

**The tool for organizing high-quality  
military simulation games**



**«ComBat Games»**

**WEB-Portal**

<https://games.combat.vision>

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## 2. Introduction

The ComBat software package is a powerful tool for preliminary planning of combat games, rapid outspread of reconnoitered and updated maps between their participants, as well as the operational management of structural units on the ground in a mode as close as possible to real time.

The main area of application is the improvement of interaction in the performance of field tasks by teams the size of a battalion. In the latest updates, by order of law enforcement agencies, the program paid much attention to security, encryption and user authentication issues, which in combination with any autonomous field data transmission system makes the system an indispensable tool in real combat conditions. A simplified version of the system can be used in the civilian sphere for the high quality organization of tactical Airsoft and paintball games, military-patriotic training, orienteering competitions and field quests.

The main functionality of the complex is the mutual reflection of users on a location map using the GPS positioning system, automatic synchronization between users and objects marked on them (tags of friendly, hostile, neutral and other units; areas on the map are plotted using various geometric shapes; current targets for each user; routes of movement and other information), as well as setting targets and issuing operational targeted instructions from one user to another user, delimiting their rights to manage each other, and the visibility of objects on the map based on a certain hierarchical structure of units.

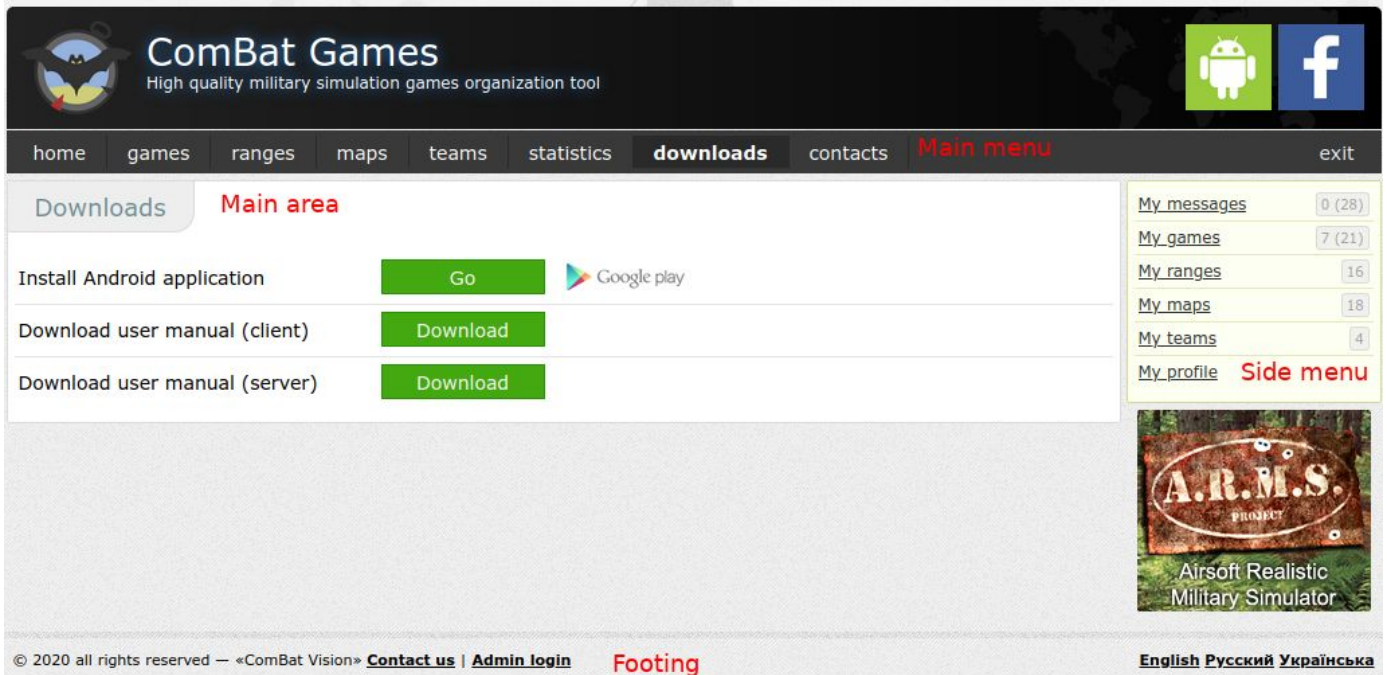
A unique feature of the complex is the system of layers, triggers and a scripting language that automate the training process at the program level. Namely it makes it possible to: plan the various stages of the event on different layers in advance, each of which can be hidden and displayed separately at the right time, and also to assign them different visibility rights; automatically change information on the map and give targeted instructions to users based on information about their position in space and interaction with objects on the map using triggers and a flexible scripting language. In simple words, the system allows you to script the entry between real people in real space as a mission on a computer simulator.

The complex consists of two parts: the WEB server <https://games.combat.vision> (hereinafter referred to as the server), which contains and processes the entire data pool, and the Android client (hereinafter referred to as the application) used by each user to display and modify data on the map. For the full operation of the system, a wireless connection between the application and the server is required.

### 3. General View

The interface of the WEB server of the system (hereinafter referred to as the “Site”) is as follows and consists of: the site header, the main menu, the main area, the side menu (including advertising banners) and the footing.

**The site header** has a decorative character. By clicking on the logo, it is possible to return to the main page.



**The main menu** contains links to the main sections of the site: registration, login, password recovery, home page, all articles, teams, games, maps, statistics and downloads. The visibility of the items depends on whether you are logged in as a guest or as your user. The buttons "**Home**" and "**All articles**" are available to all visitors to the site and open the latest and all useful informational articles.

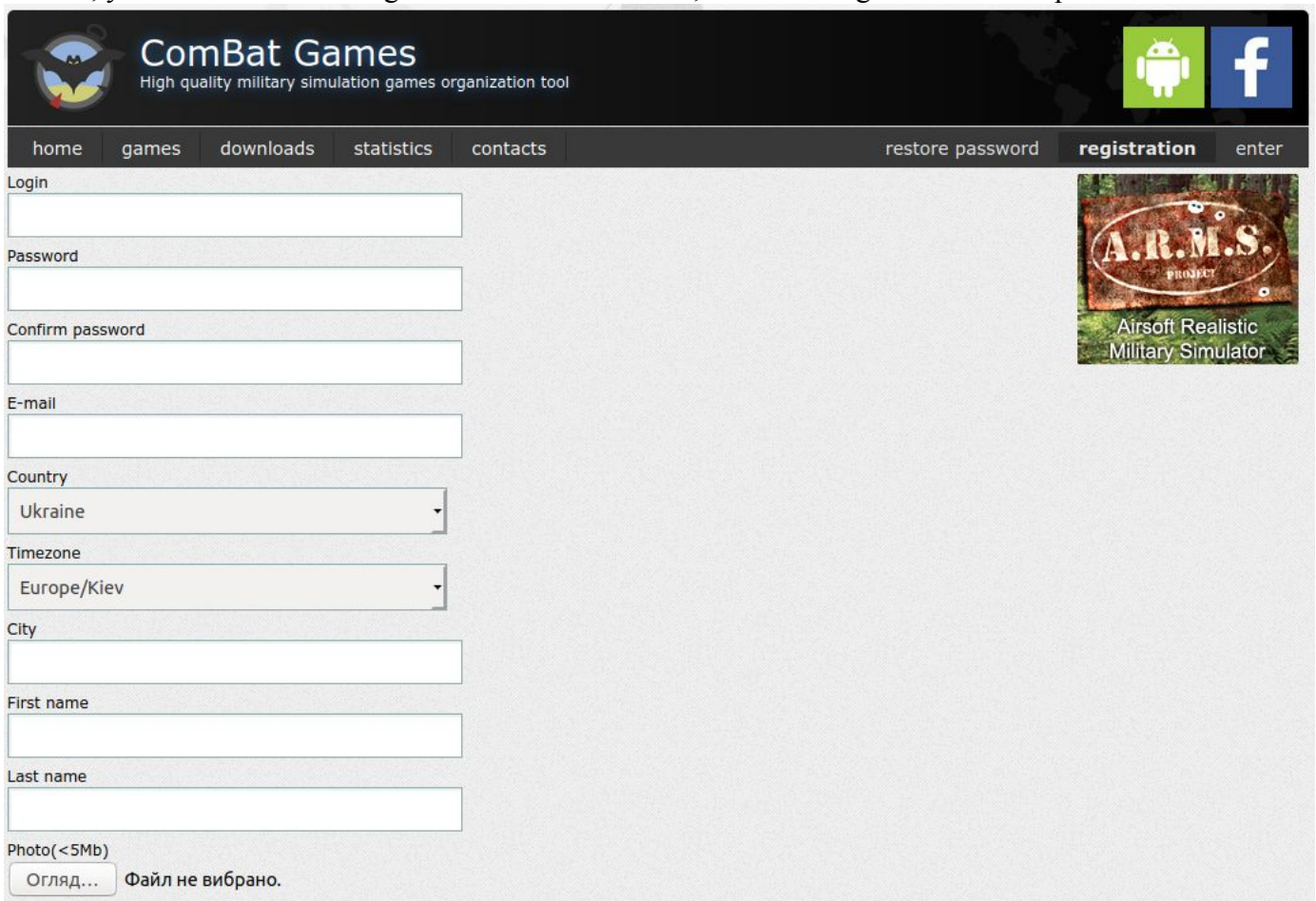
**The main area** is intended for displaying data of all possible pages of the site. In the upper part of the main area, with some actions, the system displays to the user messages about the result.

**The side menu** for registered users contains the user menu, and for all website visitors it displays advertising banners for information and other project sponsors.

