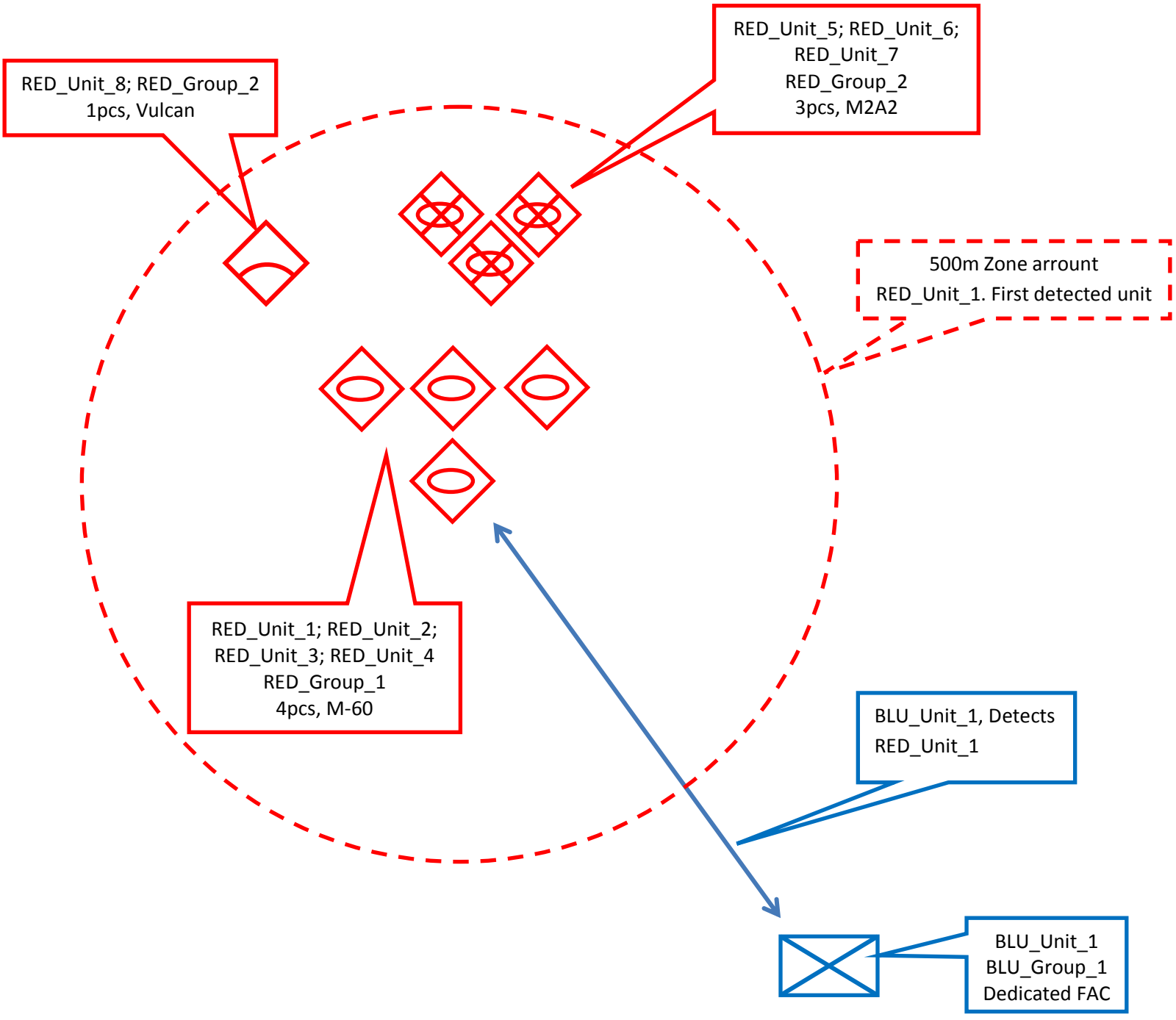
