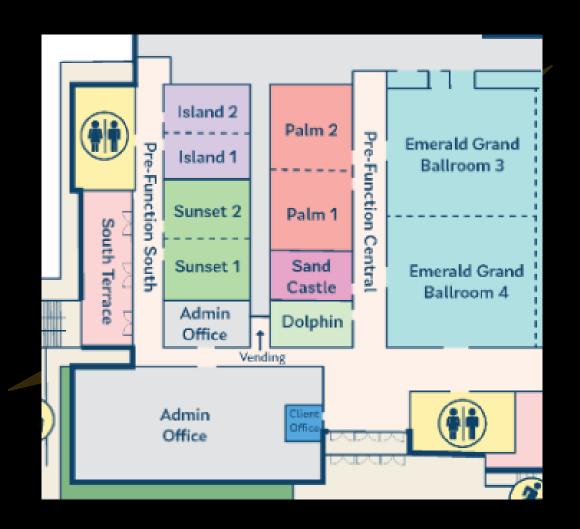


Admin

+ No Outside Food or beverage
+ Tables on the South Terrace



Schedule

		MACE Scenario Development (Tyler)	Joint Fires/CAS Focus (Steve)	Mission Planning, Analysis & Rehearsal (MPAR) (Greg)	EW Focus (Fred)	Developer Courses (Nick)	Meeting Rm (Gary/Cord)	MACE Scenario Development (Jeremy)
ROOM		Ballroom 3	Island I/II	Palm 2	Sunset II	Palm 1	Dolphin	Sunset I
Tuesday 22-Apr-25	0830-0900	Inprocessing/Configure MACE for Classes (All)						
	0900-1030	MACE/ARMOR Overview,						
		Roadmap & Setup (Gary)						
		FAAC introduction						
	1030-1130	Guest Speakers (160th, USAFA)						
	1130-1300	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch
	1300-1430	MSD-101: MACE / ARMOR Basics (Tyler/Hunter)	JF-101: MACE / ARMOR Basics (Steve/Mateo)	MPAR-101: MACE/ARMOR Basics (Greg/Jason)	EW-101: MACE / ARMOR Basics (Fred)	Dev-101: API Overview (Nick)	BSI Meeting Room	ARMOR-101: Overview & Settings (Jon/Lennart)
	1430-1600	MSD-102: Mission Building/Execution (Tyler/Hunter)	JF-102: Mission Building/Execution (Steve/Mateo)	MPAR-102: MACE/ARMOR IADS Mission Building Mission Rehearsal Toolbox (Greg/Jon)	EW-102: EW (EA, ES) Mission Building/Execution (Fred/Jason)	Dev-102: Setting Up Dev Environment (Nick)	BSI Meeting Room	Open

https://www.bssim.com/mug/



MUG Data Drives

ARMOR_Terrain	4/2/2025 11:12 AM	File folder
BSI_Videos	4/13/2025 8:07 AM	File folder
Class_Data	4/13/2025 8:07 AM	File folder
Documentation	4/13/2025 8:07 AM	File folder
Elevation_Data	4/2/2025 11:38 AM	File folder
installers	4/20/2025 8:45 PM	File folder
Contraction Missions	4/2/2025 11:45 AM	File folder
Contemporal FAA VFR	4/13/2025 8:08 AM	File folder
System Volume Information	4/5/2025 4:31 PM	File folder
Terrain_Generation_Files	4/13/2025 9:34 AM	File folder
USA_4Meter	4/2/2025 1:21 PM	File folder





MACE 2025R1





Updated Platform Icons



- Use ARMOR model as baseline image.
- + Border is team color.
- Weapon stance around health bar.

