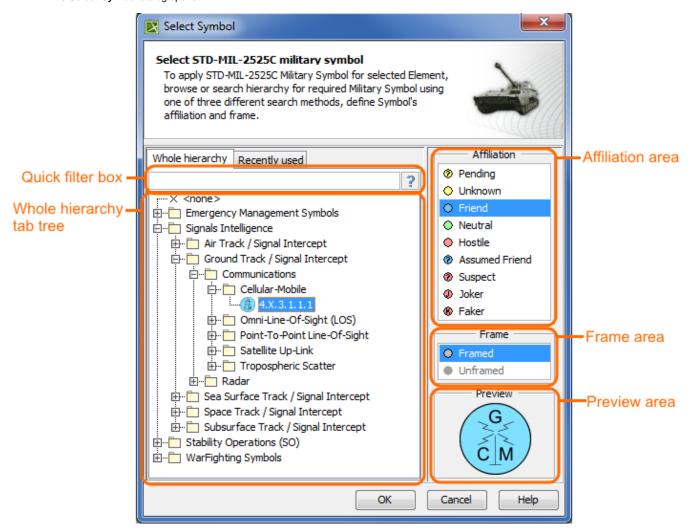
Select Symbol dialog

Use **Select Symbol** dialog to apply military symbols for resources.

To open the Select Symbol dialog, do either

- Create resources from MIL-STD-2525C Symbology toolbar.
- Select resource and click on the smart manipulator toolbar.
- Open the Specification window of any UAF element. Select Image property cell and click The Select Symbol dialog opens.



The **Select Symbol** dialog consists of these four components:

- Whole hierarchy tree/ Recently used tree
- · Quick filter
- Affiliation area
- Frame area
- Preview area

Whole hierarchy tree/ Recently used tree

Select the military symbol from the Whole hierarchy tree or Recently used tree.

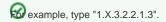
Quick filter

You can search for symbols in the Whole hierarchy or Recently used tabs by using one of the following way:

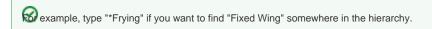
• Simple Search: type what you want to find in the hierarchy.



• ID Search: use an MIL-STD-2525C symbology ID to find the exact symbol in the hierarchy.



• Pattern Search: type * to find any symbols.



Affiliation area

Affiliation - the threat posed by the warfighting object being represented. The basic affiliation categories are unknown, friend, neutral, and hostile. Additionally the pending, suspect, assumed friend, joker and faker affiliations may be applied. Affiliation can be defined for all military symbols available. Its a bit different with a frame property. It can be changed for no more than 1/5 of a symbols.

Frame area

Frame - the geometric border of a symbol that provides an indication of the affiliation, battle dimension, and status of a warfighting object.

Preview area

You can preview the symbol before applying it on the resource.

Related procedures

Applying military symbols