

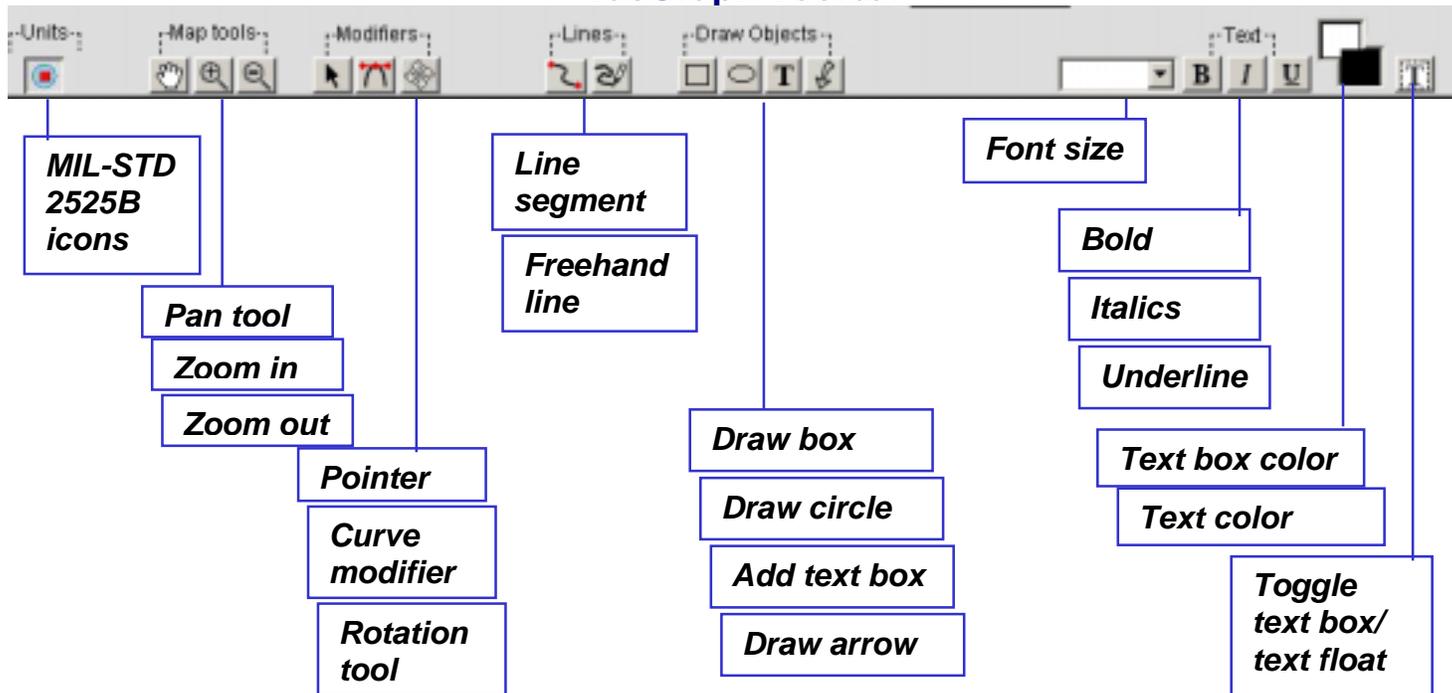
## Open the TacGraph Application

– Double click the icon, then click Continue on the TacGraph splash screen

**NOTE:** Linking to the map database may take up to a minute



## TacGraph Toolbar



## Set a Background

**Map:** A default map will be displayed when the application is launched

- Use the *Pan tool* and *Zoom in* and *Zoom out* to reach desired scale & location

**NOTE:** Zooming is on a 2x multiplier

**Other background:** Click on Map (at top left of screen) to access the menu

- Use Import map to import a *jpeg* or other image file
- Use Paste map image to import the active clipboard.

**Add a Title:** Click and type in the *Title* box

**NOTE:** This is not a *Save* function.

## Select Tracks

**Select track type**

- Click on the Units button (*MIL-STD 2525B icons*) to access radial menu system
- Click on the track type icons to continue drilling down to more sub levels
- Double click or right click to choose a track

**Select threat type for each track**

- Click on the desired color to select a threat type
  - Red = enemy
  - Blue = friendly
  - Green = neutral
  - Yellow = unknown



## Position Tracks: Drag the selected track to the desired location

- Lat/long coordinates of the track are displayed as the track is moved & when it is dropped

**NOTE:** Lat/long coordinates will not function with an imported background

## Manipulate Tracks via...

### Track Property Box

- Appears when a track is first dropped; may also access by double-clicking on a track

### Track menu

- Right click on a track to access track menu (Functions = *Properties*, *Redefine*, and *Delete*)

## Add Tactical Graphics: Line Objects      2 drawing tools: *Line segment* & *Freehand line*

- Click on the *Line Segment* button, then each click on the background sets a new point (node) with a line segment between
- Click on the *Freehand Line* button, then click-and-drag the mouse/trackball down over the desired region to create a bezier curve **NOTE:** Segments and nodes are still created.

## Add Tactical Graphics: Pre-Drawn Objects      3 drawing tools: *Box*, *Circle* & *Arrow*

- Click on the appropriate button, then click-and-drag the mouse/trackball down over the desired region to create the object

## Manipulate Draw Objects via...

### Draw Object Property Box

- Access via line menu, node menu, or by double-clicking on a draw object

### Line menu

- Right click on a line to access line menu **NOTE:** The cursor turns yellow when it is on a line (Functions = *Properties*, *New Segment*, *Finished*, *Close Line*, *Open Line*, *Rotate* and *Delete*)

### Node menu

- Right click on a node to access node menu **NOTE:** The cursor turns red when it is on a node (Functions = *Properties*, *Handles*, *Add Node Before & After*, *Round*, *Corner* and *Delete*)

## Add Text Objects

- Click on the *Text* button, then click on the background to create a text box.  
(Options = *Font Size*, *Bold*, *Italics*, *Underline*, *Text Box Color*, *Text Color* and *Text box float*)

## Limits and Layering

- Maximums per interactive graphic: Unit icons = 62    Drawn objects = 50    Text fields = 40
- Items are layered as follows (top to bottom): unit icons, text, tactical graphics, background

## Publish the Interactive Graphic

- Click on *File*, then Click on *Save* (overwrite) or *Save as*, then
- Click on *File*, then Click on *Publish*

**NOTE:** *Publish* creates 3 files: 1. an *html* file      2. a *jpeg* file      3. a file called *close.jpg*