

NOTICEBOARD – March 2003

March 2nd: The DB2000 version 6.4 database is ready for download at the Harpoon HQ.

This version of the database supports the revolutionary new Harpoon3 feature (from version v3.5.9 onwards) called Custom Ready Times. Custom Ready Times means aircraft will no longer have a 30-minute ready time for all types of load-outs. Instead, each load-out has been given its own preparation time to match those in real life to produce very realistic sortie rates. Further information on custom ready times, instructions on how to get started and the database can be found at:

<http://www.harpoonhq.com/db2000.html>. Also check out the relevant article on this issue.

March 2nd: H3 Version 3.5.9 For Windows is ready for download.

Posted at Jesse's Harpoon 3 Site:

It contains one major upgrade, and 2 major bug fixes. The Major Upgrade is Custom Aircraft Loadout ready times. I'll leave the detailed explanations to others (see the Harpoon 3 yahoo group, or Harpoon HQ for more details), but in short: The ready times for planes are now customizable in the database, so you can have ready times other than 30 minutes, based on the loadout.

One bug fix is for a crash bug in the "LaunchAttackEvent". Since this event can happen for players and the computer opponent, this crash bug might appear to happen at random, but is more likely to happen as the action heats up. It may have something to do with firing on weapons that were launched by units that have since been destroyed (but I'm not entirely sure). In any case, the bug is now fixed, and seems to have cleared up most (all?) of the crash bugs that have been hanging around for the past few months. The other bug fix is that you can now fire missiles at SSM and ASM missiles that were targeted at Facilities above sea level. This was caused by code that appears to have been intended to prevent firing AAM and SAM missiles at other missiles that were aimed at flying units (missiles and A/C).

March 2nd: High Tide in the horizon

Posted by Charles Berlemann on the HULL:

Okay all,

Larry Bond has issued a new supplement for H4 the paper rules. The title is "High Tide" from reading the description at the Clash Of Arms website, www.clashofarms.com, they list it as covering the war that never was the 1980-1991. For \$55 w/o the rules and \$65 w/rules, they are including a new data annex and a new set of scenarios.

Now what does that mean to us all, well it could give us fodder for new units as well as updating our old ones. Also, it might give us new ideas for scenarios. Finally, it might also, MIGHT, give us a view of what H4 for the computer scenarios look like.

March 3rd: Python 5 in production?

Posted by Peter Grining:

Supposedly the Python 5 has entered production. All I have so far is 11 nm range, Mach 4, 11 kg warhead and improved IRCCM. Sounds like an improved Python 4, no idea on whether we are talking 4th Gen IIRH or not.

AFAIK Python 4 is two colour IRH (IR and UV), Annex H currently says EO or IIRH. This isn't a huge issue, it would be 3rd Gen in any case.

March 5th: Il-78s for the Indian air force

Posted by Peter Grining:

The Indian Air Force received the first Il-78 March 3rd, second April and 6 by December 2003. ISTR these are Il-78MK (new builds with the extra fuel of the Il-78M). The crews and maintainers are already trained.

The Su-30MKI have probes, Mirage 2000 and Jaguar are being fitted. It will be interesting to see what PGM are purchased for the Su-30MKI....

Source:<http://www.defense-aerospace.com/data/communiques/data/2003Mar14599/index.htm>

March 10th: Harpoon H2K2 Update: I Want My HC2002 CD, What's Happening?

Posted by Bruce Fenster:

This update is long overdue, and I apologize for its delay.

The first release of HC2002 featured a vastly improved game engine with major AI enhancements. It took the all-volunteer Development Team nearly a year to design, test, and deliver by last September. Not too shabby, all things considered. We had hoped that the next release, including a "first time ever in Harpoon Classic" Platform Editor, and a revised and updated Database, would be achieved after a several month sprint, and we initially projected November as the target date.

Instead of a sprint, this second phase has turned into a marathon. The code we inherited has been more difficult to adapt to an editable database than we originally anticipated. The good news is that the entire Development Team is committed to seeing it through and some very good things are happening as we endeavor to cross the finish line. The following will give you a better idea where things stand today and what remains to be achieved prior to the CD-ROM release.

