

# How to Edit a Hierarchy

A Hierarchy is an object that represents either a platoon or a company. It contains units and hierarchies which represent the hierarchy's subordinate units. In the **ATF Scenario Builder** hierarchies are generated either manually or during the process of adding a [Unit Package](#). From the Hierarchy Tree window, you can edit the appearance or attributes of a hierarchy, no matter how it is created.

**NOTE:** In **Armored Task Force**, enemy platoons are represented on the map and in windows as companies, and companies as battalions. Besides this, in every respect, they behave just as friendly hierarchies.

## Open the Hierarchy Tree Window:

While hierarchies are visible on the map, they can only be edited from the Hierarchy Tree window. While, in **Armored Task Force**, there is only a friendly Hierarchy Tree window, in **ATF Scenario Builder**, there are three Hierarchy Tree windows: Friendly, Enemy, and Neutral.

1. Select 'Friendly' from the 'Hierarchy Tree' sub-menu of the 'View' menu.



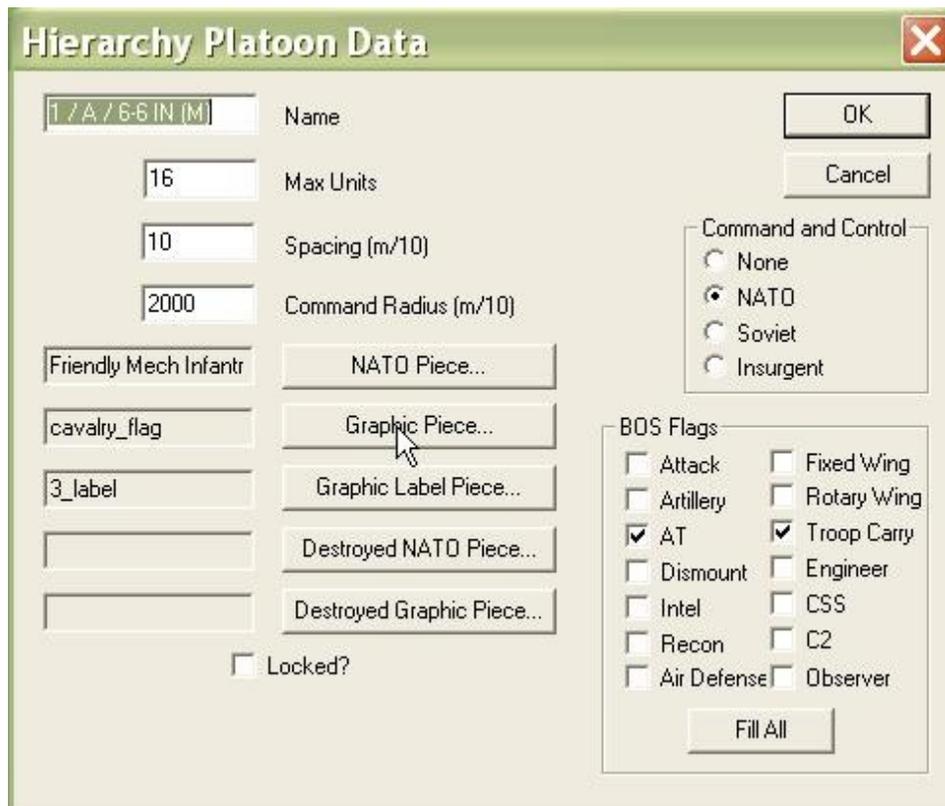
## Edit a Hierarchy:

On the map, hierarchies are depicted by flags or NATO piece markers. When you add a Unit Package, it may or may not have the correct flag and, even if it does have the correct flag, it will almost certainly not be labeled correctly. To fix the problem, you will have to edit the appearance of the hierarchy.

To begin editing a hierarchy, right-click on it in the Hierarchy Tree window, and select 'Edit'.