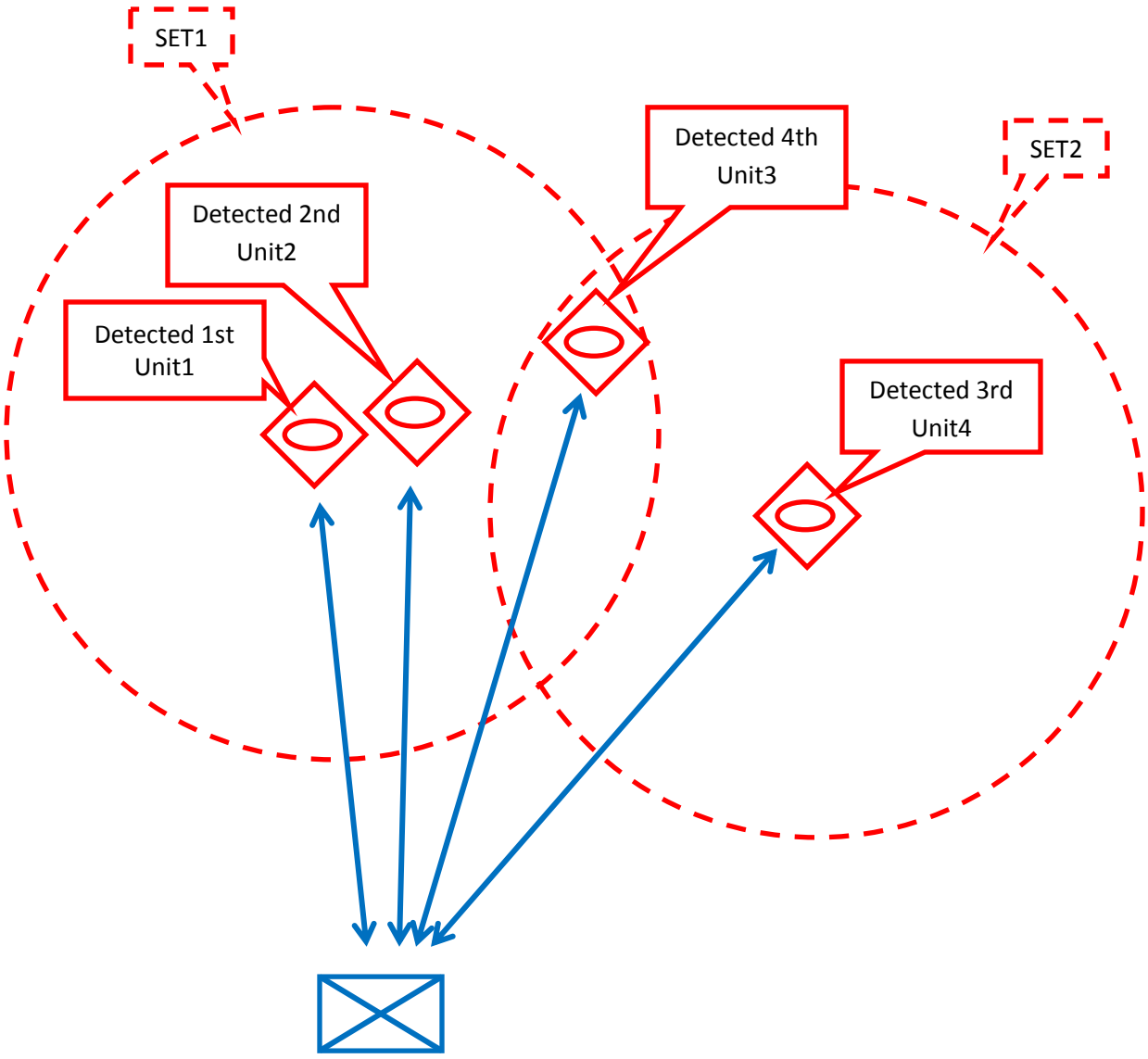
Detection logic