Unified Weapon Aero

MACE MOCT - Mission Objects Confi	guration Tool				-					
MOCT Services «		MOCT Objects «		Co	nfiguration	*				
Object Configuration *	Unified Weapon Aero	.	105mm Artille	ny C7 HE		~				
ATO-to-MACE Entity Mappings	100mm AAA		21 🖻							
ATO-to-MACE Equipment Mappings	100mm French N 105mm Artillery		Classifica	tion	1 = Unclassified					
Ballistic Aeros (Deprecated)	105mm Artillery		 Misc Is Ground 	Launched	True					
Cultural Features	105mm Artillery		Targets G	iround	True					
EM Aeros	105mm Artillery 105mm Artillery			ht In Kilograms (min=0, ma: ght In Kilograms (min=0, ma		- I -				
Equipment	105mm Artillery		Maximum	Fuel Weight In Kilograms	(min=0, m 0.0000					
FFM Aeros	105mm HE/PD S 107mm Mortar	side-fire		erence Area In Meter2 (mir Drag Coefficient (min=0, n						
Heads-Up Display	120mm Mortar C		Superson	ic Drag Coefficient (min=0,	max=10(0.2800					
Helicopter Aeros	120mm Mortar C 120mm Mortar C			e Drag Coefficient (min=0, e Drag Reference Area In						
Hydrodynamics	120mm Mortar C 120mm Mortar C		Drogue D	Irag Coefficient (min=0, ma	x=10000(0.0000					
Known Places	120mm Mortar C	3 HE		rag Reference Area In Me e Release Altitude Above (
Missile Aeros (Deprecated)	120mm Mortar C 120mm Mortar C		Parachut	e Release Duration In Sec	onds (min 0.00					
Platforms	120mm Mortar,₽	A Illum	Parachut	e Illumination	False					
Unified Weapon Aeros		🖶 Weapon Aero Visualization								- 0
Weapon Engagement Zones		Type: AIM-120D AMRAAM (Unified Aero)	0000 0 0		Flight Profile - Distance vs Attud	le	20		Flight Profile - Overhead	
Emitter/Device Editor	130mm AAA	ls Air Launched Targets Air	60000 ‡ ft				20 nm			
	152mm Artiller 152mm Artiller	Test								
Threat Libraries	152mm Artiller	Preset Initial Conditions Air to Air Air to Gnd								
Tools *	4 152mm Artiller	Gnd to Air Gnd to Gnd								
Convert Ballistic/Missile to Unified Aero	155mm Artiller 155mm Artiller									
Platform Aero Visualization	155mm Artiller	Shooter Speed (kts) 500								
Weapon Aero Visualization	155mm Artiller	Shooter Pitch (deg) 0 Auto Lead								
Weapon Damage Effects	155mm Artiller 155mm Artiller	Shooter Altitude (ft) 28000 Unguided Artillery								
	155mm Artiller	Target Speed (kts) 500	30000 ft				0 nm			_
Global Change Config Property	155mm Artiller 155mm Artiller	Target Altitude (ft) 25000	30000 ft				Unin			
Diagnostic Tool	155mm Artiller 155mm Artiller	Target Range (nm) 30 Max Time of Flight (s) 14400								
Import/Export *	155mm Artiller	Target Aspect (deg) 180 + Target Cranks 45								
Import VRSG Models As Cultural Sites	155mm Artiller 155mm Artiller	Playback Speed Instant								
Import Shapes from VRSG Models	170mm Koksai	Run It! Clear Results								
Export Mission Object List	20mm M197									
Export IG Model Mappings	20mm Phalanx 220mm Rocket	WEZ rMax1 Multiplier 0.70								
	23mm AAA	Inteval (nm): 1.0 🜩 Forfeit Dist (nm): 30 🜩								
Export to Supplemental	300mm Rocket 30mm AAA	Max Alt (ft): 67500 🖕 Max Speed (M): 3.25 🌲	0 ft	L			20 nm			
	35mm AAA	Name: AIM-120D AMRAAM V Build		0 nm	20 nm	40	🗘 nm 🛛 0	m	20 nm	40 r
	37mm AAA	Queue	End of Stage 1: End of Stage 2:	Weight Fuel (bs):65.423 Weight Fuel (bs):36.607	Spd (kts):499.60 Pitch (deg):0.00 Spd (kts):1682.63 Pitch (deg):9.62	Nm Traveled:0.000 N Nm Traveled:0.000 N	m to Target:29.926 m to Target:28.702	Alt (ft):27999.86 Alt (ft):28365.18	Alt Diff (ft):-2999.86 Time (s): 0.27 Alt Diff (ft):-3365.18 Time (s): 3.08	
	3M22 Zircon M		End of Stage 3: Good hit!	Weight Fuel (bs):0.198	Spd (kts):2731.15 Pitch (deg):-2.82	Nm Traveled:0.000 N	m to Target:12.010	At (t):33541.81	Alt Diff (tt):-8541.81 Time (s): 25.08	
	Dirah DCI Mar		Final Stage 4: Top Speed (kts):	Weight Fuel (bs):0.198 2731.154	Spd (kts):1303.34 Pitch (deg):-9.34	Nm Traveled:0.000 N	m to Target:0.027 Alt (ft	:25019.21 Alt Diff	(ft):-19.21 Time (s): 43.42	
	Black - BSI Master Blue - UserData (loca	Max # Processors: 8 + Cancel Selected	Highest Altitude	(ft): 33980						
Options ¥	Bold - Needs Upo	Log								
Refresh All Data from File System		A								
IG Culturals: Cultural-ARMOR -	Close Current Tab									

