMENT), TRUE, S'I'ABILIZLD
BEARING (EQUIPMENT)	BEARING (EQUIPMENT), TRUE, UNCORRECTED
BEARING (EQUIPMENT)	BEARING (EQUIPMENT), (HIERARCHY)
BEARING (TARGET)	BEARING (TARGET), RELATIVE, APPARENT
BEARING (TARGET)	BEARING (TARGET), RELATIVE, COMPUTED
BEARING (TARGET)	BEARING (TARGET), RELATIVE, OBSERVED
BEARING (TARGET)	BEARING (TARGET), RELATIVE, STABILIZED
BEARING (TARGET)	BEARING (TARGET), TRUE, APPARENT
BEARING (TARGET)	BEARING (TARGET), TRUE, COMPUTED
BEARING (IARGLT)	BEARING (TARGET), TRUE, OBSERVED
BEARING (TARGET)	BEARING (TARGET), TRUE, STABILIZED
BEARING (TARGET)	BEARING (TARGET), (HIERARCHY)
BEARING (TRUE)	BOOSTER SPLASH, COMPUTED, BEARING (TRUE)
BEARING RATE	BEARING RATE, APPARENT, OBSERVED
BEARING RATE	BEARING RATE, LOS, COMPUTED
BEARING RATE	BEARING RATE, LOS, CORRECTED
BEARING RATE	BEARING RATE, LOS, 0BSERVED
BEARING RATE	BEARING RATE, (HIERARCHY)
BLANKING	BLANKING
BLANKING PULSE	MASTER SYNCHRONIZER, ORDER, BLANKING PULSE
BLIND ZONE	BLIND ZONE, LAUNCHER (+), NARROW
BLIND ZONE	BLIND ZONE, LAUNCHER (+), WIDE
BLIND ZONE	BLIND ZONE, RADAR (+), NARROW
BLIND ZONE	BLIND ZONE, RADAR (+), WIDE
BOOSTER (MISSILE)	BOOSTER (MISSILE), SEPARATION, INDICATION
BOOSTER SPLASH	BOOSTER SPLASH, COMPUTED, BEARING (TRUE)
BOOSTER SPLASH	BOOSTER SPLASH, COMPUTED, E-W
BOOSTER SPLASH	BOOSTER SPLASH, COMPUTED), N-S
BOOSTER SPLASH	BOOSTER SPLASH, COMPUTED, RANGE
BOTTOM (BOUNCE)	INTELLIGENCE, SONAR, BOTTOM (BOUNCE)
BREAK	BREAK, TRACK (+)
BREECH	MOUNT (GUN) (+), UNLOAD, BREECH
BURST OBSERVED	MISSILE (+), BURST OBSERVED
BUSY	BUSY, OWN-CONTROL

BUSY-TIl!lE	EQUIPMENT (+) (SITUATION) , ORDER, BUSY-TIME
BUSY-TIME	EQUIPMENT (+) (SITUATION), STATUS, BUSY-TIME

C

CAGE	GYRO (+), CAGE, ORDER
CAGED	GYRO (+), CAGED, INDICATION
CALIBRATION	CALIBRATION
CAPTURE	CAPTURE, MISSILE (+), ACQUISITION
(TO) CAPTURE	TIME, (OF) FLIGHT, (TO) CAPTURE
CAPTURE GUIDANCE	MISSILE (+), CAPTURE GUIDANCE, ON
CASUALTY	CASUALTY
CATEGORY	TARGET (+), CATEGORY
CAUTION	CAUTION
CEASE FIRE	MOUNT (GUN) (+), CEASE FIRE
CHANGEOVER	POWER, CHANGEOVER
CHANNEL (+)	RADIO (+) , ORDER, CHANNEL (+)
CHANNEL (+)	RADIO (+), STATUS, CHANNEL (+)
CLEAR	JAMMING HIGH-BAND, CLEAR
CLEAR	JAMMING, LOU-BAND, CLEAR
CLEAR	RAIL (+) (MIISSILE), STATUS, CLEAR
CLOCK	CLOCK TIME
CLOCK	PULSE, CLOCK, RADAR (+)
CLOSED	CLOSED DOOR
CLUTTER REJECT BAND	MISSILE (+) , CLUTTER REJECT' BAND
COAST	COAST, RADAR (+), ALERT
COAST	COAST, RADAR (+), ORDER
CODE (+) (GUIDANCE)	CODE (+) (GUIDANCE), ORDER, MISSILE (+)
CODE (+) (GUIDANCE)	CODE (+) (GUIDANCE), ORDER, MWDS (+)
CODE (+) (GUIDANCE)	CODE (+) (GUIDANCE), STATUS, MISSILE (+)
CODE (+) (GUIDANCE)	CODE (+) (GUIDANCE), STATUS, MWDS (+)
CODED TIME	CODED TIME, MISSILE (+), DC PULSED
CODED TIME	CODED TIME, MISSILE (+), FM
CODED TIME	CODED TIME, MISSILE (+), RELAY SIGNAL
COHERENT	INTELLIGENCE, ECM, COHERENT
COMPENSATION	COMPENSATION
COMPUTED	BEARING (TARGET), RELATIVE, COMPUTED
COMPUTED	BEARING (TARGET), TRUE, COMPUTED
COMPUTED	BEARING RATE, LOS, COMPUTED
COMPUTED	BOOSTER SPLASH, COMPUTED, BLARING (TRUE)
COMPUTED	BOOSTER SPLASH, COMPUTED, E-W
COMPUTED	BOOSTER SPLASH, COMPUTED, N-S
COMPUTED	BOOSTER SPLA5H, COMPUTED, RANGE
COMPUTED	COMPUTED
COMPUTED	ELEVATION (EQUIPMENT), STABILIZED, COMPUTED
COMPUTED	ELEVATION (TARGET), LOS, COMPUTED
COMPUTED	ELEVATION RATE, LOS, COMPUTED
COMPUTED	ELEVATION RATE, VERTICAL, COMPUTED
COMPUTED	RANGE (TARGET), E-W, COMPUTED
COMPUTED	RANGE (TARGET), HORIZONTAL, COMPUTED
COMPUTED	RANGE (TARGET), LOS, COMPUTED

COMPUTED	RANGE (TARGET), N-S, CCMPUTED
COMPUTED	RANGE RATE, E-M, COMPUTED
COMPUTED	RANGE RATE, HORIZONTAL, COMPUTED
COMPUTED	RANGE RATE, LOS, COMPUTED
COMPUTED	RANGE RATE, N-S, COMPUTED
COMPUTED	TORPEDO, ADVANCE, COMPUTED
COMPUTED	WARHEAD, WATER ENTRY, COMPUTED, BEARING
COMPUTED	WARHEAD, WATER ENTRY, COMPUTED, RANGE
CONDITION	DOOR, CONDITION
CONTACT	RADAR (+), ORDER, CONTACT
CONTACT	RADAR (+), STATUS, CONTACT
CONTACT	SONAR (+), ORDER, CONTACT
CONTACT	SONAR (+), STATUS, CONTACT
CONTINUOUS	LOAD ORDER, MISSILE (+), CONTINUOUS
CONTINUOUS-WAVE	CONTINUOUS-WAVE ILLUMINATION
CONTROL	EQUIPMENT (+) (SITUATION), ORDER, CONTROL
CONTROL	EQUIPMENT (+) (SITUATION), STATUS, CONTROL
(IN) CONTROL	MASTER SYNCHRONIZER, STATUS, (IN) CONTROL
COOLANT (STATUS)	COOLANT (STATUS), FLOW
COOLANT (STATUS)	COOLAT (STATUS), LEVEL
COOLANT (STATUS)	COOLANT (STATUS), PRESSURE
COOLANT (STATUS)	COOLANT (STATUS), RESISTIVITY
COOLANT (STATUS)	COOLANT (STATUS), TEMPERATURE
CORRECTED	BEARING (EQUIPMENT), RELATIVE, CORRECTED
CORRECTED	BEARING (EQUIPMENT), TRUE, CORRECTED
CORRECTED	BEARING RATE, LOS, CORRECTED
CORRECTiiD	CORRECTED
CORRECTED	ELEVATION (EQUIPMENT), ACTUAL, CORRECTED
CORRECTED	ELEVATION (TARGET), APPARENT, CORRECTED
CORRECTED	ELEVATION (TARGET), LOS, CORRECTED
CORRECTED	ELEVATION RATE, LOS, CORRECTED
CORRECTED	RANGE (TARGET), E-W, CORRECTtiD
CORRECTED	RANGE (TARGET), HORIZONTAL, CORRECTED
CORRECTED	RANGE (TARGET), LOS, CORRECTED
CORRECTED	RANGE (TARGET), N-S, CORRECTED
CORBECTED	RANGE RATE, E-W, CORRECTED
CORRECTED	RANGE RATE, HORIZONTAL, CORRECTED
CORRECTED	RANGE RATE, LOS, CORRECTED
CORRECTED	RANGE RATE, N-S, CORRECTED
COSRO	BEARING, COSRO, REFERENCE
COSRO	ELEVATION, COSRO, REFERENCE
COURSE	COURSE
COURSE	OWNSHIP COURSE
COURSE	TORPEDO, COURSE, INDICATION
CROSS	CROSS LEVEL
CURSOR	CURSOR, EQUIPMENT (+), DISPLAY
CUTOFF	VELOCITY, CUTOFF, SET
CUTOUT	FIRING CUTOUT
CW	INTELLIGENCE, RADIO, CM
CW	INTELLIGENCE, SONAR, CW
CWI	RADAR (+), ORDER, CWI
CWI	RADAR (+) , STATUS, CWI
CWI (CONTINUOUS WAVE	INTELLIGENCE, ECM, CWI (CONTINUOUS WAVE ILLUl!iINATI

D

DAMPED	DAMPED
DC (+)	POWER (ELECTRIC), REFERENCE, DC (+)
DC (+)	POWER (ELECTRIC), SHIP-SERVICE, DC (+)
DC PULSED	CODED TIME, MISSILE (+), DC PULSED
DDSOT	DDSOT
DEAD	DEAD TIME
DECOY	DECOY, ECM, ALERT
DECOY	DECOY, ECM, ORDER
DEFLECTION	SIGHT DEFLECTION
DENSITY	DENSITY, AIR
DEPRESSION	DEPRESSION
DEPTH	DEPTH
DEPTH	TORPEDO, DEPTH, ORDER
DEPTH CHARGE (+)	DEPTH CHARGE (+), APPROVED
DEPTH CHARGE (+)	DEPTH CHARGE (+), AVAILABLE
DEPTH CHARGE (+)	DEPTH CHARGE (+), FIRE, PERMISSION
DEPTH CHARGE (+)	DEPTH CHARGE (+), READY, (TO) FIRE
DEPTH CHARGE (+)	DEPTH CHARGE (+), SELECTED
DESIGNAIE	DESIGNATE, EQUIPMENT (+), (TO) FCS (+)
DESIGNATE	DESIGNATE, EQUIPMENT (+), (TO) WEAPON (+)
DESIGNATE	DESIGNATE, FCS (+), (TO) EQUIPMENT (+)
DESIGNATE	DESIGNATE, FCS (+), (TO) FCS (+)
DESIGNATE	DESIGNATE, FCS (+), (TO) WEAPON (+)
DESIGNATE	DESIGNATE, WEAPON (+), (TO) EQUIPMENT (+)
DESIGNATE	DESIGNATE, WEAPON (+) , (TO) FCS (+)
DESIGNATE	DESIGNATE, (HIERARCHY)
DESIGNATED	DESIGNATED
DESIGNATION)	IDD (INTER-DIRECTOR DESIGNATION)
DESTRUCT (MISSILE)	DESTRUCT (MISSILE), ORDER
DETONATE	DETONATE, WEAPON (+), ORDER
DIFFERENCE	DIFFERENCE
DIGITAL	INTELLIGENCE, NTDS, DIGITAL
DIRECTION	WIND, DIRECTION, APPARENT
DIRECTION	WIND, DIRECTION, OWNSHIP
DIRECTION	WIND, DIRECTION, TRUE
DIRECTIONFINDER	INTELLIGENCE, RADIO, DIRECTIONFINDER
DIRECTOR (+)	DIRECTOR (+)
DISPLAY	CURSOR, EQUIPMENT (+), DISPLAY
DISTANCE	DISTANCE
DOOR	CLOSED DOOR
DOOR	DOOR, CONDITION
DOOR	OPEN DOOR
DOPPLER	DOPPLER FREQUENCY
DOWN	SPOT, ELEVATION, DOWN
DRIFT	DRIFT
DROP	DROP, TRACK (+)
DUD	TORPEDO (+), DUD, (IN) TUBE
DUD	MISSILE (+), DUD, (ON) RAIL (+)

