

OMEGA Reference Guide
Commodore 64/128

**REFERENCE
GUIDE**

OMEGA
Neural Cybertank
Design and Simulation

OSI TERMINAL STARTUP PROCEDURE

Special Note: It is strongly suggested that fast-loaders not be used with OMEGA. Some fast-loaders are not compatible with the large amount of file access necessary in OMEGA.

Turn on the power to your terminal.

Place the **OSI/CACD SYSTEM DISC**, label side up, into the primary access slot (disk drive) and type: **LOAD "*",8 <RETURN>**. This will initiate connection to the OSI/CACD System 2.

Press any key to exit the title sequence.

At this time, you are ready to enter the OSI corporate offices.

SECTION 1

OSI/CACD SYSTEM 2 ENVIRONMENT

1.1 Interface Devices

The OSI/CACD System 2 incorporates the latest in human interface technology. The system is designed for optimum efficiency when using a mouse or joystick. Most terminals at OSI are equipped with those devices, but the system also supports a keyboard interface.

1.2 The Pointer

The **pointer** is a black, triangular-shaped object that is moved about the screen with a mouse or joystick. It is used to point at items you wish to select.

1.3 Clicking

Selections are often made by moving the pointer to the desired object or option, then pressing and releasing the button. This is referred to as **clicking**.

1.4 Dragging

Another method of designating choices is by **dragging**. To drag, place the pointer over the desired object then **press and hold** the button while moving the pointer to another location. Releasing the button completes the drag.

1.5 Pull-down Menus

Along the top of the screen is the **menu bar**. To pull down a menu, place the pointer over the menu title and **press** and hold the button. This reveals a list of menu **items**. To select an option, drag the pointer down the list. As the pointer passes over each menu item, it is highlighted. When the desired item is highlighted, release the button to select it.

If you are using the keyboard, press the **left-arrow** key, located at the top-left corner of your keyboard, to activate the menu bar. The **CRSR-Left** and **CRSR-Right** keys select the previous and next menu respectively. The **CRSR-UP** and **CRSR-Down** keys select the previous and next menu item respectively. Press the **RETURN** key to select the highlighted menu item. Dimmed items are not selectable. Press the **left-arrow** key to deactivate the menu bar and abort any selection.

1.6 Dimmed Items

Occasionally, some menu items will appear less distinct than others. These less distinct items are referred to as dimmed. Dimmed items cannot be selected.

1.7 Special Control Keys

To perform various actions, you will often be told to use a special key. For your particular terminal type, the keys are as follows:

CURSOR-LEFT	- CRSR-Left
CURSOR-RIGHT	- CRSR-Right
CURSOR-UP	- CRSR-Up
CURSOR-DOWN	- CRSR-Down
MARK	- Ctrl-S
RETURN	- Return
TAB	- Spacebar or Ctrl-I
DELETE	- DEL

SECTION 2

OSI SECURITY ENTRANCE PROCEDURE

Section Brief

The Security Console is only accessible via the keyboard interface. Mouse and joystick devices have been disabled only during entrance procedures. Once inside the complex, the OSI/CACD System 2 activates the mouse and joystick devices (if connected).

2.1 Console Button Selection Keys

CRSR-Up	- Highlights the previous button on console
CRSR-Down	- Highlights the next button on console
RETURN	- Selects the highlighted button on console

2.2 Name and Password

CRSR-Left	- Delete character left of cursor
DEL, Ctrl-D	- Delete character left of cursor
CRSR-Right	- Toggles between name and password

- | | |
|------------|--|
| RETURN | - Toggles between name and password |
| Left-Arrow | - Begins ID Disc Imprinting Process (The Left-Arrow key is located at the top-left corner of the keyboard. |

SECTION 3

SYSTEM OPERATIONS

3.1 FRP: FILE RETRIEVAL PANEL (LOADING FILES)

3.1.1 Button Selection Keys

- | | |
|------------|---|
| CRSR-Left | - Highlights the previous button on console |
| CRSR-Right | - Highlights the next button on console |
| RETURN | - Selects the highlighted button on console |

3.1.2 File Selection Keys

- | | |
|-----------|--------------------------------|
| CRSR-Up | - Highlights the previous file |
| CRSR-Down | - Highlights the next file |

3.1.3 Mouse/Joystick

Click on the buttons to select. Up and down arrow buttons have been provided for file selections. Clicking (and/or dragging) on a file name(s) highlights the file.

