

DDP WIZARD DEPLOYMENT TEMPLATES

Quick Reference Guide

Version 0.1

DDP WIZARD DEPLOYMENT TEMPLATES QUICK REFERENCE GUIDE

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CAVEATS

This Quick Reference Guide (QRG) has been produced by International Solutions Group Limited to be used in conjunction with their Lesson Plans.

This document has been produced as a part of a set of QRGs to support the use of the Logistical Functional Area Services (LOGFAS) set of tools.

Any reference to any Forces, Items of Equipment or Personnel is entirely coincidental and has not been taken from actual data

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GENERAL

The creation of a Detailed Deployment Plan (DDP) for a deployment or a Detailed Redeployment Plan (DRP) for a redeployment can be a tedious and time-consuming process if the plan is to be detailed and accurate.

The DDP Wizard is embedded in the ADAMS Planning Module (APM) but the DDP Wizard Deployment Templates and the DDP Wizard Creation Rules contain The DDP Wizard Deployment Templates Functionality in association with the DDP Wizard Creation Rules helps to automate many of the calculations and actions required to prepare a DDP or DRP; despite this, the DDP or DRP creation process can still be difficult, depending on the size of the forces to be deployed and the complexity of the movement.

Forces are planned to be moved from their home bases to final destinations via a series of embarkation, debarkation and intermediate locations, these can be either airports, sea ports or logistical areas. In addition, the force is split into components that suit the mode of transportation (MOT) to be used to achieve the movement.

During the use of the APM, which is used for movements planning, the forces are split into Movement Components. Their Lines of Communication (LOCs) are inserted, the basic timings are established and the Unit Movements Legs (UMLs) are sourced creating the individual missions. It is this process that the DDP Wizard automates. An illustration of the basic DDP or DRP creation process using the DDP Wizard.

The DDP Wizard process uses the same principles that have to be adhered to during the manual creation of a DDP or DRP. For example, when creating Movement Components all of the Items in the original inventory must be reallocated to another component.

Movement Components are created based on a standard set of instructions; these are known as Deployment Templates. It does not matter if the instructions or rules apply; in each case the DDP Wizard will invoke what it is able to.

The DDP Wizard then uses a set of DDP Creation Rules that are set against each Plan that has been created in the LDM. These rules are used to apply criteria to the Forces to be planned, to Locations depending on the usage and basic timings.

It should be stressed that the DDP Wizard functionality will not provide a 100% deployment solution because the rules being applied are fixed, but it will do much of the tedious and time consuming work required. The DDP is generated and added to the APM; where you can refine it manually before proceeding to the Asset Allocation stage of movements planning.

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1. OPEN LDM

1.1. To **open** the **LDM**, **double click** on the **LDM** icon.



Figure 1

2. CREATING DDP WIZARD DEPLOYMENT TEMPLATES

2.1. The DDP Wizard uses Deployment Templates created in LDM. To create a new Deployment Template **open LDM** and **select Plans** from the main toolbar.

2.2. **Select DDP Wizard Deployment Templates** from the context menu.

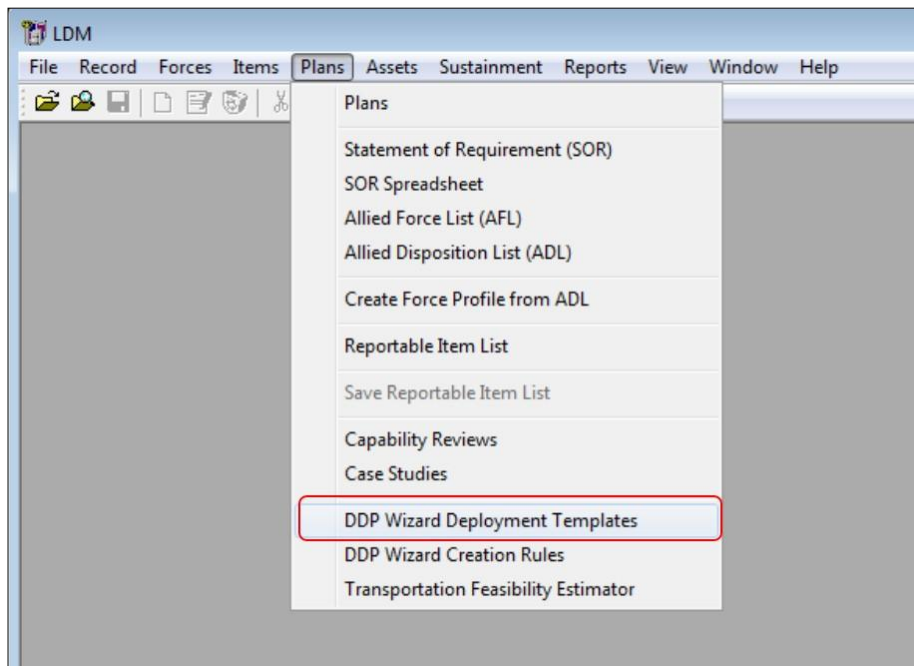


Figure 2

2.3. The **Manage Deployment Templates** window will open.

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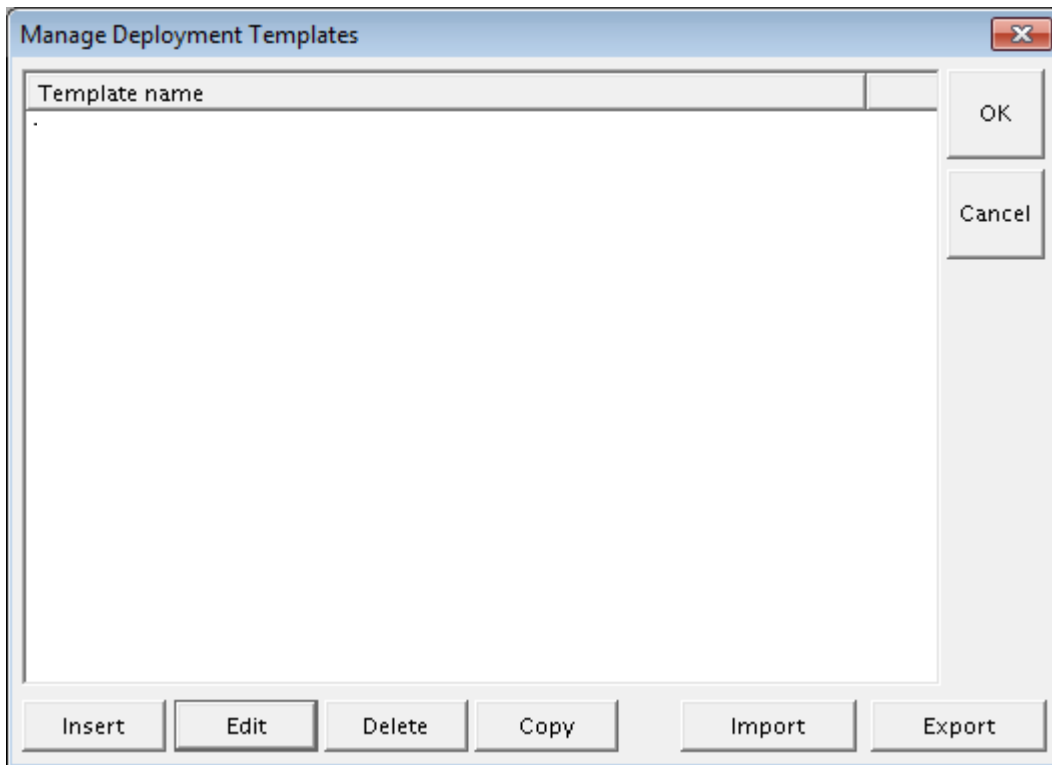


Figure 3

2.4. This window is used to create a Deployment Templates and to manage the elements within the template.

2.5. To create a new Deployment Template, **click** on the **Insert** button.

2.6. The **Edit deployment template** window will open. **Type** in a name for the template and add any remarks required.

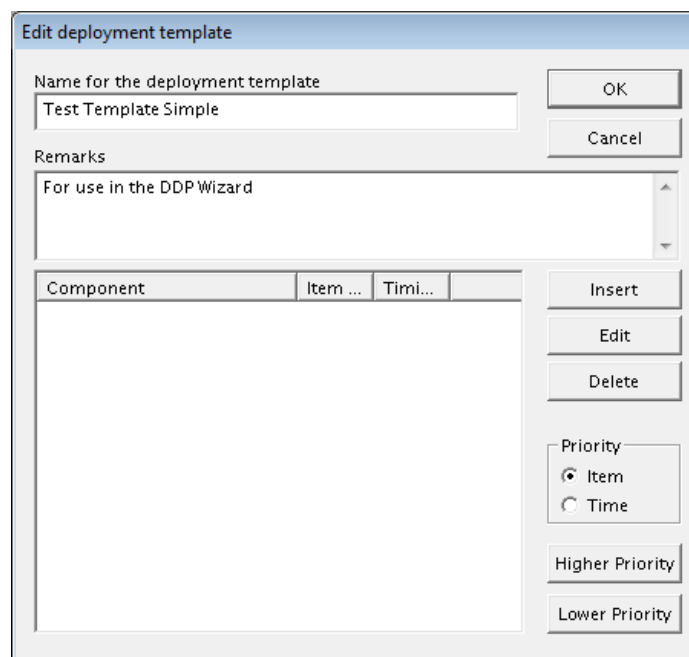


Figure 4

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2.7. To save the template **click** on the **OK** button, this will save the Deployment Template details to the database, the **Edit deployment template** window will close and the **Manage Deployment Templates** window will appear on the screen.

