

# Fleet Battle School Database Editor Help File

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## 1. Introduction

This help file covers how to run the FBS Database Editor and how to create and modify the various database entries using it. When the Database Editor is run, it automatically reads the database files:

- **Seacraft.dat** – This contains all of the database definitions for seacraft.
- **Aircraft.dat** – This contains all of the database definitions for aircraft.
- **Loads.dat** – This contains all of the database definitions for loads carried by craft.
- **Spacecraft.dat** (TBD) – This contains all of the database definitions for spacecraft.
- **Landcraft.dat** (TBD) – This contains all of the database definitions for landcraft.
- **Cybercraft.dat** (TBD) – This contains all of the database definitions for cybercraft.

When changes made in the Database Editor are saved, the changes are written back to the corresponding file.

## 2. Database Entities

At the top of the Database Editor interface, there are tabs, one for each database type: Seacraft, Aircraft, Loads, ... Selecting one of these tabs displays the corresponding database entries for that type. Associated with each type are various attributes.

### Seacraft Attributes

- **Name** – A name associated with the seacraft.
- **Id** – An internal identifier used to uniquely identify the seacraft relative to all other crafts. Note: once a craft is used in a scenario, it is not possible to change the id.
- **Notation** – A string that identifies the hull class of the seacraft.
- **Capability** – The Capability value of the seacraft.
- **Signature** – The radar or sonar Signature of the seacraft.
- **Size** – The physical size of the seacraft used for determining visual spotting.
- **Staying Power** – A numeric value representing the ability of the seacraft to sustain damage and still remain operational.
- **Speed** – The maximum speed of the seacraft in knots.
- **Fuel** – The fuel capacity of the seacraft, or 0 for nuclear power.
- **Air Capacity** – The total number of aircraft that can be carried by the seacraft.
- **Loads** – The list of loads and how many carried by this seacraft.

## Aircraft Attributes

- **Name** – A name associated with the aircraft.
- **Id** – An internal identifier used to uniquely identify the aircraft relative to all other crafts. Note: once a craft is used in a scenario, it is not possible to change the id.
- **Notation** – A string that identifies the type of aircraft.
- **Capability** – The Capability value of the aircraft.
- **Signature** – The radar Signature value of the aircraft.
- **Cruise** – The cruise speed of this aircraft in knots.
- **Range** – The range of the aircraft at cruise speed in nautical miles.
- **Loads** – A sequence of Load Outs for this aircraft. Each Load Out consists of a series of loads. On any given flight, the aircraft will carry one of the Load Outs.

## Loads Attributes

- **Name** – A name associated with the load.
- **Id** – An internal identifier used to uniquely identify the load relative to all other loads.
- **Type** – The type of load: gun, missile, bomb, etc.
- **Capability** – The Capability value of the load.
- **Range** – The range of the load in nautical miles.
- **Speed** – The speed of the load in knots.
- **Damage** – The damage the load causes when it hits a target.
- **Accuracy** – The accuracy of the load when fired at a target.
- **Flags** – Attributes associated with the load: Anti-Air, Anti-Ship, Anti-Sub, Land Attack, ...

## 3. Editing the Databases

You can make editing changes to database entries or add new database entries by using either the **Data** menu or alternatively through a pop-up menu displayed by clicking on an entry with the **right mouse button**. The data editing commands are:

- **Add** – Add a new database entry after the currently selected entry. You will be shown a dialog that you can use to enter the values of the new entry.
- **Edit** – Make changes to the currently selected entry. You will be shown a dialog that you can make the changes using.
- **Copy** – Make a copy of the currently selected entry which can be pasted back in using the Paste command.
- **Cut** – Make a copy of the currently selected entry and delete it. The copy can be pasted back in using the Paste command.

- **Paste** – Paste the database entry copied using either the Copy or Cut command after the currently selected entry.
- **Raise** – Raise the currently selected entry one row in the database.
- **Lower** – Lower the currently selected entry one row in the database.

Changes to the databases can be saved using the **Save** option of the **File** menu. The changes are written back to the corresponding files.

You can also **Edit** a data entry by **double-clicking** on it.