3.2 FSP: FILE STORAGE PANEL (SAVING FILES)

3.2.1 Button Selection Keys

- | | |
|------------|---|
| CRSR-Left | - Highlights the previous button on console |
| CRSR-Right | - Highlights the next button on console |
| RETURN | - Selects the highlighted button on console |

3.2.2 File Viewing Keys

- | | |
|-----------|---------------------------|
| CRSR-Up | - Scrolls file names up |
| CRSR-Down | - Scrolls file names down |

3.2.3 Entering File Name

- | | |
|-----|-----------------------------------|
| DEL | - Delete character left of cursor |
|-----|-----------------------------------|

3.2.4 Mouse/Joystick

Click on the buttons to select. Up and down arrow buttons are provided to view existing files.

3.3 FTP: FILE TERMINATION PANEL (DELETING FILES)

3.3.1 Button Selection Keys

- CRSR-Left - Highlights the previous button on console
- CRSR-Right - Highlights the next button on console
- RETURN - Selects the highlighted button on console

3.3.2 File Selection Keys

- CRSR-Up - Highlights the previous file
- CRSR-Down - Highlights the next file

3.3.3 Mouse/Joystick

Click on the buttons to select. Up and down arrow buttons are provided for file selections. Clicking (and/or dragging) on a file name(s) highlights the file.

SECTION 4**DESIGN CONTROL MODULE (DCM)**

4.1 CHASSIS DESIGN MODULE (CDM)

4.1.1 Category Selection Keys

- CRSR-Left - Selects the previous category
- CRSR-Right - Selects the following category

4.1.2 Component Selection Keys

- CRSR-Up - Highlights the previous component
- CRSR-Down - Highlights the following component
- RETURN - Select/Deselect the highlighted component

4.1.3 Mouse/Joystick

Clicking on a category button selects that category. Clicking on individual components selects/deselects the component.

4.2 THE AI MODULE

4.2.1 Insertion Cursor Control Keys

- CRSR-Left - Moves insertion cursor left one character
- CRSR-Right - Moves insertion cursor right one character
- CRSR-Up - Moves insertion cursor up one line
- CRSR-Down - Moves insertion cursor down one line

Ctrl-Y	- Moves insertion cursor up five lines
Ctrl-N	- Moves insertion cursor down five lines
Ctrl-R	- Moves insertion cursor to top of text
Ctrl-B	- Moves insertion cursor to bottom of text

4.2.2 Text Selection Keys

Ctrl-S	- Toggles selection mode on/off
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When selection mode is activated, the insertion pointer control keys select and deselect text. When selection mode is deactivated, all selected text is deselected.

4.2.3 Text Editing Keys

DELETE	- Deletes either current text selection or one character left of insertion point
Ctrl-D	- Deletes either current text selection or one character right of insertion pointer
Ctrl-X	- Deletes (cuts) current text selection and places the selection into temporary storage
Ctrl-C	- Copies current text selection into temporary storage without removing it from current text
Ctrl-V	- Inserts (pastes) text currently in temporary storage (if any) at the insertion pointer.

4.2.4 CCL Construction Panel Keys

When using the keyboard in the AI Module, the Construction Panel (CP) is normally non-functional. Using the **Ctrl-G** key toggles between the Editor and the CP.

Ctrl-G	- CONNECT key to toggle between the AI Editor and the CP
Ctrl-B	- Backup to previous plaque selections
CRSR-Left	- Highlight the plaque left of current selection
CRSR-Right	- Highlight the plaque right of current selection
CRSR-Up	- Highlight the plaque above current selection
CRSR-Down	- Highlight the plaque below current selection
RETURN	- Selects the currently highlighted plaque

When entering labels or variables in the construction panel, the **DEL** deletes the character to the left of the insertion cursor.

4.2.5 Mouse/Joystick

Clicking anywhere inside the Edit Window moves the insertion cursor to that location. Use the scroll arrows to scroll text in the appropriate direction. Drag the mouse or joystick anywhere inside the Edit Window to select text.

When using the mouse or joystick, the Construction Panel (CP) is attached to the AI Editor and both can be used simultaneously. Clicking on a plaque in the CP selects. Clicking anywhere on the CP (not on a plaque) backs up to the previous plaque selections.

4.3 CYBERTANK AUTHORIZATION MODULE (CAM)

4.3.1 Button Selection Keys

- CRSR-Left - Highlights the previous button on console
- CRSR-Right - Highlights the next button on console
- RETURN - Selects the highlighted button on console

4.3.2 Mouse/Joystick

Click on the buttons to select.

SECTION 5

SIMULATION DESIGN MODULE (SDM)

5.1 SELECT CYBERTANKS

5.1.1 Button Selection Keys

- CRSR-Left - Highlights the previous button
- CRSR-Right - Highlights the following button
- RETURN - Selects the currently highlighted button

5.1.2 File Selection Keys

- CRSR-Up - Highlights the previous file name
- CRSR-Down - Highlights the following file name

5.1.3 Other Tank View Keys

- SPACE BAR - Toggles between scrolling the file selection area and the other tanks display area.