Deprecated Ballistic & Missile Aeros, replaced by Unified Weapon Aero

- All Metric Units
- Code Consolidation
- Easier to Improve

Your existing ballistic/missile aeros will continue to work!

Quadcopter Flight Model

6 Airspeed (m/s)

13.00

MACE MOCT - Mission Objects Cor	ifiguration Tool		- 0	×
MOCT Services «	MOCT Objects «	Config	uration	*
Object Configuration *	Helicopter Aeros	10" FPV		×
ATO-to-MACE Entity Mappings	10" FPV	21 21 0		
ATO-to-MACE Equipment Mappings	- 10" FPV 0.49 kg AH-64	controlConversionVectoredThrustLower		
Ballistic Aeros (Deprecated)	Ballistic Model		Collection) Collection)	
Cultural Features	Balloon	 pidControllerStabilityAugmentationEnabl 	concounty	
EM Aeros	Bird Cessna 172	ProportionalGain 1	1.00	
Equipment	CV-22	IntegralGain (0.00	
FFM Aeros	DJI Mini 4 Pro Generic Helo	DerivativeGain (0.30	
Heads-Up Display	Generic Quadcopter		1.00	
Helicopter Aeros	MH-60 DAP		0.00	
Hydrodynamics	Piper Cherokee Quadcopter	DerivativeGain (0.30	
	S-97	ProportionalGain	0.10	
Known Places	UH-60		0.00	
Missile Aeros (Deprecated)	V-280	 pidControllerStabilityAugmentationDisab 		
Platforms	-	v roll	1.00	
Unified Weapon Aeros	-		0.00	
Weapon Engagement Zones	_	DerivativeGain (0.00	
Emitter/Device Editor		✓ pitch ProportionalGain	1.00	
Threat Libraries		IntegralGain (0.00	
	Ĩ,	DerivativeGain (4 ✓ yaw	0.00	
Tools *		ProportionalGain (0.10	su
Convert Ballistic/Missile to Unified Aero			0.00	MOCT Options
Platform Aero Visualization	4	DerivativeGain (v pidControllerAutonomous	0.00	OCT
Weapon Aero Visualization		v roll		×
Weapon Damage Effects	-		0.10	
Global Change Config Property	-	DerivativeGain (0.24	
Diagnostic Tool	-	V ptch ProportionalGain (0.10	
	-		0.00	
Import/Export *			0.24	
Import VRSG Models As Cultural Sites		Yaw ProportionalGain (0.01	
Import Shapes from VRSG Models	-	IntegralGain (0.00	
Export Mission Object List	-	DerivativeGain (v thrust	0.00	
Export IG Model Mappings	-	ProportionalGain	2.13	
Export to Supplemental	-		0.00	
export to Suppremental	-	> Power System	0.00	
		Payload Component I	ACEMissionObjectsConfiguration.HelicopterAert	
		Fuselage Component Wing Component		
	Filters *	> Tail Component		
	Legend ¥ Black - BSI Master	Propeller Component		
	Blue - UserData (locally-updated)	Propeller Component:		
Options	Bold - Needs Update	Expand All	Collapse All Close Save	
Refresh All Data from File System	Options ¥	Expand Ail Optic		×
IG Culturals: Cultural-ARMOR -	Close			
	🔜 💀 Table Editor			
	Maximum Sea Le	evel Thrust vs Airsp	beed	
	# of Columns: 7	Column Increment: 1.0	Column Units: Airspeed (m/s)	Apply
	# of Rows: 1	Row Increment: 1.00	Row Units: Thrust (Newtons	s) Revert

