



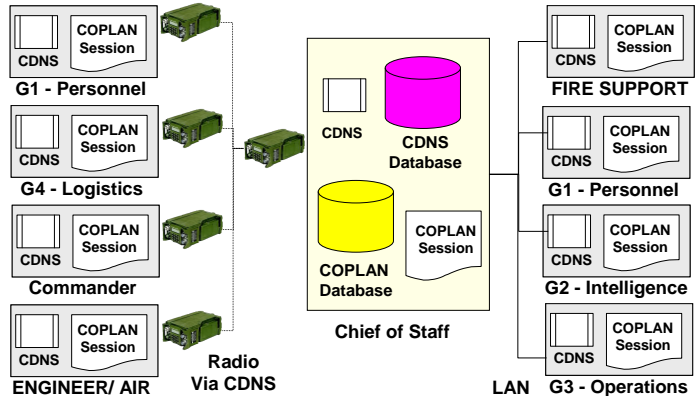
COPLAN COLLABORATIVE PLANNING SYSTEM



C4I Consultants' COPLAN Collaborative Planning Module allows users to work together within a HQ to create and publish plans and orders using their current C2 system.

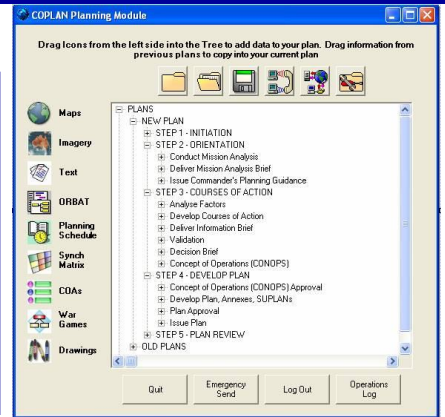
Flexible Architecture

COPLAN architecture allows both users within the HQ and remote users (such as at a different HQ site or alternate HQ) to fully contribute to the plan. The C2 system is used as an information bearer system for COPLAN, and data is passed in an efficient manner to minimize bandwidth use. COPLAN is hosted within a HQ on existing computers.



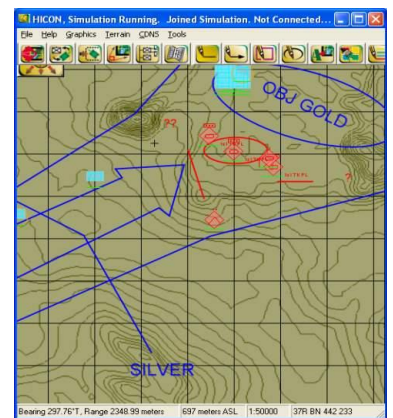
Collaborative Planning

COPLAN allows the Chief of Staff (COS) to rapidly set up planning sessions and assign tasks. Plans are managed completely separately from orders, however a previous set of orders can be used for a new plan. The COS can see at a glance what each portion of the order is at what stage, and what has been signed off and what requires approval. The solutions can be war gamed using the MILSIM plug-in and all of the common tools such as ORBAT, Synchronization Matrices, Drawings, Maps, Imagery, etc. can be incorporated in the plan by simply dragging and dropping into the plan. A button push prepares the orders for transmission.



War Gaming

War Gaming is an important feature of the planning process. In the war gaming phase of planning, MILSIM runs the prospective plan and the staff officers play the various sides to attempt to analyze the plan for weakness and to determine time and space issues. The MILSIM War Game takes only a few minutes to set up, can be run at faster than real-time (up to 24x), and a variety of reports and logs show the staff officers where potential problems are within the plan.



Time Management

COPLAN allows the Chief of Staff to manage the time of the staff as well as control the Battle Rhythm cycle within the headquarters. Reminders can be set to prompt staff when to send out critical reports and returns and what deliveries are due during their shift. The time management aspects of planning are set up and controlled through simple forms.

The screenshots show the Time Management interface. On the left is a 'Reminder' window for 'PERFORM Due' with a start time of 'October 1, 2004 9:00 PM'. On the right is a 'Deliverables' Gantt chart showing a timeline from 0000 to 1100. Key deliverables include '-4 Hr INTREP', '-ISM Review/Update', '-5000 BUB to CDR', and '-400: PULL ACE INTREP (POSTED)'. A 'Night Shift Departs - 0545' window is also visible.



MILSIM STAFF TOOLS

C4I Consultants' Staff Tools may be linked with a C2 system to provide staff officers with dynamic, simulation-based information that can be used as a varying opinion to that which is generated by staff tables or other tools:



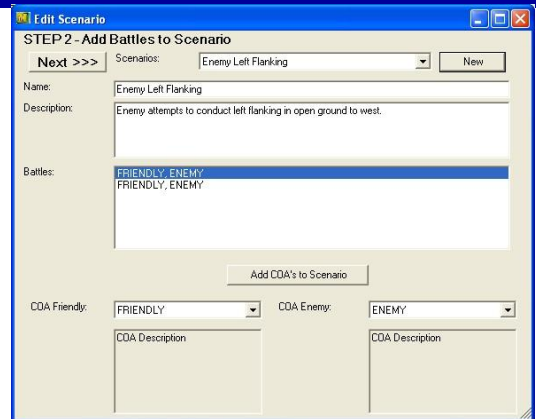
Movement Over Terrain

MILSIM Staff Tools allow users to plan enemy movement over terrain. Some armies call this Modified/Combined Object Overlay, others call it FLOCARK. The tool analyzes the ground and the movement capabilities of the enemy vehicles. It defines impassible, difficult to pass and canalizing ground and then projects the size of force which may pass through these areas. This tool is particularly useful when faced with a traditional adversary over non-complex terrain.



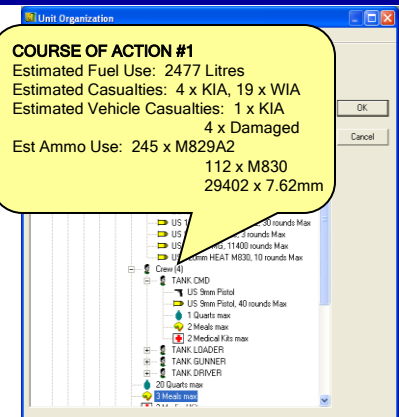
Course of Action Analysis

MILSIM Staff Tools provide a Course of Action (COA) function which allows the user to quickly set up and war game a number of friendly options versus a number of enemy options. The COA tool is run at much faster than real-time (up to 24x) and a variety of reports allow quick and easy comparison between the various options. This tool allows the staff to test COAs and to iteratively hone the chosen COA to ensure the myriad of relevant operational factors are taken into account during COA planning.



Logistical Analysis

MILSIM Staff Tools provide a logistical analysis tool which allows the user to test the logistical plan in a realistic manner to determine if adequate resources can be brought to bear to win the battle. A variety of reports assist the logistician in preparing for battle and analyzing the various logistical options available. The user can focus on a single area such as fuel or ammunition, or can use the tool to ensure that the entire plan is supportable. The analysis function is done faster than real-time using the resources available within the force. The Logistical Analysis tool can also be used to test medical capabilities to ensure that MEDEVAC will work properly in combat.



Route Planning

MILSIM Staff Tools provide a full featured Route Planning Tool. This tool allows the user to prepare a route and fully takes into account the types and numbers of vehicles driving the route as well as the steepness (slope) of the road at all points. Because the actual unit/formation organization is used within the tool, a simple button push can calculate and create an efficient packeting plan that would take hours manually. Additionally, a planning calculator can solve for speed or time to finish the route.