The **Space Bar** toggles between the file selection view area and the other tanks view area. Whichever area is selected, The **up and down arrows** only scroll the names from the selected area. Note that the highlight bar will only move to the other tanks view area if there are more than five tanks selected.

5.1.4 Mouse/Joystick

Click on the buttons to select. Click (and/or drag) a file name(s) to highlight the file to be selected. The up and down arrow buttons are used to scroll though the file names. These arrows are multi-purpose. They also scroll the 'Other Cybertanks' view area.

5.2 SELECT TEAMS

5.2.1 Button Selection Keys

- CRSR-Left - Highlights the previous button
- CRSR-Right - Highlights the following button
- RETURN - Selects the currently highlighted button

5.2.2 Available Cybertank Selection Keys

- CRSR-Up - Highlights the previous file name
- CRSR-Down - Highlights the following file name

5.2.3 Mouse/Joystick

Click on the buttons to select. Click (and/or drag) a cybertank name(s) to highlight the cybertank to be selected. The up and down arrow buttons are use to scroll through the cybertank names.

5.3 POSITION HEADQUARTERS

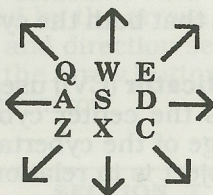
5.3.1 Team Selection Keys

The following keys switch to the next team.

CRSR-Left, CRSR-Right, CRSR-Up, CRSR-Down

5.3.2 Headquarters Movement Keys

The eight keys surrounding the "S" key are used to move the headquarters as shown below:



5.3.3 Mouse/Joystick

Click on the team name to select its headquarters for movement. Click on the arrow buttons to move the currently selected team's headquarters in the direction indicated.

SECTION 6

COMBAT SIMULATION MODULE (CSM)**6.1 GENERAL DESCRIPTIONS****6.1.1 Simulation Action Keys**

- | | |
|------------|--|
| CRSR-Left | - Cybertank Selection key used to switch center cybertank to previous cybertank |
| CRSR-Right | - Cybertank Selection key used to switch center cybertank to next cybertank |
| 1-9 | - Switches center cybertank to corresponding cybertank number |
| 0 | - Switches center cybertank to cybertank number 10 |
| Shift 1-5 | - Switches center cybertank to cybertank numbers 11-15 respectively |
| RETURN | - PAUSE key used to toggle pause mode on/off |

6.1.2 Instrument Panel

Fuel remaining is indicated by the color orange in the Fuel Gauge. Damage in the Damage Gauges section is indicated by the color orange.

The **Cybertank Direction Indicator** (CDI) use the colors blue and orange. Orange indicates the direction the center cybertank is currently facing, whereas blue indicates the cybertank's scanner direction. White indicates that both the cybertank and scanner are facing the same direction.

The **Cybertank Vision Indicator** (CVI) uses the colors blue, orange, and white. Blue indicates the center cybertank. The orange box indicates the weapon range of the cybertank. White blips indicate where the last scanned object is in relation to the cybertank .

6.2 SET NUMBER OF BATTLES**6.2.1 Button Selection Keys**

- | | |
|------------|---|
| CRSR-Left | - Highlights the previous button on console |
| CRSR-Right | - Highlights the next button on console |
| RETURN | - Selects the highlighted button on console |

6.2.2 Number of Battles Selection Keys

- | | |
|-----------|-------------------------------------|
| CRSR-Up | - Selects the previous battle count |
| CRSR-Down | - Selects the next battle count |

6.2.3 Mouse/Joystick

Click on the buttons and number plaques to select the number of battles.

6.3 POSITION CYBERTANKS

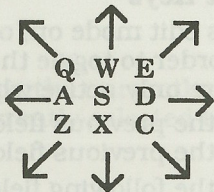
6.3.1 Cybertank Selection Keys

- CRSR-Up - Selects the previous cybertank
- CRSR-Down - Selects the following cybertank

6.3.2 Cybertank Movement/Selection Keys

- S - Toggles between selecting the cybertank's location and the direction it is to face

The eight keys surrounding the "S" key are used to move the cybertank as shown below:



6.3.3 Mouse/Joystick

Click on the arrow buttons to move the currently selected cybertank in the direction indicated by the arrow. Click on the dot button to toggle between location and direction selection. If you are selecting a cybertank's direction, the arrow buttons face the cybertank in the direction indicated by the arrow.

