(see 5.3.3 and 5.4.2), the symbol frame is a dashed line (see table II). If the icon is frame optional or unframed and is unfilled, the icon is a dashed line. If the icon is frame optional and contains a filled icon, the icon is displayed with a frame and the frame is a dashed line. Planned status cannot be shown if the symbol is an unframed filled icon or is displayed as a dot (see 5.4.5). The codes for status in the SIDC are provided in the appendix for each symbology set.

TABLE III. Present and planned status for tactical symbols.

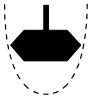
BATTLE DIMENSION / STATUS	AIR/SPACE	SURFACE			SUBSURFACE
		LAND		SEA SURFACE	
		UNITS	EQUIPMENT		
PRESENT POSITIONS (P) FOR FRAMED ICONS – UNITS ONLY	N/A		N/A	N/A	N/A
PRESENT POSITIONS (P) FOR FRAMED ICONS – FOR OTHER THAN UNITS	FOR OTHER THAN UNITS, THE PRESENT STATUS IS RENDERED USING THE APPLICABLE OPERATIONAL CONDITION MODIFIER AS SHOWN IN TABLES III-1 OR III-2.				
ANTICIPATED, PLANNED, SUSPECTED, OR ON ORDER (A) FOR FRAMED ICONS					
ANTICIPATED, PLANNED, SUSPECTED, OR ON ORDER (A) FOR UNFRAMED ICONS					

TABLE III-1. Static operational condition modifiers for tactical symbols.

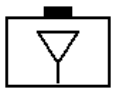
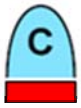
BATTLE DIMENSION / OPERATIONAL CONDITION	AIR/SPACE	SURFACE				SUBSURFACE
		LAND			SEA SURFACE	
		UNITS	EQUIPMENT	INSTALLATIONS		
FULLY CAPABLE[1]		N/A				
DAMAGED		N/A				
DESTROYED		N/A				

TABLE III-1. Static operational condition modifier for tactical symbols - Continued.

BATTLE DIMENSION / OPERATIONAL CONDITION	AIR/SPACE	SURFACE				SUBSURFACE
		LAND			SEA SURFACE	
		UNITS	EQUIPMENT	INSTALLATIONS		
FULL TO CAPACITY[2]	N/A	N/A	N/A	N/A	N/A	N/A

Notes: 1. The "Fully Capable" operational condition modifier will be used when equipment is known to be fully capable or when the operational condition of the equipment is unknown.
2. Associated with installations like hospitals.

TABLE III-2. Alternate symbols for operational condition modifiers for tactical symbols.

BATTLE DIMENSION / OPERATIONAL CONDITION	AIR/SPACE	SURFACE				SUBSURFACE
		LAND			SEA SURFACE	
		UNITS	EQUIPMENT	INSTALLATIONS		
FULLY CAPABLE[1]		N/A				
DAMAGED		N/A				
DESTROYED		N/A				
FULL TO CAPACITY[2]		N/A				

Notes: 1. The "Fully Capable" operational condition modifier will be used when equipment is known to be fully capable or when the operational condition of the equipment is unknown.
2. Associated with installations like hospitals.

TABLE III-3. Civilian symbol fill option.

STANDARD IDENTITY	AIR[1]	MARITIME[2]	GROUND[3]
FRIEND			
NEUTRAL			
UNKNOWN			
HOSTILE			

Notes: 1. Civilian fixed wing symbol shown.
2. Civilian merchant ship shown.
3. Civilian automobile shown.

5.3.2 Fill. The fill is the interior area within a frame. If a color fill is used in a framed symbol, it provides redundant information about the standard identity of the object. If a color fill is not used, the interior of the frame shall be transparent. In an unframed symbol, color shall be the sole indicator of standard identity, excluding text modifiers. Table I depicts the default colors that shall be used to designate standard identity when colored symbols are either hand-drawn or displayed electronically. This standard allows deviations from the default when systems require the capability to make distinctions among multiple types of forces, equipment, boundaries, etc. (e.g., to differentiate among coalition forces assigned a friend standard identity). The color fill of purple (see 5.7.2) may be used as a rendering option for civilian units, equipment, and/or installations. The purple color fill aids in the discrimination of civilian and military tracks. The standard identity shall determine the frame shape of the civilian track. The purple color fill option may be used for any or all of the battle domains (air, space, land and maritime) and across all standard identities with the exception of suspect and hostile, which shall remain red. Table III-3 depicts representative civilian tracks. See 5.7.2 for additional information on how color is to be displayed in a symbol.

5.3.3 Icon. The icon is the innermost part of a symbol that, when displayed, provides an abstract pictorial or alphanumeric representation of a warfighting object. The icon in a tactical symbol portrays the role or mission performed by the object. This standard distinguishes between icons that shall be framed or unframed and icons where framing is optional. The icons in the applicable appendix shall be used whenever a system displays any of the warfighting objects for which an icon is provided.

