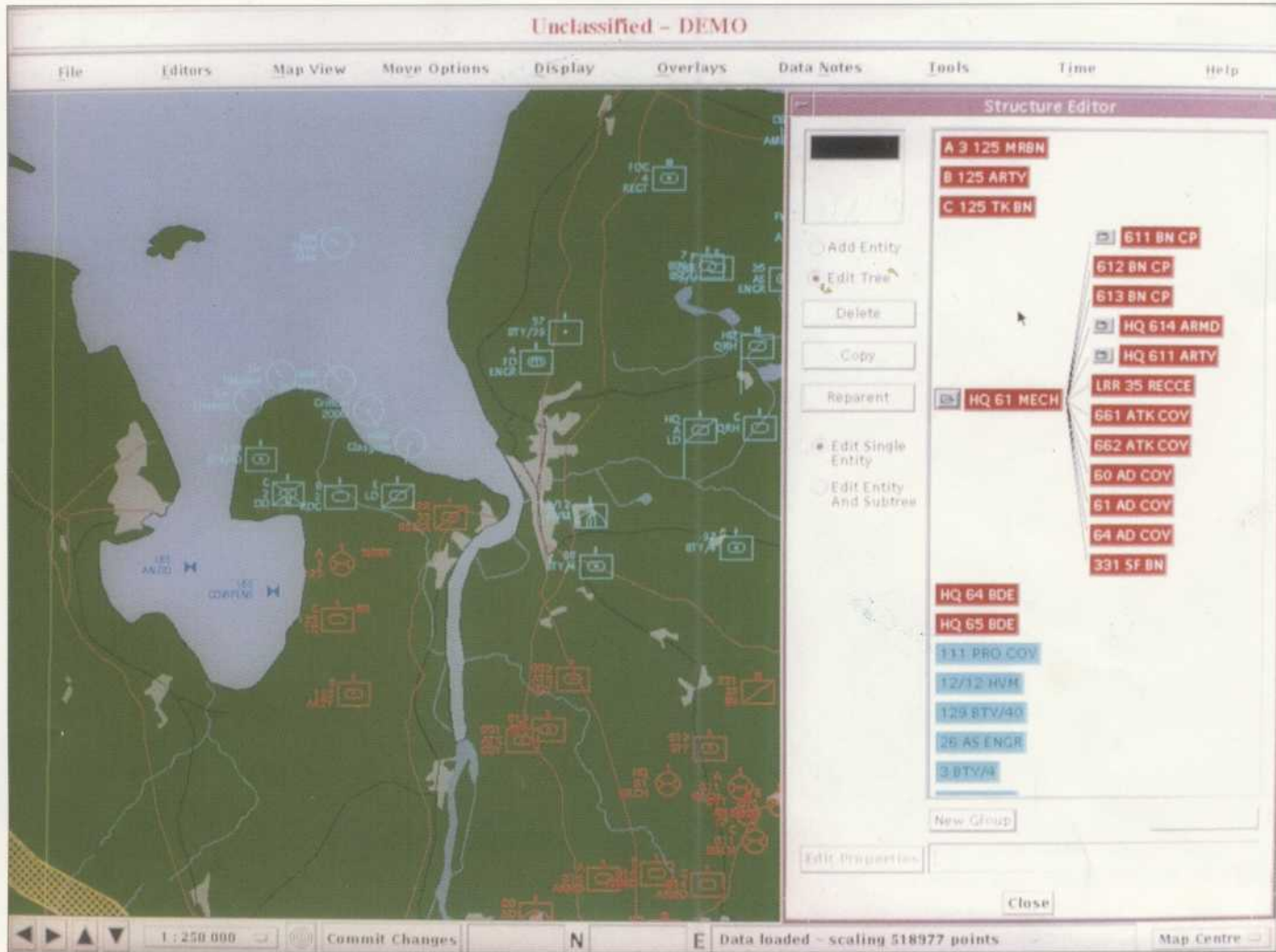


High Level Wargaming Facility - Joint Operational Picture

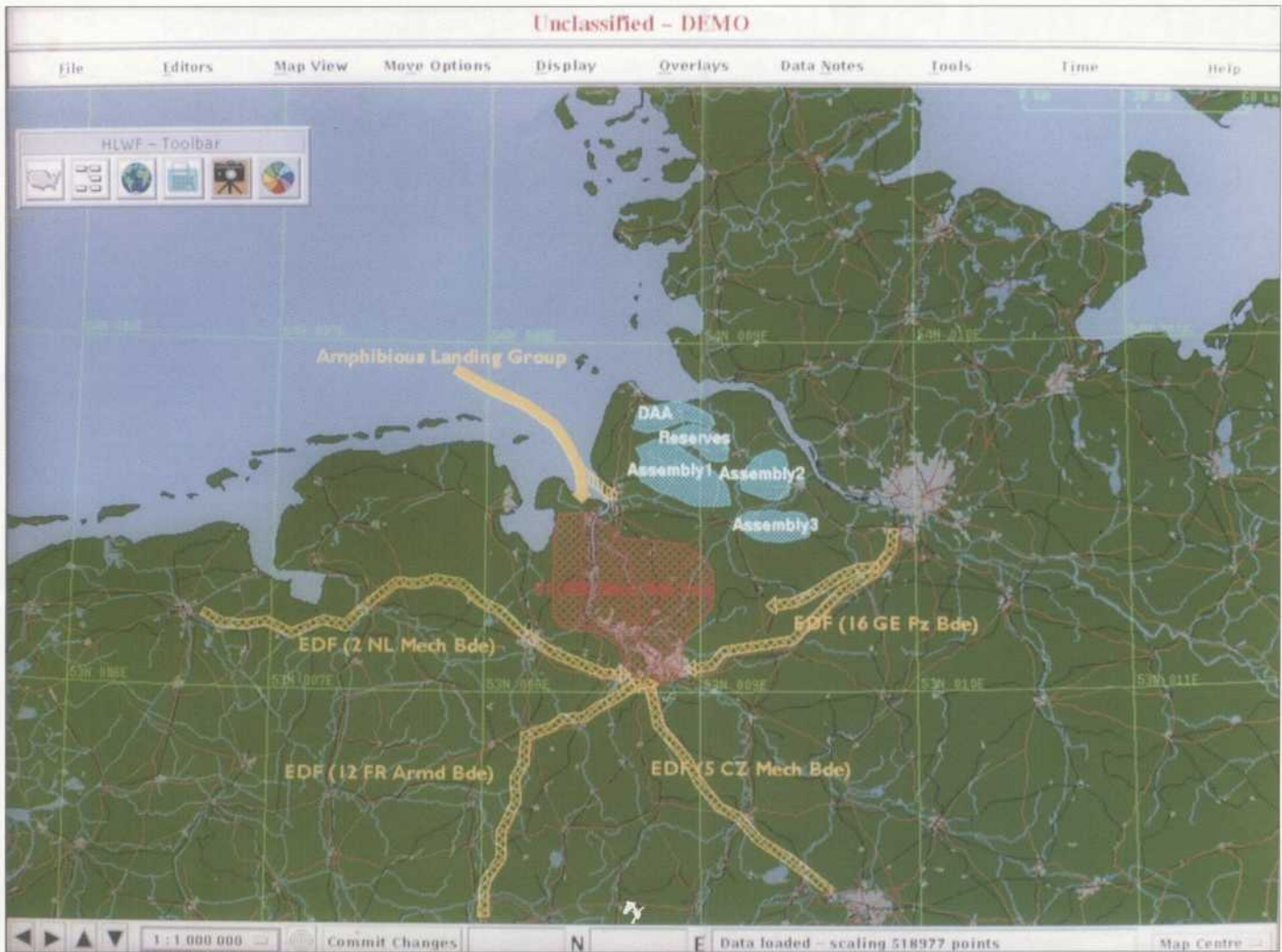
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The Joint Operational Picture, JOP, is one element of the High Level Wargaming Facility (HLWF). The JOP provides a dynamic, schematic representation of a military operation. It is intended to provide the higher levels of command with appropriate information on the military operation and provides facilities to manipulate that information, with the purpose of assisting their decision making and planning. The picture displayed by JOP can either be manually created, or generated from an ALSP or HLA message stream. The JOP includes facilities to allow several users to maintain and update a central database containing the wide area picture, and this picture can be annotated with various symbols or text to provide additional intelligence. There are also facilities for creating a range of user defined overlays and filters to help clarify the picture, and then share these ideas, notes and overlays with other users if desired.

- Intuitive interface
- Manual and automated data feeds
- Picture annotation facilities
- User defined overlays and filters
- Record and playback facilities

High Level Wargaming Facility Joint Operational Picture



The JOP has been designed to present the kind of information that would be required by Joint Commanders or Joint Force Commanders when assessing a situation. As well as presenting a geographical view of the situation, the command hierarchy can be viewed through the JOP's Structure Editor. A set of drawing tools are provided within JOP to help annotate the