TC3 SIM

TC3 SIM USER GUIDE
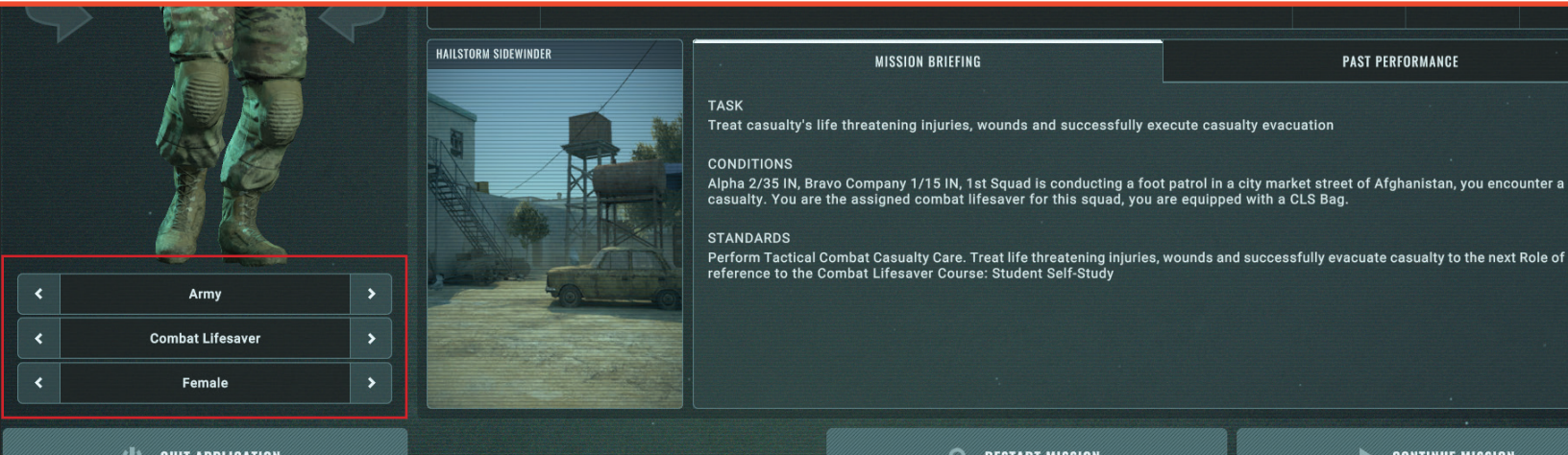
Contents

After the TC3Sim application has been initiated, please login by using the **User Name** & **Password** that you created when setting up your account.

SELECTING A USER ROLE:

STEP 1) Click on either of the **Arrow Buttons** on the left side of the screen to select the branch of military, medical role type, and gender.
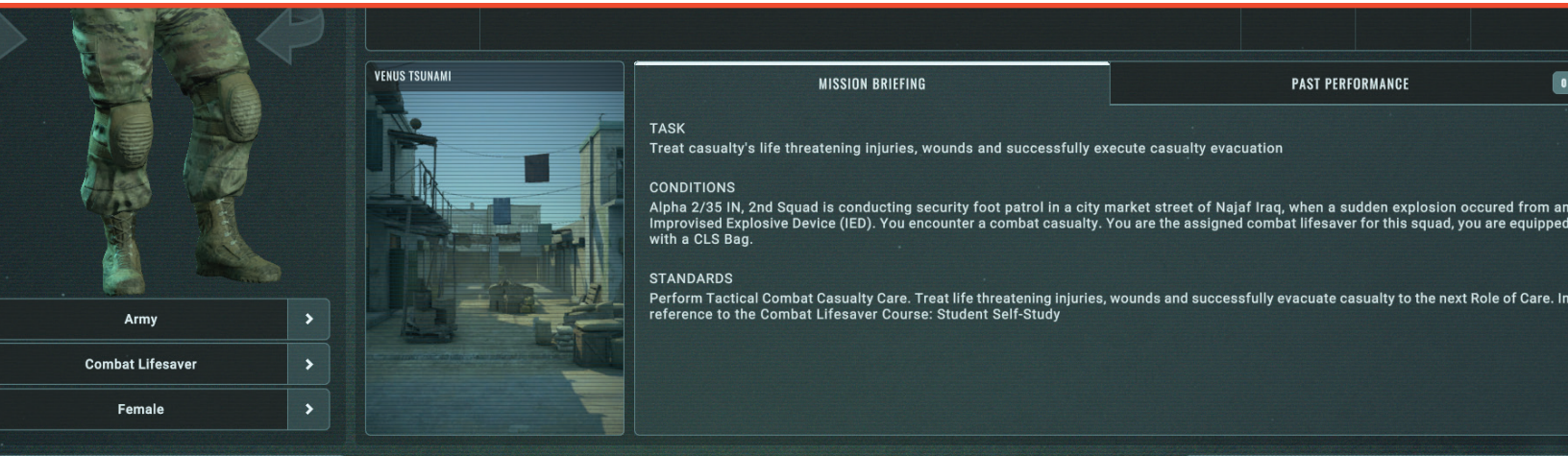

SELECTING A MISSION:

STEP 1) Using the **Mission Selection** to select one of the missions to initiate.

