Chapter Two: How To...

In Chapter One, you learned the basics of the interface, what things are, and how to get around the map. Before continuing, we recommend that you try out the in game tutorial, and play the tutorial scenario **JRTC 01: Airfield Seizure**. Go ahead. We'll wait...
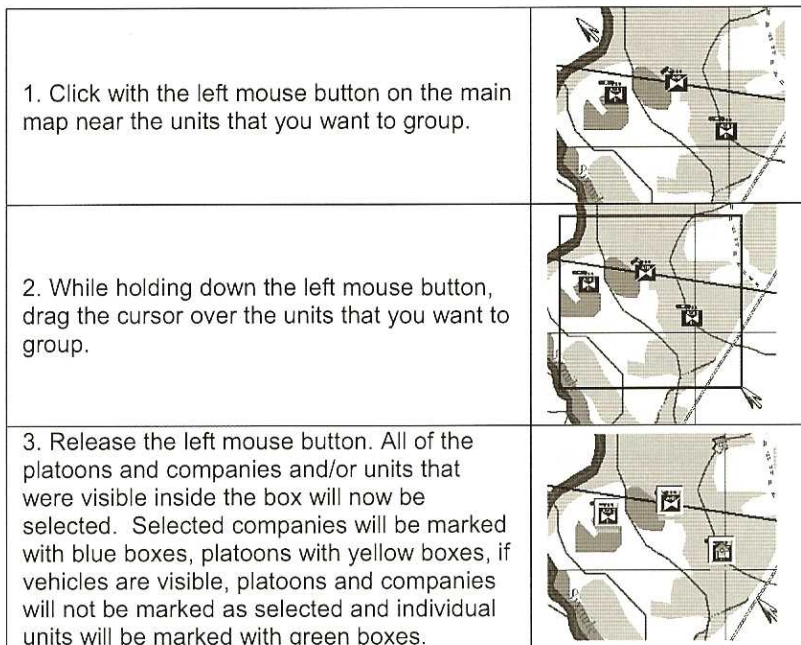
Your're back! Great. Now we are going to dig in to the game a little bit and talk about details of the interface and what is going on behind the scenes.

Select Groups of Units

A group is a user-selected collection of individual vehicles, platoons, and companies. This grouping can be used to rapidly give orders or actions to a large number of units at once. Before time is started for the first time, groups can also be moved and placed together to rapidly position your units.

To make a group, you must first select the units to go in the group. To cancel a currently selected group, click once on the map with the left mouse button away from any icons. To pick a unit for a group, hold the Shift key while clicking the left mouse button on a unit. To abort the select process at any time, just click on the map with the left mouse button without the Shift key down.

Below are the steps to create a group by drag-clicking. This does not work when you are in Fire Mission Planning Mode or Path Planning Mode *and* you have already selected a unit (or group of units).

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1. Click with the left mouse button on the main map near the units that you want to group.	
2. While holding down the left mouse button, drag the cursor over the units that you want to group.	
3. Release the left mouse button. All of the platoons and companies and/or units that were visible inside the box will now be selected. Selected companies will be marked with blue boxes, platoons with yellow boxes, if vehicles are visible, platoons and companies will not be marked as selected and individual units will be marked with green boxes.	

You can save your selected group by holding the Shift key and hitting a numbered key between 0 and 9. Any group previously saved with this number will be erased. You can then recall your saved group at any time by pressing the same number key without the Shift key.

The following is a summary of grouping commands:

Left mouse button + Shift Key	Select a unit to add to the current group
0-9 + Shift Key	Save the currently selected group.
0-9	Recall the group saved to this number position.
Left or right mouse button or Escape Key	Deselect the current group.

Move Objects Around the Map
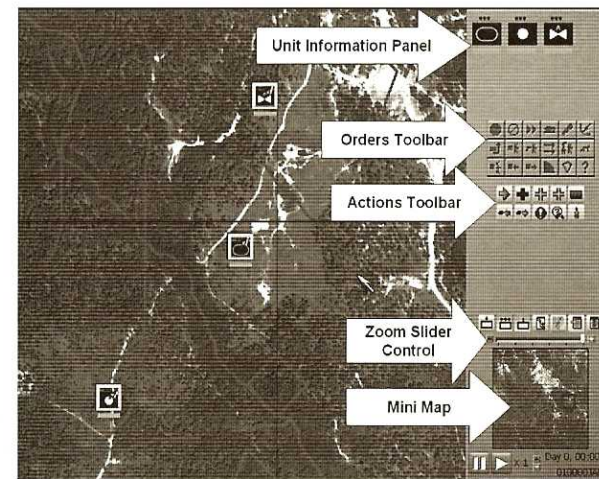
When a new scenario is loaded, the elapsed time on the clock will read "Day 0, 00:00:00." As long as this time remains on the clock friendly objects can be moved freely around the map. You are probably asking yourself, "What is a friendly object?" The answer is any of the following that belong to you:

- Units
- Obstacles
- Fighting positions (holes)

NOTE: In some scenarios in **AATF**, the units are pre-positioned and fixed (locked to prevent movement during setup). This is because these scenarios depict historical conflicts with historical dispositions. These immovable units will be marked with a blue arrow and a red circle, as below. However the player will find some scenarios where the forces under command can be redeployed. Once time is started and the elapsed time is no longer zero, these moves are not allowed. So make sure you've got your stuff where you want it before you start the clock!