



# ROSS Module Summary

## Tactical Aviation

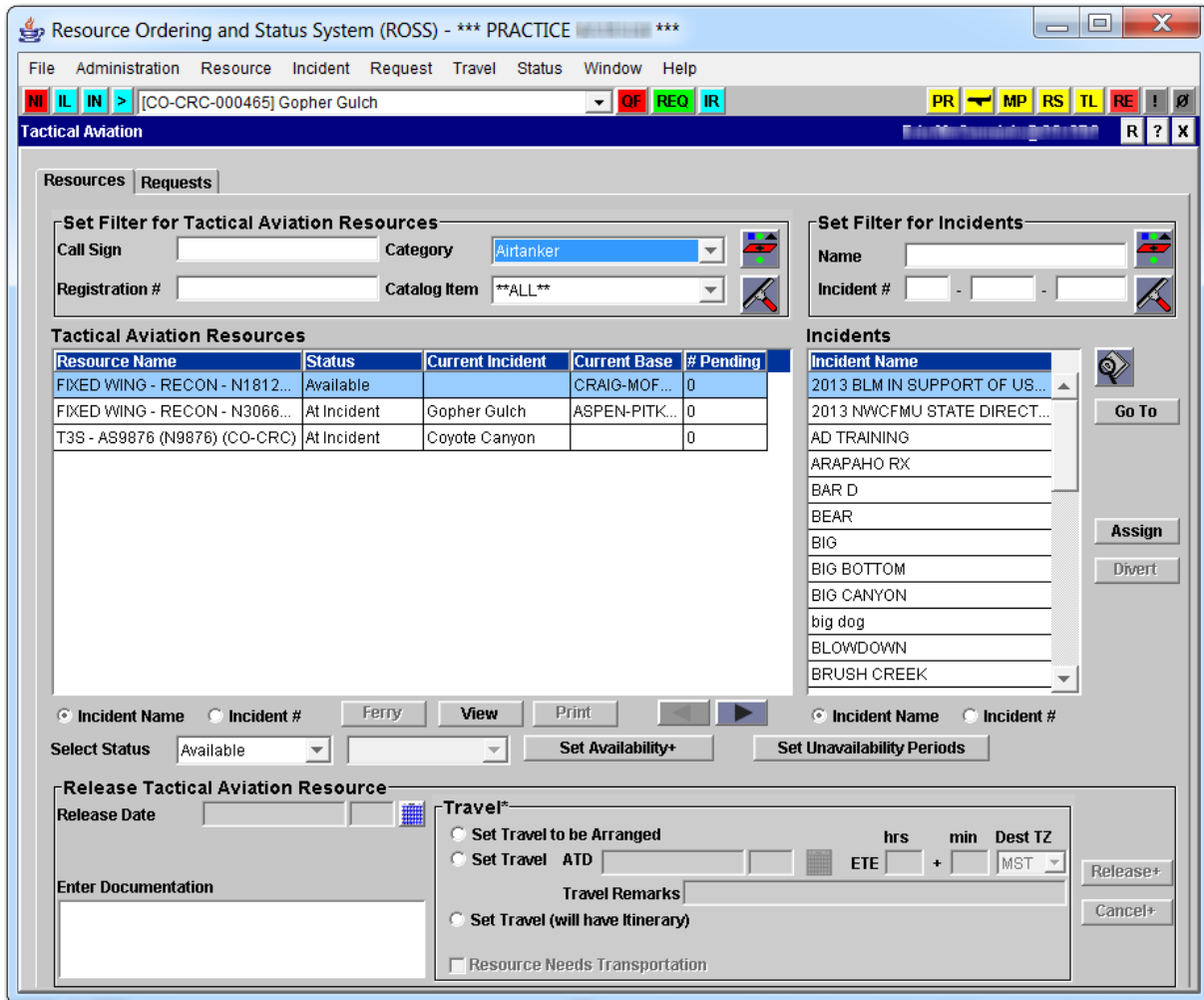



Figure 1. Tactical Aviation screen, Resources tab

### Description

The Tactical Aviation screen is available under the Resource menu or the  button to users assigned the access role of Aircraft Dispatcher. The Aircraft Dispatcher access role allows users to status, assign, reassign, divert and release tactical aircraft.

The Resources tab, as shown in Figure 1, is used to assign, reassign, and divert resources, which are currently under the user's control, to local and non-local incidents. Requests are created and filled automatically, much like a Quick Fill. Resources may also be statused and released from this screen. To create and fill a request, the user selects an incident, selects one or more resources, and clicks the Assign or Divert button. Request numbers are generated from the



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default system-generated block. Travel is set to ATD / ETE, with ATD=Now, and ETE=0+0. If a resource is currently assigned it is reassigned and its original request will be closed. **NOTE:** The Divert button is only available for resources that are mob en route. When a resource is diverted the original request becomes pending with the dispatch that initially filled it. If users Assign rather than Divert, the original request becomes pending with their dispatch.