**The footing** contains the name of the development team and language switching.

## 4. Registration

To start working with the system, you must register a unique user. To do this, in the main menu of the site, you must click the "Register" button. As a result, the following window will open:



Only the fields “Login”, “Password”, “Confirm password”, “E-mail” and “Country” are required. These fields determine your details for entering the system and the mail, where, if necessary, the instructions for password recovery will be sent.

The “Country” field is necessary for filtering all system objects (games, teams) of your country by default.

The “Time zone” field is used to correct the server time of all dates on the server, taking into account the user's time zone.

The “City” field is used in the creation of a default team and to search for teams by new users for entry at the place of residence.

Fields “First Name” and “Last Name” are optional and are used to contact you in messages.

The user also has the opportunity to attach his photo to the profile by clicking the file selection button.

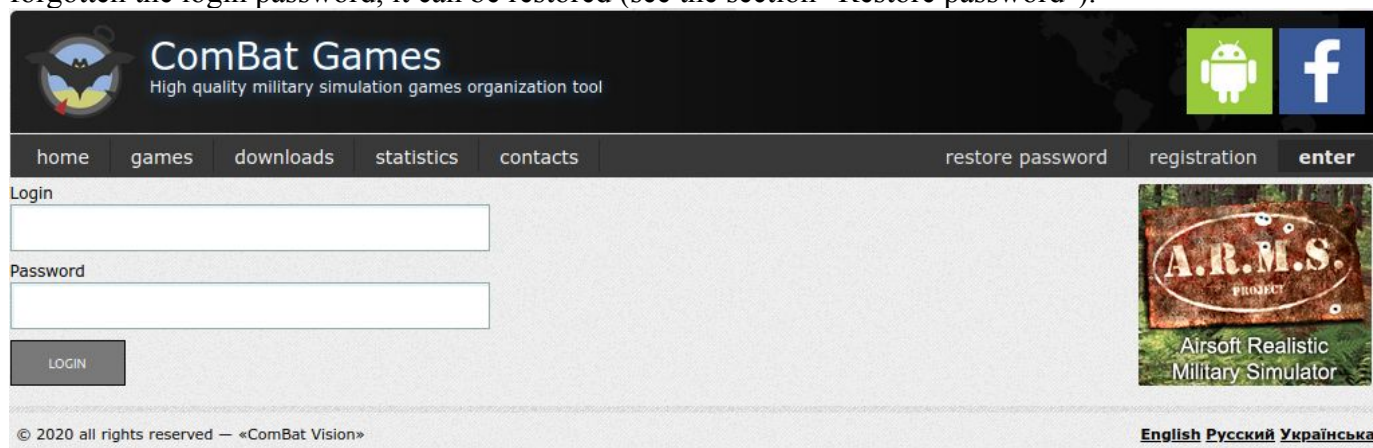
After filling in the fields to create a user, click the “Register” button.

*Note:* Please, note that “Login” and “Email” must be unique throughout the system, that is, the system will not allow you to register a second user with the same name or mail. If there is a problem with the mailing address during registration, make sure that you have not previously registered another user with the same mailing address (try to recover the password by entering your email address, see the section “Restore password” for details). If you are trying to register a user with an existing “Login” system, please, try another login, for example, add your birthday to the login.



## 5. System Entry

To enter the system, click on the "Enter" button in the main menu of the site. Enter your "Login" and "Password" in the window, click the "Enter" button. After entering the system, the main user screen will appear, and the user menu will appear in the side menu area (see Section "User Menu"). If you have forgotten the login password, it can be restored (see the section "Restore password").



The screenshot shows the ComBat Games website's login interface. At the top, there is a header with the site logo, name, and tagline, along with social media icons for Android and Facebook. Below the header is a navigation bar with links: home, games, downloads, statistics, contacts, restore password, registration, and enter. The main content area features a login form with fields for 'Login' and 'Password', and a 'LOGIN' button. To the right of the form is a promotional image for 'A.R.M.S. PROJECT' (Airsoft Realistic Military Simulator). At the bottom, there is a copyright notice and language selection links.

ComBat Games  
High quality military simulation games organization tool

home games downloads statistics contacts restore password registration enter

Login

Password

LOGIN

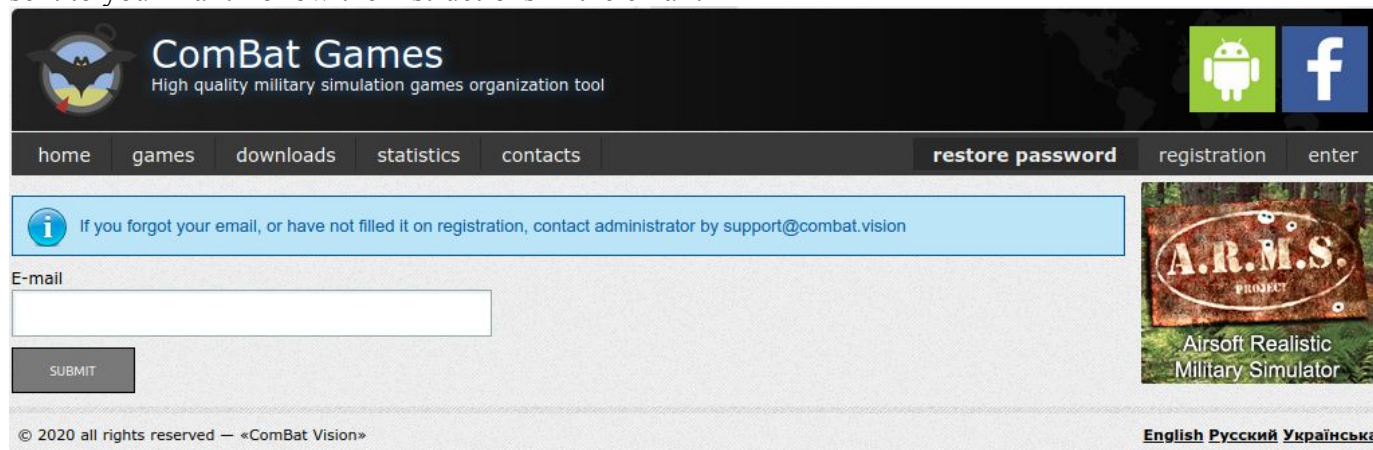
A.R.M.S. PROJECT  
Airsoft Realistic Military Simulator

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English Русский Українська

## 6. Password Restoration

If you have forgotten your password to enter the system, click on the "Restore password" button in the main menu of the site and enter your email address to which you previously registered the user in the "Email" field. Then click the Submit button. A letter with instructions for restoring the password will be sent to your mail. Follow the instructions in the email.



The screenshot shows the ComBat Games website's password restoration interface. The header and navigation bar are identical to the login page. The main content area features a light blue information banner with a message about contacting the administrator if the email is forgotten. Below this is a form with an 'E-mail' field and a 'SUBMIT' button. To the right is the same promotional image for 'A.R.M.S. PROJECT'. The footer contains the same copyright notice and language selection links.

ComBat Games  
High quality military simulation games organization tool

home games downloads statistics contacts restore password registration enter

*i* If you forgot your email, or have not filled it on registration, contact administrator by support@combat.vision

E-mail

SUBMIT

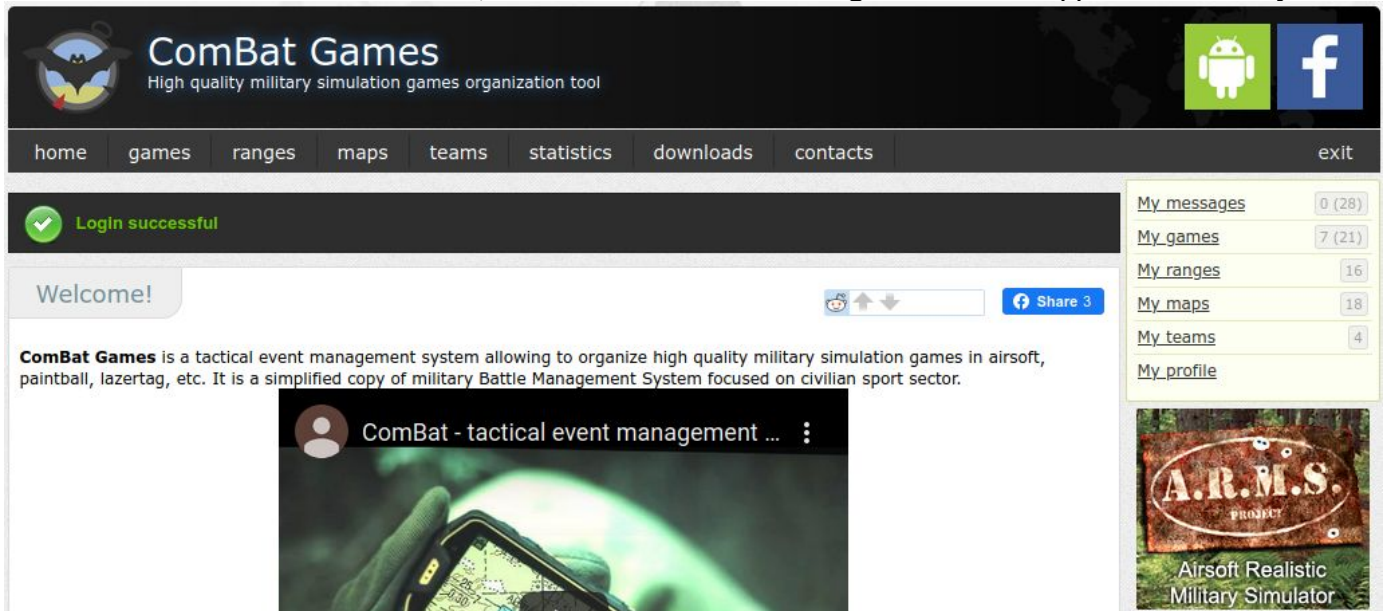
A.R.M.S. PROJECT  
Airsoft Realistic Military Simulator

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English Русский Українська

## 7. User Menu

In case of successful entrance, a window with the following contents will appear in front of you:



The following items of the main menu of the site become available to the registered user:

The **"Teams"** button opens a list of teams in your region and allows you to apply for joining them (see "Joining a team" section).