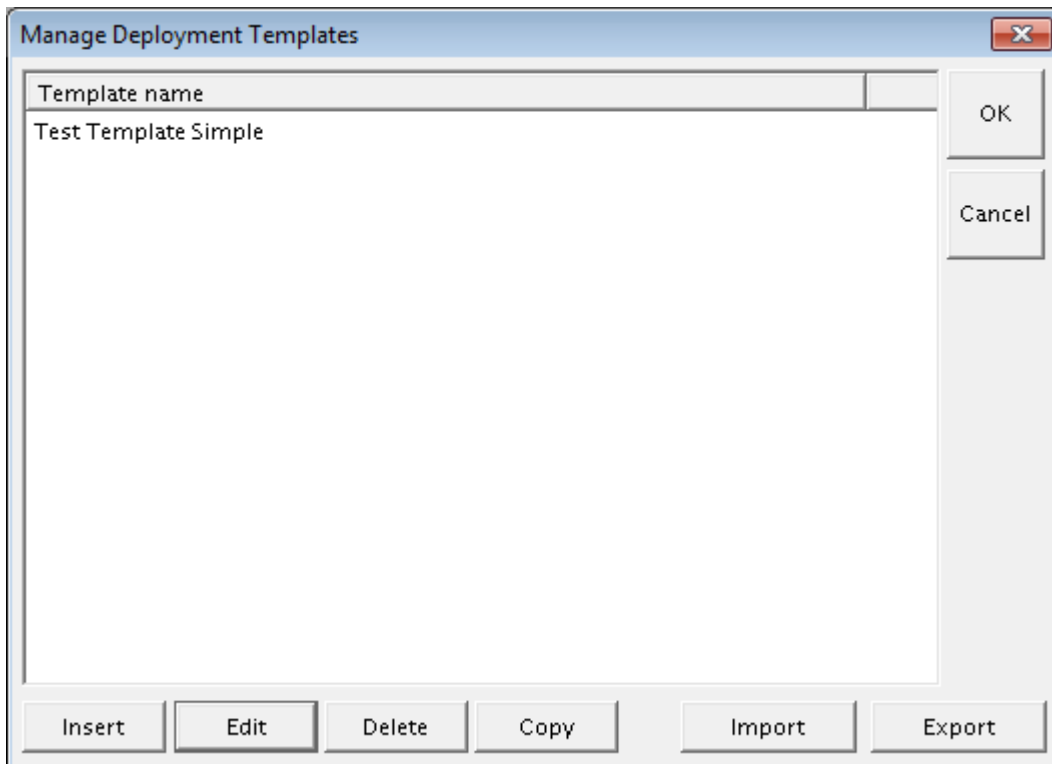


Figure 5

2.8. The Deployment Template you have just created has been added to the **Template name** list view.

2.9. More Deployment Templates added or existing ones can be edited and deleted by selecting the required template in the list and clicking on the appropriate **Edit** or **Delete** button.

2.10. An existing Deployment Template can be copied and then amended by selecting a template and clicking on the **Copy** button.

2.11. The Edit deployment template window will open. Insert a new name for the template, this will copy any components created in the original template.

2.12. When all the Deployment Templates are created or amended, **click** on the **OK** button to save the detail and return to the **Manage Deployment Templates** window.

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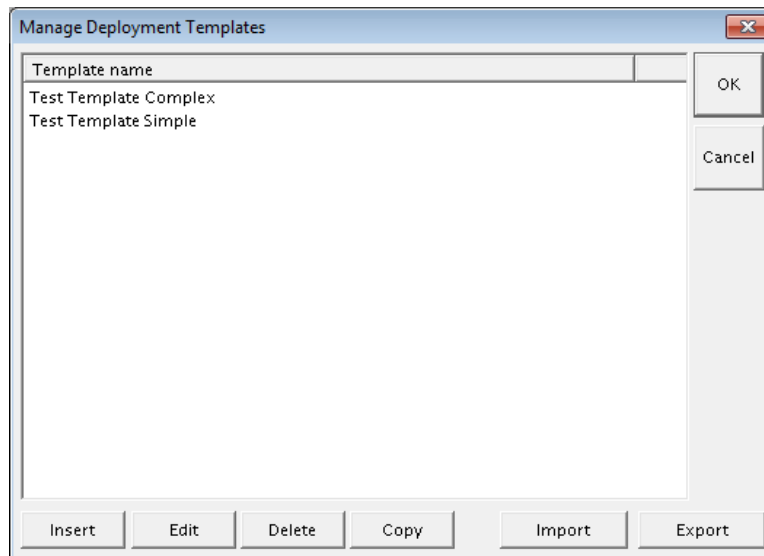


Figure 6

3. COMPONENTS

3.1. Components are used to automatically perform the deployment planning functions normally carried out in the ADAM Planning Module (APM).

3.2. Components are created and then allocated a series of rules that can be used to split the force into a number of specific parties, allocate Modes of Transportation (MOT) and if required, apply time relationships between individual parties.

4. CREATING COMPONENTS

4.1. To start the process of creating components you must **Select** and **Edit** a Deployment Templates.

4.2. **Select** one of the Deployment Templates so that it is **highlighted** and then **click** on the **Edit** button.

DDP WIZARD DEPLOYMENT TEMPLATES QUICK REFERENCE GUIDE

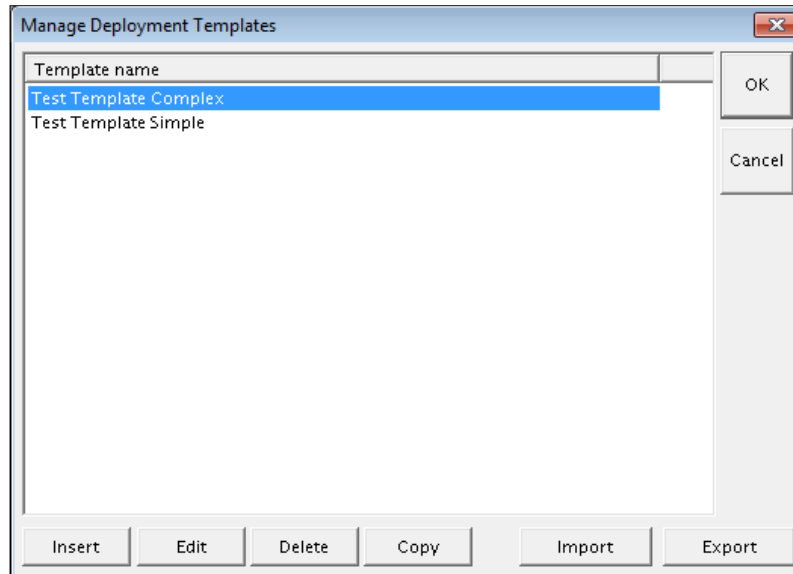


Figure 7

4.3. The [Edit deployment template](#) window will open on the screen.

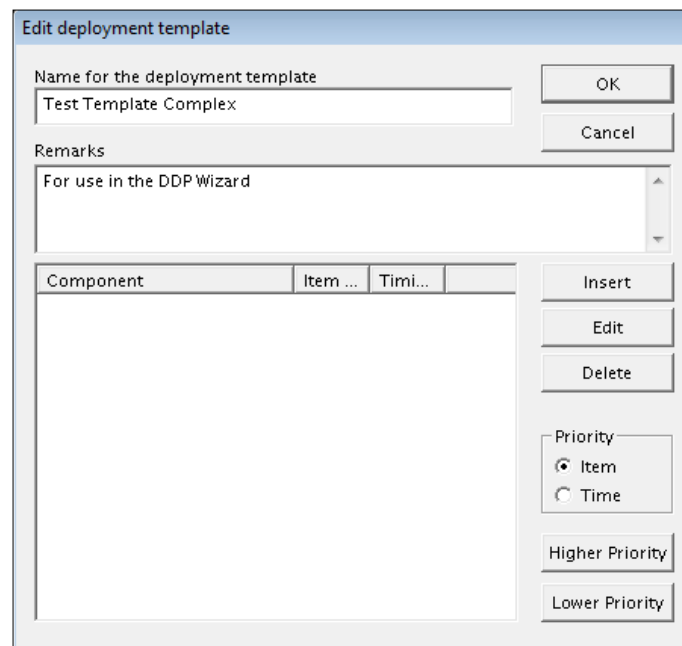


Figure 8

4.4. To create a new Component to add to the [Component List](#) view, **click** on the [Insert](#) button.

4.5. The [Edit Component Template](#) window open on the screen.

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The screenshot shows the 'Edit Component Template' window. At the top, there is a 'Component name' text box. Below it are three rows, each with a label (Embarkation MOT, Strategic MOT, Debarcation MOT), a dropdown menu showing 'N/A', and a 'Self deployed' checkbox. To the right of these fields are 'OK' and 'Cancel' buttons. Below the MOT fields is a 'Rules' section with a list box containing one header 'Rule' and an empty space below it. At the bottom of the window are three buttons: 'Insert Rule', 'Edit Rule', and 'Delete Rule'.

Figure 9

4.6. The [Edit Component Template](#) window consists of a number of elements.

4.6.1. [Component Name](#): This field defines the name that is to be given to the Component generated. The Component Name is typed into the field box provided and can follow national conventions or your requirements.

4.6.2. [Embarkation MOT](#): This field defines the MOT to be used for this Component from the Home station to the Port of Embarkation (POE). The Location Type used for the POE is irrelevant and you should select the required MOT from the options provided in the combo-box.



Figure 10

4.6.3. [Strategic MOT](#): This field defines the MOT to be used by this component for the strategic leg: that is from the Port of Embarkation (POE) to the Port of Debarcation (POD).

4.6.4. [Debarcation MOT](#): This field defines the MOT to be used by this component from the POD to the Final Destination (FD), as before, use the combo box list to select the MOT.

4.6.5. [Self Deployed](#): If one of the LOCs is using Self Deployed assets the option of Self deployed can be used by activating the Self deployed check box. This will exclude the template options being applied to the selected LOC.

4.7. Once these fields are completed the rules can be created for each component.

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The screenshot shows the 'Edit Component Template' dialog box. It features a 'Component name' field containing 'Advance Party'. Below this are three rows for 'Embarkation MOT', 'Strategic MOT', and 'Debarcation MOT', each with a dropdown menu and a 'Self deployed' checkbox. The dropdowns are set to 'Road', 'Air', and 'Road' respectively. At the bottom, there is a 'Rules' section with a table containing one row with the header 'Rule'. Below the table are three buttons: 'Insert Rule', 'Edit Rule', and 'Delete Rule'. On the right side, there are 'OK' and 'Cancel' buttons.

Figure 11

5. COMPONENT TEMPLATE RULES

5.1 The component template implements rules that define how a force will be split into its Movement Components (or Parties) and what timing calculations should be applied to each component.

5.2 The Component Templates tell the DDP Wizard how a force should be split into its Movements Components (Parties) and then how these should have timing dependencies applied to them. The sequence in which the Components are created and timed has a large influence on how the DDP is generated.

6. SETTING COMPONENT TEMPLATE RULE PRIORITIES

6.1 In order to control the sequence, the DDP Wizard uses two sets of priorities for the Component Templates. These are:

6.1.1 Item Selection Priority: This priority is applied to the order in which the items from the original force inventory are allocated to each component. The priority order controls what items will be allocated to each Movement Component as it is created.

6.1.1.1 At this point in the process the DDP Wizard is automatically following the manual splitting process.

6.1.1.2 It should be noted that the process being applied is a logical one, however great care needs to be taken to ensure that the DDP Wizard can apply the rules as you require or intend.

6.1.1.3 For example: If a component is created with the rule to include 100% of items with the RIC Y (Personnel) and it has a higher priority, then a second

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component with the rule to include an amount of 10 of items with the RIC Y the result would be:

6.1.1.4 The first (higher priority) component would include all of the Personnel from the original inventory and therefore there would be none of this item to be included in the second component.

6.1.1.5 However, if the priorities were changed around, then the component requiring the amount 10 of the item would have them allocated and when the second component was created it would have 100% of the remaining total in the original inventory allocated to it.

6.1.1.6 In simple terms the DDP Wizard applies the rules for each component in turn using the remaining inventory after the previous component as the basis for subsequent rules

6.1.2 **Time Priority:** The DDP Wizard takes the components that have been created and then applies timing rules to plan their movement times. Since the timing rules could involve more than one component, the order in which they are applied is significant.