DWELL TIME DWELL TIME, SONAR (+)

E

E-W BOOSTER SPLASH, COMPUTED, E-W
E-W RANGE (TARGET), E-W, COMPUTED
E-W RANGE (TARGET), E-W, CORRECTED
E-W RANGE RATE, E-W, COMPUTED
E-W RANGE RATE, E-U, CORRECTED
E-W VEHICLE (MOTION), AIRCRAFT, E-W
E-W VEHICLE (MOTION), MISSILE, E-W
E-W VEHICLE (HOTION), OWNSHIP, E-W
E-W VEHICLE (MOTION), TARGET, E-W
ECM DECOY, ECM, ALERT
ECM DECOY , ECM, ORDER
ECM INTELLIGENCE, ECM, BARRAGE (JAMMING)
ECM INTELLIGENCE, ECM, COHERENT
ECM INTELLIGENCE, ECM, CWI (CONTINUOUS WAVE ILLUMINATE
ECM INTELLIGENCE, ECM, NOISE
ECM INTELLIGENCE, ECM, PULSE
ECM INTELLIGENCE, ECM, SPOT (JAMMING)
ECM INTELLIGENCE, ECM, VIDEO
ECM JAMMING, ECM, WARNING
ECM (+) ECM (+)
ECM (+) JAMMING, ECM (+), ALERT
ECM (+) JAMMING, ECM (+), INHIBIT
ECM (+) JAHRIBIG, ECH (+), READY
ECM (+) JAMMING, ECM (+), REQUEST
ECM (+) JAMMING, ECM (+), START
ECM (+) JANMING, ECM (+), STOP
ELEVATION ELEVATION, COSRO, REFERENCE
ELEVATION PARALLAX (UNIT), ELEVATION, EQUIPMENT (+)
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ELEVATION SPOT, ELEVATION, UP
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ELEVATION (TARGET) ELEVATION (TARGET), APPARENT, UNCORRECTED
ELEVATION (TARGET) ELEVATION (TARGET), LOS, COMPUTED)
ELEVATION (TARGET) ELEVATION (TARGET), LOS, CORRECTED
ELEVATION (TARGET) ELEVATION (TARGET), LOS, UNCORRECTED
ELEVATION (TARGET) ELEVATION (TARGET'), (HIERARCHY)
ELEVATION RATE ELEVATION RATE, APPARENT, OBSERVED
ELEVATION RATE ELEVATION RA'IE, LOS, COMPUTED

ELEVATION RATE	ELEVATION RATE, LOS, CORRECTED
ELEVATION RATE	ELEVATION RATE, LOS, OBSERVED
ELEVATION RATE	ELEVATION RATE, VERTICAL, COMPUTED
ELEVATION BATE	ELEVATION RATE, (HIERARCHY)
EMERGENCY	EMERGENCY
EMPTY	RAIL (+) (MISSILE), STATUS, EMPTY
ENABLE	ENABLE
END	TORPEDO, RUN, END
ENERGIZE	MASTER SYNCHRONIZER, ORDER, ENERGIZE
ENGLISH BIAS	MISSILE (+), ENGLISH BIAS, ORDER
ENTRY	TARGET (+), ENTRY
EQUIPMENT (+)	CURSOR, EQUIPMENT (+), DISPLAY
EQUIPHENT (+)	IFF (SIGNAL), RF, EQUIPMENT (+)
EQUIPMENT (+)	IFF (SIGNAL), SIF, EQUIPMENT (+)
EQUIPMENT (+)	IFF (SIGNAL), TEST, EQUIPMENT (+)
EQUIPMENT (+)	IFF (SIGNAL), TRIGGER, EQUIPMENT (+)
EQUIPMENT (+)	IFF (SIGNAL), VIDEO, EQUIPMENT (+)
EQUIPMENT (+)	MODE (FCS), ORDER, EQUIPMENT (+)
EQUIPMENT (+)	MODE (FCS), STATUS, EQUIPMENT (+)
EQUIPMENT (+)	PARALLAX (UNIT), ELEVATION, EQUIPMENT (+)
EQUIPMENT (+)	PARALLAX (UNIT), TRAIN, EQUIPMENT (+)
EQUIPMENT (+) (SITUA	EQUIPMENT (+) (SITUATION), (HIERARCHY)
EQUIPMENT' (+) (SITUA	EQUIPMENT (+) (SITUATION), ORDER, BUSY-TIME
EQUIPMENT (+) (SITUA	EQUIPMENT (+) (SITUATION), ORDER, CONTROL
EQUIPMENT (+) (SITUA	EQUIPMENT (+) (SITUATION), ORDER, GYRO
EQUIPMENT (+) (SITUA	EQUIPHENT (+) (SITUATION), ORDER, POWER
EQUIPMENT (+) (SITUA	EQUIPMENT (+) (SITUATION), ORDER, TEST
EQUIPMENT' (+) (SITUA	EQUIPMENT (+) (SITUATION), STATUS, BUSY-TIME
EQUIPMENT (+) (SITUA	EQUIPMENT (+) (SITUATION), STATUS, CONTROL
EQUIPMENT (+) (SITUA	EQUIPMENT (+) (SITUATION), STATUS, GYRO
EQUIPMENT (+) (SITUA	EQUIPMENT (+) (SITUATION), STATUS, POUER
EQUIPMENT (+) (SITUA	EQUIPMENT (+) (SITUATION), STATUS, TEST
EQUIPMENT (+)	DESIGNATE, EQUIPMENT (+), (TO) FCS (+)
EQUIPMENT (+)	DESIGNATE, EQUIPMENT (+), (TO) WEAPON (+)
ERROR	BEARING (EQUIPMENT), RELATIVE, ERROR
ERROR	BEARING (EQUIPMENT), TRUE, ERROR
ERROR	ELEVATION (EQUIPMENT), ACTUAL, ERROR
ERROR	ELEVATION (EQUIPMENT), STABILIZED, ERROR
ERROR	ERROR
ERROR	TRAIN (EQUIPMENT), RELATIVE, ERROR
ERROR	TRAIN (EQUIPMENT), TRUE, ERROR
ESTIMATED	ESTIMATED
EXCESSIVE	EXCESSIVE
EXCITATION	EXCITATION
EXTEND	RAIL (+) (MISSILE), ORDER, EXTEND
EXTENDED	RAIL (+) (MISSILE), STATUS, EXTENDED

F

FACSIMILE	INTELLIGENCE, RADIO, FACSIMILE
PCS (+)	ARROW CONTROL, FCS (+), TARGET (+)

FCS (+)	MODE (FCS), ORDER, FCS (+)
FCS (+)	MODE (FCS), STATUS, PCS (+)
FCS (+)	DESIGNATE, FCS (+), (TO) EQUIPMENT (+)
FCS (+)	DESIGNATE, FCS (+), (TO) FCS (+)
FCS (+)	DESIGNATE, FCS (+), (TO) WEAPON (+)
(OF) FIRE	ARCS, (OF) FIRE
FIRE	DEPTH CHARGE (+), FIRE, PERMISSION
(TO) FIRE	DEPTH CHARGE (+), READY, (TO) FIRE
FIRE	FIRE
FIRE	MOUNT (GUN) (+), FIRE
FIRE	TORPEDO (+), FIRE, ORDER
FIRE	TORPEDO (+), FIRE, PERMISSION
(TO) FIRE	TORPEDO (+), READY, (TO) FIRE
FIRED	MOUNT (GUN) (+), FIRED
FIRED	TORPEDO (+), FIRED, INDICATION
FIRING	FIRING CUTOUT
FIRING CUTOUT	FIRING CUTOUT, LIMITS, MOUNT (+)
(OF) FLIGHT	TIME, (OF) FLIGHT, (TO) CAPTURE
(OF) FLIGHT	TIME, (OF) FLIGHT, (TO) FUZE BURST
(OF) FLIGHT	TIME, (OF) FLIGHT, (TO) INTERCEPT
(OF) FLIGHT	TIME, (OF) FLIGHT, (TO) SEPARATION
(OF) FLIGHT	TIME, (OF) FLIGET, (TO) TARGET
FLOW	COOLANT (STATUS), FLOW
FM	CODED TIME, MISSILE (+), FM
FREQUENCY	DOPPLER FREQUENCY
FEEQUENCY	RADIO (+), ORDER, FREQUENCY
FREQUENCY	RADIO (+) , STATUS, FREQUENCY
FREQUENCY (STANDARD)	INTELLIGENCE, RADIO, FREQUENCY (STANDARD)
FUNCTIONAL	POWER (ELECTRIC), FUNCTIONAL
FUZE (+)	FUZE (+), ORDER, ARM
FUZE (+)	FUZE (+), ORDER, SET
(TO) FUZE BURST	TIME, (OF) FLIGHT, (TO) FUZE BURST

G

GAIN	INVERSE GAIN ORDER
GATE	GATE
GENERATED	GENEBATED
GO	GO
GRAVITY BIAS	MISSILE (+), GRAVITY BIAS, SELECT
GRID ORIGIN	POSITION, OWNSHIP, GRID ORIGIN
GRID ORIGIN	POSITION, TARGET, GRID ORIGIN
GUIDANCE (MISSILE)	GUIDANCE (MISSILE)
GUN	GUN MOUNT
GUN (+)	ROUNDS (FIRED), NUMBER (OF), GUN (+)
GUN TRAIN-ORDER	GUN TRAIN-ORDER, RELATIVE
GUN TRAIN-ORDER	GUN TRAIN-ORDER, TRUE
GYRO	EQUIPMENT (+) (SITUATION), ORDER, GYRO
GYRO	EQUIPMENT (+) (SITUATION), STATUS, GYRO
GYRO (+)	GYRO (+), CAGE, ORDER
GYRO (+)	GYRO (+), CAGED, lNDICATION

GYRO (+)	GYRO (+), UNCAGE, 0RDER
GYRO (+)	GYRO (+), UNCAGED, INDICATION
GYRO ANGLE	TORPEDO, GYRO ANGLE, ORDER

H

HEAD-ORDER	MISSILE (+), HEAD-ORDER, A
HEAD-ORDER	MISSILE (+), HEAD-ORDER, E
HEADING	ATTITUDE, HEALING, OUNSHIP
HEADING	HEADING
HEDGEHOG	HEDGEHOG
HEIGHT	HEIGHT
HIGH-BAND	JAMMING, HIGH-BAND, CLEAR
HOLD	HOLD
HOMING	HOMING, SEMI-ACTIVE
HOMING (MISSILE (+))	HOMING (MISSILE (+)), ACTIVE, ORDER
HOMING (MISSILE (+))	HOMING (MISSILE (+)), PASSIVE, ORDER
HOOK-AND-MARK	HOOK-AND-MARK
HORIZONTAL	RANGE (TARGET), HORIZONTAL, COMPUTED
HORIZONTAL	RANGE (TARGET), HORIZONTAL, CORRECTED
HORIZONTAL	RANGE RATE, HORIZONTAL, COMPUTED
HORIZCN'IAL	RANGE RATE, HORIZONTAL, CORRECTED
HORIZONTAL	VEHICLE (MOTION), AIRCRAFT, HORIZONTAL
HORIZONTAL	VEHICLE (MOTION), MISSILE, HORIZONTAL
HORIZCNTAL	VEHICLE (MOTION), OWNSHIP, HORIZONTAL
HORIZONTAL	VEHICLE (MOTION), TARGET, HORIZONTAL