The **"Maps"** button opens a library of public and your maps existing on the server, which can be used in ranges.

The **"Ranges"** button opens a library of previously created public and your ranges. It allows you to create games based on the selected range (see Section "Creating a game").

The **"Games"** button opens a list of games planned for the near future in your region and allows you to send a request for access to your team to participate in the game (see "Request to participate in the game").

The **"Download"** button opens the download page of the Android program, as well as instructions.

The **"Statistics"** button opens brief information about last registered user, map, game and their total quantity.

The **"Contacts"** button opens page with user support contacts information.

The registered user gets access to the user menu, which contains buttons:

**"My messages"** opens the window for exchanging personal messages (see the section "Private messages").

**"My games"** opens the window for managing your games (see the section "Game Management").

**"My maps"** opens the window for managing personal maps (see the section "Map Management").

**"My ranges"** opens the window for managing personal ranges (see Range Management").

**"My teams"** opens the window for managing your own teams (see Section "Team Management").


**"My profile"** opens the window for changing user attributes (see Section "User profile").

## 8. User Profile

The user profile screen is available only for registered users (see the "Registration" section) and is opened from the user menu by the **"My profile"** item. On this screen you can view the parameters entered by the user during registration, such as "First Name", "Last Name", "Login", "E-mail", "Country", "City", "Time Zone", as well as a link to the current team, currently selected game, disk quota size and other analytical attributes.

The following actions are available on the user profile screen:

Євген Максименко  
aka **Suffix**



**E-mail:** maxigene@gmail.com

**Team:** [OA/ARMS](#)

**Game:** [Проверка полигона](#)

**Country:** Ukraine

**City:** Київ

**Timezone:** Europe/Kiev

**Games:** 21

**Teams:** 4


**Ranges:** 16


**Maps:** 18

**Created:** 2017-05-04 15:36:16

**Last login:** 2020-02-19 15:41:14

**Total occupied:** [Quota disabled](#)

**View disk quota**  allows the user to analyze the space left on the server to create new maps and download team logos (see below).

**Change password**  allows you to go to the password change screen.

Old password


New password

Confirm password

SAVE

To change the password, enter your old password, new password and confirmation of the new password, and then click the "Save" button.



**Edit profile**  allows the user to change user attributes entered during registration.

Login **Suffix**

Country  
Ukraine

Timezone  
Europe/Kiev

City  
Київ

First name  
Євген

Last name  
Максименко

Photo(<5Mb)  
 Файл не вибрано.

Delete photo  
☐

Description


File Edit Insert View Format Table

Formats **B** *I* [List Icons]


p

The profile edit screen is as follows. To apply the settings, click the "**Submit**" button. Login cannot be changed. If you want to change the login, contact the administrator.

To replace a photo, select a new image by clicking the file selection button. To delete a photo, check the "Delete photo" box and it will be deleted when saving the settings.

**Delete profile**  allows you to permanently delete a user's profile and all its games, teams and maps, with the exception of maps marked as public.

To delete a user, enter your current password and click "Delete".

 This operation will permanently delete your account including all data created by you, except public maps!!!

Password

**Attention!** This operation is irreversible !!!



The user disk quota view screen is as follows.

Disk quota

You have ∞ free on disk

Occupied space:

Profile: 32.45 KB

Ranges: 3.00 MB

[Лютіж](#) — 180.76 KB

[ТЕЦ-6](#) — 123.73 KB

[Чабани](#) — 250.97 KB

[Лебедівка](#) — 128.49 KB

[Калинівка](#) — 107.32 KB

[Воропаєв](#) — 186.22 KB

[Биківня](#) — 153.28 KB

[Куяльник](#) — 88.23 KB

[Чернореченский каньон](#) — 570.62 KB

[Водогін](#) — 123.09 KB

[Хотянівка-Ровжі](#) — 283.43 KB

[Любеч](#) — 224.86 KB

[Bootcamp \(расширенный\)](#) — 349.16 KB

[Висока піч \(Житомир\)](#) — 63.87 KB

[Яремче](#) — 104.21 KB

[Рибне](#) — 131.86 KB

Maps: 342.21 MB

[Капітанівка](#) — 2.71 MB

[Калинівка](#) — 9.90 MB

The screen shows the place available for the user and the occupied place by categories: profile photo, maps and team logos.

In order to create new objects if you do not have enough place, you need to delete some old ones or contact the administrator and ask to increase the quota.

## 9. Team Management

To start using the Android program, you definitely need to enter a certain team in order to be able to download the game map available for this team on the device (see the "Game Management" section).

Input part of team name or team attribute

search

Teams

[AMRF, Київ, UA](#) [2]

⌕

🗑


✕

[Test, Київ, UA](#) [1]

⌕

🗑

✕

 [UA/ARMS, Київ, UA](#) [11]

⌕

🗑

✕

[ОПС, Київ, UA](#) [5]

⌕


🗑

✕

← Prev.

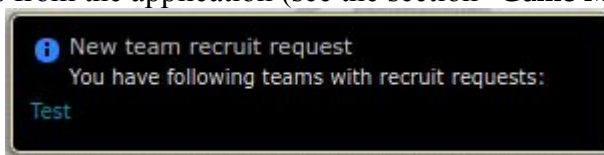
1


Next →



If you want to join **an existing team**, you need to click the "Teams" button in the main menu of the site, find the command you need in the list on the screen that appears, or enter several characters of its name in the search field and click "Find." Then you need to click the "Join"  button to the right of the team name.

**Note!** The “All countries” button allows you to disable the country filter specified in your profile.

In response to your request, the team creator will receive a message about the new user. If he approves your application (see below), you will get access to the maps and games of this team and will be able to download these games from the application (see the section "Game Management").



If you want to create **your own team**, click on the menu item “**My Teams**” in the user’s menu, or on the main menu of the site, select “Teams” and click on the “Create” button . As a result, a window for creating a new team will open, into which other users can later be included.

*Note!* The difference between the “Teams” and “My Teams” is only in the fact that the first one shows all the teams that exist in the system and cannot be edited by other users, and the second one only shows the teams you created and can be edited  or deleted .

*Note!* A user can enter only one team, so if you have *a team* that you are a member of, or you have already joined an existing team, re-joining another team will be impossible until you are excluded from the current one.

**The team creation screen** is as follows:

A screenshot of a web form for creating a new team. The form has a light gray background and contains several input fields and a rich text editor. At the bottom is a "SUBMIT" button.

Team name

Description  
File Edit Insert View Format Table  
Undo Redo Formats Bold Italic Bulleted List Numbered List Decrease Indent Increase Indent Link Image  
  
  
  
  
  
  
  
  
  
  
p

Badge(<1Mb)  
Огляд... Файл не вибрано.

Country  
Ukraine

City  
Київ

Camouflage  
Not specefied

Modelling  
No modelling

Foundation date  
YYYY-MM-DD

Hidden team (does not display in teams list)  
☐


SUBMIT

On this screen, you need to fill in the **“Team Name”**, a short **“Description”**, the used **“Camouflage”** and the **“Modeling”** direction (when using the system for military reconstruction), as well as the **“Foundation Date”** of the team. Only the **“Team Name”** field is required in this list. Also **“Chevron”** can be attached to the team by clicking "Select File". The **“Country”** and **“City”** fields are copied by default from the user profile and can be changed. They are used for a more convenient search for teams by potential participants.

To confirm the creation of the team, click the **"Submit"** button.

**To view information about any team in the system**, as well as to manage personnel, click on the name of the team in the list on the above-described **“Teams”** screen. As a result, the screen for viewing the selected team will open:

OA/ARMS



Link to join the team: <https://games.combat.vision/team/enter/1>

Country: Ukraine

City: Київ


Camouflage: EMP/МТР

Modelling: Приватна військова компанія

Foundation date: 2005-02-02

Staff count: 11












Number of games: 19




Responsible:  SuffiX

Team staff:


☐ All



Game

<input type="checkbox"/>  SuffiX	<a href="#">Проверка полигона</a>	 
<input type="checkbox"/>  vorobey	<a href="#">"Джихад Меча XII"</a>	  
<input type="checkbox"/>  Росомаха	<a href="#">"Джихад Меча XII"</a>	  

In the upper right corner of this screen there are also buttons “Leave the team” , “Edit”  and “Delete”  the current team if you are its creator or system administrator.

On this screen, in addition to the above information, you can:

**Dismiss the user** from the team by clicking the button .

**Transfer the team control** to another user by clicking the button . The team owner is marked in the list with the symbol .

**The personnel management functions** include:

**Massive game change** for favorites in the list of privates. To do this, select the necessary participants with flags and select a game from the list:

Involvement selected user in game

**Transferring participants** between their teams. To do this, select the necessary participants with flags and select a team from the list:

Transfer selected users to other team

**Request to transfer** to another team. To do this, put down a part of the name of any existing team in the system and click on the name that appears below the search field:

Request transfer selected users to team having different responsible

Input part of team name

*Note!* As a result of this operation, the creator of the team you selected will receive a request for the transfer of these participants. A change of the team can take place only upon approval of the application.