Flow chart:

- BLU_Unti_1 detects RED_Unit_1 with sensors, using DCS standard detection engine.
- 500m radius circle drawn around the first detected unit.
- Every additional unit detected by BLU_Unit_1 will be added to Target Group SET 1
    - Logic: Check if new unit is within a zone of a SET unit. If so, add to the SET if not create a new SET
    - If a new unit is detected within a range of two sets it should be added to the first
- Composition of the set is defined, this definition reruns every time a new unit is added to the set.
    - In this case 4 pcs M60, 3 pcs M2A2, 1 pcs Vulcan
- Threat information of the vicinitiy of the FAC

Multiple target sets



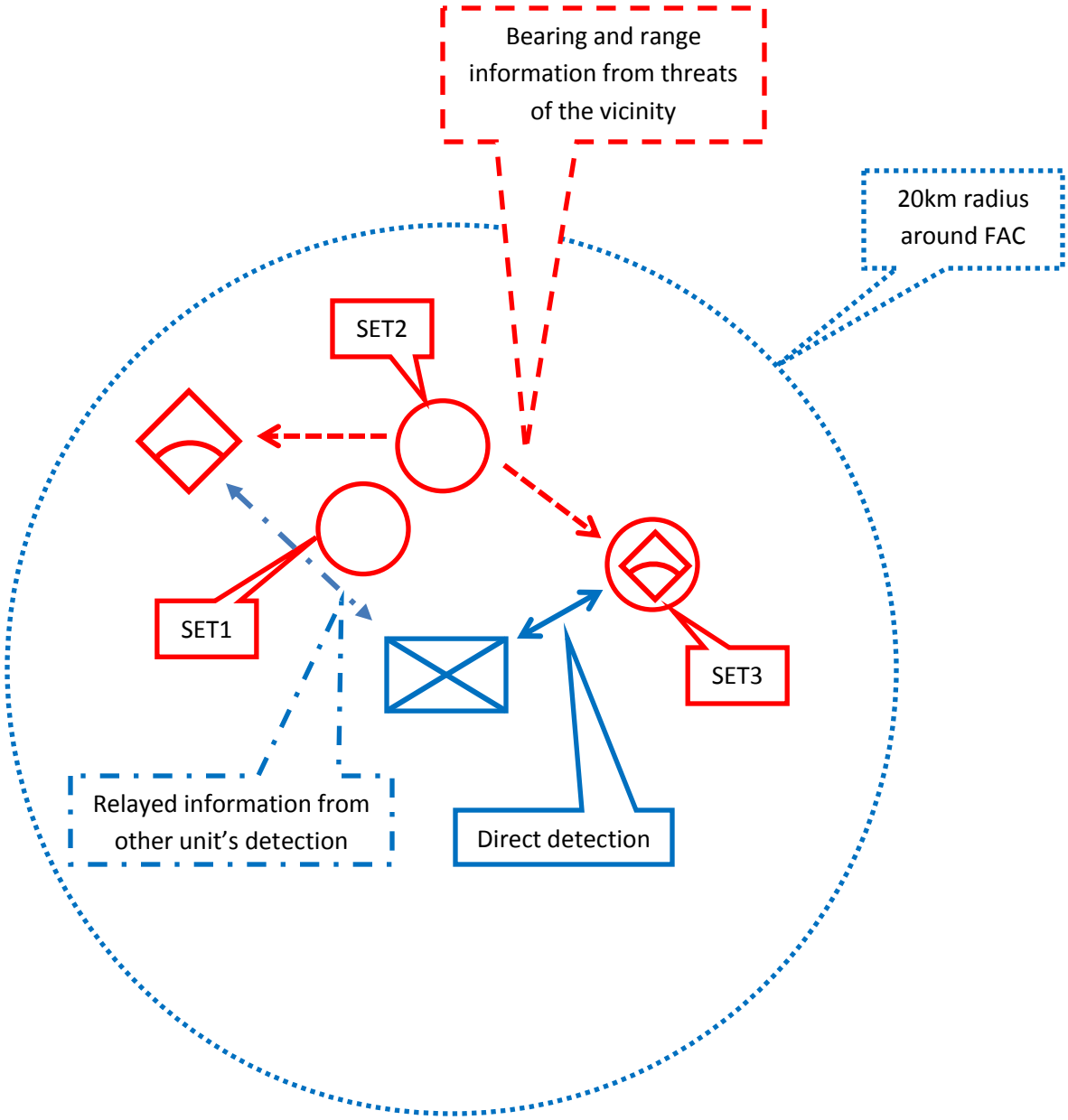
Detection1 -> Set1(Unit1)

Detection2 -> Set1(Unit1;Unit2)

Detection3 -> Set1(Unit1;Unit2) Set2(Unit4)

Detection4 -> Set1(Unit1;Unit2;Unit3) Set2(Unit4)

Additional threat



Every target info of each set should include the threat info of the area, 20km from FAC seems to be a reasonable vicinitiy that a FAC should be aware.

FAC should be aware of the position of every detected or relayed AA vehicle, then send a bearing and range information plus threat type info to calculated from the SET you attack, in this case if you attack SET2 you should receive the following: 1 Vulcan 270° 6km / 1 Avanger 135° 7km from SET2