I

IC	INTELLIGENCE, IC, AUDIO
IC	INTELLIGENCE, IC, INDICATING
IDD (INTER-DIRECTOR	IDD (INTER-DIRECTOR DESIGNATION)
IDENTITY	IDENTITY
IFF (SIGNAL)	IFF (SIGNAL), RF, EQUIPMENT (+)
IFF (SIGNAL)	IFF (SIGNAL), SIP, EQUIPMENT (+)
IFF (SIGNAL)	IFF (SIGNAL), TEST, EQUIPMENT (+)
IFF (SIGNAL)	IFF (SIGNAL), TRIGGER, EQUIPMENT (+)
IFF (SIGNAL)	IFF (SIGNAL), VIDEO, EQUIPMENT (+)
IG (&)	IG (&) RGPO
ILLUMINATION	CONTINUOUS-WAVE ILLUMINATION
ILLUMINATOR	ILLUMINATOR
IN	SPOT, RANGE, IN
INCOMING/OUTGOING	MISSILE (+), INCOMING/OUTGOING, SELECT
INCREMENT	INCREMENT
INDICATING	INTELLIGENCE, IC, INDICATING
INDICATING	POWER (ELECTRIC), INDICATING
INDICATION	BATTLE SHORT (+), INDICATION
INDICATION	BOOSTER (MISSILE), SEPARATION, INDICATION
INDICATION	GYRO (+), CAGED, INDICATION

INDICATION	GYRO (+), UNCAGED, INDICATION
INDICATION	TARGET (+), INDICATION
INDICATION	TORPEDO (+), FIRED, INDICATION
INDICATION	TORPEDO, COURSE, INDICATION
INDICATION (+)	INDICATION (+)
INFRAFED	INFRARED
INHIBIT	JAMMING, ECM (+), INHIBIT
INITIAL	VELOCITY, INITIAL
INOPERATIVE	INOPERATIVE
INTELLIGENCE	INTELLIGENCE, ECM, BARRAGE (JAMMING)
INTELLIGENCE	INTELLIGENCE, ECM, COHERENT
INTELLIGENCE	INTELLIGENCE, ECM, CWI (CONTINUOUS WAVE ILLUMINATE
INTELLIGENCE	INTELLIGENCE, ECM, NOISE
INTELLIGENCE	INTELLIGENCE, ECM, PULSE
INTELLIGENCE	INTELLIGENCE, ECM, SPOT (JAMMING)
INTELLIGENCE	INTELLIGENCE, ECM, VIDEO
INTELLIGENCE	INTELLIGENCE, IC, AUDIO
INTELLIGENCE	INTELLIGENCE, IC, INDICATING
INTELLIGENCE	INTELLIGENCE, NTDS, DIGITAL
INTELLIGENCE	INTELLIGENCE, RADAR, MTI
INTELLIGENCE	INTELLIGENCE, RADAR, RETURN
INTELLIGENCE	INTELLIGENCE, RADAR, VIDEO
INTELLIGENCE	INTELLIGENCE, RAD1O, AUDIO
INTELLIGENCE	INTELLIGENCE, RADIO, CR
INTELLIGENCE	INTELLIGENCE, RADIO, DIRECTIONFINDER
INTELLIGENCE	INTELLIGENCE, RADIO, FACSIMILE
INTELLIGENCE	INTELLIGENCE, RADIO, FREQUENCY (STANDARD)
INTELLIGENCE	INTELLIGENCE, RADIO, TELEMETRY
INTELLIGENCE	INTELLIGENCE, RADIO, TELETYPE
INTELLIGENCE	INTELLIGENCE, RAD1O, VIDEO
INTELLIGENCE	INTELLIGENCE, SONAR, AUDIO
INTELLIGENCE	INTELLIGENCE, SONAR, BOTTOM (BOUNCE)
INTELLIGENCE	INTELLIGENCE, SONAR, CW
INTELLIGENCE	INTELLIGENCE, SONAR, RETURN
INTELLIGENCE	INTELLIGENCE, SONAR, VIDEO
INTELLIGENCE	INTELLIGENCE, (HIERARCHY)
INTENT (TO)	MISSILE (+), LAUNCH, INTENT (TO)
(TO) INTERCEPT	TIME, (OF) FLIGHT, (TO) INTERCEPT
INVALID	INVALID
INVERSE	INVERSE GAIN ORDER

J

JAMMING	JAMMING, ECM (+), ALERT
JAMMING	JAMMING, ECM (+), INHIBIT
JAMMING	JAMMING, ECM (+), READY
JAMMING	JAMMING, ECM (+), REQUEST
JAMMING	JAMMING, ECM (+), START
JAMMING	JAMMING, ECM (+), STOP
JAMMING	JAMMING, ECM, WARNING
JAMMING	JAMMING, HIGH-BAND, CLEAR

JAMMING	JAMMING, LOW-BAND, CLEAR
JAMMING	JAMMING, RADAR (+), ALERT
JETTISON	TORPEDO (+), JETTISON, ORDER
JETTISON	MISSILE (+), JETTISON, (FROM) RAIL (+)

K

KILL	TARGET (+), KILL

L

L TRAJECTORY	L TRAJECTORY, ORDER
L TRAJECTORY	L TRAJECTORY, STATUS
LATITUDE	LATITUDE
LAUNCH	MISSILE (+), LAUNCH
LAUNCH	MISSILE (+), LAUNCH, INTENT (TO)
LAUNCHED	MISSILE (+), LAUNCHED, (FROM) RAIL (+)
LAUNCHER (+)	BLIND ZONE, LAUNCHER (+), NARROW
LAUNCHER (+)	BLIND ZONE, LAUNCHER (+), WIDE
LAUNCHER (+)	LAUNCHER (+)
LAUNCHER (+)	MIXED LOAD, LAUNCHER (+)
LAUNCHER (+) (MISSIL	LAUNCHER (+) (MISSILE), ORDER, STOW
LAUNCHER (+) (MISSIL	LAUNCHER (+) (MISSILE), STATUS, STOW
LAUNCHER TRAIN-ORDER	LAUNCHER TRAIN-ORDER, RELATIVE
LAUNCHER TRAIN-ORDER	LAUNCHER TRAIN-ORDER, TRUE
LEFT	SPOT, BEARING, LEFT
LEVEL	COOLANT (STATUS), LEVEL
LEVEL	CROSS LEVEL
LEVEL	LEVEL
LIMITS	FIRING CUTOUT, LIMITS, MOUNT (+)
LOAD	MOUNT (GUN) (+), LOAD
LOAD	RAIL (+) (MISSILE), ORDER, LOAD
(TO) LOAD	RAIL (+) (MISSILE), READY, (TO) LOAD
LOAD ORDER	LOAD ORDER, MISSILE (+), CONTINUOUS
LOAD ORDER	LOAD ORDER, MISSILE (+), NONE
LOAD ORDER	LOAD ORDER, MISSILE (+), ONE
LOAD ORDER	LOAD ORDER, MISSILE (+), SELECT
LOAD	TORPEDO (+), LOAD, (IN) TUBE (+)
LOADED	MOUNT (GUN) (+), LOADED
LOADED	RAIL (+) (MISSILE), STATUS, LOADED
LOADED	TORPEDO (+), LOADED
LOADED	TUBE (+), TORPEDO, LOADED
LOADED	MISSILE (+), LOADED, (ON) RAIL (+)
LOCAL	LOCAL
LOCKED-ON	LOCKED-ON
LOCKED-ON	NOT LOCKED-ON
LONGITUDE	LONGITUDE
LOS	BEARING RATE, LOS, COMPUTED
LOS	BEARING RATE, LOS, CORRECTED

LOS	BEARING RATE, LOS, OBSERVED
LOS	ELEVATION (TARGET), LOS, COMPUTED
LOS	ELEVATION (TARGET), LOS, CORRECTED
LOS	ELEVATION (TARGET), LOS, UNCORRECTED
LOS	ELEVATION RATE, LOS, COMPUTED
LOs	ELEVATION RATE, LOS, CORRECTED
LOS	ELEVATION RATE, LOS, OBSERVED
LOS	RANGE (TARGET), LOS, COMPUTED
LOS	RANGE (TARGET), LOS, CORRECTED
LOS	RANGE (TARGET), LOS, OBSERVED
LOS	RANGE RATE, LOS, COMPUTED
LOS	RANGE RATE, LOS, CORRECTED
LOS	RANGE RATE, LOS, OBSERVED
LOS	LOW ANGLE
LOW-BAND	JAMMING, LOW-BAND, CLEAR
LOW-E (MODE)	LOld-E (MODE)

M

MANUAL	MANUAL
MARK	MARK
MASTER SYNCHRONIZER	MASTER SYNCHRONIZER, ORDER, BLANKING PULSE
MASTER SYNCHRONIZER	MASTER SYNCHRONIZER, ORDER, ENERGIZE
MASTER SYNCHRONIZER	MASTER SYNCHRONIZER, ORDER, REPETITION RATE
MASTER SYNCHRONIZER	MASTER SYNCHRONIZER, ORDER TIMING TRIGGER
MASTER SYNCHRONIZER	MASTER SYNCHRONIZER, STATUS, (IN) CONTROL
MASTER SYNCHRONIZER	MASTER SYNCHRONZER, STATUS, REPETITION RATE
MATCHED	MATCHED
MAXIMUM INDICATION	WARMUP STATUS, MISSILE (+), ?iAX.IdUhl INDICATION
MERCATOR	POSITION, OWNSHIP, MERCATOR
MERCATOR	POSITION, TARGET, MERCATOR
MINESWEEPING	MINESWEEPING, ORDER, SELECT
MINESWEEPING	MINESWEEPING, STATUS, SELECT
MISSED	TARGET (+), MISSED
MISSILE	ATTITUDE, PITCH, MISSILE
MISSILE	ATTITUDE, ROLL, MISSILE
MISSILE	ATTITUDE, YAW, MISSILE
MISSILE	BEACON, MISSILE
MISSILE	VEHICLE (MOTION), MISSILE, E-W
MISSILE	VEHICLE (MOTION), MISSILE, HORIZONTAL
MISSILE	VEHICLE (MOTION), MISSILE, N-S
MISSILE	VEHICLE (MOTION), MISSILE, VECTOR
MISSILE	VEHICLE (MOTION), MISSILE, VERTICAL
MISSILE (+)	CAPTURE, MISSILE (+), ACQUISITION
MISSILE (+)	CODE (+) (GUIDANCE), ORDER, MISSILE (+)
MISSILE (+)	CODE (+) {GUIDANCE), STATUS, MISSILE (+)
MISSILE (+)	CODED TIME, MISSILE (+) , DC PULSED
MISSILE (+)	CODED TIME, MISSILE (+), FM
MISSILE (+)	CODED TIME, MISSILE (+) , RELAY SIGNAL
MISSILE (+)	LOAD ORDER, MISSILE (+), CONTINUOUS
MISSILE (+)	LOAD ORDER, MISSILE (+), NONE