1. To change the attributes or appearance of a hierarchy, make changes in the Hierarchy Platoon or Company Data dialog.

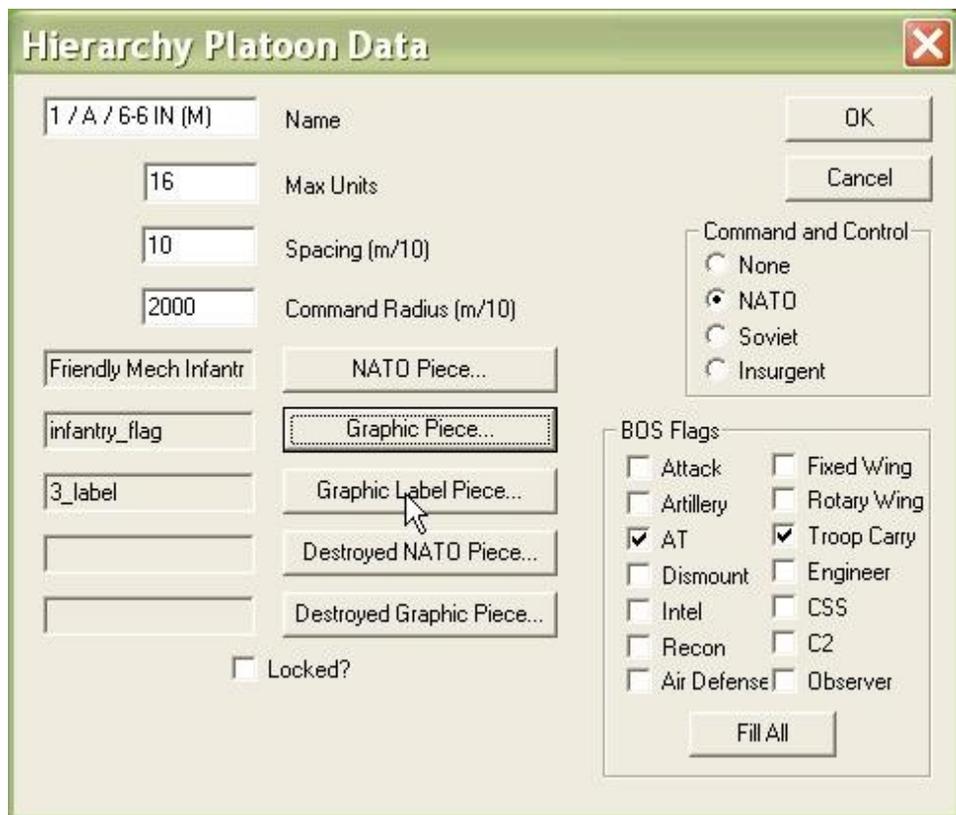
- Name. The screen name of the hierarchy, which appears both in the Hierarchy Tree window and in the 'tooltip' labels on the map.
- Max Units. The maximum number of directly subordinate units or hierarchies under this hierarchy (both units and platoon hierarchies, but not subordinate platoon's units).
- Spacing. The distance between units in the hierarchy while in formation (in tens of meters).
- Command Radius. Not currently implemented.
- Command and Control, BOS Flags. These flags are combined to determine what kinds of formations and Missions are available to this hierarchy.
- NATO Piece. The NATO symbol that represents the hierarchy, both in the Hierarchy Tree and on the map.
- Graphic Piece. The 'Flag' that represents the hierarchy on the map when vehicles are visible.
- Graphic Label Piece. The number or letter that is displayed on the flag.
- Destroyed NATO and Graphic Piece. Not implemented.
- Locked? If this box is checked, hierarchies and units can not be added to or removed from the hierarchy.



2. To change the flag, click on the 'Graphic Piece' button and select a piece of the type '...\_flag'.



3. To change the letter or number on the flag, select 'Graphic Label Piece'...



4. ... And select a piece with a name of the form '...\_label'.



5. When you click 'OK' to close the Hierarchy Platoon Data dialog, the graphic representation of the hierarchy will be altered on the map.