**Confirmation of applications** for entry. All users who applied for joining or transferring to this team will be displayed in a separate list on the team viewing screen:


Team creator can:

New requests:

Test ( , Київ)

✓ ✕

**Accept the application** for entry by clicking the "Accept" button  opposite the selected user.

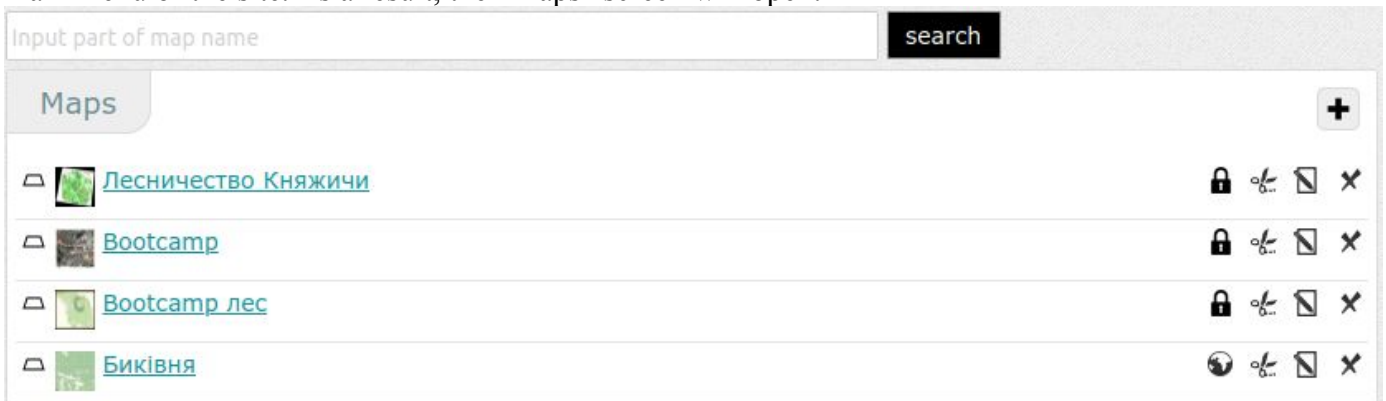
**Reject the application** for entry by clicking on the “Reject” button  opposite the selected user.

After accepting the application, the user is transferred to the main list of the team. In case of rejection of the application, the user disappears from the list of new applications.








## 10. Map Management


The basis for creating any game is a map of the area. The same map can be used to create an unlimited number of games based on it. To view a list of your maps and create new ones, click on the “**My maps**” item in the user menu. To view public maps created by other users, click the “**Maps**” button in the main menu of the site. As a result, the “Maps” screen will open:



This screen displays a list of current user-created maps, by clicking on which you can view their attributes (see below).

Also, by clicking on the “Edit” button  opposite each map, you can edit the attributes of the map (see Creating a map below), the “Delete” button  to delete a map, or the “Create Game” button  to create a new game based on the selected map.

Maps are private and public. Based on public maps, other users can create their own games. Public maps can be seen on the website in the "Maps" menu. To make the map public, click the “Publish”  button. To make it private again, click the "Close access"  button.

To create a new map, click on the "Create" button  on this screen. This will open a window similar to the window for editing map attributes with the following elements:

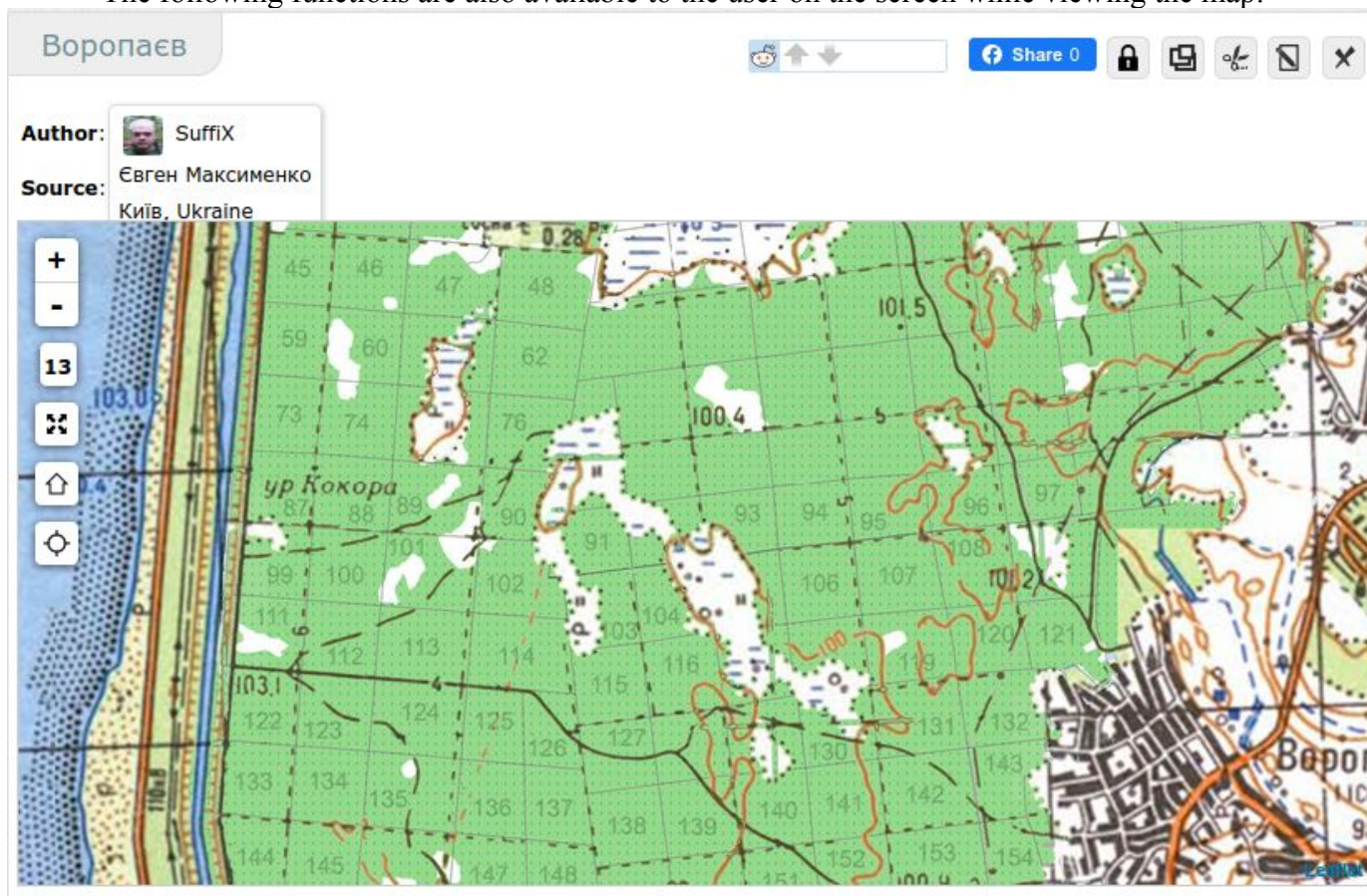
The form is titled 'Name' and has a text input field. Below the input field are two checkboxes: 'Public' and 'Overlay'. At the bottom of the form is a 'SUBMIT' button.

Here the basic information about the map is entered, containing the “**Name of the map**”, which is displayed in the list of maps, the “**Publicity**” checkbox is responsible for whether your map will be visible in the general list of maps and “**Overlay**” which makes it possible to overlay one map on others. Immediately after creating a map, or if you later click on a map in the list on the "Maps" screen (see above), a screen opens with a look at the attributes of the map and the image of the map tiles itself:


*Note!* The essence of the map itself does not contain any graphic information. This is only a container for tiles (small segments of the map), which are formed when cutting the so-called "Map Areas".


To create graphical map content, click the "Area Management" button . See the next section for details on area management.



The following functions are also available to the user on the screen while viewing the map:




**Publish for all**  displays the map in the general list.

**Edit**  map attributes specified when it was created.

**Delete the map**  and all its areas. **Attention!** This operation is irreversible and will delete all map tiles on the server. It is not possible to delete a map with other participants' games.

The map image is interactive and supports zooming and scrolling using drag and drop. You can also expand it to full screen with the “Expand” button . To return to the starting position on the map, click the “Home” button .

Map areas can exist in the context of several “Views” (see the next section). To switch views, click the “Views” button . It will allow you to see the same area on images from different sources. The system supports not only manually created views, but also online maps of OpenStreetMap, Google, Yandex and the General Staff.