MISSILE (+)	LOAD ORDER, MISSILE (+) , ONE
MISSILE (+)	LOAD ORDER, MISSILE (+), SELECT
MISSILE (+)	MISSILE (+), (IN) ASSEMBLY AREA
MISSILE (+)	MISSILE (+), (IN) TRANSFER AREA
MISSILE (+)	MISSILE (+), (IN) TRANSFER AREA, READY
MISSILE (+)	MISSILE (+), AVAILABLE
MISSILE (+)	MISSILE (+), BURST OBSERVED
MISSILE (+)	MISSILE (+), CAPTURE GUIDANCE, ON
MISSILE (+)	MISSILE (+), CLUTTER REJECT BAND
MISSILE (+)	MISSILE (+), DUD, (ON) RAIL (+)
MISSILE (+)	MISSILE (+), ENGLISH BIAS, ORDER
MISSILE (+)	MISSILE (+), GRAVITY BIAS, SELECT
MISSILE (+)	MISSILE (+), HEAD-ORDER, A
MISSILE (+)	MISSILE (+), HEAD-ORDER, B
MISSILE (+)	MISSILE (+) , INCOMING/OUTGOING, SELECT
MISSILE (+)	MISSILE (+), JETTISON, (FROM) RAIL (+)
MISSILE (+)	MISSILE (+), LAUNCH
MISSILE (+)	MISSILE (+), LAUNCH, INTENT (TO)
MISSILE (+)	MISSILE (+), LAUNCHED, (FROM) RAIL (+)
MISSILE (+)	MISSILE (+), LOADED, (ON) RAIL (+)
MISSILE (+)	MISSILE (+), READY, (ON) RAIL (+)
MISSILE (+)	MISSILE (+), BOLL GYRO, ORDER
MISSILE (+)	MISSILE (+), SELECTED
MISSILE (+)	MISSILE (+) , THRUST CUTOFF, POSITION
MISSILE (+)	MISSILE (+) , UNLOAD, (FRO!!) RAIL (+)
MISSILE (+)	MISSILE (+), VNR (VARIABLE NAVIGATION RATIO), ORDER
MISSILE (+)	WARMUP STATUS, MISSILE (+), MAXIMUM INDICATION
MISSILE (+)	WARMUP STATUS, MISSILE (+), WARNING RAIL (+)
MISSILE (+)	X MISSILE (+)
MISSILE (+)	Y MISSILE (+)
MISSILE (+)	Z MISSILE (+)
MISSILE (+)	MISSILE (+), (ON) RAIL (+), ALARM
MISSILE (+)	WARMUP ORDER, MISSILE (+), (OFF) RAIL (+)
MISSILE (+)	WARMUP ORDER, MISSILE (+), (ON) BAIL (+)
MISSILE (+)	WARMUP ORDER, MISSILE (+), (OFF) RAIL (+)
MISSILE (+)	WARMUP STATUS, MISSILE (+), (ON) RAIL (+)
MIXED LOAD	WARMUP STATUS LAUNCHER (+)
MODE (FCS)	MODE (FCS), ORDER, EQUIPMENT (+)
MODE (FCS)	MODE (FCS), ORDER, FCS (+)
MODE (FCS)	MODE (FCS), ORDER, WEAPON (+)
MODE (FCS)	MODE (FCS) , STATUS, EQUIPMENT (+)
MODE (FCS)	MODE (FCS), STATUS, PCS (+)
MODE (FCS)	MODE (FCS), STATUS, WEAPON (+)
MODE (FCS)	MODE (FCS), (HIERARCHY)
MODIFIED	MODIFIED
MODULATION (+)	RADIO (+) , ORDER, MODULATION (+)
MODULATION (+)	RADIO (+) , STATUS, MODULATION (+)
MOTION	MOTION
MOUNT	GUN MOUNT
MOUNT (+)	FIRING CUTOUT, LIMITS, MOUNT (+)
MOUNT (+)	MOUNT (+)
MOUNT (GUN) (+)	MOUNT (GUN) (+), ALERT
MOUNT (GUN) (+)	MOUNT (GUN) (+) , CEASE FIRE

MOUNT (GUN) (+)	ilOUNT (GUN) (+), FIRE
MOUNT (GUN) (+)	MOUNT (GUN) (+), FIRED
MOUNT (GUN) (+)	MOUNT (GUN) (+), LOAD
MOUNT (GUN) (+)	MOUNT (GUN) (+), LOADED
MOUNT (GUN) (+)	MOUNT (GUN) (+), ORDER, ST0W
MOUNT (GUN) (+)	MOUNT (GUN) (+), READY
MOUNT (GUN) (+)	MOUNT (GUN) (+), STATUS, STOW
MOUNT (GUN) (+)	MOUNT (GUN) (+), UNLOAD, BREECH
MOUNT (GUN) (+)	MOUNT (GUN) (+), UNLOAD, MUZZLE
MTI	INTELLIGENCE, RADAR, MTI
MUZZLE	MOUNT (GUN) (+), UNLOAD, MUZZLE
MUDS (+)	CODE (+) (GUIDANCE), ORDER, MWDS (+)
MUDS (+)	CODE (+) (GUIDANCE), STATUS, MWDS (+)

N

N-S	BOOSTER SPLASH, COMPUTED, N-S
N-S	RANGE (TARGET), N-S, COMPUTED
N-S	RANGE (TARGET), N-S, CORRECTED
N-S	RANGE RATE, N-S, COMPUTED
N-S	RANGE RATE, N-S, CORRECTED
N-S	VEHICLE (HOTION), AIRCRAFT, N-S
N-S	VEHICLE (MOTION), MISSILE, N-S
N-S	VEHICLE (MOTION), OWNSHIP, N-S
N-S	VEHICLE (MOTION), TARGET, N-S
NARROW	BLIND ZONE, LAUNCHER (+), NARROW
NARROW	BLIND ZONE, RADAR (+), NARROW
NO-GO	NO-GO
NOISE	INTELLIGENCE, ECM, NOISE
NONE	LOAD ORDER, MISSILE (+), NONE
NOT	NOT AVAILABLE
NOT	NOT LOCKED-ON
NOT	NOT READY
NTDS	INTELLIGENCE, NTDS, DIGITAL
NUMBER (OF)	ROUNDS (FIRED), NUMBER (OF), GUN (+)

0

OBSERVED	BEARING (TARGET), RELATIVE, oBsERVED
OBSERVED	BEARING (TARGET), TRUE, OBSERVED
OBSERVED	BEARING RATE, APPARENT, OBSERVED
OBSERVED	BEARING RATE, LOS, OBSERVED
OBSERVED	ELEVATION RATE, APPARENT, OBSERVED
OBSERVED	ELEVATION RATE, LOS, OBSERVED
OBSERVED	RANGE (TARGET), APPARENT, OBSERVED
OBSERVED	RANGE (TARGET), LOS, OBSERVED
OBSERVED	RANGE RATE, APPARENT, OBSERVED
OBSERVED	RANGE RATE, LOS, OBSERVED
OFF	OFF

ON	MISSILE (+), CAPTURE GUIDANCE, ON
ON	ON
ONE	LOAD ORDER, MISSILE (+), ONE
OPEN	OPEN DOOR
OPTICAL (+)	OPTICAL (+)
OUT	SPOT, RANGE, OUT
OVERTEMPERATURE	OVERTEMPERATURE ALARM SUPPLY
GUN-CONTROL	BUSY, OWN-CONTROL
OWNSHIP	ATTITUDE, HEALING, OWNSHIP
OWNSHIP	ATTITUDE, PITCH, OWNSHIP
OWNSHIP	ATTITUDE, ROLL, OWNSHIP
OWNSHIP	ATTITUDE, YAW, OWNSHIP
OWNSHIP	OWNSHIP COURSE
OWNSHIP	OWNSHIP SPEED
OWNSHIP	POSITION, OWNSHIP, GRID ORIGIN
OWNSHIP	POSITION, OWNSHIP, MERCATOR
OWNSHIP	POSITION, OWNSHIP, REFERENCE POINT
OWNSHIP	VEHICLE (MOTION), OWNSHIP, E-W
OWNSHIP	VEHICLE (MOTICN), OWNSHIP, HORIZONTAL
OWNSHIP	VEHICLE (MOTICN), OWNSHIP, N-S
OWNSHIP	WIND, DIRECTION, OWNSHIP
OWNSHIP	WIND, SPEED, OWNSHIP

P

PARALLAX	PARALLAX
PARALLAX (UNIT)	PARALLAX (UNIT), ELEVATION, EQUIPMENT (+)
PARALLAX (UNIT)	PARALLAX (UNIT), TRAIN, EQUIPMENT (+)
PASSIVE	HOMING (MISSILE (+)), PASSIVE, ORDER
PASSIVE	PASSIVE
PERMISSION	DEPTH CHARGE (+), FIRE, PERMISSION
PERMISSION	TORPEDO (+), FIRE, PERMISSION
PHASING ORDER	PHASING ORDER, RADAR (+)
PITCH	ATTITUDE, PITCH, MISSILE
PITCH	ATTITUDE, PITCH, OWNSHIP
POINT	AIM POINT
PORT	RAIL (+) (MISSILE), READY, PORT
POSITION	MISSILE (+), THRUST CUTOFF, POSITION
POSITION	POSITION, OWNSHIP, GRID ORIGIN
POSITION	POSITION, OWNSHIP, MERCATOR
POSITION	POSITION, OWNSHIP, REFERENCE POINT
POSITION	POSITION, TARGET, GRID ORIGIN
POSITION	POSITION, TARGET, MERCATOR
POSITION	POSITION, TARGET, REFERENCE POINT
POSITION	POSITION, (HIEKARCHY)
POWER	EQUIPMENT (+) (SITUATION), ORDER, POWER
POWER	EQUIPMENT (+) (SITUATION), STATUS, POWER
POWER	POWER, CHANGEOVER
POWER (ELECIRIC)	POWER (ELECTRIC), FUNCTIONAL
POWER (ELECTRIC)	POWER (ELECTRIC), INDICATING
POWER (ELECTRIC)	POWER (ELECTRIC), REFERENCE, AC (+)

POWER (ELECTRIC)	POWER (ELECTRIC), REFERENCE, DC (+)
POWER (ELECTRIC)	POWER (ELECTRIC), SHIP-SERVICE, AC (+)
POWER (ELECTRIC)	POWER (ELECTRIC), SHIP-SERVICE, DC (+)
PRESSURE	COOLANT (STATUS], PRESSURE
PROGRAM (SEARCH)	SONAR (+), ORDER, PROGRAM (SEARCH)
PROGRAM (SEARCH)	SONAR (+) , STATUS, PROGRAM (SEARCH)
PULSE	INTELLIGENCE, ECM, PULSE
PULSE	PULSE
PULSE	PULSE, CLOCK, RADAR (+)

R

RADAR	INTELLIGENCE, RADAR, MTI
RADAR	INTELLIGENCE, RADAR, RETURN
RADAR	INTELLIGENCE, RADAR, VIDEO
RADAR (+)	BLIND ZONE, RADAR (+), NARROW
RADAR (+)	BLIND ZONE, RADAR (+), HIDE
RADAR (+)	COAST, RADAR (+), ALERT
RADAR (+)	COAST, RADAR (+), ORDER
RADAR (+)	JAMMING, RADAR (+), ALERT
RADAR (+)	PHASING ORDER, RADAR (+)
RADAR (+)	PULSE, CLOCK, RADAR {+)
RADAR (+)	RADAR (+)
RADAR (+)	RADAR (+), ORDER, BEAM (PROGRAM)
RADAR (+)	RADAR (+), ORDER, BEAM (SHAPE)
RADAR (+)	RADAR (+), ORDER, BEAM (SPREAD)
RADAR (+)	RADAR (+), ORDER, ,CONTACT
RADAR (+)	RADAR (+) , ORDER, CWI
RADAR (+)	RADAR (+), ORDER, SEARCH
RADAR (+)	RADAR (+) , ORDER, TRACK (AIDED)
RADAR (+)	RADAR (+), ORDER, TRACK (AIRCRAFT)
RADAR (+)	RADAR (+), ORDER, TRACK (MISSILE)
RADAR (+)	RADAR (+), ORDER, TRACK (SURFACE)
RADAR (+)	RADAR (+) , STATUS, BEAM (PROGRAM)
RADAR (+)	RADAR (+), STATUS, BEAN (SHAPE)
RADAR (+)	RADAR (+), STATUS, BEAM (SPREAD)
RADAR (+)	RADAR (+), STATUS, CONTACT
RADAR (+)	RADAR (+) , STATUS, CWI
RADAR (+)	RADAR (+) , STATUS, SEARCH
RADAR (+)	RADAR (+) , STATUS, TRACK (AIDED)
RADAR (+)	RADAR (+), STATUS, TRACK (AIRCRAFT)
RADAR (+)	RADAR (+), STATUS, TRACK (MISSILE)
RADAR (+)	RADAR (+) , STATUS, TRACK (SURFACE)
RADIO	INTELLIGENCE, RADIO, AUDIO
RADIO	INTELLIGENCE, RADIO, CW
RADIO	INTELLIGENCE, RAD1O, DIRECTIONFINDER
RADIO	INTELLIGENCE, RADIO, FACSIMILE
RADIO	INTELLIGENCE, RADIO, FREQUENCY (STANDARD)
RADIO	INTELLIGENCE, RADIO, TELEMETRY
RAD1O	INTELLIGENCE, RADIO, TELETYPE
RADIO	INTELLIGENCE, RADIO, VIDEO