6.1.2.1 The Time Priority determines the order in which these rules are applied; this determines the order that the DDP Wizard processes the different components.

6.1.2.2 For example: if you wish to coordinate the time at which a component, may be a Driver Party, so that it arrives at the POD early to unload a second component, the Sea Cargo, then the DDP Wizard must first calculate when the second party will arrive. It will then be the result of this calculation that is used to establish the times for the first party, remember that would be the Driver Party.

6.1.2.3 Radio buttons on the Edit deployment templates window control the allocation of these priorities.

6.1.2.4 Although we will deal with the rules and priorities later, you should note that individual components could have different item and time priorities allocated to them.

6.2 **Select** which type of priority has to be applied and the program will then sort and display the component templates in the selected priority order.

6.3 To change the priority order, for item or time, **select** the **Component** in the list view and **click** on the **Higher Priority** or **Lower Priority** button as appropriate. The priority will only be changed for the selected Priority Type.

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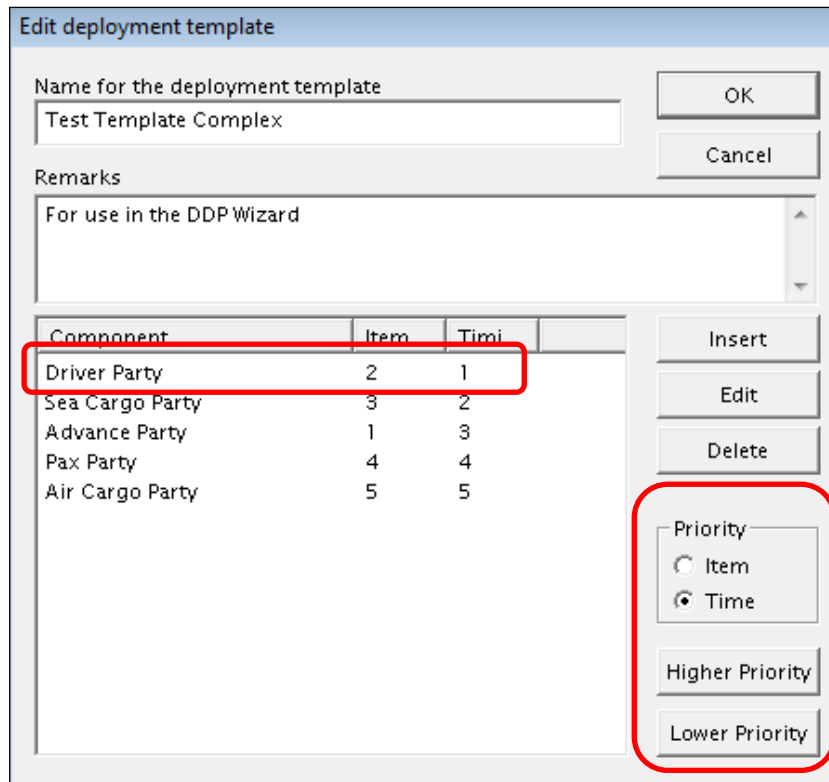


Figure 12

7. CREATING COMPONENT TEMPLATE RULES

7.1 To create a new rule for a component, **select** the Component and **click** on the **Insert** button.

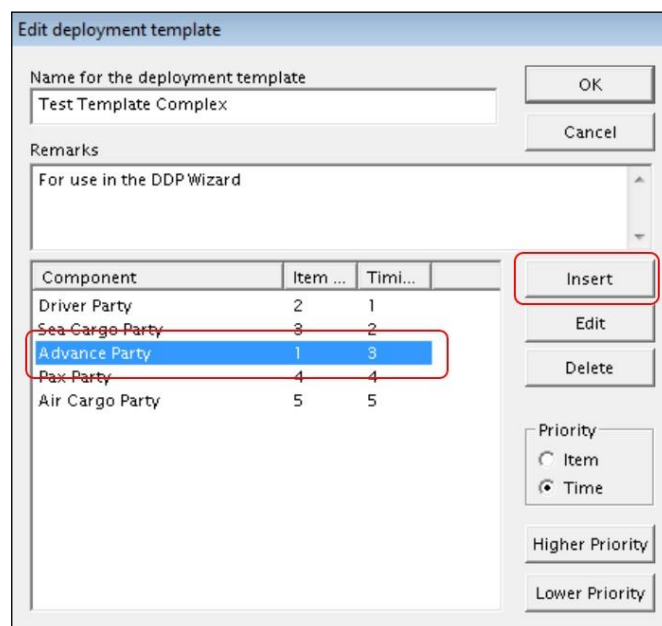


Figure 13

7.2 This will open the Edit Component Template window.

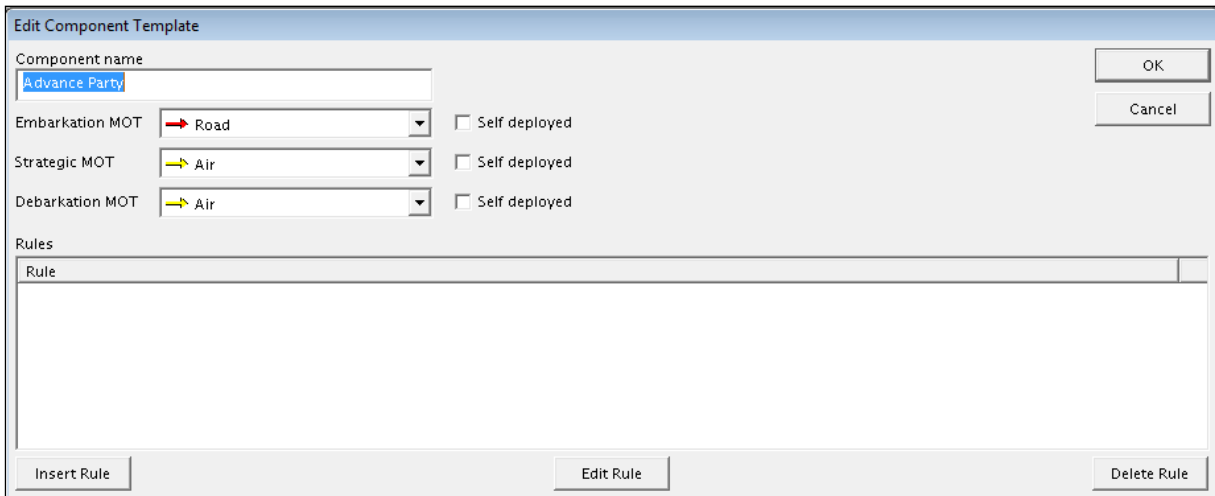


Figure 14

7.3 To insert a new rule, **click** on the [Insert Rule](#) button.

7.4 This will open the [Deployment Rule Assistant](#) window.

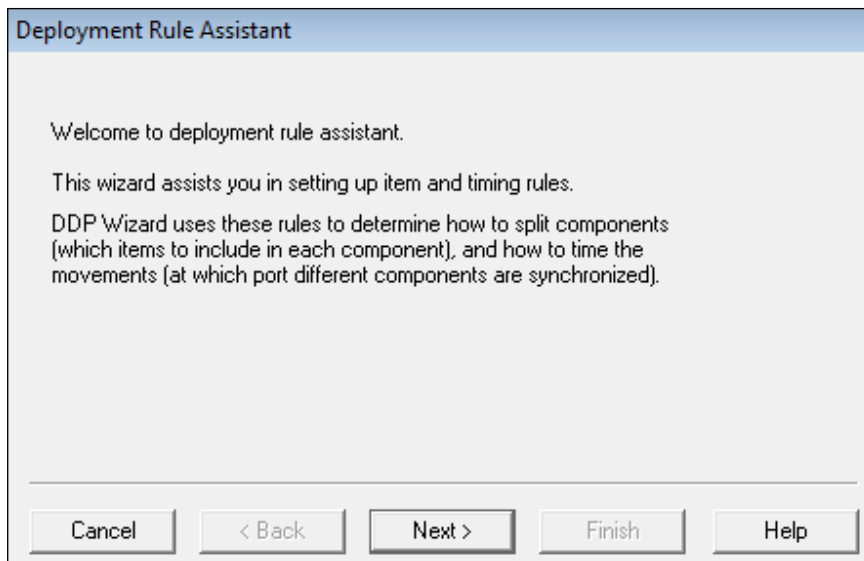


Figure 15

7.5 The [Deployment Rule Assistant](#) will bring up several pages to guide you through the process. After inserting the required information into a page; **click** on the [Next](#) button to proceed to the next screen.

7.6 Note that there is a [Back](#) button, so if you wish to change an element in a previous screen you can return to it.

8. ITEM RULES

8.1 With the Deployment Rule Assistant window open; **click** on the [Next](#) button. This will open the [Rule Type Selection](#) page.

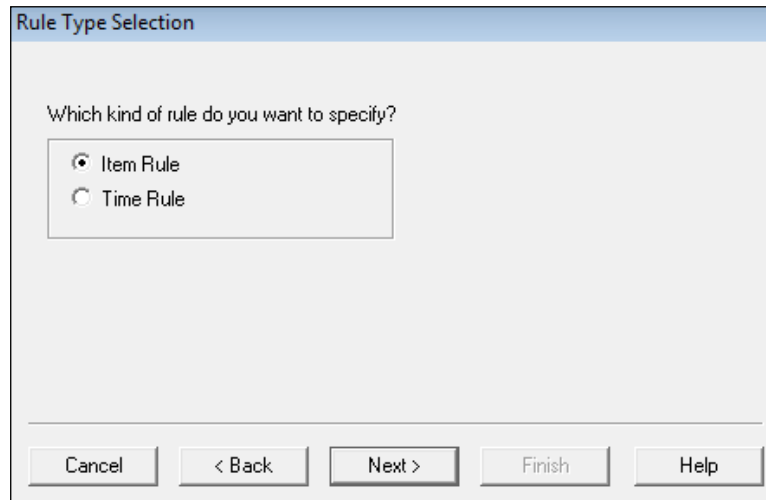


Figure 16

8.2 Here you can specify the type of rule to be created. The options are:

- Item Rule
- Time Rule.