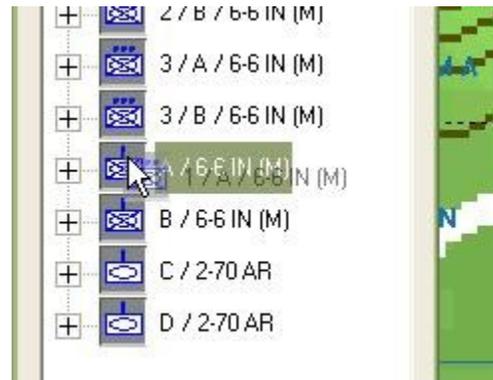
### Task Organize Hierarchies:

Just as in **Armored Task Force**, platoons and units can be moved from one hierarchy to another.

1. Click on the hierarchy and, while holding down the left-mouse button...



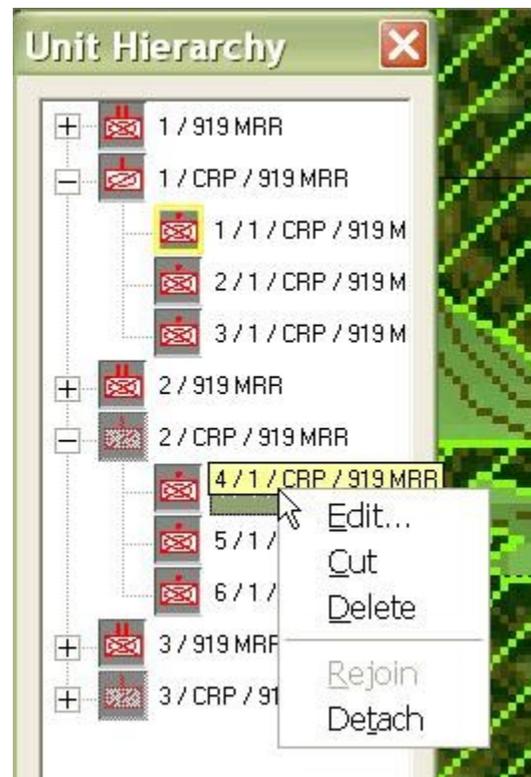
2. ... drag the hierarchy to the new hierarchy and 'drop' it by releasing the left mouse button.



### Edit a Unit in the Hierarchy Tree:

Units are also represented in the Hierarchy Tree window. Their attributes effect not only how they are depicted in the Hierarchy Tree, but also how they are depicted on the map when NATO icons are selected. These attributes also effect the unit's ability to lead hierarchies.

1. Right-click on a unit in the Hierarchy Tree and select 'Edit'.



2. Now you can alter the attributes of the unit.

- Name. The name of the unit. This will supersede any name set for the unit on the map.
- Rank. If the unit also has 'Platoon Leader Capable' or 'Company Commander Capable' set, this number sets the order of precedence in which this unit will assume command of the hierarchy of which it is a part. For instance, a unit with a Rank of 1 will assume command before a unit with a Rank of 2. A zero or negative Rank will override the leader settings and prevent this unit from assuming command.
- Platoon Leader Capable, Company Commander Capable. If one of these is checked, and the unit has a positive Rank, the unit will assume command of the hierarchy of which it is a direct member, unless a unit with a lower Rank is present. Obviously 'Platoon Leaders' can only lead platoons and 'Company Commanders' can only command companies.
- NATO Piece. The NATO icon which represents the unit both on the map and in the Hierarchy Tree. This setting will override settings for the vehicle type of the unit.
- Graphic Piece, Destroyed NATO Piece, Destroyed Graphic Piece. Not implemented.
- Locked? If checked, the unit can not be moved from its current hierarchy to another hierarchy or out of all hierarchies.

The screenshot shows a dialog box titled "Hierarchy Element Data" with a close button in the top right corner. The dialog contains the following elements:

- A text field for "Name" containing the path "/ 1 / CRP / 919 MRR".
- A text field for "Rank" containing the value "1".
- A "Command" section with three checkboxes:
  - Platoon Leader Capable
  - Company Command Capabl
  - Is Leader
- Four rows of fields for "NATO Piece...", "Graphic Piece...", "Destroyed NATO Piece...", and "Destroyed Graphic Piece...".
- At the bottom, a checkbox labeled "Locked?" which is currently unchecked.
- Buttons for "OK" and "Cancel" on the right side.