RADIO (+)	RADIO (+), ORDER, CHANNEL (+)
RADIO (+)	RADIO (+) , ORDER, FREQUENCY
RADIO (+)	RADIU (+) , ORDER, MODULATION (+)
RADIO (+)	RADIO (+), STATUS, CHANNEL (+)
RADIO (+)	RADIO (+) , STATUS, FREQUENCY
RADIO (+)	RADIO (+), STATUS, MODULATION (+)
RAIL (+) (MISSILE)	RAIL (+) (MISSILE), ORDER, EXTEND
RAIL (+) (MISSILE)	RAIL (+) (MISSILE), ORDER, LOAD
RAIL (+) (MISSILE)	RAIL (+) (MISSILE), ORDER, RETRACT
RAIL (+) (MISSILE)	RAIL (+) (MISSILE), ORDER, SELECT
RAIL (+) (MISSILE)	RAIL (+) (MISSILE), READY, (TO) LOAD
RAIL (+) (MISSILE)	RAIL (+) (MISSILE), READY, PORT
RAIL (+) (MISSILE)	RAIL (+) (MISSILE), READY, STARBOARD
RAIL (+) (MISSILE)	RAIL (+) (MISSILE), STATUS, CLEAR
RAIL (+) (MISSILE)	RAIL (+) (MISSILE), STATUS, EMPTY
RAIL (+) (MISSILE)	RAIL (+) (MISSILE), STATUS, EXTENDED
RAIL (+) (MISSILE)	RAIL (+) (MISSILE), STATUS, LOADED
RAIL (+) (MISSILE)	RAIL (+) (HISSILE), STATIUS, RETRACTED
RAIL (+) (MISSILE)	RAIL (+) (MISSILE), STATUS, SAFE
RAIL (+) (MISSILE)	RAIL (+) (MISSILE), STATUS, SELECT
RANGE	BOOSTER SPLASH, COMPUTED, RANGE
RANGE	SPOT, RANGE, IN
RANGE	SPOT, RANGE, OUT
RANGE	WARHEAD, WATER ENTRY, COMPUTED, RANGE
RANGE (TARGET)	RANGE (TARGET), APPARENT, OBSERVED
RANGE (TARGET)	RANGE (TARGET), E-W, CCHPUTED
RANGE (TARGET)	RANGE (TARGET), E-H, CORRECTED
RANGE (TARGET)	RANGE (TARGET), HORIZONTAL, COMPUTED
RANGE (TARGET)	RANGE (TARGET), HORIZONTAL, CORRECTED
RANGE (TARGET)	RANGE (TARGET), LOS, COMPUTED
RANGE (TARGET)	RANGE (TARGET), LOS, CORRECTED
RANGE (TARGET)	RANGE (TARGET), LOS, OBSERVED
RANGE (TARGET)	RANGE (TARGET) , N-S, COMPUTED
RANGE (TARGET)	RANGE (TARGET), N-S, CORRECTED
RANGE (TARGET)	RANGE (TARGET), (HIERARCHY)
RANGE RATE	RANGE RATE, APPARENT, OBSERVED
RANGE RATE	RANGE RATE, E-W, COMPUTED
RANGE RATE	RANGE RATE, E-U, CORRECTED
RANGE RATE	RANGE RATE, HORIZONTAL, COMPUTED
RANGE RATE	RANGE RATE, HORIZONTAL, CORRECTED
RANGE RATE	RANGE RATE, LOS, COMPUTED
RANGE RATE	RANGE RATE, LOS, CORRECTED
RANGE RATE	RANGE RATE, LOS, OBSERVED
RANGE RATE	RANGE RATE, N-S, COMPUTED
RANGE RATE	RANGE RATE, N-S, CORRECTED
RANGE RATE	RANGE RATE, (HIERARCHY)
REACH	TORPEDO, REACH
READY	AIR READY
READY	DEPTH CHARGE (+), READY, (TO) FIRE
READY	JAMMING, ECM (+), READY
READY	MISSILE (+), (IN) TRANSFER AREA, READY
READY	MOUNT (GUN) (+), READY
READY	NOT READY

READY	RAIL (+) (MISSILE), READY, (TO) LOAD
READY	RAIL (+) (MISSILE), READY, PORT
READY	RAIL (+) (MISSILE), READY, STARBOARD
READY	READY
READY	TORPEDO (+), READY, (TO) FIRE
READY	TUNE (+), TORPEDO, READY
READY	MISSILE (+), READY, (ON) RAIL (+)
REBOUND	REBOUND
REFERENCE	BEARING, COSRO, REFERENCE
BEFERENCE	ELEVATION, COSRO, REFERENCE
REFERENCE	POWER (ELECTRIC), REFERENCE, AC (+)
REFERENCE	POWER (ELECTRIC), REFERENCE, DC (+)
REFERENCE	REFERENCE
REFERENCE POINT	POSITION, OWNSHIP, REFERENCE POINT
REFERENCE POINT	POSITION, TARGET, REFERENCE POINT
RELATIVE	BEARING (EQUIPMENT), RELATIVE, CORRECTED
RELATIVE	BEARING (EQUIPMENT), RELATIVE, ERROR
RELATIVE	BEARING (EQUIPMENT), RELATIVE, ORDhR
RELATIVE	BEARING (EQUIPMENT), RELATIVE, STABILIZED
RELATIVE	BEARING (EQUIPMENT), RELATIVE, UNCORRECTED
RELATIVE	BEARING (TARGET), RELATIVE, APPARENT
RELATIVE	BEARING (TARGET), RELATIVE, COMPUTED
RELATIVE	BEARING (TARGET), RELATIVE, OBSERVED
RELATIVE	BEARING (TARGET), RELATIVE, STABILIZED
RELATIVE	GUN TRAIN-ORDER, RELATIVE
RELATIVE	LAUNCHER TRAIN-ORDER, RELATIVE
RELATIVE	TRAIN (EQUIPMENT), RELATIVE, ACTUAL
RELATIVE	TRAIN (EQUIPMENT), RELATIVE, ERROR
RELATIVE	TRAIN (EQUIPMENT), RELATIVE, ORDER
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REPETITION RATE	MASTER SYNCHRONIZER, STATUS, REPETITION RATE
REQUEST	JAMMING, ECM (+) , REQUEST
REQUEST	REQUEST
RESET	RESET
RESISTIVITY	COOLANT (STATUS), RESISTIVITY
RESPONSE	RESPONSE
RETRACT	RAIL (+) (MISSILE), ORDER, RETRACT
RETRACTED	RAIL (+) (MISSILE), STATUS, RETRACTED
RETURN	INTELLIGENCE, RADAR, RETURN
RETURN	INTELLIGENCE, SONAR, RETURN
RF	IFF (SIGNAL), RF, EQUIPMENT (+)
RGPO	IG (&) RGPO
RIGHT	SPOT, BEARING, RIGHT
ROLL	ATTITUDE, ROLL, MISSILE
ROLL	ATTITUDE, ROLL, OWNSHIP
ROLL GYRO	MISSILE (+), ROLL GYRO, ORDER
ROUNDS (FIRED)	ROUNDS (FIRED), NUMBER (OF), GUN (+)
RUN	TORPEDO, RUN, END

S

SAFE	RAIL (+) (MISSILE), STATUS, SAFE
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SEARCH	RADAR (+), STATUS, SEARCH
SEARCH	SONAR (+), ORDER, SEARCH
SEARCH	SONAR (+), STATUS, SEARCH
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SELECT	MINESWEEPING, ORDER, SELECT
SELECT	MINESWEEPING, STATUS, SELECT
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SELECT	MISSILE (+), INCOMING/OUTGOING, SELECT
SELECT	RAIL (+) (MISSILE), ORDER, SELECT
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SELECTED	AMMUNITION (GUN) (+), SELECTED
SELECTED	DEPTH CHARGE (+), SELECTED
SELECTED	MISSILE (+), SELECTED
SELECTED	SELECTED
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SHIP-SERVICE	POWER (ELECTRIC), SHIP-SERVICE, DC (+)
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SIGHT	SIGHT DEFLECTION
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SONAR (+)	SONAR (+), ORDER, TRACK (AIDED)
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SONAR (+)	SONAR (+), STATUS, CONTACT
SONAR (+)	SONAR (+), STATUS, PROGRAM (SEARCH)

SONAR (+)	SONAR (+), STATUS, SEARCH
SONAR (+)	SONAR (+), STATUS, TRACK (AIDED)
SONAR (+)	SONAR (+), STATUS, TRANSDUCER (DEPTH)
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SPEED	SPEED
SPEED	WIND, SPEED, APPARENT
SPEED	WIND, SPEED, OWNSHIP
SPEED	WIND, SPEED, TRUE
SPOT	SPOT, BEARING, LEFT
SPOT	SPOT, BEARING, RIGHT
SPOT	SPOT, ELEVATION, DORN
SPOT	SPOT, ELEVATION, UP
SPOT	SPOT, RANGE, IN
SPOT	SPOT, RANGE, OUT
SPOT (JAMMING)	INTELLIGENCE, ECM, SPOT (JAMMING)
STABILIZED	BEARING (EQUIPMENT), RELATIVE, STABILIZED
STABILIZED	BEARING (EQUIPMENT), TRUE, STABILIZED
STABILIZED	BEARING (TARGET), RELATIVE, STABILIZED
STABILIZED	BEARING (TARGET), TRUE, STABILIZED
STABILIZED	ELEVATION (EQUIPMENT), STABILIZED, COMPUTED
STABILIZED	ELEVATION (EQUIPMENT), STABILIZED, ERROR
STABILIZED	ELEVATION (EQUIPMENT), STABILIZED, ORDER
STABILIZED	ELEVATION (EQUIPMENT), STABILIZED, UNCORRECTED
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START	JAMMING, ECM (+), START
START	START
STOP	JAMMING, ECM (+), STOP
STOP	STOP
STOW	LAUNCHER (+) (MISSILE), ORDER, STOW
STOW	LAUNCHER (+) (MISSILE), STATUS, STOW
STOW	MOUNT (GUN) (+), ORDER, STOW
STOW	MOUNT (GUN) (+), STATUS, STOW
STOW	TUBE (+) (TORPEDO), ORDER, STOW
STOW	TUBE (+) (TORPEDO), STATUS, STOW
SUBROC	SUBROC
SUPPLY	OVERTEMPERATURE ALARM SUPPLY
SURFACE	SURFACE
SURVIVED	TARGET (+), SURVIVED
SYNCHRONIZED	SYNCHRONIZED