## 11. Management of Map Areas

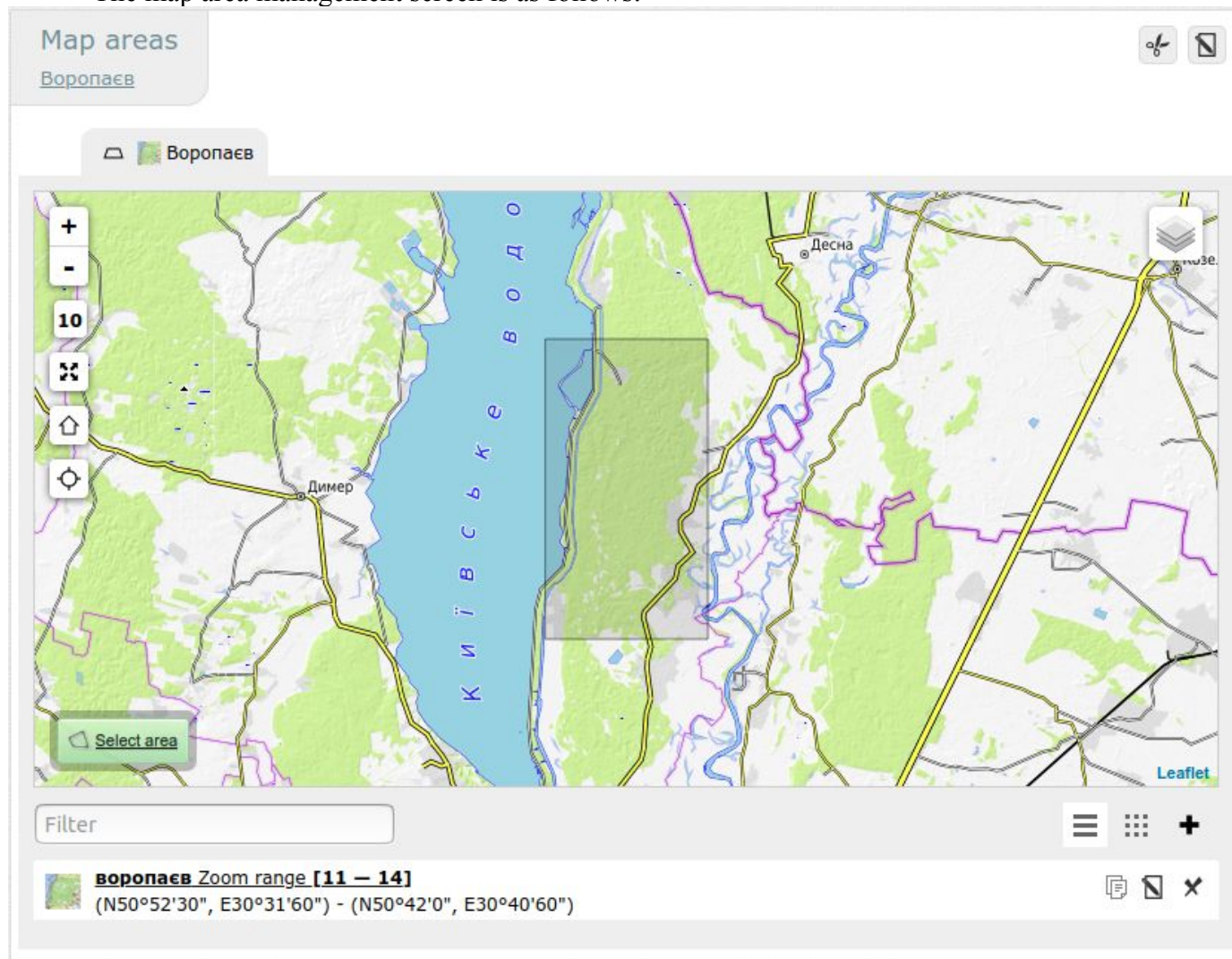
Any map in the system consists of tiles - pieces of a map measuring 256x256 pixels.

Tiles are formed by cutting map areas - bitmap images in the Google Web Mercator projection with the specified coordinates of the upper left and lower right corners in the WGS84 system. Areas can be loaded from a file or cached from online services supported by the system (see below).


*Note!* Other projections and coordinate systems are not suitable for creating map areas in the system. Use other applications to bring the map areas to the desired projection.

In its turn, map areas can be divided by the so-called map types - logical entities that group map areas into a single viewing layer: map, satellite, altitudes, etc. A map view may consist of one or more map areas. The number of areas is limited only by the disk quota available to the user. By default, one view called "Map" is created in each map.

The map area management screen is as follows:



To create a **map area from a file**, click the "Add" button **+**. As a result, you will see a screen with the attributes of the area (see below).

To **cache a map area with an online service**, select the service source with the button to switch the map types , click the **"Select an area"** button on the map screen, circle the piece you need with a square frame and click **"Save the selected area"**. As a result, you will see a similar screen with the attributes of the area, as in the case of creating an area from a file (see below).

*Note!* The **"Unselect"** button disables the mode of attempting to cache the map area, and the **"Select current visible area"** button puts the area borders in full size of the map view window.



When creating a map area, the following window with attributes appears:

Source image (<100Mb)  
Огляд... Файл не вибрано.

Calibration file (OziExplorer \*.map)  
Огляд... Файл не вибрано.

Comment  
воропаєв

Coordinates of the top left corner (latitude - longitude, example: N52°18'56" - E76°57'23")  
Latitude: N50°52'30" - Longitude: E30°31'60"

Coordinates of the lower right corner (latitude - longitude, example: N52°18'56" - E76°57'23")  
Latitude: N50°42'0" - Longitude: E30°40'60"

Zoom range  
0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

SUBMIT

**Source** determines what the area will be created from: a file or one of the supported online services.

**Original image** defines the path to the bitmap image of the area, if it is created from a file.

**Calibration file** allows you to specify the OziExplorer binding file instead of manually entering the coordinates of the angles.

**Comment** is a free text for ease of management and search for areas.

**The coordinates** of the upper left and lower right corners for snapping the bitmap to the area.

**Zoom range** indicates the zoom at which tiles from this area should be cut.

To create an area, click the **"Submit"** button and then cutting tiles will begin automatically.

If for some reason the map cutting fails, you can force the cutting of all areas of the map in all views by clicking the **"Cut all"** button ✂.




## 12. Range Management


In order not to load large maps for each game, the maps are divided into ranges, which will be displayed in the program in the form of bitmap embedding after binding them to a specific game. A range is a part of a map that covers the area of the game and may have a zoom different from a map zoom.


In order to create or find an existing range, go to My Ranges (side menu) or to the Ranges section in the main menu.




The "All countries" filter is responsible for displaying ranges from other countries. If the filter is not activated, the ranges of the country indicated in the user profile are displayed.




Ranges




 [Bootcamp \(расширенный\), UA](#) [3]

 [Биківня, UA](#) [5]


 [Висока піч \(Житомир\), UA](#) [2]









“Create a game ” - based on the selected range, a window for creating a game opens. “Publish for all ” reflects the range in the general list.

“Edit ” range attributes specified when creating it.

Delete  the range and all its areas. **ATTENTION!** This operation is irreversible and will delete all map tiles on the server. It is not possible to delete a range where other participants' games exist.

*Note* Images of the map next to the name indicate that the range is ready for use, the image of scissors means that tiles are being cut, a torn gray sheet means that no map is attached to the range.

To create a range, click "Create  ", then fill in the "Name" field, select a country and fill in the "Description", then save the changes by clicking "Submit".









Range name

Country

Ukraine


Description

File Edit Insert View Format Table

 Formats **B** *I* 

p

SUBMIT

After creating the range, you need to add a cartographic image. For this purpose click "Maps and areas ":



Then select a map from the list on the basis of which you want to create a range. The program will offer to inform your location, the positioning of your IP address will be used. If you refuse from this function, the map will focus on zero longitude and zero latitude (this is somewhere in the ocean near Africa).

Also available: “**Create a game** [icon]” - based on the selected range, opens the game creation window.

**Download** [icon] creates an archive to be downloaded to your computer’s hard drive, after creating the archive a link will come to the My Messages section where you can download the file.

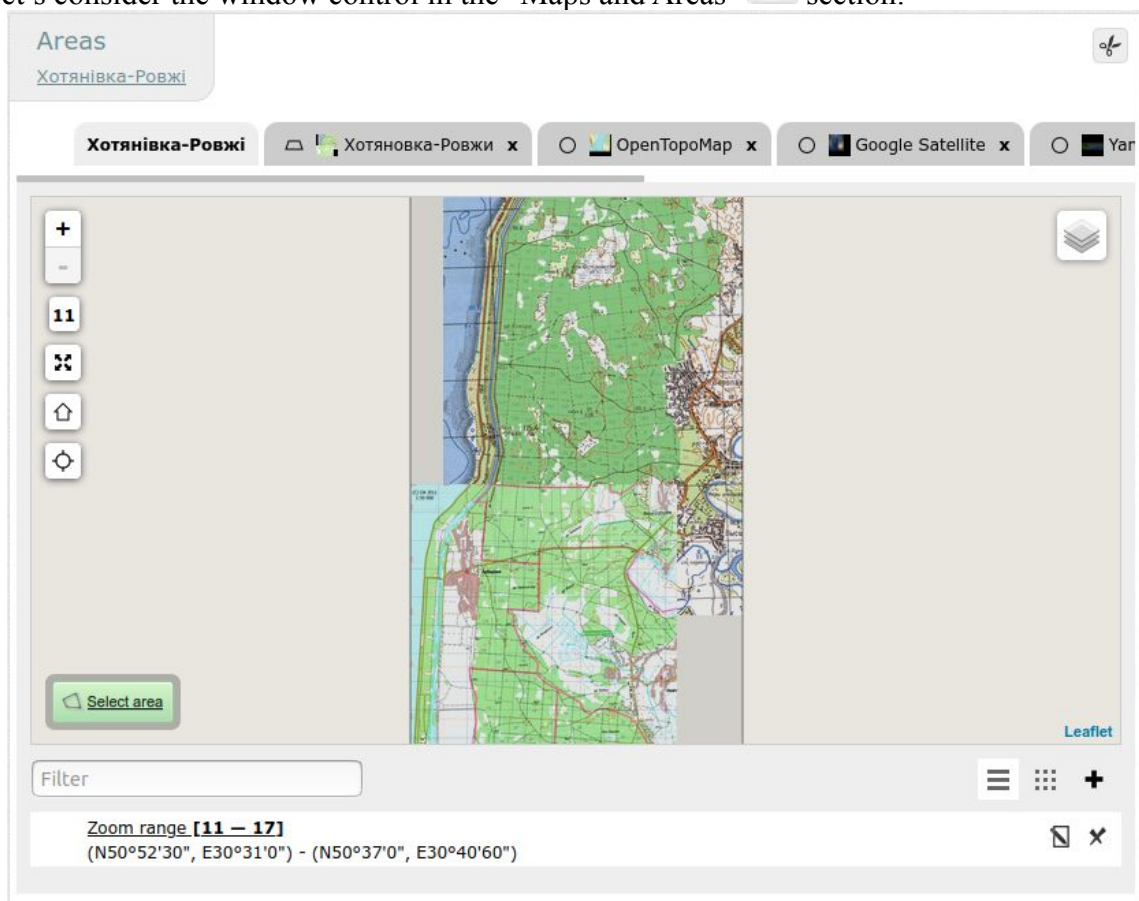
**Publish to everyone** [icon] reflects the range in the general list.