SECTION 7

COMBAT TEST MODULE (CTM)

7.1 GENERAL DESCRIPTIONS

7.1.1 Simulation Action Keys

- CRSR-Left - **CYBERTANK SELECTION** key used to switch center cybertank to previous cybertank
- CRSR-Right - **CYBERTANK SELECTION** key used to switch center cybertank to next cybertank
- 1-9 - Switches center cybertank to corresponding cybertank number

- | | |
|-----------|---|
| 0 | - Switches center cybertank to cybertank number 10 |
| Shift 1-5 | - Switches center cybertank to cybertank numbers 11-15 respectively |
| RETURN | - PAUSE key used to toggle pause mode on/off |
| SPACE BAR | - STEP key used to single step through the AI commands |
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7.2 EDIT MODE

7.2.1 Page Select Keys

- | | |
|---|------------------------------|
| < | - View previous status page |
| > | - View following status page |

Note: AI TRACE mode must be off to view the status pages.

7.2.2 Edit Register Select Keys

- | | |
|------------|---|
| Ctrl-C | - Toggles edit mode on/off. Pause mode must be on in order to toggle the edit mode on, and the keys are only active when edit mode is on. |
| CRSR-Left | - Select the previous field to be edited |
| CRSR-Up | - Select the previous field to be edited |
| CRSR-Right | - Select the following field to be edited |
| CRSR-Down | - Select the following field to be edited |
| DEL | - Delete the last digit/character in field |
| Ctrl-D | - Delete the last digit/character in field |
| RETURN | - Accept change in field and toggle edit off |

7.2.3 Mouse/Joystick

The editor only works when the pause mode is on. Click on any field (which can be edited) to select that field and turn the editor on. Clicking anywhere outside the status page turns the editor off.

SECTION 8

BATTLEFIELD DESIGN MODULE (BDM)

8.1 TILE MODE

8.1.1 Terrain Movement Keys

- CRSR-Left - Scrolls terrain left
- CRSR-Right - Scrolls terrain right
- CRSR-Up - Scrolls terrain up
- CRSR-Down - Scrolls terrain down

8.1.2 Tile Selection Keys

- I - Select the tile above the current selection
- J - Select the previous tile
- K - Select the following tile
- M - Select the tile below the current selection

8.1.3 Plop Mode

- SPACE BAR - Plops the currently selected tile at the currently selected terrain location

8.1.4 Mouse/Joystick

Click on the arrow buttons surrounding the Battlefield Display Area to scroll the battlefield in the direction indicated by the arrow. Click on the arrow buttons above the tile display area to scroll the tiles up and down. Click on the tile for selection. Click in the battlefield display area to plop the currently selected tile at the pointer. Dragging the pointer plops tiles as the pointer is moved.

8.2 BLOCK MODE

8.2.1 Terrain Movement Keys

- CRSR-Left - Scrolls terrain left
- CRSR-Right - Scrolls terrain right
- CRSR-Up - Scrolls terrain up
- CRSR-Down - Scrolls terrain down

8.2.2 Block Selection Keys

- I - Select the previous block
- M - Select the following block

8.2.3 Copy Mode

- SPACE BAR - Chooses the currently selected tile at the currently selected terrain location for copying
- RETURN - Place the current copy selection into the selected block area

8.2.4 Plop Mode

- SPACE BAR - Plop the current block onto the battlefield

8.2.5 Mouse/Joystick

Click on the arrow buttons surrounding the Battlefield Display Area to scroll the battlefield in the direction indicated by the arrow. Click on the arrow buttons above the block display area to scroll the blocks up and down.

Click on tiles in the battlefield to plop the current block or select tiles to be copied (whichever is selected).

SECTION 9**DATA DUPLICATION MODULE (DDM)**

9.1 GENERAL DESCRIPTIONS

9.1.1 Button Selection Keys

- CRSR-Left - Highlights the previous button
- CRSR-Right - Highlights the next button
- RETURN - Selects the highlighted button

9.1.2 File Selection Keys

- CRSR-Up - Highlights the previous file
- CRSR-Down - Highlights the next file

9.1.3 Mouse/Joystick

Click on the buttons and file names to select. Click on the category plaques to change categories.

SECTION 10

FILENAME RULES

10.1 GENERAL DESCRIPTIONS

10.1.1 Naming Conventions

All files used with **OMEGA** must follow certain naming conventions to remain functional with the OSI/CACD System 2 operating environment. In the examples below, the symbol "<name>" represents the name typed in by the user when saving a file through the File Storage Panel (FSP). All prefixes are attached to "<name>" by the OSI/CACD System 2 for ease of recognition. When transferring files between employees, use these naming conventions:

- S.<name> - Cybertank designs
- O.<name> - Authorized cybertanks
- B.<name> - Simulation designs
- M.<name> - Battlefield designs
- C.<name> - Block configurations from Battlefield Design
 Module
- G.<name> - Saved simulations in progress
- E.<name> - Saved evaluations in progress
- P.<name> - Capsules