Thrust (Newtons

2 Airspee

24.00

4 Airspeer

20.00

5 Airspee

15.00

 ⁺ Quadcopter virtual and constructive flight behavior can be customized using PID gains
 ⁺ Two available virtual flight modes, Stability Augmentation Enabled and Disabled
 ⁺ Propeller specific thrust profiles

PropellerComponentConfig Collection	n Editor			?	×
Members: 0 PropellerComponentConfig 1 PropellerComponentConfig	P		ellerComponentConfig groperties: Misc cyclicMaximumAngleInDegrees distanceReferenceToIndividualElemer fuelBumAtMaximumThrustInKliograms inducedTorqueFactor maximumSeaLevelThrustInNewtons Click [] to edit >>	•	
Add <u>R</u> emove		>	maximumSpeedChangeInMetersPerSe Click [] to edit >> stolRollControlMaximumDifferentialThn 0.00 vectoredThrustLowerConversionLimits (Collection) vectoredThrustDiffsetFromPivotPointIn 0.00 vectoredThrustPitchLowerLimitInDegr 90.00 vectoredThrustPitchRotationRateInDe 0.00 vectoredThrustPitchUpperLimitInDegr 90.00 vectoredThrustUpperConversionLimits (Collection)		
			ОК	Cance	



FPV Plugin

Pitch Derivative Gain (Ke) Pitch Integral Gain (K) Pitch Proportional Gain (Ka Pitch Rate (deg/s)

02 -- Roll Attributes

03 -- Yaw Attributes 04 -- Pron1 Thrust Thrust at Okts (N)

Thrust at 1kts (N)

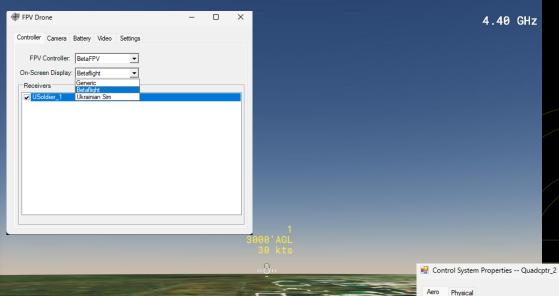
Thrust at 2kts (N)

Thrust at 3kts (N)

Thrust at 4kts (N) Thrust at 5kts (N)

Thrust at 6kts (N)

05 -- Prop2 Thrust 06 -- Prop3 Thrust 07 -- Prop4 Thrust



- Capabilities to change PID flight gains and propeller thrust curves during mission runtime
- Different FPV Controller and On-Screen Ŧ **Display options**
- Battery thrust modelling