**Publish by link** [icon] gives access to the use of the range only for those whom you gave a link to the range.



**Edit** [icon] range attributes specified when it was created.


**Delete the range** [icon] and all its areas. **Attention!** This operation is irreversible and will delete all range tiles on the server. It is not possible to delete a range where games exist.


Let’s consider the window control in the “Maps and Areas” [icon] section:

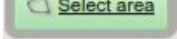


Buttons “+” and “-” are responsible for zooming in/out. **The number** below indicates the current zoom.

Button **"Full Screen"**  enlarges the map image to the entire browser window, to return to its original size click "Full Screen " again.

**"To the initial state"**  returns the map screen to the initial coordinates.

**To the current position**  centers the map on the place of your geolocation: if the GPS receiver is turned on on the device, the map will be centered on your location; if the device does not have a GPS receiver, but there is an Internet connection, centering will take place at the assigned IP address. If the device has a GPS receiver disconnected or missing and there is no Internet connection, then centering will not occur.

To select the boundaries of the range click "Select Area , after determining the boundaries of the range, click "Save Selected Area", fill in the comment field (optional) and set the minimum / maximum parameters for the zoom:

Comment

Coordinates of the top left corner (latitude - longitude, example: N52°18'56" - E76°57'23")

Latitude		Longitude	
<input type="text" value="N50°52'30"/>	-	<input type="text" value="E30°31'0"/>	

Coordinates of the lower right corner (latitude - longitude, example: N52°18'56" - E76°57'23")



Latitude		Longitude	
<input type="text" value="N50°37'0"/>	-	<input type="text" value="E30°40'60"/>	

Zoom range

Optional area  
☐

The larger the range of zoom, the longer the cutting of tiles. After clicking the "Submit" button, you return to viewing the created range, now there are bookmarks with the name of the maps and a list of all created areas:

When you select a specific bookmark, a progress bar for cutting tiles is displayed.

Київ  Google Satellite x  Генштаб x +

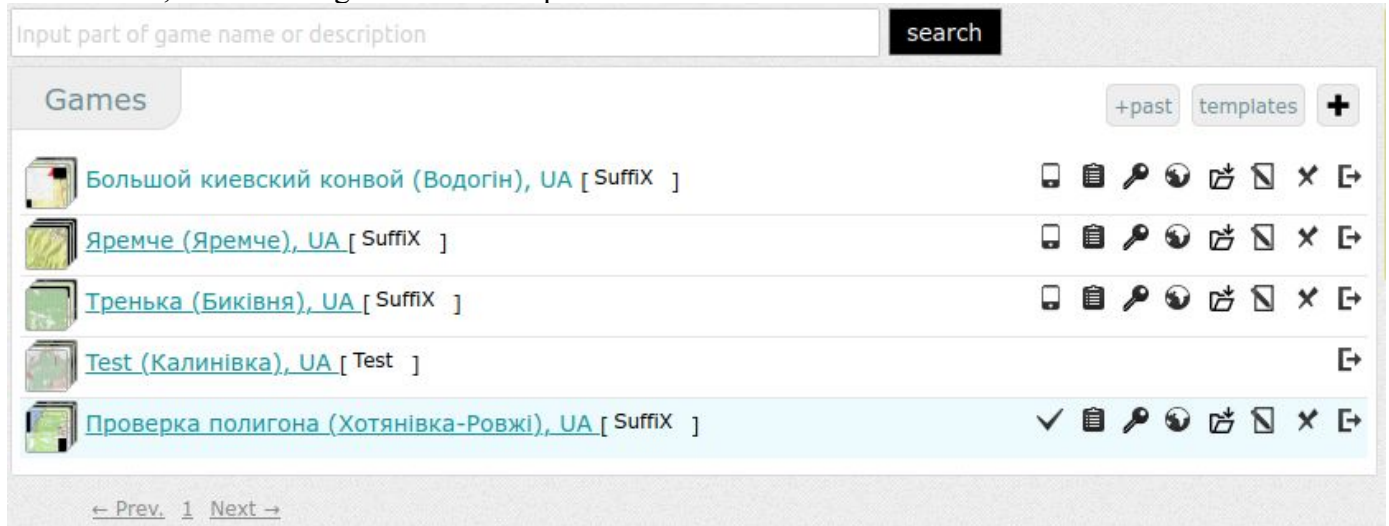
<input type="text" value="0 / 1247"/>	x
<input type="text" value="0 / 100"/>	x

### 13. Game Management

If your user has already been enrolled in a team (see the "Team Management" section) and you have access to the public map or to a map created by you (see the "Map Management" section), then you can start creating the game.

In fact, a **game** is a complete entity that can be downloaded to devices in Android applications, which combines a map on which an event will take place, a set of teams combined into so-called “parties to the conflict”, as well as settings for the rights of each user from these teams to perform certain actions in the application. All objects on the map are stored as part of the game, that is, on the same map there can be various sets of labels that are invisible to participants in various games.


To open the list of games the user has, it is necessary to select "My games" in the user menu. To view the full list of public games, select the "Games" item from the main menu of the site. As a result of both actions, the following window will open:





The list can display both games created directly by the user, and those into which the user's team was added by the creator of the game. The set of possible buttons opposite each of them will depend on this accessory of the game.


By clicking on a game from the list a window will open with its description and the ability to view and create sides (see below).


Opposite each game, the list may contain the following buttons:



Button "**Select game** " determines which of the games will be downloaded to the device when you later enter the Android application. Only one game can be selected, and it is indicated by the "**Selected** ✓" symbol instead of the selection button.



The "**Roles** " button allows you to open the page for managing the roles of users who were in teams connected to the selected game (see the Roles task below). Roles determine the rights to use various functions in an Android application. The button is available only for games created by the current user.

Button "**Edit** " opens the selected game for editing (see Creating a game below). The button is available only for games created by the current user.

Button "**Delete** " deletes the selected game. The button is available only for **games** created by the current user. **Attention!** The operation is irreversible.

"**Exit**" button  allows you to delete the team the current user is assigned to from the selected game, if the user is the creator of this team.

Games are private and public. Public games are visible on the website in the "Games" menu and any user can apply for participation in them. To make the game public, click the "**Publish**" button . To make it private again click "**Close access**" .

In order not to overload the list with past games, you can archive them, thereby hiding them from the list of games. In order to archive a specific game, click the "**Archive**" button  opposite it. To remove this mark from the game, click "**Unzip**" .

To temporarily display hidden games, click the "**+ Past**" or "**+ Archive**" buttons, thereby adding games with a date more than a week in the past or archive games, respectively, to the list.



Games may be with the “Pattern” sign (see Game Creation below). This means that on the basis of this game it is supposed to create similar games in future. Patterns are not displayed in the list by default. To switch to viewing patterns, click the **"Patterns"** button at the top above the list of games. To switch back to the game viewing mode, click the **"Games"** button.

When viewing the list of public games, the **“All Countries”** button is also available for the user. It removes the filter of games in user’s country. The **“My Country”** button returns this filter.

**To create a new game**, click on the **"Create" +** button above the list of games, or click the **"Create a game"** button above the list of maps (see the "Map Management" section) or patterns, as a result of which the following window will open (a similar window opens when editing a game):

The main attributes of the game are:

Range

Game name

Date of event  
YYYY-MM-DD

Description

File Edit Insert View Format Table

Formats B I [List Bulleted] [List Numbered] [Link] [Image]

p

This is game template (templates can be copied)  
☐

SUBMIT

**The “Range”** created in advance, on the basis of which the event will take place (see the “Map Management” section). The game may be without maps, then the bitmap background will not be visible on the client device, or public services can be used instead of the user map.

**The "Game name"** of the game is displayed in the list of games, both on the site and in the settings of the Android program.

**The "Date of event"** is to link the game to time and automatically filter past games.

**The "Description"** of the game is a so called announcement of the event.

The “Pattern” checkbox indicates that this game will serve as a layout for future games and will be displayed in a separate “Patterns” list (see above).

After filling in the required fields, click **"Submit"** to create or modify the game.

*Note!* The created game itself cannot be used on the device. In order to be able to select it on the device, you need to connect at least one team with users to it. The team connects to the game within the framework of the so-called “party to the conflict” of the game participant. A party may mean a warring side in training or an ally party in a war zone. Tags of different sides of one game are not displayed to users of


other parties. To view the attributes of the game and create parties, click on the desired game in the list of games, and the following window for viewing the game will open:

Test

✂

🗑

✕

Author:  Test

Range description

Range name: [Калинівка](#)

Country: Ukraine

Author: SuffiX

+


-

11

🔄

🏠

📍




📄

Leaflet

Game fractions

🔑




+

Test 

🗑

✕

[Test](#)

In the header with the name of the game it is possible to quickly edit it (the “Edit” button , quickly delete it (the “Delete” button ) and quickly clear the replay player’s log (the “Clear” button , see the section “Replay player”).