8.3 To insert an Item Rule; **select** the [Item Rule](#) option and then **click** the [Next](#) button.

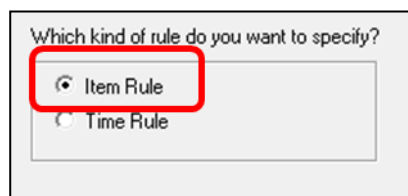


Figure 17

8.4 The [Item Rule Selection](#) page will now open on your screen.

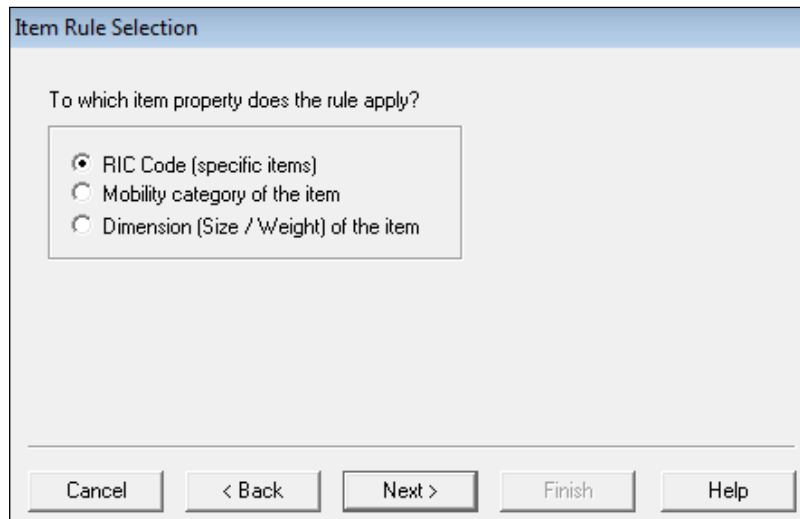


Figure 18

8.5 The [Item Rule Selection](#) page allows you to select the item property that the rule is to be based on. The options are:

8.5.1 [RIC Code \(Specific Items\)](#): Items are selected based on the RIC that has been allocated and this may be at any level of the code. Remember, the RIC categorizes items on their functionality, and this is independent of the national codes (or NICs) that have been allocated.

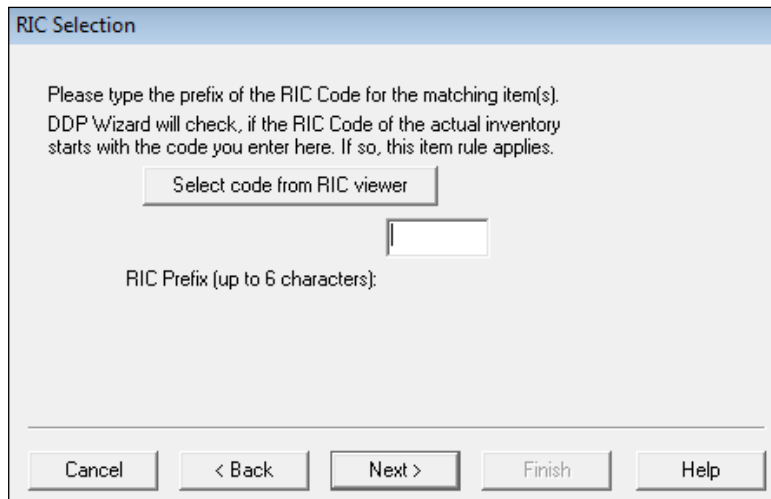
8.5.2 [Mobility Category of the Item](#): Items are selected based on the Mobility Category allocated to the item. This determines how the item can be transported.

8.5.3 [Dimension \(Size / Weight\) of the Item](#): Items are selected based on their dimensions. It is possible to select any of the Operating or Shipping Dimensions given in the Item Properties; the selection can also be based on the Gross or Tare weight of the item.

8.6 Depending on the selection made at this point the next page will be different.

8.7 If the [RIC Code](#) option is selected the next page prompts you to select a [RIC Code](#).

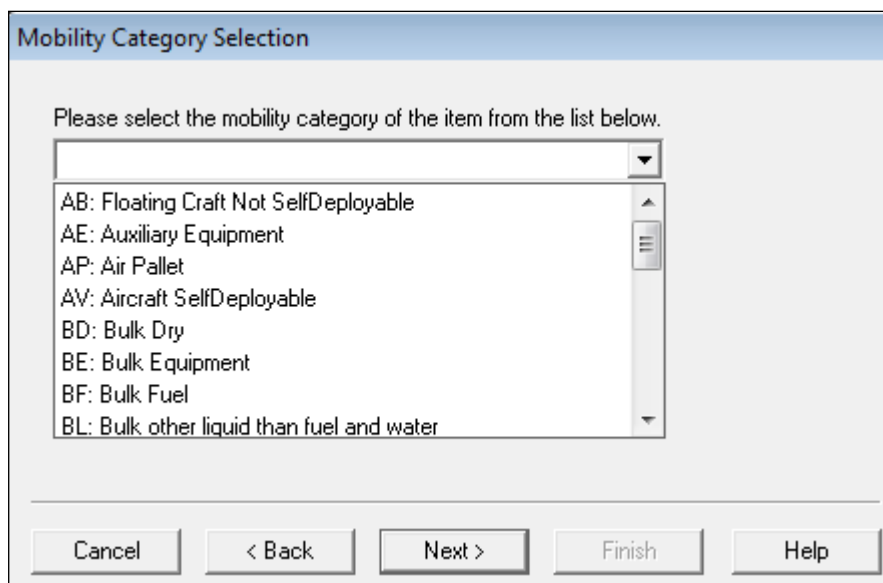
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The screenshot shows a dialog box titled "RIC Selection". The text inside reads: "Please type the prefix of the RIC Code for the matching item(s). DDP Wizard will check, if the RIC Code of the actual inventory starts with the code you enter here. If so, this item rule applies." Below this text is a button labeled "Select code from RIC viewer" and an empty text input field. Underneath the input field is the label "RIC Prefix (up to 6 characters):". At the bottom of the dialog box, there are five buttons: "Cancel", "< Back", "Next >", "Finish", and "Help".

Figure 19

8.8 If the [Mobility Category](#) option is selected, the next page will prompt you to select a [Mobility Category](#) from a list. This option could be used to assign self-deployed items such as aircraft and ships with a specific component.



The screenshot shows a dialog box titled "Mobility Category Selection". The text inside reads: "Please select the mobility category of the item from the list below." Below this text is a list box containing the following items: "AB: Floating Craft Not SelfDeployable", "AE: Auxiliary Equipment", "AP: Air Pallet", "AV: Aircraft SelfDeployable", "BD: Bulk Dry", "BE: Bulk Equipment", "BF: Bulk Fuel", and "BL: Bulk other liquid than fuel and water". At the bottom of the dialog box, there are five buttons: "Cancel", "< Back", "Next >", "Finish", and "Help".

Figure 20

8.9 If the [Dimensions](#) option is selected, the next page will prompt you to select a [Dimension](#) to apply. The option could be used to assign outsized items to a component that requires a specific asset type to move them.

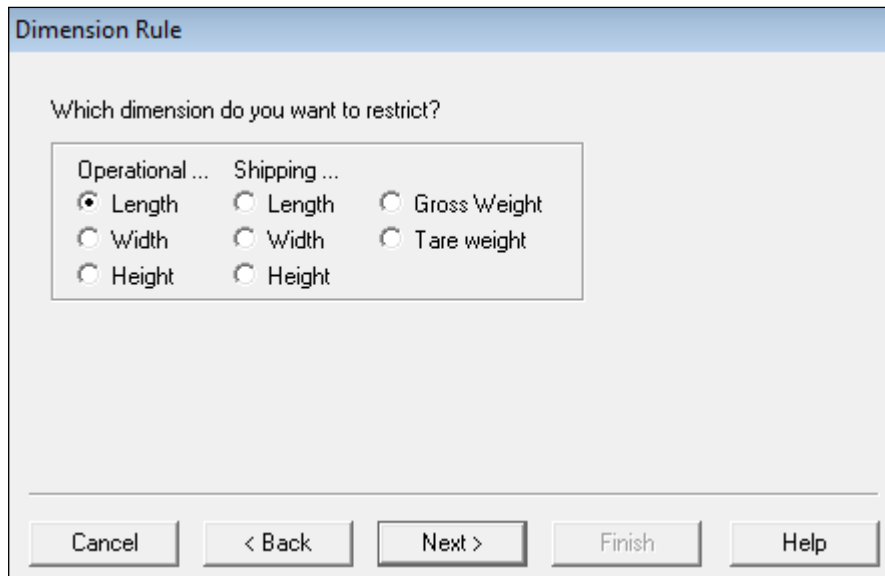


Figure 21

8.10 The pages that follow each of the selection options are self-explanatory and they will guide you through the options available.

8.11 As an Example insert a RIC Code option; **select** the [RIC Code](#) option and then **click** on the [Next](#) button.

8.12 The [RIC Selection](#) page will appear on the screen.

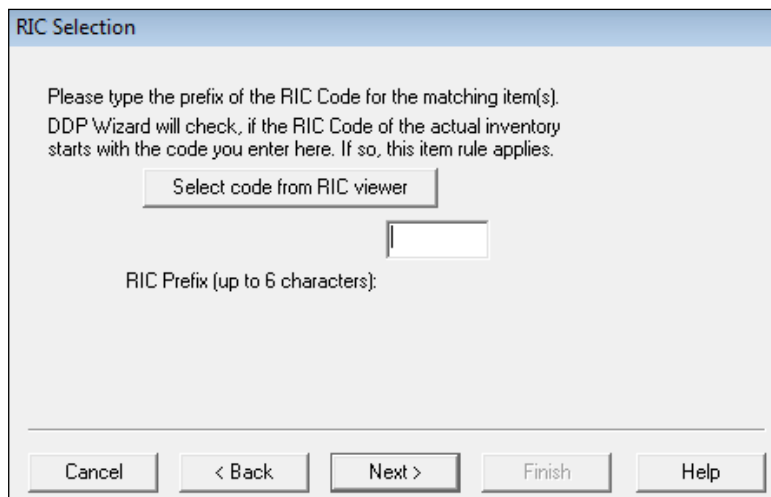


Figure 22

8.13 Here you insert the [RIC Code](#) that has to be applied; this can be set at any of the six levels.

8.14 If you know the RIC to be applied, you can type the code into the box provided. However, you can also select a code from the Select RIC Code viewer, to do this **click** on the [Select code from RIC viewer](#) button.

