

9. *Operator description.* There is a detailed description which can be filled in for each operator. In Figure 14, the top level screen is displayed for the commander. The associated Anthropometry screen is displayed in Figure 15.

The screenshot shows a window titled "Operator Description" with the following fields and controls:

- Name:** Commander
- Zone:** No Zone
- X:** XUnset
- Y:** YUnset
- Characteristic:** States (dropdown menu)
- Anthropometry:** (button)
- Items:** A list of characteristics with a dropdown arrow:
 - D Auditory_Signal_Localisation
 - D Clothing
 - D Comfort
 - D Confidence_in_System
 - D Encumbrance
 - D Fear
 - D Field_of_View
 - D Hunger
 - D Manual_Dexterity
 - D Mental_Alertness
 - D Morale
 - D Motivation
- Buttons:** Add, Modify, Copy, Delete
- Legend:**
 - D = Default
 - U = User Defined
 - M = Master Database
- Bottom Buttons:** OK, Help

Figure 14: Top level Operator description screen for 'Commander'

The screenshot shows a window titled "Anthropometry" with the following fields and controls:

- Sex:** Male (selected), Female
- Anthropography Percentile:** 50.0% (dropdown menu)
- Apply All:** (button)
- Diagram:** A stick figure with anthropometric measurements labeled: BB, EFT, HW, FW, FR, EHS, HT, SSH, SEH, STH, BKL.
- Table:**

	Current:	Change to:	
BB:	0.0	396.0	Apply
HW:	0.0	322.0	322.0 Apply
HT:	0.0	1514.0	1514.0 Apply
SIH:	0.0	824.0	824.0 Apply
BKL:	0.0	515.0	515.0 Apply
- Calculated:**

EFT:	0.8	EHS:	-67.6	FR:	29.0	FW:	0.0
SEH:	-67.6	SSH:	-45.3	STH:	34.7		
- Bottom Buttons:** OK, Cancel, Help

Figure 15: Anthropometry screen for 'Commander'

The full characteristics of an Operator are broken down into States, Traits and Properties. Each of these 'Variables' has a number of associated Attributes, and expressions which