5.3.4 Modifiers. A modifier provides optional additional information about a symbol, except in the case of field E, the frame shape modifier, which is mandatory. A modifier can be static or dynamic. The size and placement of a static modifier are fixed and remain constant, while the size and placement of a dynamic modifier are based on the attributes of the object represented by the symbol and can change as these attributes and the scale of the background change. The field ID, field title, description, and maximum allowable display and transmission lengths of symbol modifiers are presented in table IV and 5.8. The default placement of static modifiers in fields around the symbol is shown in figure 2, and an example of each static graphic modifier is included in figure 3 and tables III-1 and III-2. The placement of these modifiers applies to all tactical symbols regardless of battle dimension or whether the symbol is framed or unframed. Implementation guidance, where available, is provided in the appendix for each symbology set. Static graphic and text modifiers are described in 5.3.4.1 through 5.3.4.10 and 5.3.4.12; dynamic graphic modifiers are discussed in 5.3.4.11.

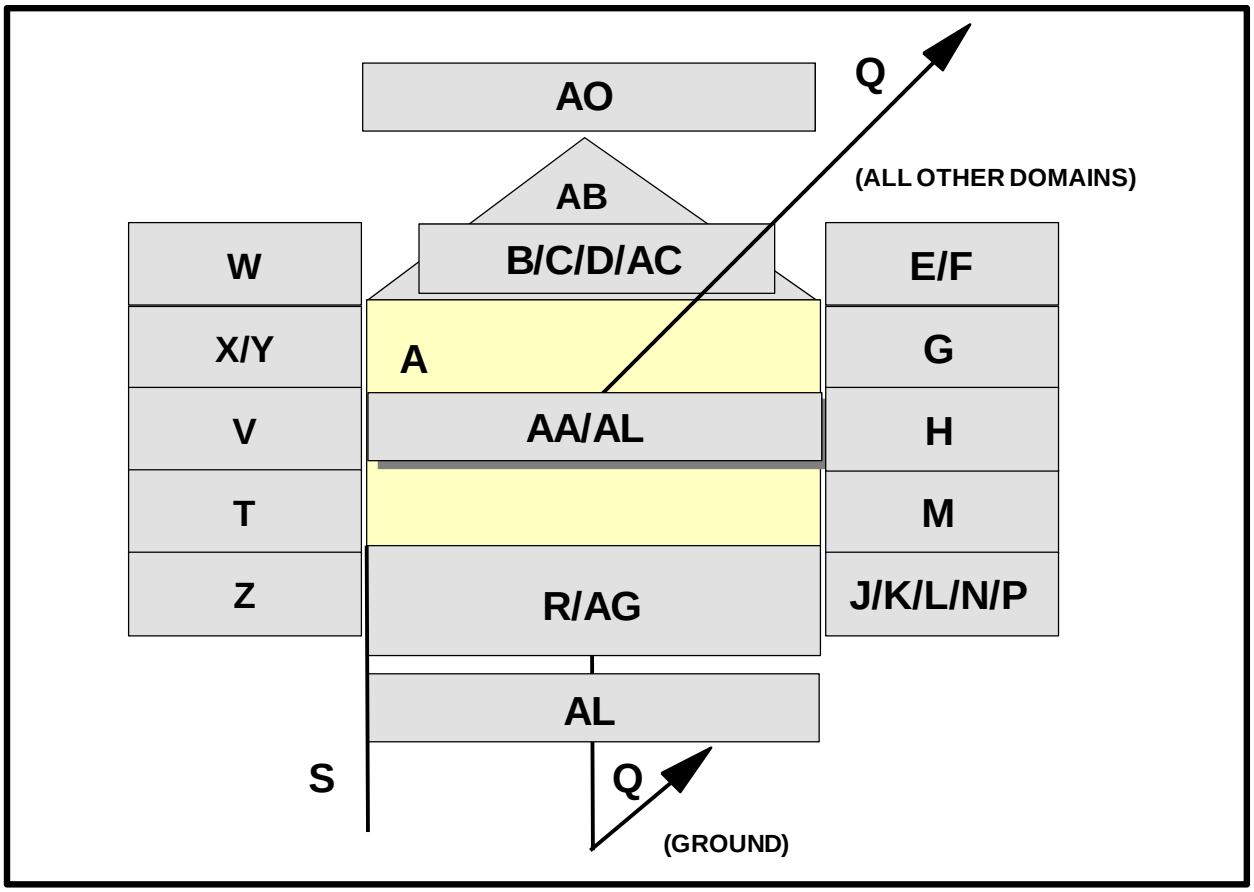


FIGURE 2. Field positions for tactical symbols.