8.15 The [Select RIC Code](#) window will open on the screen.

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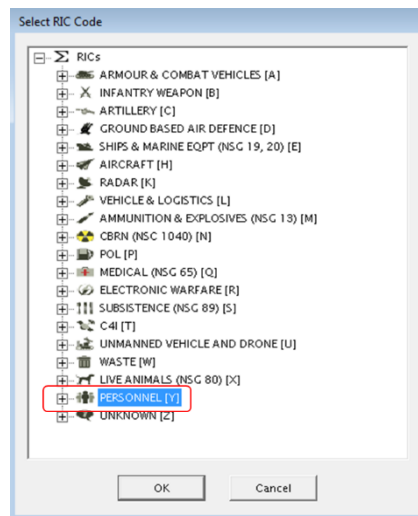


Figure 23

8.16 Here you can select the RIC at any level you want this rule to apply to.

8.17 Select the RIC and then click on the OK button. The selected RIC will be inserted into the RIC field.

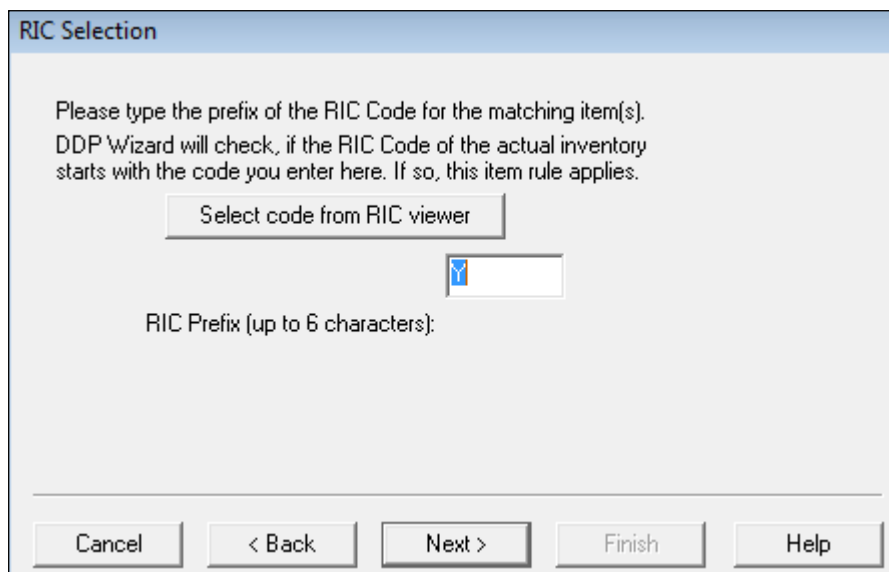


Figure 24

8.18 Remember, you can select the RIC at any of the six levels.

8.19 Click on the Next button, the Inclusion Rule page will now open on the screen.

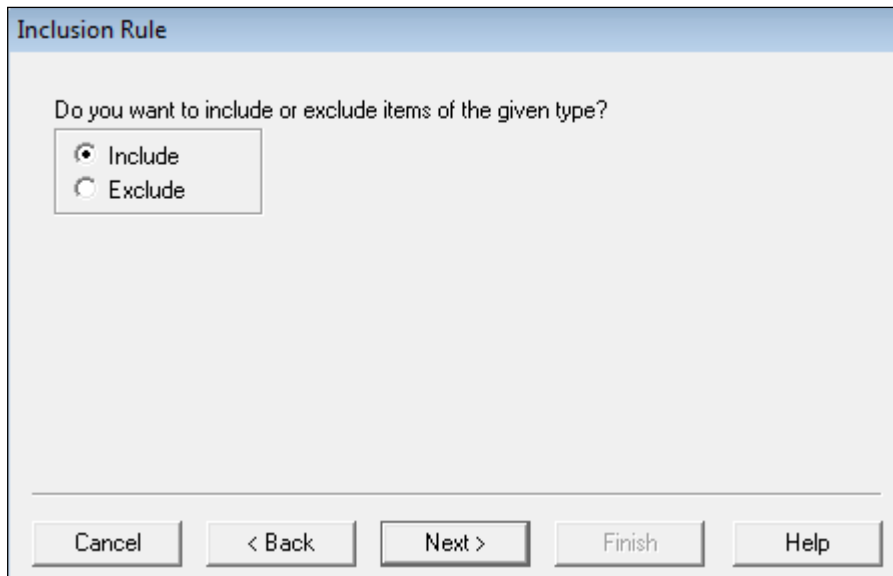


Figure 25

8.20 Here you have the options to either **Include** or **Exclude** the item as defined by the selected RIC in the Rule.

8.21 To include this RIC as part of the Rule **select** the **Include** option and then **Click** the **Next** button.

8.22 The **Rule Quantity Selection** page will open on the screen.

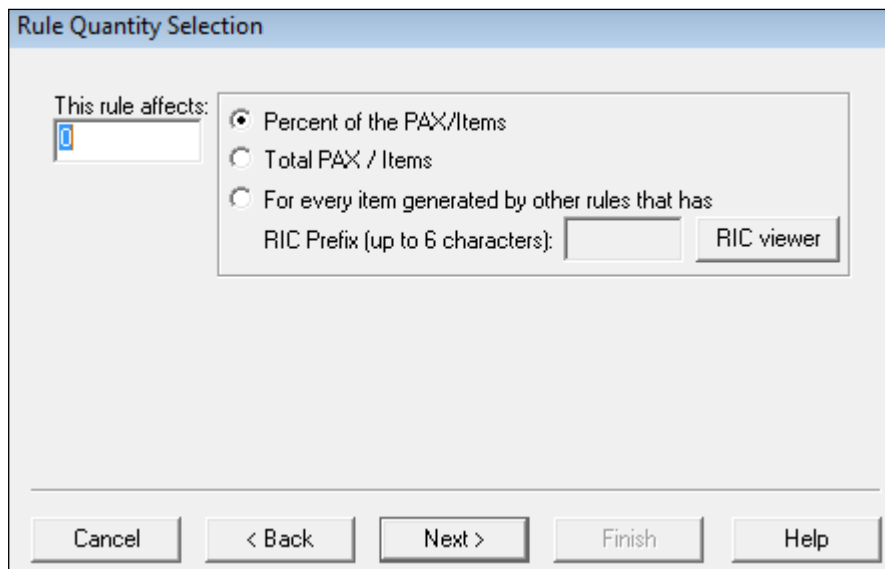


Figure 26

8.23 It is here that you tell the program the quantity (amount) of the selected item to include. This can be expressed in three ways:

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- 8.23.1 [Percent of the PAX/Items](#): If this method is selected, the program takes the stated percentage (%) of the item available in the original inventory and adds them to this component.
- 8.23.2 [Total PAX/Item](#): If this method is selected, the program takes the stated amount of the item available in the original inventory and adds them to this component. However, if the item is available but holdings are less than the amount stated, then what can be added to the component is.
- 8.23.3 [For Every Item Generated by other rules RIC Prefix](#): If this method is selected, then you can link this rule to another. For example, you could state that for every item with the RIC of LA13 (¾ Ton Utility Vehicle) that is allocated to this component you want 2 items with the RIC of Y (Personnel).
- 8.24** The method you select will depend on what you are trying to achieve as you generate your components.
- 8.25** These same options apply if the RIC is including or excluding items.
- 8.26** If the [Total Pax / Item](#) option is selected, we are telling the DDP Wizard that for this component it should have up to the specified number items (or up to whatever is available in the holdings) to be added to this component from the original inventory.
- 8.27** For example, if the “Y” RIC was selected on the [RIC Selection](#) page and a figure of “10” was inserted into the [This rule affects](#) field then the [Total Pax / Item](#) option is selected, 10 Personnel will be included in the Advance Party if this RIC is contained in the Force Profile and Holdings.

The screenshot shows a dialog box titled "Rule Quantity Selection". It has a text input field labeled "This rule affects:" containing the number "10". To the right, there are three radio button options: "Percent of the PAX/Items", "Total PAX / Items" (which is selected), and "For every item generated by other rules that has RIC Prefix (up to 6 characters):". Below the radio buttons is a text input field for the RIC prefix and a "RIC viewer" button. At the bottom of the dialog, there are five buttons: "Cancel", "< Back", "Next >", "Finish", and "Help".

Figure 27

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8.28 If the [Percent of the Pax/Items](#) option is selected, we are asking that for this component to have percentage of the Pax or items (or whatever is available) should be added to this component from the original inventory.

8.29 For example, if the “Y” RIC was selected on the [RIC Selection](#) page and a figure of “10” was inserted into the [This rule affects](#) field, if the Force Profile and Holdings had 100 Personnel that 10 (10% of 100) will be included in the Advance Party.

The screenshot shows a dialog box titled "Rule Quantity Selection". It has a text input field labeled "This rule affects:" containing the number "10". To the right, there are three radio button options: "Percent of the PAX/Items" (which is selected), "Total PAX / Items", and "For every item generated by other rules that has RIC Prefix (up to 6 characters):". The third option has a text input field and a "RIC viewer" button next to it. At the bottom of the dialog, there are five buttons: "Cancel", "< Back", "Next >", "Finish", and "Help".

Figure 28

8.30 If the [For every item generated by other rules has RIC Prefix \(up to 6 characters\)](#) is selected we are asking that for this component that a specified RIC should be included for an associated RIC by selecting the RIC from the RIC viewer or by typing in the RIC code into the window.

8.31 For example, if the “Y” RIC was selected on the [RIC Selection](#) page and a figure of “2” was inserted into the [This rule affects](#) field, if the RIC “LA1” was selected and a Force Profile and Holdings contained any [Lightweight Utility \(<1500kg\) vehicles](#) that for every LA1 included in the Advance Party that 2 personnel will also will be included.

Rule Quantity Selection

This rule affects:

Percent of the PAX/Items
 Total PAX / Items
 For every item generated by other rules that has
 RIC Prefix (up to 6 characters):

Figure 29

8.32 To save the Rule **click** the **Next** button. This will open the **Rule Generation Completed** window.

Rule Generation Completed

You successfully completed the rule generation wizard.
 You entered the following rule:

Include 2 of all items with RIC 'Y...' for all items with RIC 'LA1...' that have been generated.

Press Finish to save the rule.

Figure 30

8.33 This page confirms the rule you have created. If you need to change anything you can use the **Back** button and correct any of the elements in the rule. If the rule is correct, **click** on the **Finish** button.

8.34 The **Deployment Rule Assistant** will close and the **Edit Component Template** window will reappear on your screen. The new rule will be added to the **Rule List** view.

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Edit Component Template

Component name
Advance Party

Embarkation MOT → Road Self deployed

Strategic MOT → Air Self deployed

Debarcation MOT → Air Self deployed

Rules

Rule

Include 2 of all items with RIC 'Y...' for all items with RIC 'LA 1...' that have been generated.

Insert Rule Edit Rule Delete Rule

OK Cancel

Figure 31

8.35 This completes the Rule Creation process. Additional rules can be added to each of the components by following the same process.

9. TIME RULES

9.1 The Time Rules option allows you to select different time relationships between the components of an individual force. These rules are applied after any item rules have been generated and allow the timing of the components to be calculated based on the stated relationships.

9.2 One important rule that must be observed, and as we discussed earlier, is the Time Priority order. The basic convention that must be applied is if you want to impose a time rule that relates one component to another, the component being related to must be higher in the time priority order.

9.3 To link the arrival times of one component to another, one must have a higher time priority than the other component.

9.4 For example, the [Sea Cargo Party](#) must have a Higher Time Priority than the [Driver Party](#).

9.5 The priorities are managed in the [Edit deployment template](#) window. To change the priorities, **select** the [Time Priority](#) option by activating the radio button and then use the Higher Priority and/or Lower Priority button to make the Driver Party a Lower priority to the Sea Cargo Party.