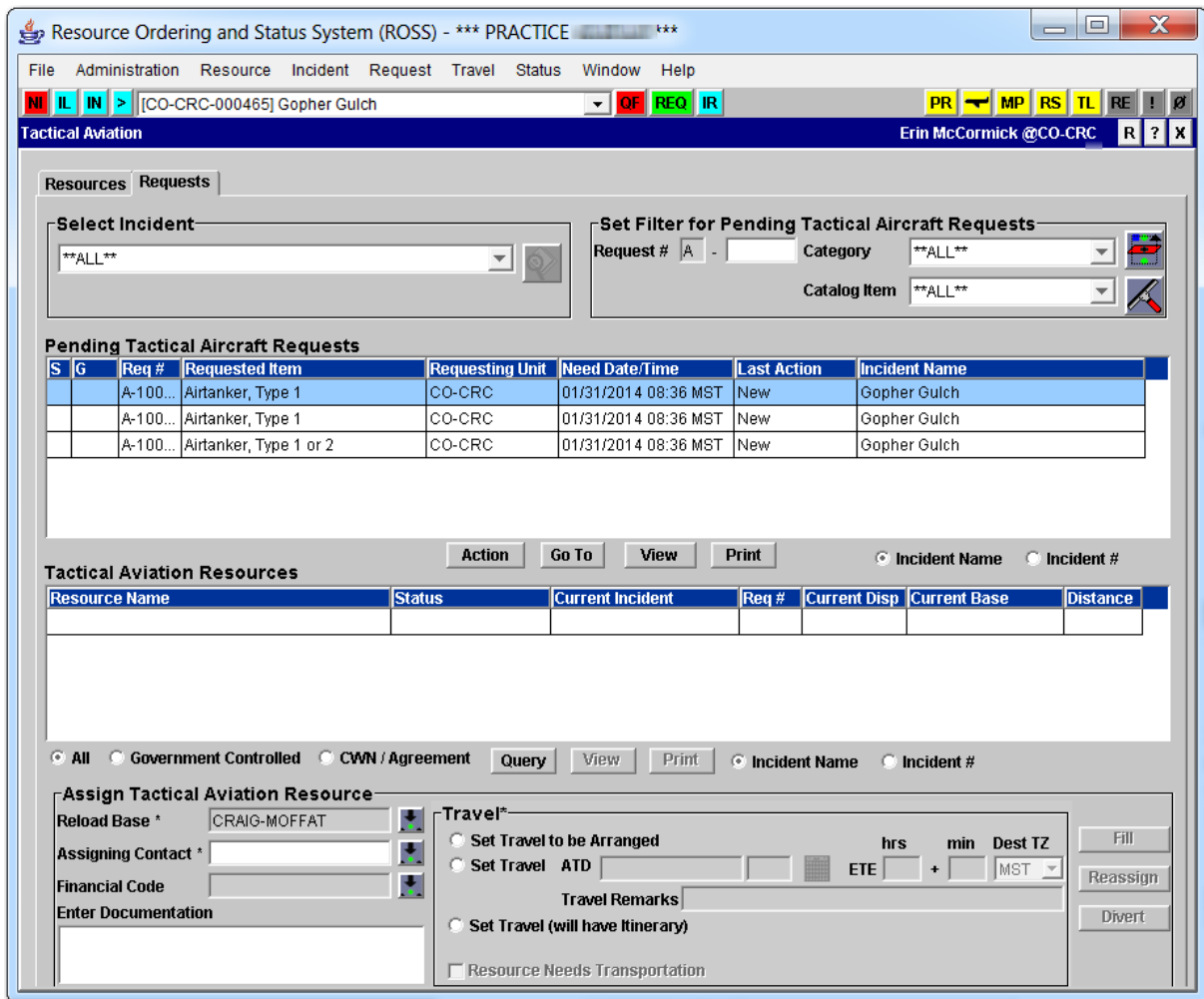


Figure 2. Tactical Aviation screen, Requests tab

The Requests tab, as shown in Figure 2, is similar to the Pending Request screen and used to place and fill requests on both local and non-local incidents. Users may assign, reassign, or divert resources to requests that are created for their local incidents or placed to them by another dispatch center. The Select Incident drop-down arrow may be used to view pending requests from all incidents or from a single incident. If a single incident is selected, a View Tactical Aircraft Incident Information button is enabled and displays pertinent information that may be relayed



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to pilots or tanker base, as shown in Figure 3. The Reload Base field is intentionally left blank as a prompt to relay the most current information.

The lower panel is used to assign resources. The Fill, Reassign and/or Divert buttons become enabled when the user is permitted to take that action on the selected resource. Assigning contact and travel information are required. The No Travel option is not available.

Type	Frequency	Tone
Air Tactics	122.900	

Type	Latitude	Longitude
Powerline	37 20 01 N	108 27 47 W
Tower (Cellular)	37 20 01 N	108 27 47 W

Req #	Status	Placed To	Requested Item	Resource Name
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Figure 3. View Tactical Aircraft Incident Information

The Tactical Aviation module directly relates to the Resource Item, Organization, Incident, Incident Resources, Catalog, New Incident, Resource Status, Pending Request, and New Request modules.



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### Data Information

Data Element	Data Definition
Set Filter for Tactical Aviation Resources	Allows user to filter by Call Sign, Registration #, Category, or Catalog Item.
Set Filter for Incidents	Allows users to filter Incidents by Name or Incident #. Places filtered Incidents in the Incident grid.
Assign <i>button</i>	Used to assign resources to an incident.
Divert <i>button</i>	Used to divert resources that are mob in route.
View <i>button</i>	Used to view Resource, Incident, or Request.
Select Status	Used to select status of Available or Unavailable.
Release to Base	<i>Require field</i> for aircraft that do not have a permanent home base and determines which dispatch is able to status and assign the resource after it is released.
Release + <i>button</i>	Used to release Resource(s).
Action <i>button</i>	Allows user to Cancel UTF Request+, Edit Request+, Create Support Request, Add Documentation+, or Place Request Up+.
View <i>button</i>	Allows user to view Incident, Request, or Requesting Unit
Query <i>button</i>	Used to populate the Tactical Aviation Resources grid with local, non-local, assigned and unassigned resources that match the selected request.
Reload Base	The Reload Base associated with the dispatch center. <i>Required field.</i>
Fill <i>button</i>	Used to fill resource.
Reassign <i>button</i>	Used to reassign resource.
Divert <i>button</i>	Used to divert resource.