STEP 2) Details are viewable for each mission in the bottom section, such as the **Mission Briefing** and **Past Performance** from previous playthroughs.


STEP 3) Start the Mission by clicking the **Start Mission**, **Restart Mission**, or **Continure Mission** buttons.

- **Start Mission** - Starts the mission for first time.
- **Restart Mission** - Restarts a previously saved mission from the beginning.
- **Continure Mission** - Allows continuance of a mission that was exited prior to completion.
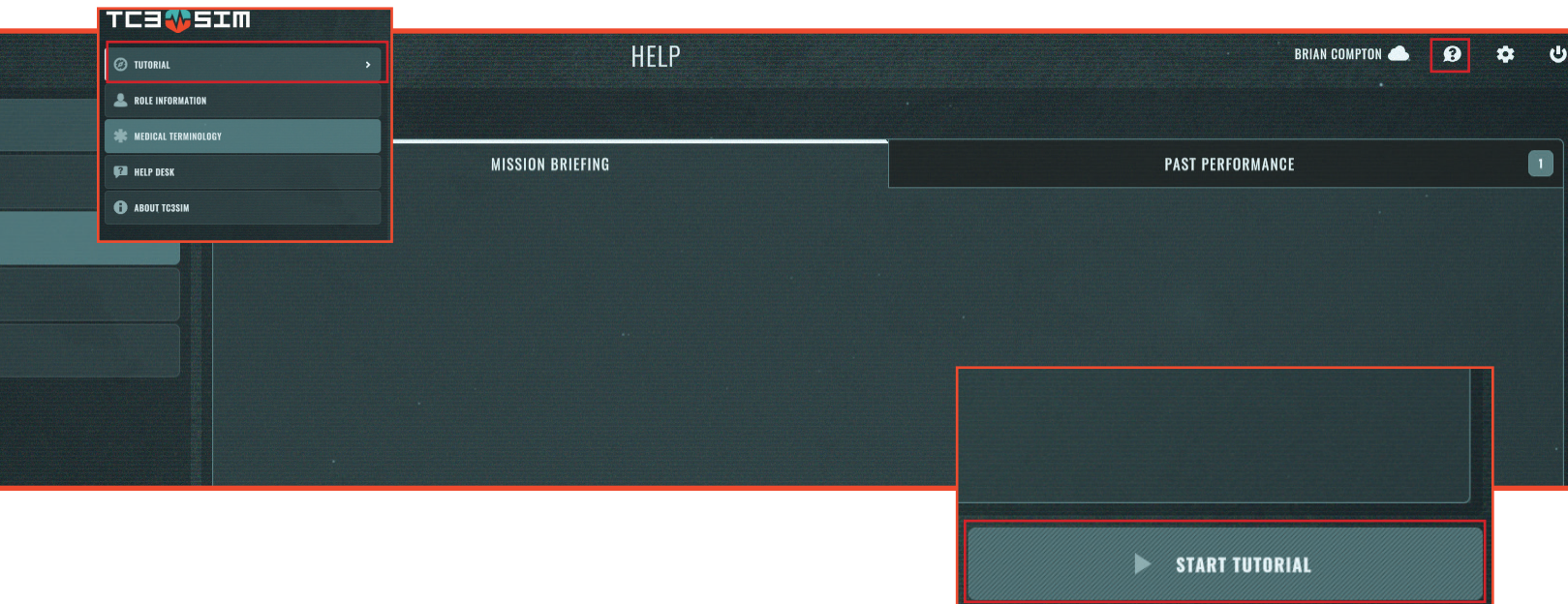
STARTING THE TUTORIAL:

STEP 1) In the **Main Menu**, select the tutorial from the **Mission Selection** and press **Start Mission** button.
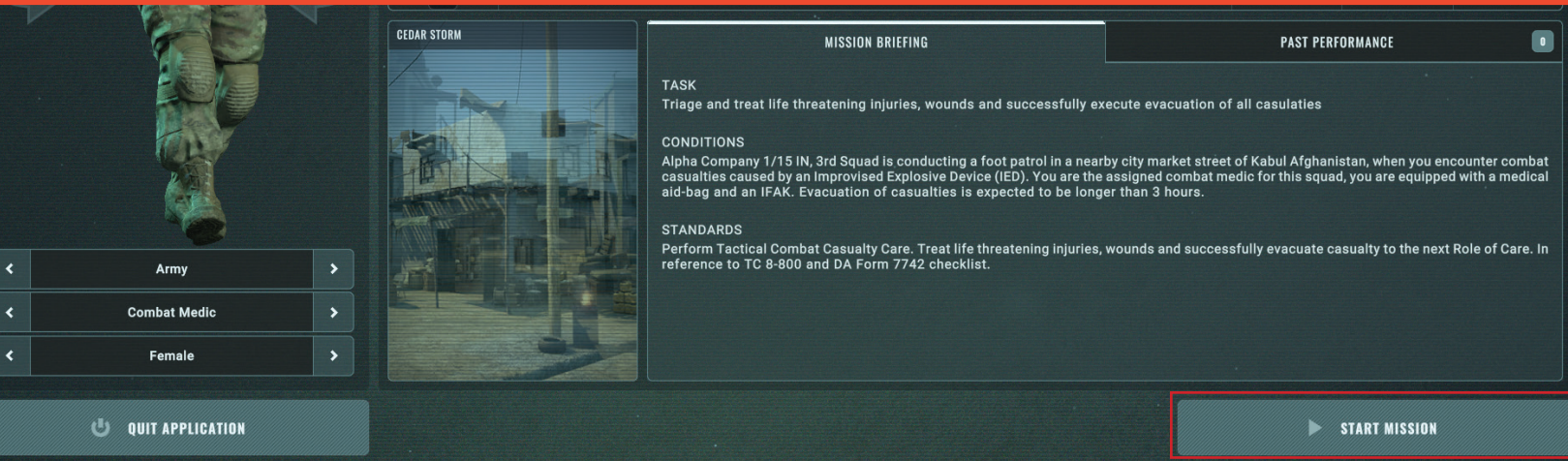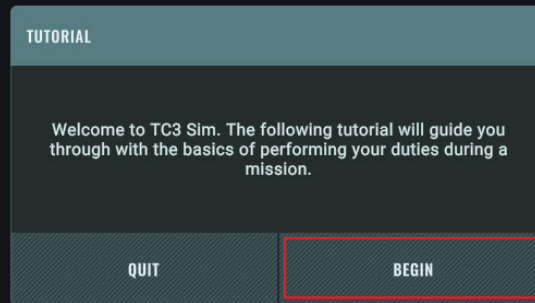

STEP 2) The tutorial can be found within the **Help Menu** located at the top right corner of the screen.
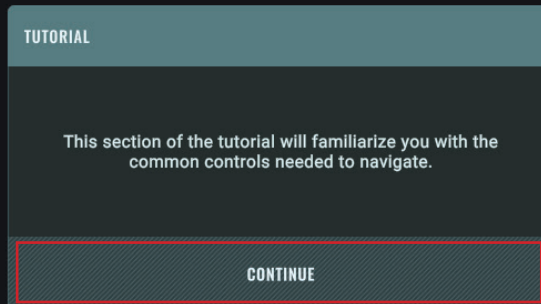
TUTORIAL MISSION:

STEP 1) Once the tutorial has been initiated, press the **Begin** button.

STEP 2) The first section of the tutorial will teach the navigation controls.

STEP 3) Use the **Objective Panel** at the top of the screen to view the current step of the mission.

STEP 4) The elapsed mission time is also located at the top which allows the user to view the play time in the current mission.


STEP 5) To pause the mission at any time, press the **TAB** key on the keyboard.

STEP 6) Use the buttons at the bottom of the pause screen to **exit**, **restart** or **resume** the mission.