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Component	Item ...	Timi...
Sea Cargo Party	6	1
Pax Party	5	2
Driver Party	4	3
Adv Party	3	4
Aircraft Self Deploy	1	5
Ship Self Deploy	2	6

Figure 32

9.6 Once the priorities are set, **select** the **Component** and **click** on the **Insert** button.

9.7 This will open the Edit Component Template window.

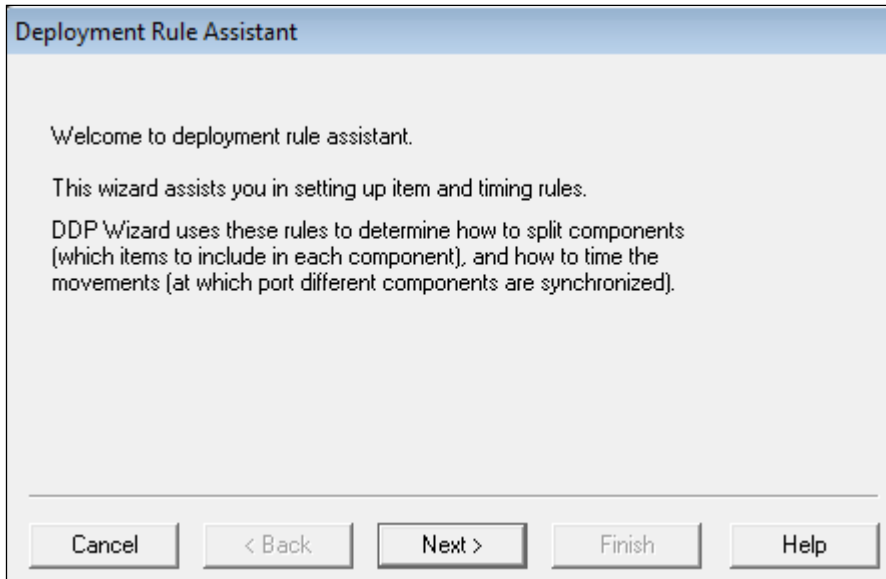
Rule

Figure 33

9.8 To insert a new rule, **click** on the **Insert Rule** button.

9.9 This will open the **Deployment Rule Assistant** window.

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12.1

Figure 34

9.10 With the Deployment Rule Assistant window open; **click** on the [Next](#) button. This will open the [Rule Type Selection](#) page.



Figure 35

9.11 To insert a Time Rule; **select** the [Time Rule](#) option and then **click** the [Next](#) button.

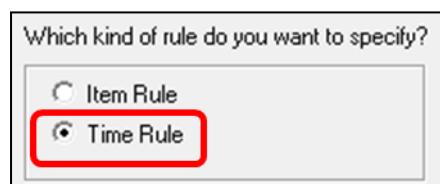


Figure 36

9.12 The [Synchronization Type Selection](#) page will open on the screen.

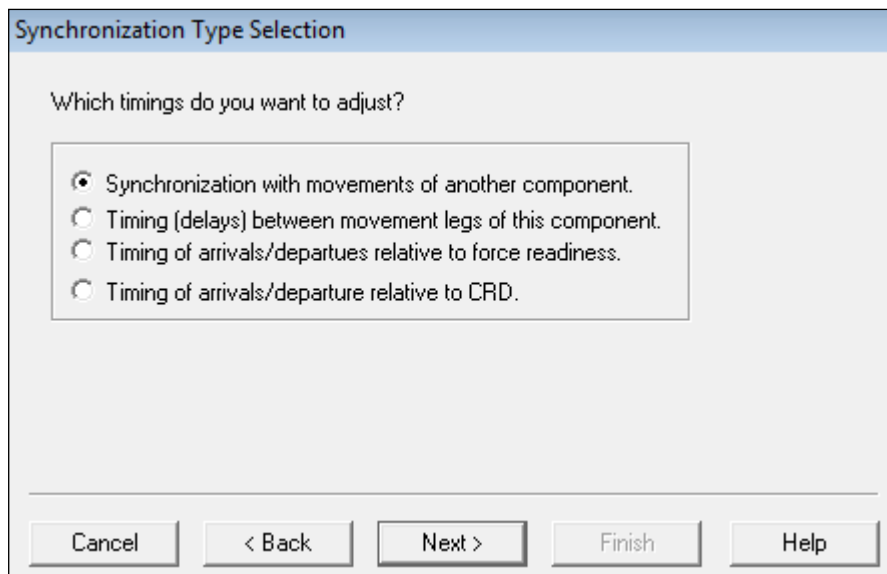


Figure 37

9.13 It is here that you specify the type of time synchronization you want to apply to this rule. There are four options:

9.13.1 [Synchronization with movements of another component:](#) If this option is selected the movements of two components of an individual force are synchronized as defined by you.

When applied this option allows you to synchronize the movements of two different components from a stated point in the LOC.

9.13.2 [Timing \(delays\) between movement legs of this component:](#) If this option is selected, the DDP Wizard will ensure the different time elements of the component are synchronized as defined by you.

When applied, this option synchronizes the time elements within the same component. For example, it standardizes the difference between the First and Last elements of a Component Movement.

9.13.3 [Timing of arrivals/departures relative to force readiness:](#) If this option is selected the DDP Wizard will ensure the time elements of the component are based on the Force Readiness value that is held in the Force Properties.

When applied, this option applies a time restriction at a stated point relative to the stated Force Readiness.

9.13.4 [Timings of arrivals/departures relative to CRD:](#) If this option is selected, the DDP Wizard will ensure the time elements of the component are adjusted and based on the CRD.

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When applied, this option applies a time restriction at a stated point relative to the stated CRD.

9.14 After making your Synchronization selection the pages of the [Deployment Rule Assistant](#) are basically the same, it is only what you are applying that is different.

9.15 For Example, to synchronize the movements of the [Driver Party](#) at the [Port of Debarkation](#) with the [Sea Cargo Party](#) so that [last arrival time](#) of the [Driver Party](#) is the [exactly](#) same as the [Sea Cargo Party](#).

9.16 This rule will then be applied to each individual force that has its DDP timings generated by the DDP Wizard using this Component Template.

9.17 **Activate** the [Synchronization with movements of another component](#) radio button, and then **click** on the [Next](#) button.

9.18 The [Port Type Selection](#) page will open on the screen.

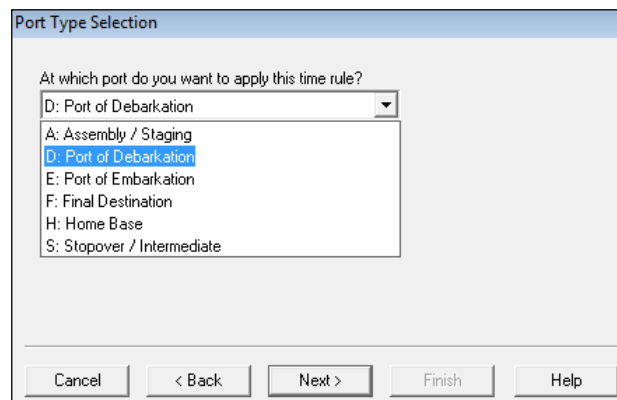


Figure 38

9.19 Here you select the Port Type where this rule is to be applied. The selection is made from the list of options in the combo box.

9.20 You should note that here you are only specifying the location type; the actual (named) location will be allocated during the DDP Generation process and will be relevant to the individual forces.

9.21 **Select** the [D: Port of Debarkation](#) option from the combo box list and then **Click** on the [Next](#) button.

9.22 The [Time Type Selection](#) page will open on the screen.

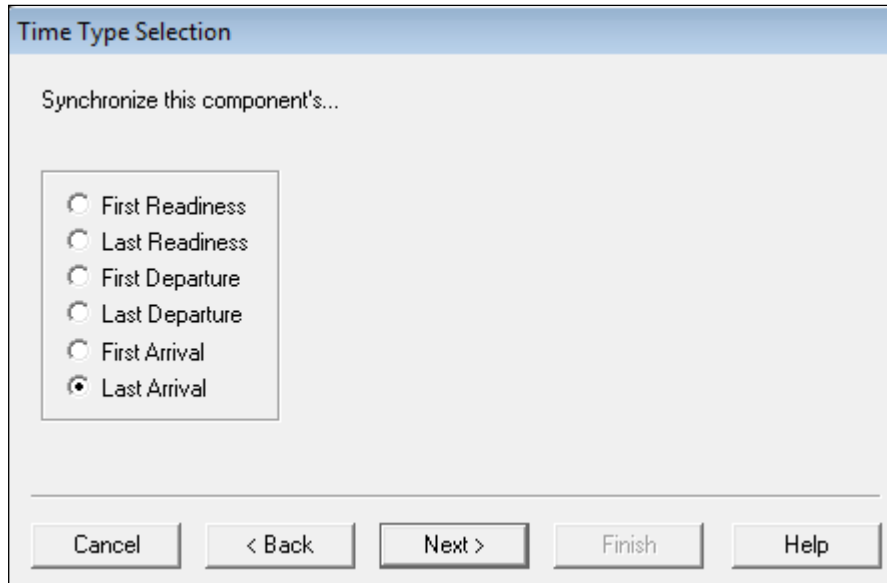


Figure 39

9.23 Here you state the timing point of the component to be synchronized. Remember, the timing stated would be relevant to the location type you have already selected.

9.24 Select the **Last Arrival** option and then **click** on the **Next** button.

9.25 A second **Time Type Selection** page will now open on the screen.

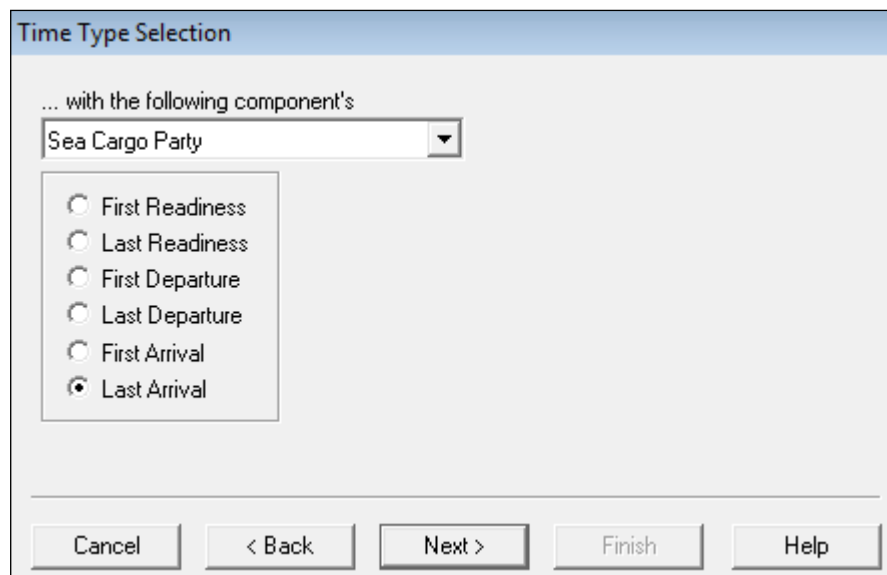


Figure 40

9.26 Note that this page only applies to the synchronization of components option.

9.27 Select which **Component** you want to synchronize with from the options listed in the combo box.

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9.28 Remember that to be available for selection this component must have a higher time priority. Only the components with a higher time priority will be displayed in the list.