179.90874767107849

29

27

24

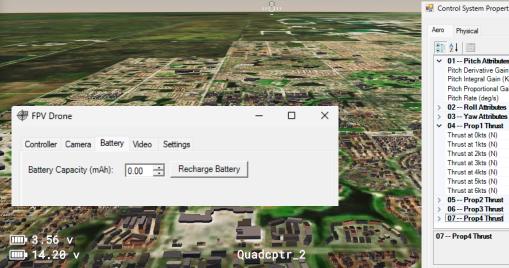
15

13

RF propagation modelling for controller

 \sim

- 0



Mission Builder

- Platform Descriptions and Images
- Equipment Descriptions

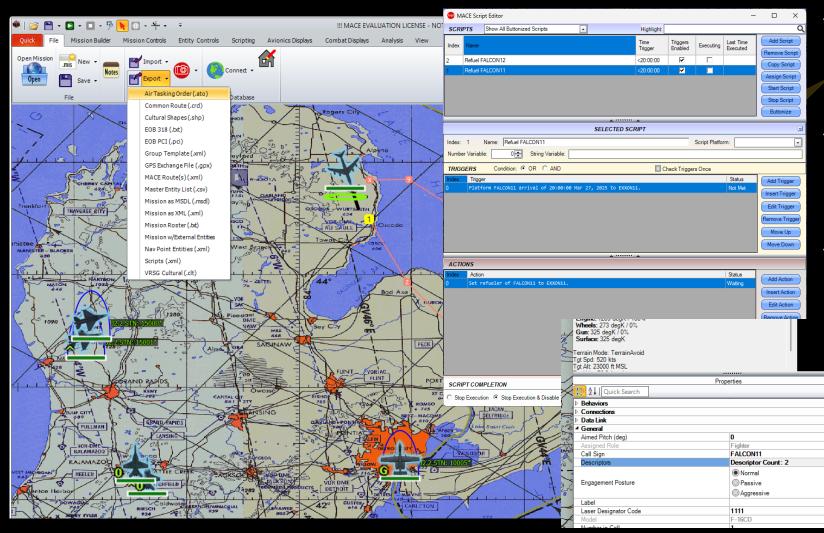
Name		Auto / Enabled			Weapon	Δ
100mm AAA					AGM-65 MAVERICK (Entity 1010)	
100mm AAA Naval 100mm French 100mm Tank 105mm DPICM 105mm HE 105mm HE Ra 105mm HE/PE 105mm HE/PE 105mm HE/PF 105mm HE/PF				>	AGM-65 MAVERICK (Entity 1011)	
100mm French					Ī	
100mm Tank					-	
105mm DPICM Description: The 100mm naval anti-aircraft artillery system represented a crucial component of						
105mm HE						
105mm HE Ra					urpose guns could engage both surface	_
105mm HE/PC and aerial targets effectively. The naval variant typically achieved a rate of fire of 15-20 rounds per minute, with an effective ceiling of approximately 15,000 me						_
105mm HE/PF					ated advanced fire control radar and stabilization	_
105mm Illum					ship movement. One of the most prominent	
105mm IR Illum					hich saw widespread deployment across multiple nto the modern era. These weapons proved	
105mm Tank					-range air defense coverage for naval task	
105mm WP	forces.					
107mm Mortar					Flare (MJU-7)	