- **Quit Mission** will automatcally save user progress. Selecting Continue Mission will return the user to the last completed step of that mission.
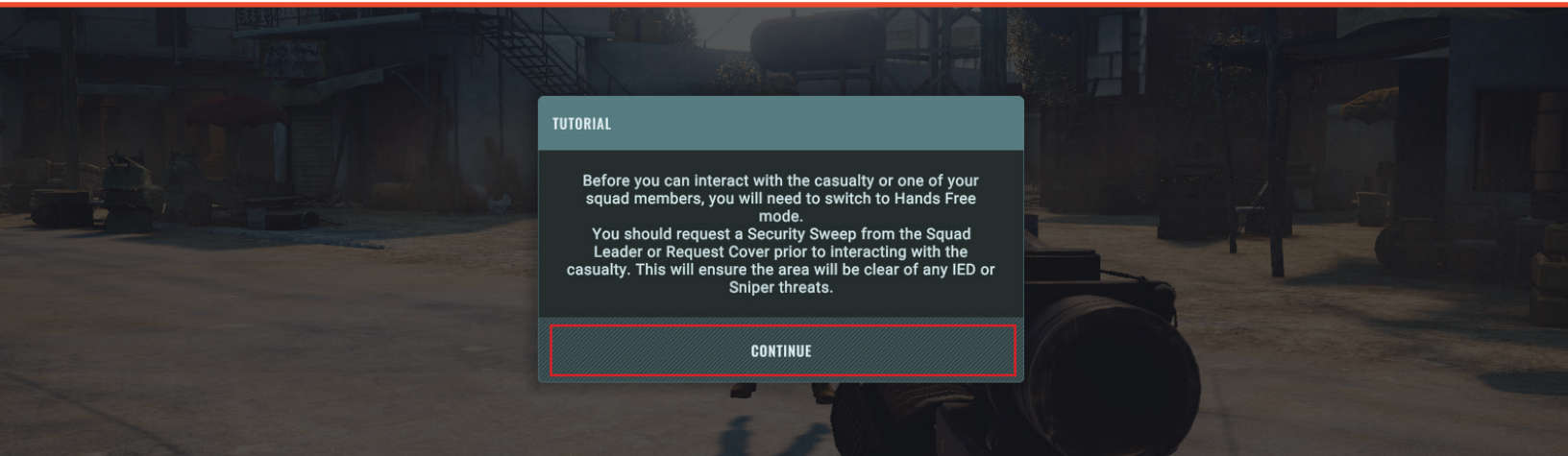

STEP 7) The next section of the tutorial teaches weapon control. Follow all steps in order to advance to additional tutorial sections.
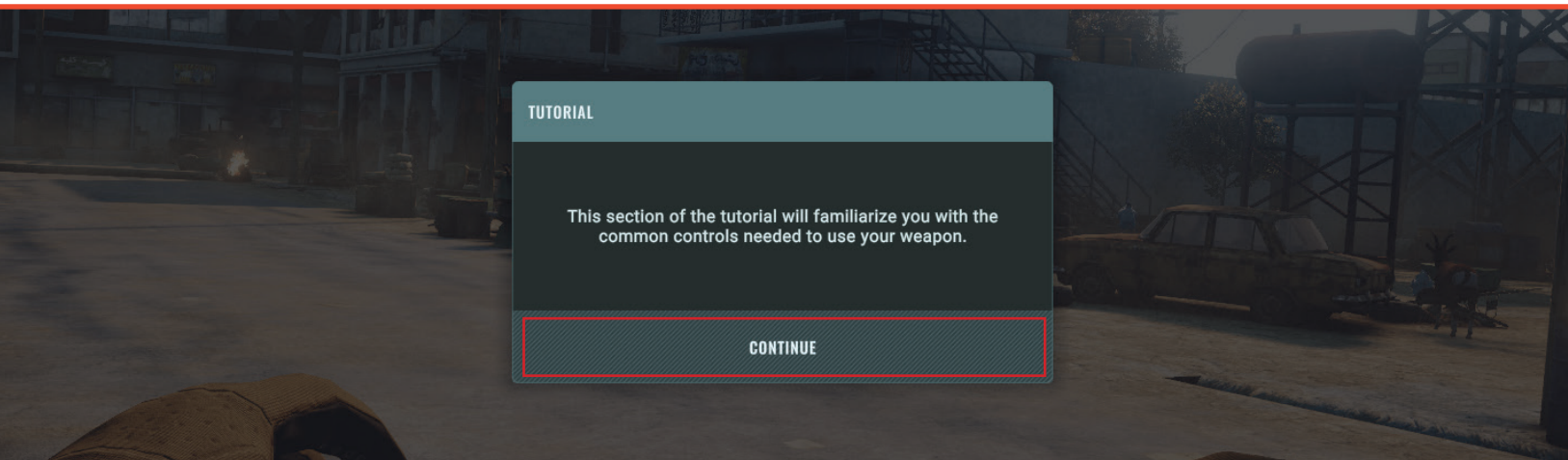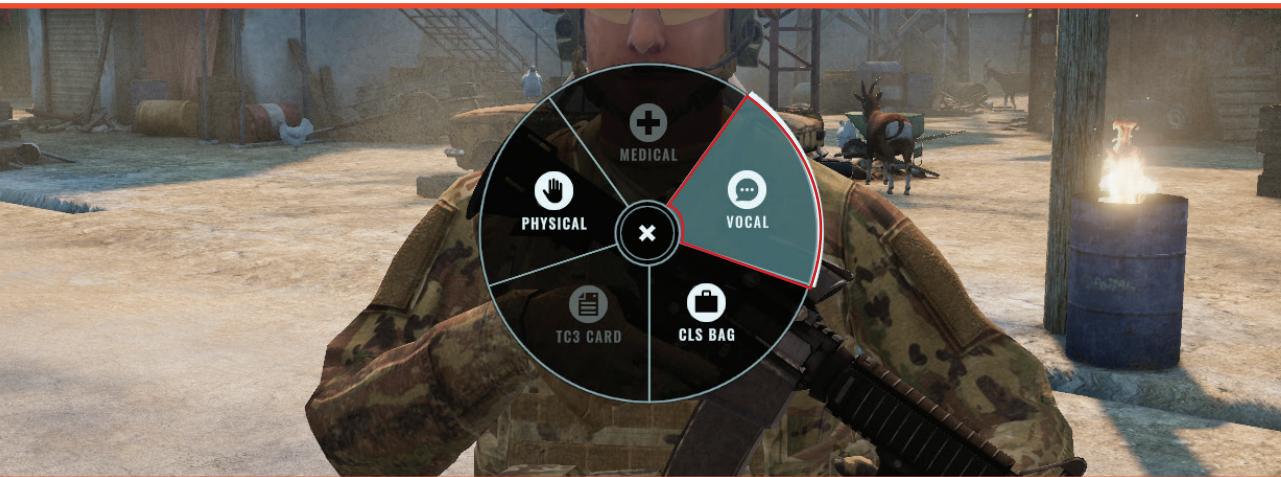
STEP 8) The next section will teach **Squad Leader** interactions and how to call in a **Security Sweep**.