T

TARGET	POSITION, TARGET, GRID ORIGIN
TARGET	POSITION, TARGET, MERCATOR
TARGET	POSITION, TARGET, REFERENCE POINT
(TO) TARGET	TIME, (OF) FLIGHT, (TO) TARGET
TARGET	VEHICLE (MOTION), TARGET, E-W
TARGET	VEHICLE (MOTION), TARGET, HORIZONTAL
TARGET	VEHICLE (MOTION), TARGET, N-S
TARGET	VEHICLE (MGTICN), TARGET, VECTOR

TARGET	VEHICLE (MOTION), TARGET, VERTICAL
TARGET (+)	ARROW CONTROL, FCS (+), TARGET (+)
TARGET (+)	TARGET (+), CATEGORY
TARGET (+)	TARGET (+), ENTRY
TARGET (+)	TARGET (+), INDICATION
TARGET (+)	TARGET (+), KILL
TARGET (+)	TARGET (+), MISSED
TARGET (+)	TARGET (+), SURVIVED
TELEMETRY	INTELLIGENCE, RADIO, TELEMETRY
TELETYPE	INTELLIGENCE, RADIO, TELETYPE
TELEVISION	TELEVISION
TEMPERATURE	COOLANT (STATUS), TEMPERATURE
TEMPERATURE	TEMPERATURE, AIR
TEST	EQUIPMENT (+) (SITUATION), ORDER, TEST
TEST	EQUIPMENT (+) (SITUATION), STATUS, TEST
TEST	IFF (SIGNAL), TEST, EQUIPMENT (+)
TEST	TEST
THRUST CUTOFF	MISSILE (+), THRUST CUTOFF, POSITION
TIME	CLOCK TIME
TIME	DEAD TIME
TIME	TIME, (OF') FLIGHT, (TO) CAPTURE
TIME	TIME, (OF) FLIGHT, (TO) FUZE BURST
TIME	TIME, (OF) FLIGHT, (TO) INTERCEPT
TIME	TIME, (OF) FLIGHT, (TO) SEPARATION
TIME	TIME, (OF) FLIGHT, (TO) TARGET
TIMING TRIGGER	MASTER SYNCHRONIZER, ORDER, TIMING TRIGGER
TORPEDO	TORPEDO, ADVANCE, COMPUTED
TORPEDO	TORPEDO, COURSE, INDICATION
TORPEDO	TORPEDO, DEPTH, ORDER
TORPEDO	TORPEDO, GYRO ANGLE, ORDER
TORPEDO	TORPEDO, REACH
TORPEDO	TORPEDO, RUN, END
TORPEDO	TUBE (+), TORPEDO, LOADED
TORPEDO	TUBE (+), TORPEDO, READY
TORPEDO	TUBE (+), TORPEDO, SELECTED
TORPEDO (+)	TORPEDO (+), APPROVED
TORPEDO (+)	TORPEDO (+), AVAILABLE
TORPEDO (+)	TORPEDO (+), DUD, (IN) TUBE
TORPEDO (+)	TORPEDO (+), FIRE, ORDER
TORPEDO (+)	TORPEDO (+), FIRE, PERMISSION
TORPEDO (+)	TORPEDO (+), FIRED, INDICATION
TORPEDO (+)	TORPEDO (+), JETTISON, ORDER
TORPEDO (+)	TORPEDO (+), LOAD, (IN) TUBE (+)
TORPEDO (+)	TORPEDO (+), LOADED
TORPEDO (+)	TORPEDO (+), READY, (TO) FIRE
TORPEDO (+)	TORPEDO (+), SELECTED
TORPEDO (+)	TORPEDO (+), WIRE GUIDANCE, ORDER
TRACK (+)	BREAK, TRACK (+)
TRACK (+)	DROP, TRACK (+)
TRACK (AIDED)	RADAR (+), ORDER, TRACK (AIDED)
TRACK (AIDED)	RADAR (+), STATUS, TRACK (AIDED)
TRACK (AIDED)	SONAR (+), ORDER, TRACK (AIDED)
TRACK (AIDED)	SONAR (+), STATUS, TRACK (AIDED)

TRACK (AIRCRAFT)	RADAR (+), ORDER, TRACK (AIRCRAFT)
TRACK (AIRCRAFT)	RADAR (+), STATUS, TRACK (AIRCRAFT)
TRACK (MISSILE)	RADAR (+) , ORDER, TRACK (MISSILE)
TRACK (MISSILE)	RADAR (+) , STATUS, TRACK (MISSILE)
TRACK (SURFACE)	RADAR (+), ORDER, TRACK (SURFACE)
TRACK (SURFACE)	RADAR (+) , STATUS, TRACK (SURFACE)
TRAIN	PARALLAX (UNIT), TRAIN, EQUIPMENT (+)
TRAIN (EQUIPHENT)	TRAIN (EQUIPMENT), RELATIVE, ACTUAL
TRAIN (EQUIPMENT)	TRAIN (kQUIPMENT), RELATIVE, ERROR
TRAIN (EQUIPMENT)	TRAIN (EQUIPMENT), RELATIVE, ORDER
TRAIN (EQUIPMENT)	TRAIN (EQUIPMENT), TRUE, ACTUAL
TRAIN (EQUIPMENT)	TRAIN (EQUIPMENT), TRUE, ERROR
TRAIN (EQUIPMENT)	TRAIN (EQUIPMhNT), TRUE, ORDER
TRAIN (EQUIPMENT)	TRAIN (EQUIPMENT), (HIERARCHY)
TRANSDUCER (DEPTH)	SONAR (+), ORDER, TRANSDUCER (DEPTH)
TRANSDUCER (DEPTH)	SONAR (+), STATUS, TRANSDUCER (DEPTH)
(IN) TRANSFER AREA	MISSILE (+), (IN) TRANSFER AREA
(IN) TRANSFER AREA	MISSILE (+), (IN) TRANSFER AREA, READY
TRAVENSE (EQUIPMENT)	TRAVERSE (EQUIPMENT)
TRIGGER	IFF (SIGNAL), TRIGGER, EQUIPMENT (+)
TRIGGER	TRIGGER
TRUE	BEARING (EQUIPMENT), TRUE, CORRECTED
TRUE	BEARING (EQUIPMENT), TRUE, ERROR
TRUE	BEARING (EQUIPMENT), TRUE, ORDER
TRUE	BEARING (EQUIPMENT), TRUE, STABILIZED
TRUE	BEARING (EQUIPMENT), TRUE, UNCORRECTED
TRUE	BEARING (TARGET), TRUE, APPARENT
TRUE	BEARING (TARGET), TRUE, COMPUTED
TRUE	BEARING [TARGET), TRUE, OBSERVED
TRUE	BEARING (TARGET), TRUE, STABILIZED
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TRUE	LAUNCHER TRAIN-ORDER, TRUE
TRUE	TRAIN (EQUIPMENT), TRUE, ACTUAL
TRUE	TRAIN (EQUIPMENT), TRUE, ERROR
TRUE	TRAIN (EQUIPMENT), TRUE, ORDER
TRUE	WIND, DIRECTION, TRUE
TRUE	WIND, SPEED, TRUE
(IN) TUBE	TORPEDO (+), DUD, (IN) TUBE
TUBE (+)	TUBE (+), TORPEDO, LOADED
TUBE (+)	TUBE (+) , TORPEDO, READY
TUBE (+)	TUBE (+), TORPEDO, SELECTED
TUBE (+) (TORPEDO)	TUBE (+) (TORPEDO), ORDER, STOW
TUBE (+) (TORPEDO)	TUBE (+) (TORPEDO), STATUS, STOW
TURN	TURN

U

UNASSIGNED	UNASSIGNED
UNCAGE	GYRO (+), UNCAGE, ORDER
UNCAGED	GYRO (+), UNCAGED, INDICATION
UNCORRECTED	BEARING (EQUIPMENT), RELATIVE, UNCORRECTED

UNCORRECTED	BEARING (EQUIPMENT), TRUE, UNCORRECTED
UNCORRECTED	ELEVATION (EQUIPMENT), ACTUAL, UNCORRECTED
UNCORRECTED	ELEVATION (EQUIPMENT), STABILIZED, UNCORRECTED
UNCORRECTED	ELEVATION (TARGET), APPARENT, UNCORRECTED
UMCORRECT.ED	ELEVATION (TARGET), LOS, UNCORRECTED
UNLOAD	MOUNT (GUN) (+), UNLOAD, BREECH
UNLOAD	MOUNT (GUN) (+), UNLOAD, MUZZLE
UNLOAD	MISSILE (+), UNLOAD, (FROM) RAIL (+)
UNRELIABLE	UNRELIABLE
UP	SPOT, ELEVATION, UP

V

VALID	VALID
VECTOR	VEHICLE (MOTION), AIRCRAFT, VECTOR
VECTOR	VEHICLE (MOTION), HISSILE, VECTOR
VECTOR	VEHICLE (MOTION), TARGET, VECTOR
VEHICLE (MOTION)	VEiiICLE (MOTION), AIRCRAFT, E-W
VEHICLE (MOTION)	VEHICLE (MOTION), AIRCRAFT, HORIZONTAL
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VEHICLE (MOTICN)	VEHICLE (MOTION), AIRCRAFT, VECTOR
VEHICLE (MOTIGN)	VEHICLE (MOTION) , AIRCRAFT, VERTICAL
VEHICLE (MOTION)	VEHICLE (MOTION), MISSILE, E-W
VEHICLE (MOTION)	VEHICLE (MOTION), MISSILE, HORIZONTAL
VEHICLE (MOTION)	VEHICLE (MOTION), MISSILE, N-S
VEHICLE (MOTION)	VEHICLE (MOTION), MISSILE, VECTOR
VEHICLE (MOTION)	VEHICLE (MOTION), MISSILE, VERTICAL
VEHICLE (MOTION)	VEHICLE (MOTION), OWNSHIP, E-W
VEHICLE (MOTION)	VEHICLE (MOTION), OWNSHIP, HORIZONTAL
VEHICLE (MOTION)	VEHICLE (MOTION), OWNSHIP, N-S
VEHICLE (MOTION)	VEHICLE (MOTION) , TARGET, E-W
VEHICLE (MOTION)	VEHICLE (MOTION), TARGET, HORIZONTAL
VEHICLE (MOTION)	VEHICLE (MOTION) , TARGET, N-S
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VEHICLE (MOTION)	VEHICLE (MOTION), TARGET, VERTICAL
VEHICLE (MOTION)	VEHICLE (MOTION), (HIERARCHY)
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VELOCITY	VELOCITY, INITIAL
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VERTICAL	VEHICLE (MOTICN) , AIRCRAFT, VERTICAL
VERTICAL	VEHICLE (MOTION), MISSILE, VERTICAL
VERTICAL	VEHICLE (MOTION), TARGET, VERTICAL
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VIDEO	INTELLIGENCE, ECM, VIDEO
VIDEO	INTELLIGENCE, RADAR, VIDEO
VIDEO	INTELLIGENCE, RADIO, VIDEO
VIDEO	INTELLIGENCE, SONAR, VIDEO
VNR (VARIABLE NAVIGA	MISSILE (+), VNR (VARIABLE NAVIGATION RATIO), ORDE
VOICE	VOICE

W

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WARHEAD	WARHEAD, WATER ENTRY, COMPUTED, RANGE
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WARMUP ORDER	WARMUP ORDER, MISSILE (+), (ON) RAIL (+)
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WARMUP STATUS	WARMUP STATUS, MISSILE (+), (ON) RAIL (+)
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WARMUP STATUS	WARMUP STATUS, MISSILE (+), WARNING RAIL (+)
WARNING	JAMMING, ECM, WARNING
WARNING	WARNING
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WATER ENTRY	WARHEAD, WATER ENTRY, COMPUTED, RANGE
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WEAPON (+)	DESIGNATE, WEAPON (+), (TO) FCS (+)
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WIDE	BLIND ZONE, RADAR (+), WIDE
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WIND	WIND, DIRECTICN, TRUE
WIND	WIND, SPEED, APPARENT
WIND	WIND, SPEED, OWNSHIP
WIND	WIND, SPEED, TRUE
WINDOW	WINDOW
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X