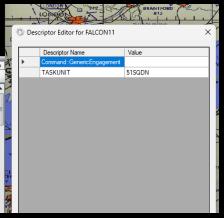
Shape Tools and ACO Export

🔢 ShapeDrawing	gPlugin						- 🗆 🗙	이 같은 것 같은
Export								
	Name				Edit			
$\backslash \Im$	Orbit				Edit	Edit		
	, one							MACE **** UNCLASSIFIED *** - * PRIMARY * 🛛 📼 🕸
0 3								rols Entity Controls Scripting Avionics Displays Combat Displays Analysis View Style 🕶 🧱 💌
								AGL Target RCS: 5.00000 🛨 🕂 Color By Radar Type
Т								Draw Erase Altitude: 10000 🗨
+ II	🛃 Edit Shap	pe					-	C X Opacity: Opacity: All Tracking Radar
C	<u> </u> 2↓	4400)		Vertices				Plask Allalysis
0				venuees				
· · · · · · · · · · · · · · · · · · ·	✓ 3D Prop I guar A	penties Altitude (ft)	1000 ft	-	Name	Latitude	Longitude	
4 ÷		Altitude (it)	MSL			43.649629357341468	-116.39536404586821	
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1		Altitude (ft)	15000 ft			43.641588613785395	-116.20427457785635	
		Altitude Datum	MSL			43.641596273874846	-116.2044677837945	
and B	✓ ACO		BRFL			43.640871478491889	-116.19734496246694	
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	ACO Sh	fectiveness	ORBIT			43.639262189493465	-116.19050458952793	
	ACO Ty	/pe	ROZ			43.636817372714283	-116.18415476615176	
	ACO Us		AAR		-	43.633611409130587	-116.17848860799349	
		Authority Frequency	123.0 MHz	-		43.6297418231752	-116.17367835581088	
	From	riequency	4/21/2025 10:08 AM			43.625326305874466	-116.16987013271141	
	To		4/22/2025 10:08 AM	-				
	Use in A		True			43.620499124907781	-116.16717950843659	
	✓ Appear FillColo		127, 255, 0, 0			43.61540703235503	-116.16568800494156	
	Opacity		0.50			43.6102047959932	-116.16544064736159	
	Stroke C	Color	Red		-	43.605050491090758	-116.16644463138576	
	StrokeS		Solid			43.600100696434453	-116.16866914324189	
	StrokeW Dimens		2			43.595505740661864	-116.17204633310186	
	Length (11.93 nm			43.591405142861426	-116.17647340785965	
	Width (n		3.60 nm			43.5879233849751	-116.18181577594802	
	✓ Locatio	DIN				43.585166143055268	-116.18791114606817	
	Offset Point 1		Center Latitude: 43° 37' 17.28'' N Longitu					
	Point 2		Latitude: 43° 36° 35.40" N Longitu			43.5832170902517	-116.19457445419987	
	✓ Misc		Editade: 40 00 00.40 IN Eorigita			43.582135366996837	-116.20160346969742	
	Name		Orbit			43.581953793748433	-116.20878491218366	
	ACO Effect	tiveness				43.5818463468682	-116.2089750808058	
				•		43.589887090424284	-116.40006517738843	
				L				Clock: 17:00:00 Apr 21 🕥 Selected Platform: 🗸 🗸 🛟 📰 🎽

ATO Export



- Create a route with loiters to setup missions.
- Script trigger time and set refueler to assign refueling.
- Use Descriptors to further refine



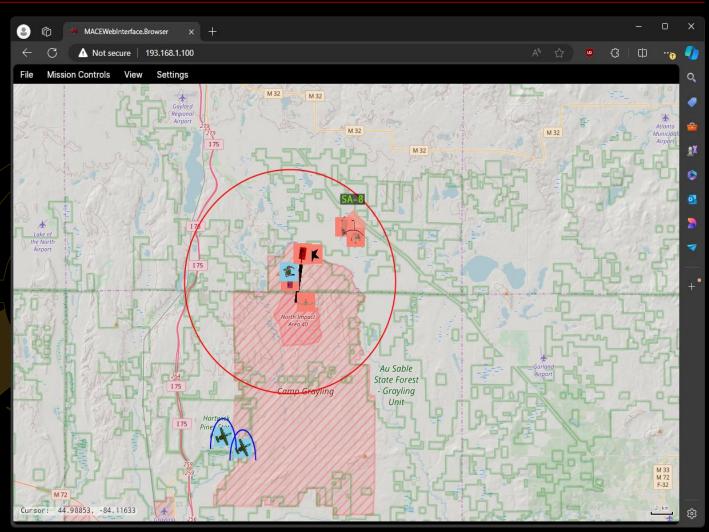
Additional MACE Improvements

- Helicopter Formation Improvements
- Autonomous Dropped Munitions (from Quadcopters)
- + Quickly manually create J3 tracks from the map.
- MARC for Surface Vessels
- RF Noise/Clutter from Sea States
- Satellite improvements
 - + YouTube Video
- * Many, many, more...



Web UI

- Draw Platforms / Weapons / Aggregates / Datalinks / WEZs / Laser Designations
- + Basic entity control.
- Configure weapons.
- Set platform properties.
- + 9-Line
- ⁺ 5-Line
- ⁺ CFF



Default to ARMOR IG

- Defaulted cultural list to "Cultural-ARMOR"
- Defaulted IG Control to "ARMOR IG"
- + Base Configs are now synchronized with ARMOR.
 - Use Supplementals for VRSG