Jon Reimer has completed the design of a very functional and user friendly MS Access-based Platform Editor for HC2002. Bret McKee has completed the code that successfully imports the output of Jon's Platform Editor to the game engine and the scenario editor. Manipulating all this data back and forth is something that HC97 was never designed to handle. Thanks to Bret and Jon's hard work, we can now edit existing game platforms, create entirely new ones, and see the result show up in our test scenarios.

Additionally, the Database Editing team, headed by Brad Leyte and including Fred Galano, Calum Gibson, and Saul Jacobs, has nearly completed the database upgrade. The database relies primarily on data gleaned from Larry Bond's H4 Annexes, who has graciously provided us with his latest, and most up to date spreadsheets to facilitate this work. Upon release of the CD, users will immediately notice the effects of the database upgrade in ranges, loadouts, sensors, and just about every aspect of the game. This has been very exciting to be part of and it signifies that we are in the home stretch of this effort.

"So when do I get my CD?", you are probably asking. Simple answer: We don't yet know. Once we were able to open the database and started editing, we hit upon a rather high hurdle: the original db has one large and very unfortunate limitation. It caps the number of sensors for any given platform at six. In order to make the database more truly reflective of the H4 data and to make HC2002 a more realistic simulation, it has become necessary to expand the caps for sensors, mounts and loadouts.

This has required Bret to rework big portions of the code, and again, he and all of us are doing this after our day jobs. Bret feels he's about a week or so from giving us a testable game engine and scenario editor that will support the expanded data field caps. But it is very probable that these will need revision after initial testing, then more testing and more revisions until we get things right. How long that will take is anyone's guess. I'd like to say "x" number of days or weeks, but given how things always seem to take more time than estimated, I think it's just safer to say soon. One thing I can say with certainty: when this work is done, HC2002 will rock!!! I promise you all, it will have been well worth the wait. Thanks for your patience and continued interest in HC2002. Stay tuned <G>...

Bruce Fenster
Lead Tech Support, HC2002
HCDB Database Team Member
Assistant HULL Moderator
<http://www.teuton.org/mailman/listinfo/hull>

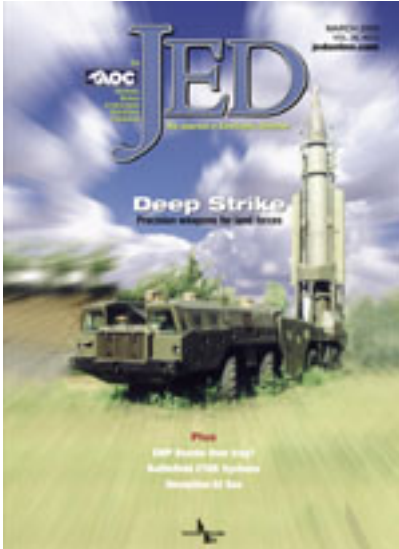
March 12th: Jesse Spears Releases H3 Mac Version 3.5.9.1 for Classic and OSX.

It is available at: <http://www.harpoon3.com/harpoon3.html> .

March 14th: Version 3.5.9.2 is the current version for Windows.

This version just removes the "Safe" mode code that was added for 3.5.9.2. It didn't work properly with quite a few computers, so it's gone. I'm still not sure what's going on..all I can think of is that the graphics mode change that's happening for the quote screen and the intro movie is generating an error, which is prompting the "safe" mode, and once it gets into safe mode there's some kind of error in the allegro lib that prevents it from switching to another mode sometimes. Anyways, the "Safe" mode code was causing far more problems than it could possibly fix, so I've removed it. I may try again some day, but not until I understand what's going on internally with Allegro.

March 2003: March Journal of Electronic Defense is Here



The March issue of The Journal of Electronic Defense (JED) features a detailed article by R.A. Pike on Russian battlefield missile systems. History, employment, strengths, weaknesses and future developments are all covered in this excellent article.

Other articles include:

- *Computing a New Plan of Attack:* Ted McKenna takes a look at some of the C4ISR systems currently in use around the globe and the technologies that are emerging to enhance or even replace them
- *Trojan Seahorses:* John Andreas Mahland explains that shipborne EW shipboard EW is not all about self-protection. Situational awareness and strategic deception play important roles, too.
- *Emitter Location - Conversion of AOA Errors to Location Errors:* The continuing series on the art of locating enemy radar & comms emitters.

This issue also includes up to date news and information on a variety of defense related subjects. As usually these are well written, researched and relevant to military student/professional as well as Harpoon fans. The online version is available at <http://www.jedonline.com> . Free registration is required to access this valuable resource.