X	X MISSILE (+)
X-COORDINATE	X-COORDINATE

Y

Y	Y MISSILE (+)
Y-COORDINATE	Y-COORDINATE
YAW	ATTITUDE, YAM, MISSILE
YAW	ATTITUDE, YAM, OWNSHIP

Z

Z
Z-COORDINATE
ZERO

Z MISSILE (+)
Z-COORDINATE
ZERO

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PART IV

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OF

ELECTRONIC & WEAPONS CONTROL

INTERFACE FUNCTION TERMS

(NAVAL SHIP COMBAT SYSTEMS)

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X141	TARGET (+), SURVIVED
M142	VEHICLE (MOTION), TARGET, E-W
M143	VEHICLE (MOTION), TARGET, HORIZONTAL
M144	VEHICLE (MOTION), TARGET, N-S
M145	VEHICLE (MOTION), TARGET, VECTOR
M146	VEHICLE. (MOTION), TARGET, VERTICAL
B147	WARHEAD, WATER ENTRY, COMPUTED, BEARING
R148	WARHEAD, WATER ENTRY, COMPUTED, RANGE
B200	BEARING (EQUIPMENT), RELATIVE, CORRECTED
B201	BEARING (EQUIPMENT), RELATIVE, STABILIZED
B202	BEARING (EQUIPMENT), RELATIVE, UNCORRECTED
B203	BEARING (EQUIPMENT), RELATIVE, ERROR
B204	EEARING (EQUIPMENT), RELATIVE, ORDER
B205	BEARING (EQUIPMENT), TRUE, CORRECTED
B206	BEARING (EQUIPMENT) , TRUE, ERROR
B207	BEARING (EQUIPMENT), TRUE, ORDER
B208	BEARING (EQUIPMENT), TRUE, STABILIZED
B209	BEARING (EQUIPMENT), TRUE, UNCORRECTED
K21O	BLIND ZONE, LAUNCHER (+), NARROW
K211	BLIND ZONE, LAUNCHER (+), WIDE
G212	BLIND ZONE, RADAR (+), NARROW

G213	BLIND ZONE, RADAR (+) , WIDE
C214	CODE (+) (GUIDANCE) , ORDER, MWDS (+)
C215	CODE (+) (GUIDANCE), STATUS, MWDS (+)
0216	DESIGNATE, EQUIPMENT (+), (TO) FCS (+)
0217	DESIGNATE, FCS (+), (TO) EQUIPMENT (+)
0218	DESIGNATE, FCS (+), (TO) FCS (+)
E219	ELEVATION (EQUIPMENT), ACTUAL, CORRECTED
E220	ELEVATION (EQUIPMENT), ACTUAL, ERROR
E221	ELEVATION (EQUIPMENT), ACTUAL, ORDER
E222	ELEVATION (EQUIPMENT), ACTUAL, UNCORRECTED
E223	ELEVATION, COSRO, REFERENCE
E224	ELEVATION (EQUIPMENT), STABILIZED, COMPUTED
E225	ELEVATION (EQUIPMENT), SI'ABILIZED, ERROR
E226	ELEVATION (EQUIPMENT), STABILIZED, ORDER
E227	ELEVATION (EQUIPMENT), STABILIZED, UNCORRECTED
J228	JAMMING, ECM (+), ALERT
J229	JAMMING, ECM (+) , INHIBIT
J230	JAMMING, ECM (+), READY
J231	JAMMING, ECM (+), START
J232	JAMMING, ECM (+), STOP
J233	JAMMING, ECM, WARNING
B234	LAUNCHER TRAIN-ORDER, RELATIVE
0235	LAUNCHER TRAIN-ORDER, TRUE
T236	MASTER SYNCHRONIZER, ORDER, BLANKING PULSE
T237	MASTER SYNCHRONIZER, ORDER, ENERGIZE
T238	MASTER SYNCHRONIZER, ORDER, REPETITION RATJ
T239	MASTER SYNCHRONIZER, ORDER, TIMING TRIGGER
T240	MASTER SYNCHRONIZER, STATUS, (IN) CONTROL
T241	MASTER SYNCHRONIZER, STATUS, REPETITION RATE
0242	MODE (FCS), ORDER, EQUIPMENT (+)
0243	MODE (FCS), ORDER, FCS (+)
0244	MODE (ECS), STATUS, EQUIPMENT (+)
0245	MODE (FCS), STATUS, FCS (+)
T246	PULSE, CLOCK, RADAR (+)
E247	SIGHT ANGLE
B248	SIGHT DEFLECTION
B249	SPOT, BEARING, LEFT
B250	SPOT, BEARING, RIGHT
E251	SPOT, ELEVATION, DOWN
E252	SPOT, ELEVATION, UP
R253	SPOT, RANGE, IN
R254	SPOT, RANGE, OUT
B255	TRAIN [EQUIPMENT), RELATIVE, ACTUAL
B256	TRAIN (EQUIPMENT), RELATIVE, ERROR
B257	TRAIN (EQUIPI!IENT), RELATIVE, ORDER
B258	TRAIN (EQUIPMENT), TRUE, ACTUAL
B259	TRAIN (EQUIPMENT), TRUE, ERROR
B260	TRAIN (EQUIPMENT) , TRUE, OliDER
B261	TEAVERSE (EQUIPMENT)
B300	BEARING RATE, APPARENT, ObSFliVED
B301	BEARING RATE, LOS, COMPUTED
B302	BEARING RATE, LOS, CORRECTED
B303	BEARING RATE, LOS, OBSERVED
R304	DOPPLER FREQUENCY

E305 ELEVATION RATE, APPARENT, OBSERVED
E306 ELEVATION RATE, LOS, COMPUTED
E307 ELEVATION RATE, LOS, CORRECTED
E308 ELEVATION RATE, LOS, OBSERVED
E309 ELEVATION RATE, VERTICAL, COMPUTED
R31O RANGE RATE, APPARENT, OBSERVED
R311 RANGE RATE, E-W, COMPUTED
R312 RANGE RATE, E-W, CORRECTED
R313 RANGE RATE, HORIZONTAL, COMPUTED
R314 RANGE RATE, HORIZONTAL, CORRECTED
R315 RANGE RATE, LOS, COMPUTED
R316 RANGE RATE, LOS, CORRECTED
R317 RANGE RATE, LOS, OBSERVED
R318 RANGE RATE, N-S, COMPUTED
R319 RANGE RATE, N-S, CORRECTED
C400 CODE (+) (GUIDANCE), ORDER, MISSILE (+)
C401 CODE (+) (GUIDANCE), STATUS, MISSILE (+)
T402 CODED TIME, MISSILE (+), DC PULSED
T403 CODED TIME, MISSILE (+), EM
T404 CODED TIME, MISSILE (+), RELAY SIGNAL
T405 DEAD TIME
0406 DESIGNATE, EQUIPMENT (+), (TO) WEAPON (+)
0407 DESIGNATE, FCS (+), (TO) WEAPON (+)
0408 DESIGNATE, WEAPON (+) , (TO) EQUIPMENT (+)
0409 DESIGNATE, WEAPON (+) , (TO) FCS (+)
T41O FUZE (+), ORDER, SET
0411 MODE (FCS), ORDER, WEAPQN (+)
0412 MODE (FCS), STATUS, WEAPON (+)
T413 TIME, (OF) FLIGHT, (TO) CAPTURE
T414 TIME, (OF) FLIGHT, (TO) FUZE BURST
T415 TIME, (OF) FLIGHT, (TO) INTERCEPT
T416 TIME, (OF) FLIGHT, (TO) SEPARATION
T417 TIME, (OF) FLIGHT, (TO) TARGET
M418 VEHICLE (MOTION), MISSILE, E-W
M419 VEHICLE (MOTION), MISSILE, HORIZONTAL
M420 VEHICLE (MOTION), MISSILE, N-S
M421 VEHICLE (MOTION), MISSILE, VECTOR
M422 VEHICLE (MOTION), MISSILE, VERTICAL
X500 BATTLE SHORT (+), ORDER
X501 BREAK, TRACK (+)
G502 COAST, RADAR (+), ORDER
U503 DEPTH CHARGE (+), FIRE, PERMISSION
U504 DEPTH CHARGE (+), SELECTED
Q505 DESTRUCT (MISSILE), ORDER
X506 EQUIPMENT (+) (SITUATION), QRDER, BUSY-TIME
X507 EQUIPMENT (+) (SITUATION), ORDER, CONTROL
X508 EQUIPMENT (+) (SITUATION), CRDER, GYRO
X509 EQUIPMENT (+) (SITUATION), ORDER, POWER
X510 EQUIPMENT (+) (SITUATION), ORDER, TEST
K511 GUN TRAIN-ORDER, RELATIVE
K512 GUN TRAIN-ORDER, TRUE
Q513 FUZZ (+), ORDER, ABM
X514 GYRO (+), CAGE, ORDER

X515	GYRO (+) , UNCAGE, ORDER
Q516	HOMING (MISSILE (+)), ACTIVE, ORDER
Q517	HOMING (MISSILE (+)), PASSIVE, ORDER
Q518	L TRAJECTORY, ORDER
K519	LAUNCHER (+) (MISSILE), ORDER, STOW
Q520	LOAD ORDER, MISSILE (+), CONTINUOUS
Q521	LOAD ORDER, MISSILE (+) , NONE
Q522	LOAD ORDER, MISSILE (+), ONE
Q523	LOAD ORDER, MISSILE (+) , SELECT
Q524	MISSILE (+), CLUTTER REJECT BAND
Q525	MISSILE (+), ENGLISH BIAS, ORDER
Q526	MISSILE (+), GRAVITY BIAS, SELECT
Q527	MISSILE (+), HEAD-ORDER, A
Q528	MISSILE (+), HEAD-ORDER, B
Q529	MISSILE (+), INCOMING/OUTGOING, SELECT
Q530	MISSILE (+), JETTISON, (FROM) RAIL (+)
Q531	MISSILE (+), LAUNCH
Q532	MISSILE (+), ROLL GYRO, ORDER
Q533	MISSILE (+) , SELECTED
Q534	MISSILE (+), LAUNCH, INTENT (TO)
Q535	MISSILE (+), UNLOAD, (FROM) RAIL (+)
Q536	MISSILE (+), VNR (VARIABLE NAVIGATION RATIO), ORDER
K537	MOUNT (GUN) (+), ALERT
K538	MOUNT (GUN) (+), CEASE FIRE
K539	MOUNT (GUN) (+), FIRE
K540	MOUNT (GUN) (+), LOAD
K541	MOUNT (GUN) (+), ORDER, STOW
K542	MOUNT (GUN) (+), UNLOAD, BREECH
K543	MOUNT (GUN) (+), UNLOAD, MUZZLE
G544	RADAR (+), ORDER, BEAM (PROGRAM)
G545	RADAR (+), ORDER, BEAM (SHAPE)
G546	RADAR (+), ORDER, BEAM (SPREAD)
G547	RADAR (+), ORDER, CONTACT
G548	RADAR (+) , ORDER, CMI
G549	RADAR (+), ORDER, SEARCH
G550	RADAR (+), ORDER, TRACK (AIRCRAFT)
G551	RADAR (+), ORDER, TRACK (MISSILE)
G552	RADAR (+), ORDER, TRACK (SURFACE)
G553	RADAR (+), ORDER, TRACK (AIDED)
F554	RADIO (+), ORDER, CHANNEL (+)
F555	RADIO (+), ORDER, FREQUENCY
F556	RADIO, (+), ORDER, MODULATION (+)
K557	RAIL (+) (MISSILE), ORDER, EXTEND
K558	RAIL (+) (MISSILE), ORDER, LOAD
K559	RAIL (+) (MISSILE), ORDER, RETRACT
K560	RAIL (+) (MISSILE), ORDER, SELECT
H561	SONAR (+) , ORDER, ATTACK (SEQUENCF)
H562	SONAR (+) , ORDER, CONTACT
H563	SONAR (+), ORDER, PROGRAM (SEARCH)
H564	SONAR (+) , ORDER, SEARCH
H565	SONAR (+), ORDER, TRANSDUCER (DEPTH)
H566	SONAR (+), ORDER, TRACK (AIDED)
U567	TORPEDO (+), APPROVED
U568	TORPEDO, DEPTH, ORDER