Fraction name

Briefing

File ▾ Edit ▾ Insert ▾ View ▾ Format ▾ Table ▾

↶ ↷ Formats ▾ **B** *I* [List Icons] [Link Icon] [Image Icon]

P

Initial latitude (example: N52°18'56")

Initial longitude (example: E76°57'23")

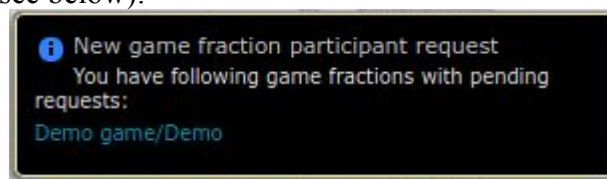
Teams:

SUBMIT


In order **to create a party**, click the "Add" button **+** in the block with a list of parties on the above screen. As a result, there will appear a window for entering **"Name of the party"**, **"Briefing"** for that party, accessible for review from the program (see the "Briefing" section), **"Initial latitude"** and **"Initial longitude"** for positioning the screen when you first enter the game and selection of teams included in this party.

To select the necessary teams, you need to type a few characters from the name and select the necessary team with a checkbox in the list that appeared below. The operation can be repeated as many times as many teams need to be added to the party. All selected teams remain above the search field. To save the party, click the **"Submit"** button.

An alternative way to connect teams to the game may be a request to participate in the game from a team member. In order to send a request for your team to participate in a particular game, click the "Send Request" button **↗** opposite one of the parties of the game. As a result of this action, the creator of the game will receive a request for the team to join a party in the game, and will be able to accept or reject it on the party viewing screen (see below):



To exclude his team from the game, the owner of the team can click the "Exit" button **↖** opposite the name of his team in the register of the party in the game, or in the list of games.


In order to **set the rights for users** participating in the game, click the **"Roles"** button  opposite the selected game, or in the header of the list of the party of the game. As a result, the following window for selecting roles for each user from the teams attached to the game will open:

Game name: Test

☐ Mark all users

Fraction name: Test

Team name: Test

☐  Test

Include selected users into the team:

Set role for selected users:

Event organizer

Event organizer  
**Fraction leader**  
Team leader  
Standart  
View only  
Tracker with map  
Tracker w/o map  
Lock access

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Roles can be the following (this setting can be changed in the site admin panel):

Function\Role	Event organizer	Fraction leader	Team leader	Standard	View only	Tracker w/ map	Tracker wo/ map	Lock access
Login	+	+	+	+	+	+	+	-
Settings	+	+	+	+	+	+	+	-
Sync w/ server	+	+	+	+	+	+	+	-
User status	+	+	+	+	+	+	+	-
Map view	+	+	+	+	+	+	-	-
Local cache	+	+	+	+	+	-	-	-
Briefing	+	+	+	+	+	-	-	-
Chat	+	+	+	+	+	-	-	-
Units	+	+	+	+	View	-	-	-
Shapes	+	+	+	+	View	-	-	-
Routes	+	+	+	+	View	-	-	-
Orders	+	+	+	+	View	-	-	-
Targets	+	+	+	View	View	-	-	-
Layers	+	+	+	View	View	-	-	-
Teams	+	+	View	View	View	-	-	-
Chat to all	+	+	-	-	-	-	-	-
AAR	+	+	-	-	-	-	-	-
Admin access	+	+	-	-	-	-	-	-
View fractions	+	-	-	-	-	-	-	-



**To view a briefing and a register of teams of a party**, as well as **to process applications** for joining the game and **to view the replay player**, click on the name of the party in the list of parties on the game viewing screen. As a result, a window for viewing party attributes will open:


Test

Game [Test](#)

Initial position: *auto*

This is a briefing text.

This is an image attachment in briefing:



Teams

[Test](#)

New participation requests:

OA/ARMS


✓

✕

On this screen, the user can:



**To edit** or **delete** a party use the “Edit”  and “Delete”  buttons.

**To unload tactical circumstances** in KML format use the “Export”  button.

**To open access** to viewing the player and briefing to third-party participants use the “Publish”  button. As a result of the publication of a party briefing, a link will appear on the screen where other users who are not connected to the game will be able to watch the briefing or recording of the game.

**To view a party briefing** introduced by the creator of the game.

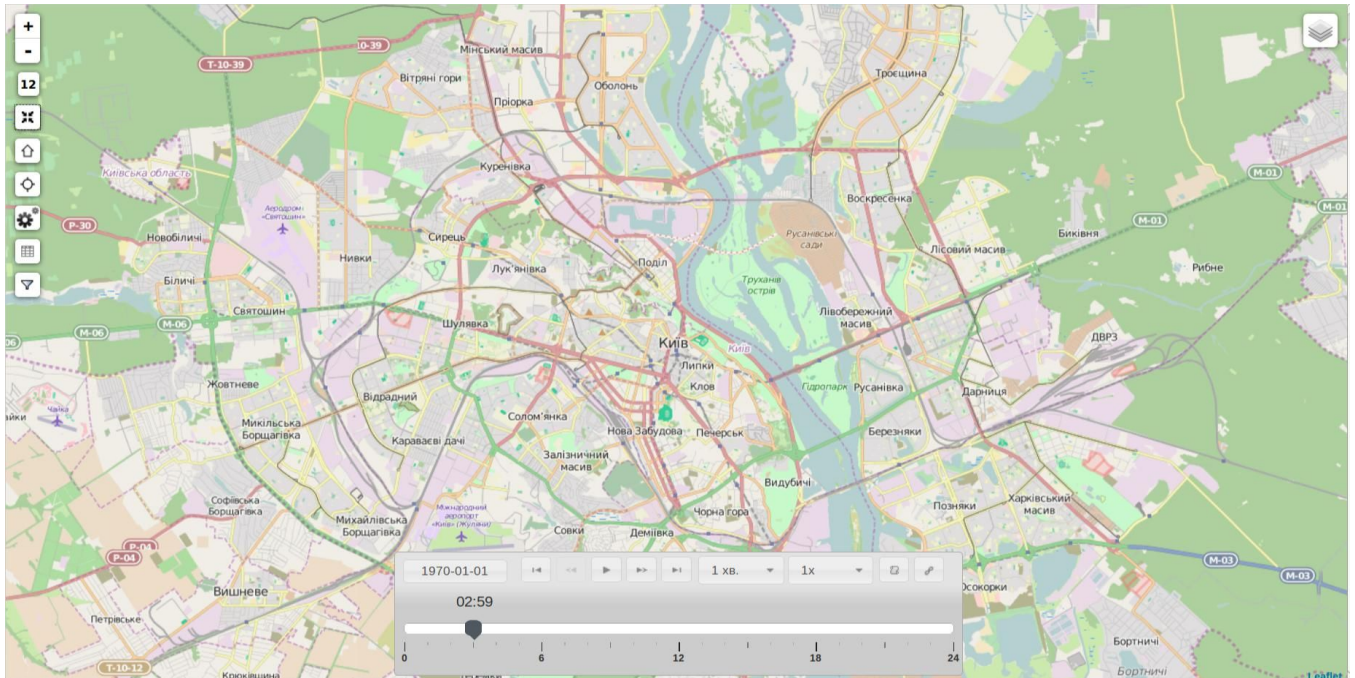
**To view a list of teams** which play for this party in the current game.

**To accept or reject applications** for connecting teams to this party, if the user is its creator use the “Accept”  or “Reject”  buttons, respectively.

## 14.Replay Player

The system provides a record of all actions and negotiations of users - the "history of events."

The event history player is located at the bottom of the screen for viewing each party of the conflict in the game:




This block allows you to display past events on the map retroactively for any date with different playback speeds and aggregation periods.

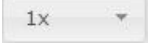
The following components are visible on the screen:



The button for quick **transition to the required date** , which calls the calendar, on which the days that have events are marked:


**Playback control panel** , consisting of buttons: at the beginning of the day, previous slide, play / stop, next slide, at the end of the day.

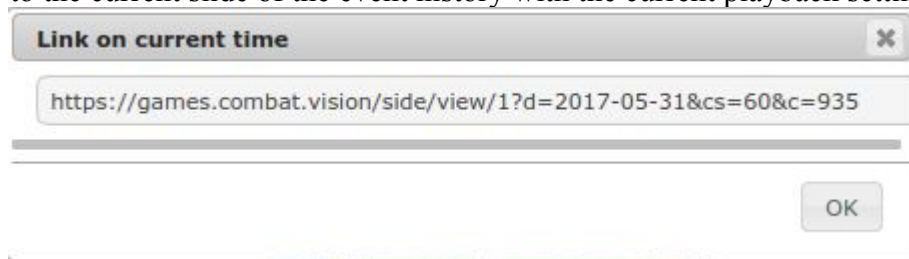
Setting **the aggregation period**  with the values: 1 min, 5 min, 10 min, 30 min, 1 h, means the time intervals from which the aggregated replay slide is formed.

Setting **the playback speed**  with values: 0.25x, 0.5x, 1x, 2x, 4x and 8x, sets the playback speed of the slides. Speed "1x" means 1 slide per second.