March 2003: Harpoon HQ Chatroom is Here:

Dale Hillier has set up and registered a harpoon IRC chat room. To access this chat room you simply need to download an IRC client (MIRC suggested). We are located on the Gamesnet server and our channel is #harpoon. We all make it a habit to be in this room as our schedules allow and given that we are from all over the world (USA, Canada, Norway, Greece, Australia) you're bound to catch one of us on there as well as many other fellow Pooners who have logged on. We hope this will be a great way for everybody to meet each other and promote all flavors of the Harpoon series of games.

(From the RAAF news section, pointed by Calum Gibson:

<http://www.defence.gov.au/news/raafnews/editions/4502/topstories/story05.htm>)

Missile-jamming test worth beaming about

THE Defence Science and Technology Organisation (DSTO) has successfully tested the first Australian-built multi-band solid-state laser capable of jamming infrared (IR) missile seekers. This technology is a step forward in protecting future ADF aircraft from current and next generation missile threats.

The latest test, conducted at DSTO's infra-red countermeasures laboratory at RAAF Base Edinburgh demonstrated that the solid-state laser could quickly jam an infrared missile. DSTO scientists Dr David Lancaster and Dr Miro Dubovinsky had planned a three-day integration test of the laser, but effective jamming occurred while the system was being aligned on the first day.

Infrared guided missiles (otherwise known as heat-seekers) use a passive infrared seeker to lock on to an aircraft's engine heat. Unlike a radar-guided missile, it does not emit radio waves in order to "see" its target. The DSTO-

designed laser, known as MURLIN (Multi-band Research Laser Infrared), counters the infrared missiles by confusing their tracking systems with jamming codes.



The Director of DSTO's Systems Sciences Laboratory, Dr Nanda Nandagopal, said the continuing development of improved and smarter target acquisition systems made it necessary to continuously develop new countermeasure systems.

"Laser-based Directed Infra-red Countermeasure (DIRCM) jamming systems, such as the DSTO system, are at the leading edge of technology for protecting aircraft against advanced air-to-air and surface-to-air infrared weapon systems," he said.

The DSTO research forms part of Project Arrangement 10, which is a six-year program for collaborative research, development and engineering between the Australian Department of Defence and the US Army on next generation aircraft survivability technologies. DSTO is also

working in collaborative programs to improve the power, effectiveness and reliability of the lasers, and laser distribution techniques in DIRCM systems.

The new Wedgetail Airborne Early Warning and Control aircraft (AEW&C) will be the first ADF aircraft to be fitted with a DIRCM jamming system.

March 22nd: F-14D gains JDAM capability

From:

<http://www.defense-aerospace.com/data/communiques/data/2003Mar14933/index.htm> (thanks to Peter Grining)

Naval Air Systems Command's (NAVAIR) F-14 Program Office announced today that it has accelerated and deployed a software upgrade program that will allow U.S Navy's F-14 D model Tomcats to carry Joint Direct Attack Munitions (JDAM).

Completed operational tests already in progress indicated that the software upgrade was mature and stable. The test community determined that with an acceleration of remaining critical tests, they could provide a recommendation for an early release of the JDAM capability.

On Jan. 31, 2003, a NAVAIR software support team was assembled to modify the aircraft and install the new software. They reported aboard USS Theodore Roosevelt Feb. 2 and received required hardware two days later to start modifying F-14Ds. In 17 days, the team modified all forward deployed F-14Ds. The team loaded the software, assisted with the hardware modifications on the aircraft, and trained more than 90 aircrew and maintainers on JDAM employment.

A Tomcat can carry four JDAMs, each weighing 2,000 pounds. March 1, 2003 marked the first operational employment of JDAM from an F-14D.

March 23rd: Storm Shadow now operational

Posted by Peter Grining:

TV images and reports indicate the Storm Shadow was either used last night or will be used shortly. The loadout is one per FUS1 (two total) on the Tornado GR.4.

The H4 masters credit this with a range of 135 nm (250 km), I have 162 nm (300 km) although can't give a hard source for this. It probably has a terminal popup and dives at ~700 knots for increased penetration. Storm Shadow is too heavy (large?) for the Harrier to use from aircraft carriers and will no longer be added as part of the Harrier GR.9 upgrade.

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