U569 TORPEDO (+), FIRE, ORDER
U570 TORPEDO (+), FIRE, PERMISSION
U571 TOREPDO, GYRO ANGLE, ORDER
U5T2 TOREPDO (+), JETTISON, ORDER
U573 TORPEDO (+), LOAD, (IN) TUBE (+)
U574 TORPEDO (+), WIRE GUIDANCE, ORDER
K575 TUBE (+) (TORPEDO) , ORDER, SIGH
X600 AMMUNITION (GUN) (+), AVAILABLE
X601 BATTLE SHORT (+), INDICATION
G601 COAST, RADAR (+), ALERT
X603 COOLANT (STATUS), FLOW
X604 COOLANT (STAIUS) , LEVEL
x605 COOLANT (STATUS), PRESSURE
X606 COOLANT (STATUS), RESISTIVITY
X607 COOLANT (STATUS), TEMPERATURE
U608 DEPTH CHARGE (+), APPROVEL
U609 DEPTH CHARGE (+), AVAILABLE
U61O DEPTH CHARGE (+), READY, (TO) FIRE
X611 EQUIPMENT (+) (SITUATION), STATUS, BUSY-TIME
X612 EQUIPMENT (+) (SITUATION) , STATUS, CONTROL
X613 EQUIPMENT (+) (SITUATION) , STATUS, GYRO
X614 EQUIPMENT (+) (SITUATION) , STATUS, POWER
X615 EQUIPMENT (+) (SITUATION) , STAIUS, TEST
X616 GYRO (+) , CAGED, INDICATION
X617 GYRO (+), UNCAGED, INDICATION
Q618 L TRAJECTORY, STATUS
K619 LAUNCHER (+) (MISSILE), STATUS STOW
Q620 MISSILE (+), (IN) ASSEMBLY AREA
Q621 MISSILE (+), AVAILABLE
Q622 MISSILE (+), BURST OBSERVED
Q623 MISSILE (+), CAPTURE GUIDANCE, ON
Q624 MISSILE (+), DUD, (ON) RAIL (+)
Q625 MISSILE (+), LAUNCHED, (FROM) RAIL (+)
Q626 MISSILE (+), LOADED, (ON) RAIL (+)
Q627 MISSILE (+), (ON) RAIL (+), ALARM
Q628 MISSILE (+), READY, (ON) RAIL (+)
Q629 MISSILE (+), (IN) TRANSFER AREA
Q630 MISSILE (+), (IN) TRANSFER AREA, READY
K631 MOUNT (GUN) (+), FIRED
K632 MOUNT (GUN) (+), LOADED
K633 MOUNT (GUN) (+) , READY
K634 MOUNI (GUN) (+) , STATUS, STOW
G635 RADAR (+), STATUS, BEAM (PROGRAM)
G636 RADAR (+) , STATUS, BEAM (SHAPE)
G637 RADAR (+) , STATUS, BEAM (SPREAD)
G638 RADAR (+), STATUS, CONTACT
G639 RADAR (+), STATUS, CWI
G640 RADAR (+), STATUS, *SEARCH*
G641 RADAR (+) , STATUS, TRACK (AIRCRAFT)
G642 RADAR (+), STATUS, TRACK (MISSILE)
G643 RADAR (+), STATUS, TRACK (SURFACE)
G644 RADAR (+), STATUS, TRACK (AIDED)
F645 RADIO (+), STATUS, CHANNEL (+)

F646	RADO (+), STATUS, FREQUENCY
Fb47	RADIO (+) , STATUS, MODULATION (+)
Kb4tl	RAIL (+) (MISSILE) , READY, (TO) LOAD
K649	RAIL (+) (MISSILE) , READY, PORT
K650	RAIL (+) (MISSILE), READY, STARBOARD
K651	RAIL (+) (MISSILE), STATUS, CLEAR
K652	RAIL (+) (MISSILE), SIATUS, fiMPTY
K653	RAIL (+) (MISSILE), STATUS, EXTENDED
K654	RAIL (+) (MISSILE), STATUS, LOADED
K655	RAIL (+) (MISSILE), STAIUS, RETRACTED
K656	RAIL (+) (MISSILE), STATUS, SAFE
K657	RAIL (+) (MISSILE), STATUS, SELECT
H658	SONAR (+), STATUS, ATTACK (SEQUENCE)
H659	SONAR (+), STATUS, CONTACT
H660	SONAR (+), STATUS, PROGRAM (SEARCH)
H661	SONAR (+), STATUS, SEARCH
H662	SONAR (+), STATUS, TRANSDUCER (DEPTH)
H663	SONAR (+), STATUS, TRACK (AIDED)
U664	TORPEDO (+), AVAILABLE
U665	TORPEDO (+), DUD, (IN) TUBE
U666	T'ORPEDO (+), FIRED, INDICATION
U667	TORPEDO (+), LOADED
U668	TORPEDO (+), READY, (TO) FIRE
U669	TORPEDO (+), SELECTED
K67O	TUBE (+) (TORPEDO), STATUS, STOW
K671	TUBE (+), TORPEDO, LOADED
K672	TUBE (+), TORPEDO, READY
K673	TUBE, TORPEDO, SELECTED
B700	BEARING, COSRO, REFERENCE
T701	DWELL TIME, SONAR (+)
N702	MISSILE (+), THRUST CUTOFF, POSITION
B703	PARALLAX (UNIT), TRAIN, EQUIPMENT (+)
E704	PARALLAX (UNIT), ELEVATION, EQUIPMENT (+)
E705	PHASING ORDER, RADAR (+)
U706	TORPEDO, ADVANCE, COMPUTED
U707	TORPEDO, COURSE, INDICATION
U708	TORPEDO, REACH
U709	TORPEDO, RUN, END
Q71O	VELOCITY, CUTOFF', SET
Y800	AMMUNITION (GUN) (+), SELECTED
Q801	AITITUDE, PITCH, MISSILE
Y802	ATTITUDE, PITCH, OWNSHIP
Q803	ATTITUDE, ROLL, MISSILE
Y804	ATTITUDE, HEADING, OWNSHIP
Y805	LTTITUDE, ROLL, OWNSHIP
Q806	ATITITUDE, YAW, MISSILE
Y807	ATTITUDE, YAW, OWNSHIP
Q808	BOOSTER (MISSILE), SEPARATION, INDICATION
Q809	CAPTURE, MISSILE (+), ACQUISITION
T81O	CLOCK TIME
Y811	CROSS LEVEL
Y812	DDSOT
X813	DENSITY, AIR
Y814	DOOR, CONDITION

K815	FIRING CUTOUT
K816	FIRING CUTOUT, LIMAITS, MOUNT (+)
I817	INTELLIGENCE, IC, INDICATING
I818	INTELLIGENCE, IC, AUDIO
I819	INTELLIGENCE, NTDS, DIGITAL
J820	JAMMING, ECM (+), REQUEST
J821	JAMMING, HIGH-BAND, CLEAR
J822	JAMMING, LOW-BAND, CLEAR
G823	JAMMING, RADAR (+), ALERT
Y824	LEVEL
Y825	MINESWEEPING, ORDER, SELECT
Y826	MINESWEEPING, STATUS, SELECT
K827	MIXED LOAD, LAUNCHER (+)
N828	POSITION, OWNSHIP, GRID ORIGIN
N829	POSITION, OWNSHIP, MERCATOR
N830	POSITION, OWNSHIP, REFERENCE POINT
P831	POWER (ELECTRIC), REFERENCE, AC (+)
P832	POWER (ELECTRIC), REFERENCE, DC (+)
P833	POWER (ELECTRIC), SHIP-SERVICE, AC (+)
P834	POWER (ELECTRIC), SHIP-SERVICE, DC (+)
K835	ROUNDS (FIRED), NUMBER (OF), GUN (+)
Y836	TEMFERATURE, AIR
H837	VEHICLE (MOTION), AIRCRAFT, E-M
H838	VEHICLE (MOTION), AIRCRAFT, HORIZONTAL
M839	VEHICLE (MOTION), AIRCRAFT, N-S
M840	VEHICLE (MOTION), AIRCRAFT, VECTOR
M841	VEHICLE (MOTION), AIRCRAFT, VERTICAL
M842	VEHICLE (MOTION), OWNSHIP, E.-W
M843	VEHICLE (MOTION), OWNSHIP, HORIZQNTAL
M844	VEHICLE (MOTION), OWNSHIP, N-S
Y845	VELOCITY, INITIAL
Q846	WARMUP 0RDER, MISSILE (+), (OFF) RAIL (+)
Q847	WARMUP ORDER, MISSILE (+), (ON) RAIL (+)
Q848	WARMUP STATUS, MISSILE (+), MAXIMUM INDICATION
Q849	WARMUP STATUS, MISSILE (+), (OFF) RAIL (+)
Q850	WARMUP STATUS, MISSILE (+), (ON) RAIL (+)
Q851	WARMUP STATUS, MISSILE (+), WARNING RAIL (+)
W852	WIND, DIRECTION, APPARENT
W853	WIND, DIRECTION, OWNSHIP
M854	WIND, DIRECTION, TRUE
W855	WIND, SPEED, APPARENT
W856	WIND, SPEED, OWNSHIP
W857	WIND, SPLED, TRUE

SECTION B MODIFIERS

01	ACCEPT
02	ACTIVE
03	ALARM
04	ALERT
05	ALTITUDE
06	ANTI-AIRCRAFT
07	APPARENT
08	ASSISTANCE
09	AUTOMATIC
10	AVAILABLE
11	BEARING (+)
12	BLANKING
13	BUSY OWN-CONTROL
14	CALIBRATION
15	CASUALTY
16	COMPENSATION
17	COMPUTED
18	CORRECTED
19	COURSE
20	DESIGNATED
21	DIRECTOR (+)
22	DISTANCE
23	DRIFT
24	ECM (+)
25	EMERGENCY
26	ERROR
27	ESTIMATED
28	EXCESSIVE
29	EXCITATION
30	GATE
31	HOLD
32	IDD (INTER-DIRECTOR DESIGNATION)
33	IDENT1TY (+)
34	INCREMENT
35	INDICATION (+)
36	INFRARED (+)
37	INOPERATIVE
38	INVALID
39	LATITUDE
40	LAUNCHER (+)
41	LOCAL
42	LOCKED-ON
43	LONGTUDE
44	LOW-E (MODE)
45	MANUAL
46	MARK
47	MATCHED
48	MOUNT (+)
49	NOT' AVAILABLE
50	NOT LOCKED-ON

51	NOT READY
52	OPTICAL (+)
53	ORDER
54	PASSIVE
55	PULSE
56	RADAR (+)
57	READY
58	REFERENCE
59	RELIABLE
6G	REMOTE
61	REQUEST
62	RESET
63	RESPONSE
b4	SAMPLE
65	SELECTED
66	SIMULATED
67	SLEW
68	SMOOTHED
69	SONAR (+)
70	SPEED
71	START
72	STOP
73	SURFACE
74	SYNCHRONIZED
75	TELEVISION
76	TEST
77	TRIGGER
78	TURN
79	UNRELIABLE
80	VALID
81	WARNING
82	X-COORDINA!l!E
83	Y-COORDINATE
84	Z-COORDINATE
85	ZERO
86	APPROXIMATE
87	HEADING

Review activities:
NAVY-EC

Preparing activity:
NAVY-SH
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