picture so that key elements, such as recent troop movements, can be highlighted. To assist in the picture management role, a level of automated aggregation can be applied to the assets within JOP based on their geographical location, environment and alliance.

The JOP has been specifically developed to support computer assisted exercises (CAX) within the UK, as part of the NATO CAX international testbed and the combined UK/US exercise PURPLE LINK. Human factors research has been used to help develop the JOP user interface.

Technical Specification

The HLWF JOP runs on a network of workstations, with one or more workstations being dedicated to each role. Map and database information is held on external disks and can be accessed from each workstation.

Processor and memory

Sun ULTRA, minimum 32MB RAM and local 1GB disk

Display

19" colour monitor, 1280 x 1024 pixels

External hard disks

Minimum of 4GB

Interfaces

TCP/IP

The current set of JOP functions are specifically aimed at the exercise controllers (EXCON) and response cells within a CAX who need to quickly establish the status of the battle being fought within the models and simulations.

As part of the UK's FlashHLamp Project, JOP will present a higher level picture to the Analysis Federation audience describing the movements of all assets in the Air Defence scenario part, including the movement of aircraft, sea platforms and the engaging missile systems. It will also be used to provide a graphical front end to the Amphibious scenario part, providing the latest status of the helicopters and Landing Craft involved in the movement of supplies to the land based depots.

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