9.29 For example, **select** the [Sea Cargo Party](#) option.

9.30 Next, you have to state the time point at which the synchronization is to take place; this is linked to the Port Type that has already been selected.

9.31 **Select** the [Last Arrival](#) option and then **click** on the [Next](#) button.

9.32 The [Time Difference](#) page will now open on the screen.

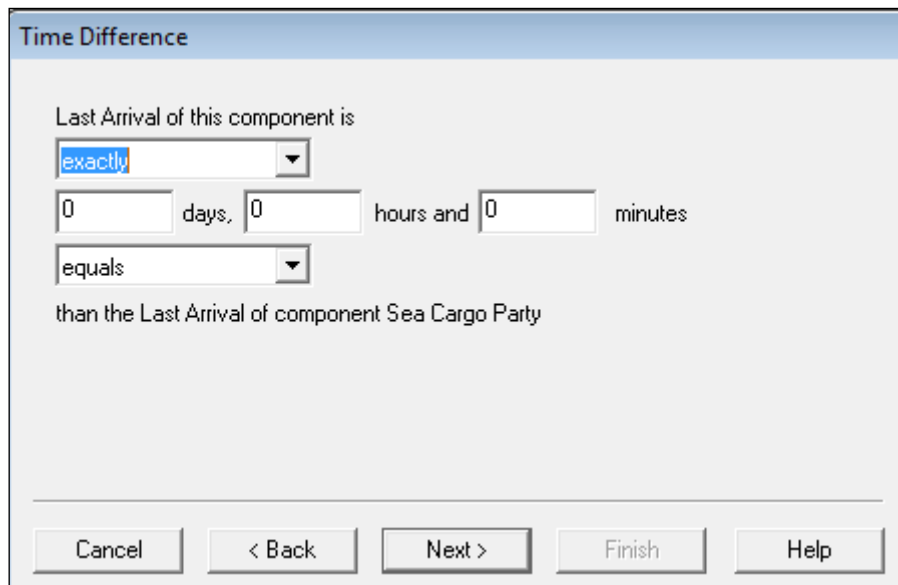


Figure 41

9.33 It is here that you define what time differences are to be generated. There are a number of field boxes to be completed. These are:

9.33.1 [Define Relation Field](#): Clicking on the combo box gives you 3 options.

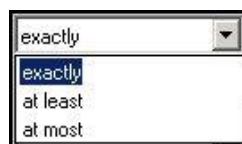


Figure 42

- **Exactly** – The time difference between the components will be exactly related.
- **At Least** – The time difference between the components will be at least (exact or greater) related.
- **At Most** – The time difference between the components will be at most (exact or less) related.

9.34 For example, **select** the **Exactly** option in the combo box list.

9.34.1 **Time Difference Fields:** You specify the time difference in Days, Hours and Minutes.

9.35 For example, **insert** “0” days, “12” hours and “0” minutes. This means the **Driver Party** should arrive at the Port of Debarkation exactly 12 hours before the **Sea Cargo Party**.

9.36 **Arithmetical Relation Field** is a combo box gives you 6 options.

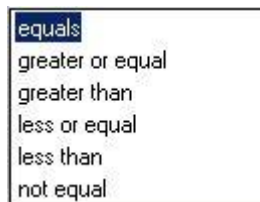


Figure 43

9.37 The choice you make depends on what is required in the relationship between the two components.

9.38 For example, **select** the **less than** option in the combo box list and the page on the screen,

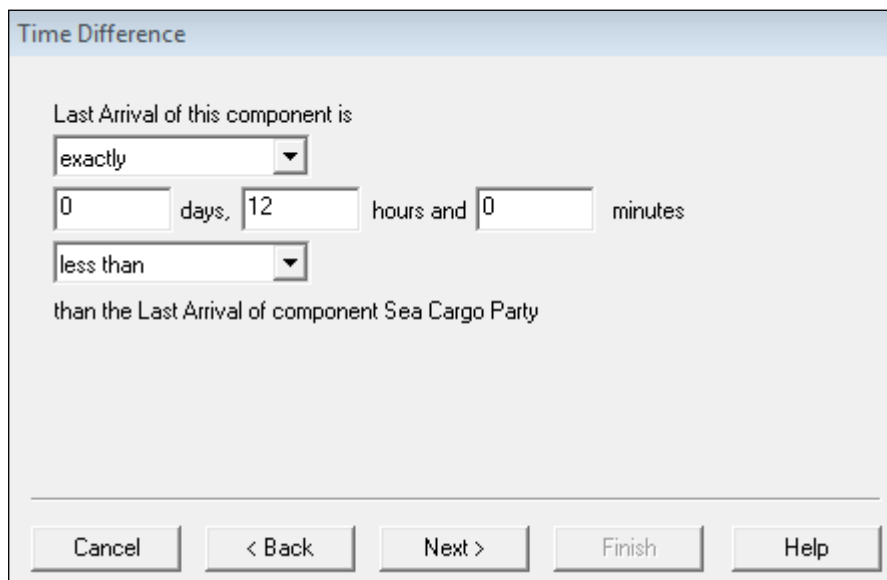


Figure 44

9.39 This means that the **Driver Party** will arrive at the **POD** exactly 12 hours **before** the **Sea Cargo Party** arrives in the **POD**.

9.40 Now **click** on the **Next** button.

9.41 The **Rule Generation Completed** page will open on the screen.

DDP WIZARD DEPLOYMENT TEMPLATES QUICK REFERENCE GUIDE

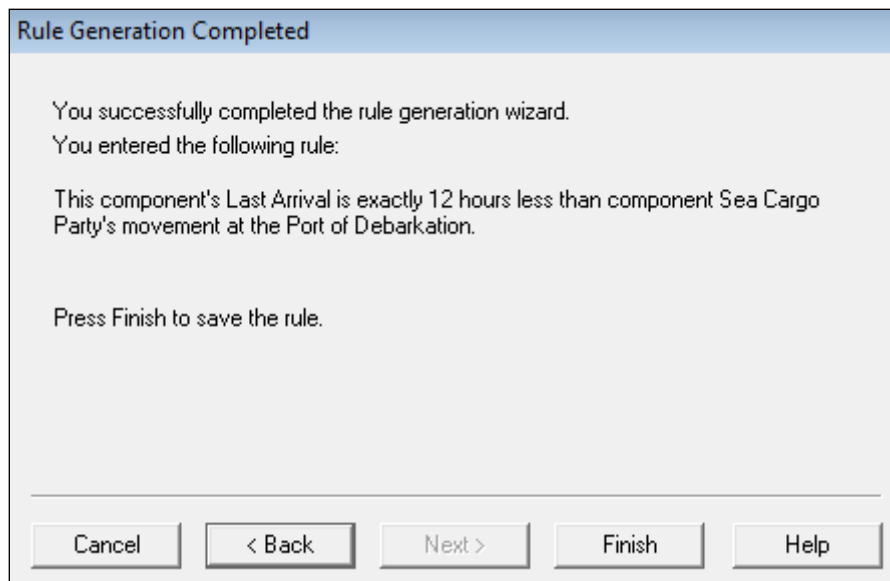


Figure 45

9.42 The [Rule Generation Completed](#) page displays the result of the steps that have been applied.

9.43 If you see any element of the rule that needs to be changed, you can use the [Back](#) button to make the amendments required.

9.44 If the rule is correct, as in this case, **click** the [Finish](#) button.

9.45 The Deployment Rule Assistant will close and the [Edit Deployment Template](#) window will open on your screen.

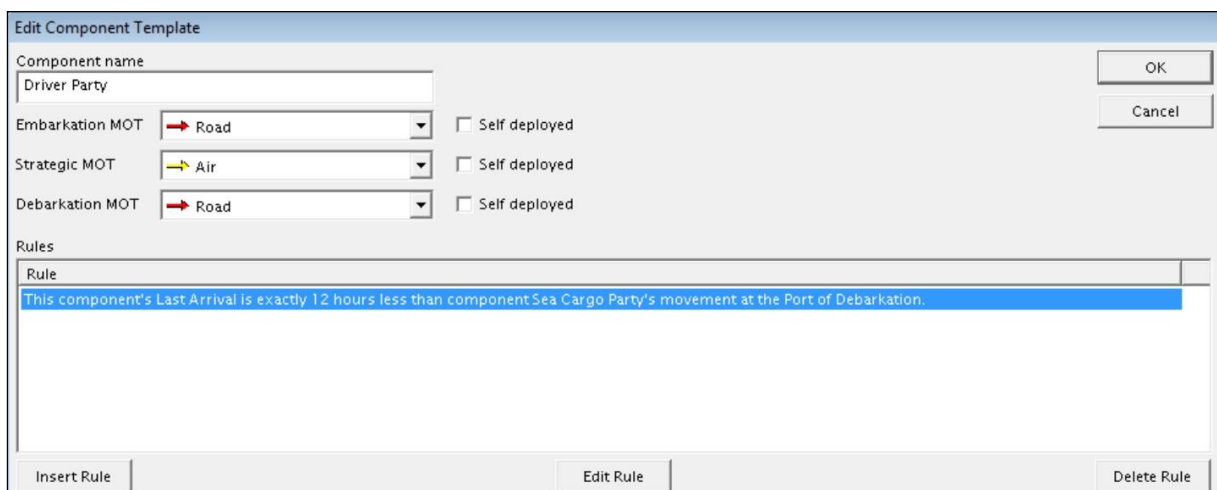


Figure 46

9.46 You will see that the new rule has been added to the [Rule List](#) view.

9.47 If you wish, more rules can be inserted, or those already in the list can be edited or deleted.

DDP WIZARD DEPLOYMENT TEMPLATES QUICK REFERENCE GUIDE

Edit Component Template

Component name
Driver Party

Embarkation MOT → Road Self deployed

Strategic MOT → Air Self deployed

Debarcation MOT → Road Self deployed

Rules

Rule

This component's Last Arrival is exactly 12 hours less than component Sea Cargo Party's movement at the Port of Debarcation.

This component's First Departure is the same as component Sea Cargo Party's movement at the Home Base.

This component's First Arrival is the same as component Sea Cargo Party's movement at the Port of Embarkation and go back to the homebase.

This component's First Arrival is the same as component Sea Cargo Party's movement at the Final Destination. Include 25% of all items with RIC 'Y...'

Insert Rule Edit Rule Delete Rule

OK Cancel

Figure 47

9.48 Click on the **OK** button to save the data that has been created. This window will close and the **Edit deployment template** window will open on the screen.

9.49 The process that we have just followed can be applied to any of the components in the list.

9.50 When you have completed all of the required data entries **click** on the **OK** button and the **Edit deployment template** window will be removed from the screen.

10. EDITING COMPONENT TEMPLATE RULES

10.1 You can edit Component Templates at any time.

10.2 Editing is carried out using the **Deployment Rule Assistant**, in the same way as adding a rule, and making the changes required.