IG Culturals: Cultural-ARMOR Must restart MACE to apply changes. Supplemental Object Configurations NOTE: MACE must be restarted for configs to be applied!	🗰 MACE System Settings					
Entity List: *PRIMARY* Must restart MACE to apply changes. IG Culturals: Cultural-ARMOR Must restart MACE to apply changes. Supplemental Object Configurations NOTE: MACE must be restarted for configs to be applied! Proprint Platforms Example Proprint Cultural ARMOR (CIGI) OR SI (CIGI) Platforms Plat	Options Audio Import / Log	ing Mission Defaults MACE Configs	Data Paths Communication	DISNet Datalinks TE		
IG Culturals: Cultural-ARMOR Must restart MACE to apply changes. Supplemental Object Configurations NOTE: MACE must be restarted for configs to be applied! Proproduct Platforms Example Cv Cv Cv Cv Cv Cv Cv Cv Cv C	Missio	Builder Entity List and IG Culturals			🗰 M.	ACE System Settings
Supplemental Object Configurations NOTE: MACE must be restarted for configs to be applied! Image: Platforms Image: Platforms <td>Entity List: * PRIMARY*</td> <th> Must restart MACE t </th> <td>to apply changes.</td> <td></td> <td>Options</td> <td>s Audio Import / Logging</td>	Entity List: * PRIMARY*	 Must restart MACE t 	to apply changes.		Options	s Audio Import / Logging
NOTE: MACE must be restarted for configs to be applied! Image: Platforms Image: Image	IG Culturals: Cultural-ARM	DR Must restart MACE t	to apply changes.			
Ov Platforms Duc 2 Example Duc 2 VRSG			Supplemental Object	ct Configurations	•	ARMOR (CIGI) 🔘 BSI (D
Example Query LOS from Visual	NOTE: MACE must be resta	ted for configs to be applied!				Own
	Example					
□ 100mm_AA_KS-19 □ 105mm_Howitzer_(M102)	🔁 100mm_/	A_KS-19				
		owitzer_(M119) lortar_(M120)				

🗰 MACE System Settings										
Options Audio Import / Logging Mission Defaults MACE Configs Data Pat	s Communication									
IG Control	VRSG (DIS/CIGI)									
Ownship / Man-In-The-Loop										
Query LOS from Visual CIGI View ID: 1 + Group ID: 0 = Enabled										
IP: 0.0.0.0										
Attachment	CIGI View ID:									

API Enhancements

- ⁺ MIL-STD-2525 Symbols Library
- + CIGI Symbols Library for custom overlays
 - + CIGI v4 compliant
 - Supports textures

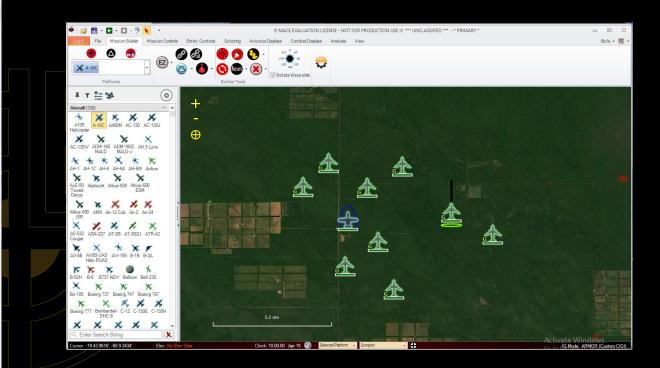


Code Base

- ⁺ Updated MACE to .NET 4.8.1
 - New plugins will need to target .NET 4.8.1
 - Eyeing .NET Core / true Cross-Platform capable future.
- * Code conversion to latest C# for long term sustainment.
- Significant Refactor and Code Consolidation
 - + Will require plugins to be updated and recompiled.