Button for invoking **the correspondence history window** . Opens the daily messaging view:

2017-05-31			
Time	From	To	Message
Filter	<input type="text"/>	<input type="text"/>	<input type="text"/>
15:33:50	SuffiX		Задача "Заняты" отменена
15:33:52	SuffiX		Задача "Удержатъ" отменена
15:33:54	SuffiX		Задача "Уничтожить" отменена
15:33:56	SuffiX		Задача "Уничтожить" отменена

Button to get a link to the current place in the player . Allows you to copy and transfer to another user links to the current slide of the event history with the current playback settings:



The map screen contains the same overview and zoom controls as a normal map view screen (see the "Map Management" section).

As well as various tools for interacting with the entered information:

Changing **the viewing mode**



allows you to switch between different options for displaying

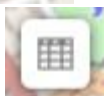
labels: with a slide



or without a slide



**The event log**



opens a window for viewing events that have taken place with all attributes:

Events		
Type	Object	Details
		<b>16:28:24</b>   Suffix Moved by 7.92 km direction 66°. Angle → 45°; Speed → 5 km/h
		<b>16:16:51</b>   Suffix Moved by 715 m direction 86°. Angle → 87°; Speed → 11 km/h

To **filter** the entered game information, use the corresponding button



**Map filter**

**Filter:** OFF

**Object classes**  
Select from list

**Affiliation**  
Select from list

**Identity**  
Select from list

**Modified since**  
any

**Layers**  
all layers

**Combat users**  
all users

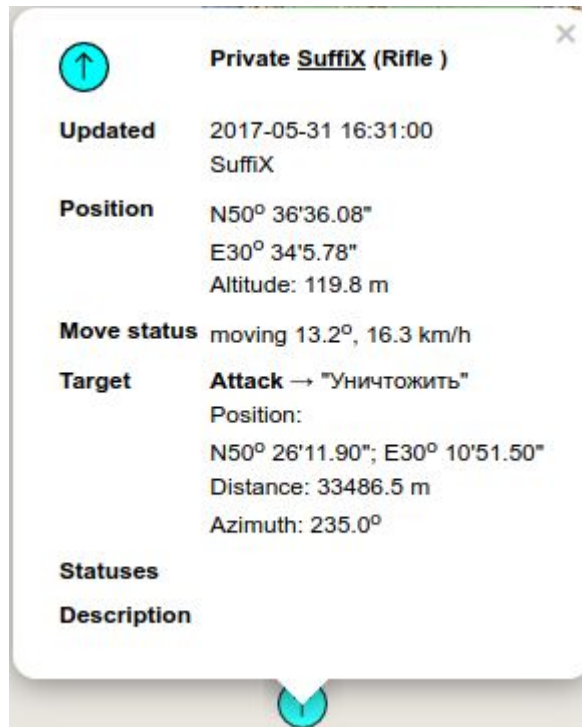
Set filtering rules Clear Cancel

The map displays all the elements that can be created in the Android application. When you hover over an item, you can see its name.

The map displays all the elements that can be created in the Android application. When you hover over an item, you can see its name.



When you click on any item, a detailed information window is displayed. The content of this window is different for each type of label:





## 15. Personal Messages

For the convenience of communication within the system, before entering the game, users can access the system of personal messages on the server. To view messages, click **"My Messages"** in the user menu. As a result, the following window will appear:

Private messages

unread inbox sent +

From	Subject	Sent
<a href="#">Test</a>	<a href="#">Test (1 messages in chain)</a>	2020-02-20 12:11:06

← Prev. 1 Next →

My messages 1 (29)  
My games 7 (21)  
My ranges 16  
My maps 18  
My teams 4  
My profile

In this window, you can switch between “unread”, “inbox” and “sent” messages, which will be displayed below in the list. To view the message, click on the Subject.

From: [Test](#)

To: [Suffix](#)

Subject: [Test](#)

Test

To create a new message, click the “Add” button **+**. As a result, a window will open for entering the recipients **"To"**, **"Subjects"** of the message and the **"Text"** of the message.

To

Suffix

Subject

Test

Body

File Edit Insert View Format Table

Formats B I [List Icons] [Link Icon] [Image Icon]

Test

p

SUBMIT

*Note!* To determine the addressee, just enter a few letters from his username or other attributes and the system will offer a list of possible users. You can specify several recipients, separating them by ", ".

To send a message, click the **"Submit"** button.

When user receives new messages, a popup notification window will appear on the top right corner and red box in user menu will display number of unread messages.

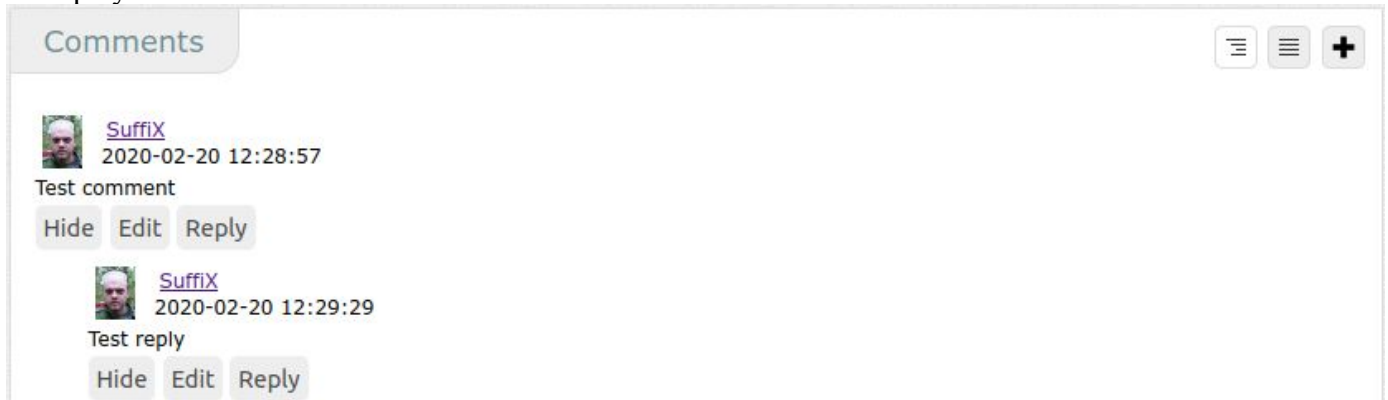
**i** You have unread messages:  
Test: [Test](#)



My messages 1 (29)  
My games 7 (21)  
My ranges 16


## 16. Comment System for Objects

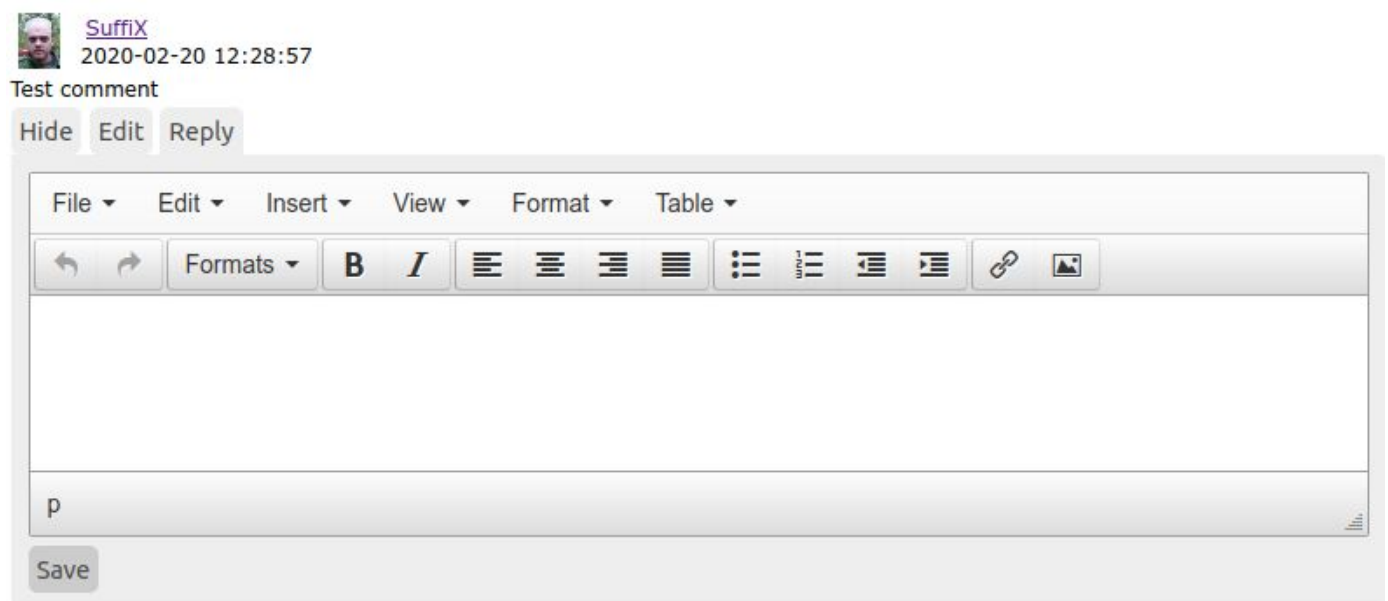
For convenience of discussing future games, planning a briefing, discussing issues related to teams, etc. the server provides a system of comments on almost all objects.

At the bottom of the screen for viewing teams, maps, games, parties and news, a comment block is displayed:



Comments can be viewed both in the tree and in the list. To switch viewing modes, click the "Tree"  or "List"  button.

To add a comment to an object, click the "Add"  button. As a result, the user will have access to the comment adding screen:



In addition to adding a comment, you can respond to existing comments of other users by clicking the "Reply" button.

The owner of the comment and the site administrator can "Hide", "Delete" the comment, or "Delete the branch" from the selected comment and below using the corresponding buttons.