10.3 In the **Edit deployment templates** window, **select** the **Component** to be changed in the **Template name list** view and **click** on the **Edit** button.

10.4 The process for editing a component template is the same as we used for inserting a new one: with the **Edit Component Template** window accessed, change the necessary elements, including the rules that have been applied.

10.5 Selecting the **Appropriate Rule** in the **Rules List** view and then **clicking** on the **Edit Rule** button allows you to edit an existing rule.

11. DELETING COMPONENT TEMPLATES

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11.1 Component Templates can be deleted in the [Edit deployment templates](#) window, **Select** the component to be deleted in the [Template name list](#) view and then **click** on the [Delete](#) button.

11.2 You will be asked to confirm the deletion. **Click** on the [OK](#) button and the selected Component Template or Templates will be deleted.

12. EXPORTING TEMPLATES

12.1 The DDP Wizard relies on well-prepared and defined DDP Templates and there could be times when you may want to share the templates you have created with another.

12.2 Therefore, it is possible export the DDP Templates so they can be used in individual LOGFAS installations.

12.3 You should note that it is not possible to export DDP Wizard Creation Rules, since these are created against the individual Plans.

12.4 Exporting Deployment Templates is carried out using the Manage Deployment Templates window.

12.5 To Export a template, **select** the [template](#) from the list in the Manage Deployment Templates window and **click** on the [Export](#) button.

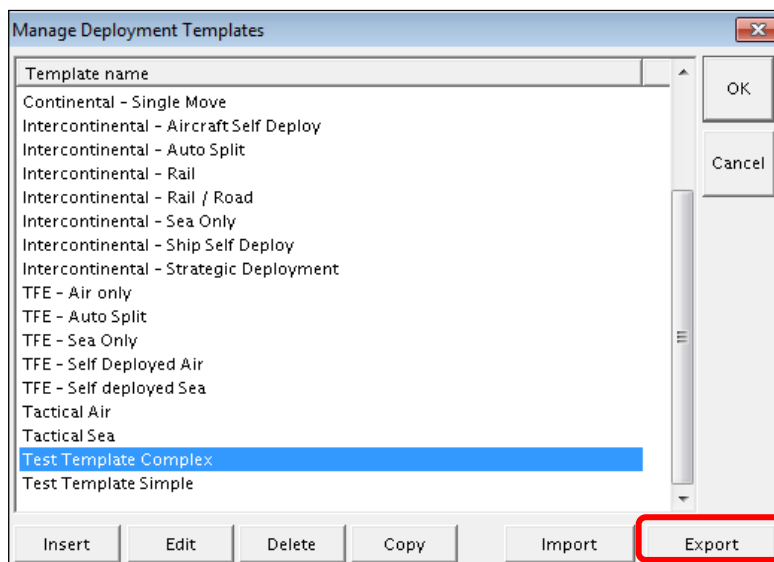


Figure 52

12.6 The [Save As](#) window will open, the default name for the file will be [DeploymentTemplates](#). **Change** the [File name](#) and **click** on the [Save](#) button.

DDP WIZARD DEPLOYMENT TEMPLATES QUICK REFERENCE GUIDE

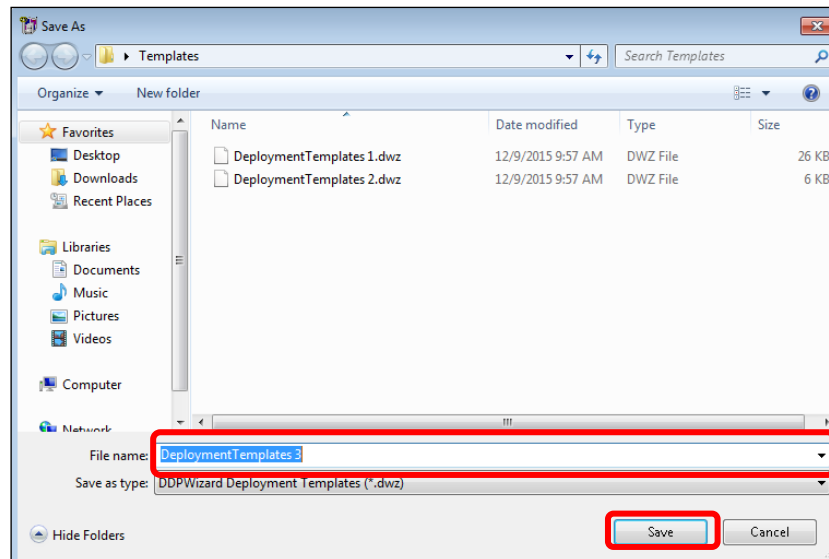
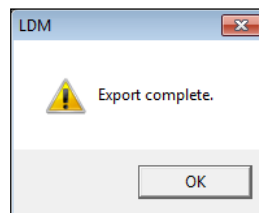


Figure 53

12.7 Once the Export is complete and dialog will open, **click** on the **OK** button to complete the Export.



12.8 These templates can be shared and imported in to other LOGFAS installations.

13. IMPORTING TEMPLATES

13.1 The DDP Wizard relies on well-prepared and defined DDP Templates and there could be times when you may want to share the templates you have created with another.

13.2 Therefore, it is possible import the DDP Templates in to individual LOGFAS installations.

13.3 You should note that it is not possible to import and import DDP Wizard Creation Rules, since these are created against the individual Plans.

13.4 Importing Deployment Templates is carried out using the Manage Deployment Templates window.

DDP WIZARD DEPLOYMENT TEMPLATES QUICK REFERENCE GUIDE

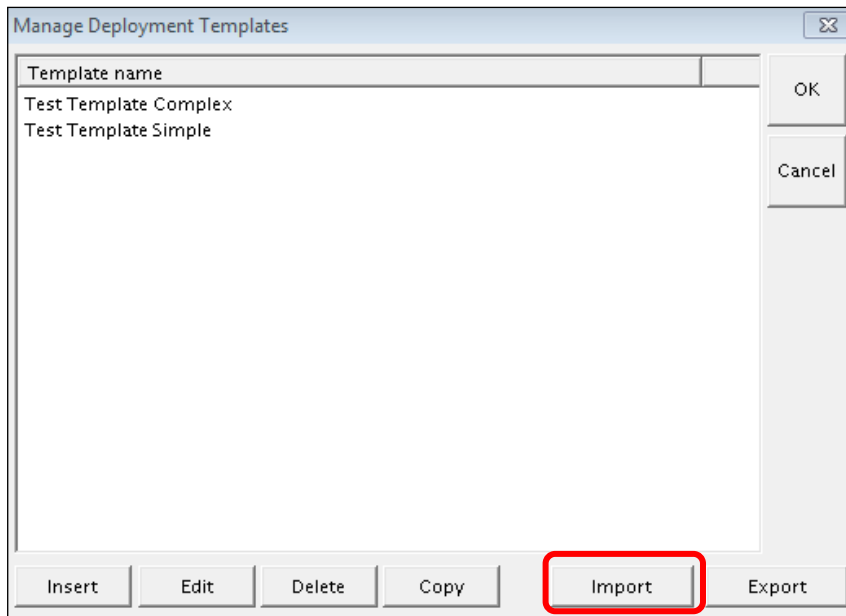


Figure 48

13.5 To Import a template **click** on the **Import** button.

13.6 The **Open** window will open, **select** the **file** to import and **click** on the **Open** button

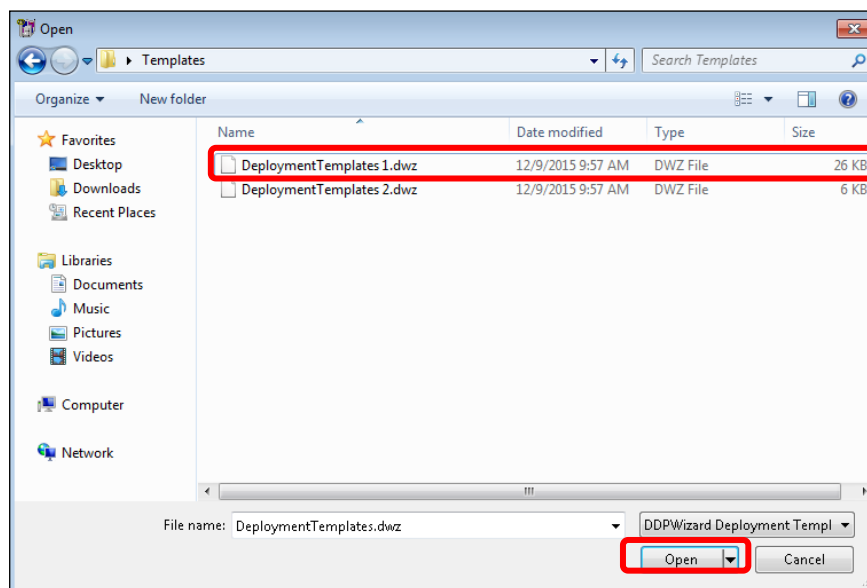


Figure 49

13.7 Once the Import is complete and dialog will open, **click** on the **OK** button to complete the import.

DDP WIZARD DEPLOYMENT TEMPLATES QUICK REFERENCE GUIDE

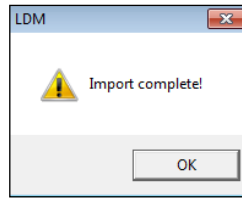


Figure 50

13.8 The templates will appear in the Manage Deployment Templates window.

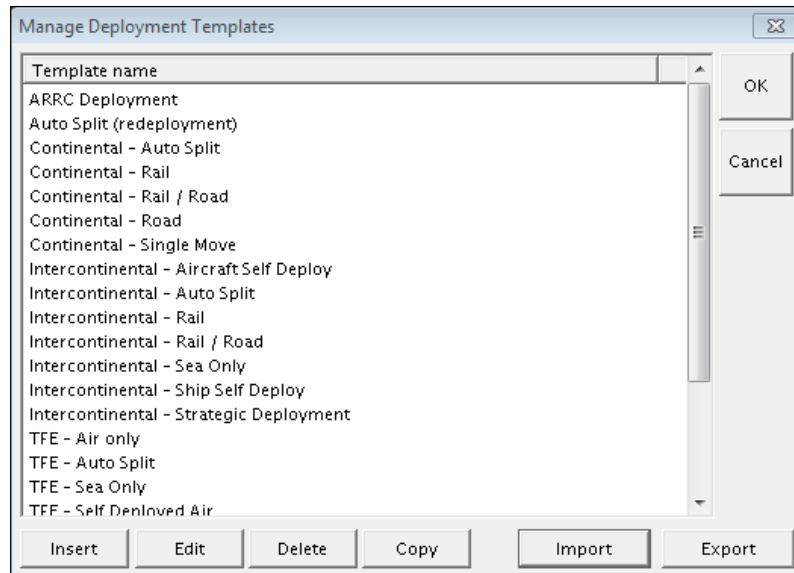


Figure 51

13.9 These templates can now be amended if required.