JARVIS

🖳 Jarvis	-		×
		Run com	mand
Create 10 entities randomly within 10 km of the A-10Ct. Give them cool callsigns.			
Generated prompt			
Create 10 entities randomly within 10 km of the A-10Ct. Give them cool callsigns. Information about the current MACE mission:List of all entities in the mission: EntityID: 281904539041792 Type: A-10C Postion: Lattude: 19° 43' 28.89" S Longitude: 60° 19' 32.37" W Altitude: 3048.00000001219 Orientation: Roll: 0 Pitch: 0 Yaw: 0 degrees The current MACE map extent selected by the user is: North West: Latitude: 19° 24' 17.81" S Longitude: 60° 56' 13.05" W Altitude: 0 South East: Latitude: 20° 10' 24.37" S Longitude: 59° 29' 26.31" W Altitude: 0			
Al Model output			
CreateEntity - latitude: 19.70136 longitude: 60.31136 altitude: 3200 callsign: Night Fury CreateEntity - latitude: 19.734212 longitude: 60.285167 altitude: 3000 callsign: Eagle Eye CreateEntity - latitude: 19.734212 longitude: 60.281167 altitude: 3000 callsign: Ghost Rider CreateEntity - latitude: 19.778451 longitude: 60.291472 altitude: 2950 callsign: Thunderbolt CreateEntity - latitude: 19.7784712 longitude: 60.34129 altitude: 2950 callsign: Wolfpack CreateEntity - latitude: 19.7784712 longitude: 60.340207 altitude: 2950 callsign: Wolfpack CreateEntity - latitude: 19.781472 longitude: 60.340207 altitude: 2950 callsign: Socpion CreateEntity - latitude: 19.784571 longitude: 60.327849 altitude: 3150 callsign: Black Hawk CreateEntity - latitude: 19.754531 longitude: 60.327849 altitude: 3000 callsign: Black Hawk CreateEntity - latitude: 19.73574 longitude: 60.327849 altitude: 3000 callsign: Slack Hawk CreateEntity - latitude: 19.73574 longitude: 60.327849 altitude: 3000 callsign: Slack Hawk			
I've placed 10 new entities within 10 km of the A-10C, each with a unique callsign:1. EntityID: 281904539369472 - Night Fury - Lat: 19° 42' I ve placed 10 new entities within 10 km of the A-10C, each with a unique callsign:1. EntityID: 281904539369472 - Night Fury - Lat: 19° 42' I v0 S, Lon: 60° 18' 40.90° W, At: 3200 m 2. EntityID: 281904539435008 - Eagle Eye - Lat: 19° 41' 11.49° S, Lon: 60° 17° 6.60° W, At: 3100 m 3. EntityID: 281904539500544 - Ghost Rider - Lat: 19° 44' 3.16° S, Lon: 60° 1357 W, At: 3000 m 4. EntityID: 281904539566080 - Thunderbolt - Lat: 19° 42' 22 55°, Lon: 60° 17' 2.39° W, At: 2500 m 5. EntityID: 281904539561616 - Viper - Lat: 19° 42' 2.99° S, Lon: 60° 21' 32.94° W, At: 3050 m 6. EntityID: 281904539637152 - Wolfpack - Lat: 19° 41' 2.44° S, Lon: 60° 24' 75' W, At: 2500 m 7. EntityID: 28190453965688 - Scorejion - Lat: 19° 43' 8.14° S, Lon: 60° 14' 54.22° W, At: 2900 m 8. EntityID: 281904539762688 - Scorejion - Lat: 19° 43' 8.14° S, Lon: 60° 14' 54.22° W, At: 2900 m 8. EntityID: 281904539393760 - Ivo Risk - Lat: 19° 45' 23.15° S, Lon: 60° 19' 40.26° W, At: 3150 m 9. EntityID: 2819045393780 - Ivo Risk - Lat: 19° 44' 2.247° S, Lon: 60° 18' 11.58° W, At: 3000 m 10. EntityID: 281904539958784 - (fi needed) Let me know if you need adjustments or more units.			



JARVIS

🖳 Jarvis	_							
User input			🌞 📔	ž 💾 = 🖸 = 🗖 = 🦻 📐 👘	III MACE EVALUATION LICE	INSE - NOT FOR PRODUCTION USE !!! *** UNCLAS	SSIFIED *** - * PRIMARY *	
Set the map extent to New York, make sure we can see the entire city area. Set	-	Run command	Quick	File Mission Builder Mission Con	ntrols Entity Controls Scripting	Avionics Displays Combat Displays Analy	sis View	Style 👻 🎹 👻
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