TUTORIAL

Before you can interact with the casualty or one of your squad members, you will need to switch to Hands Free mode.
You should request a Security Sweep from the Squad Leader or Request Cover prior to interacting with the casualty. This will ensure the area will be clear of any IED or Sniper threats.

CONTINUE

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STEP 9) The next section of the tutorial will involve casualty interactions.
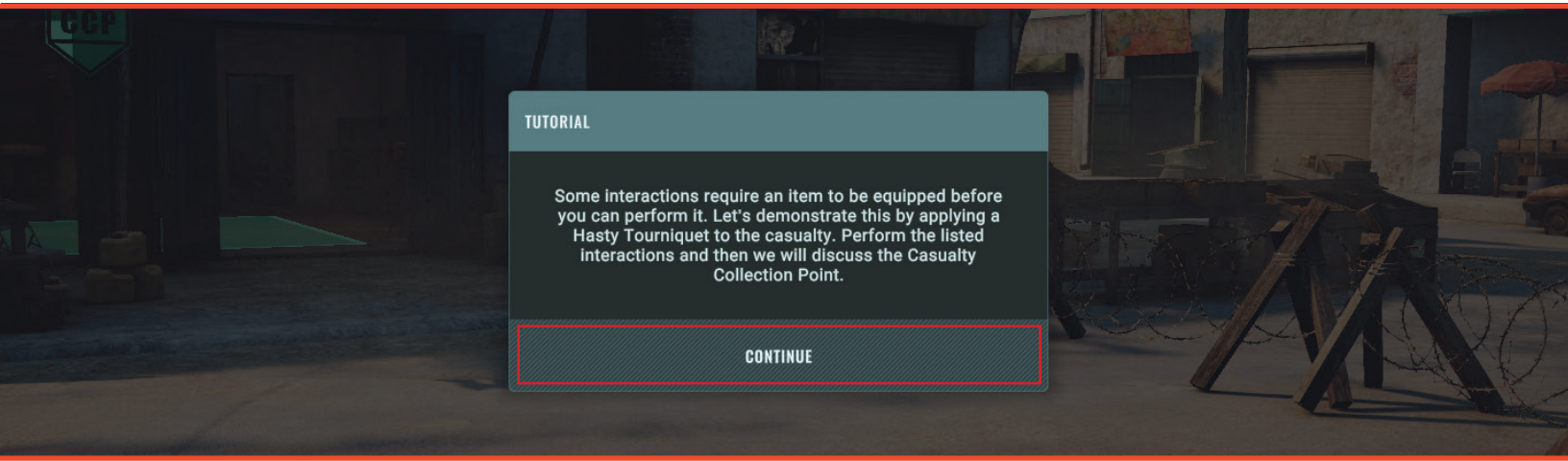

TUTORIAL

Time to practice a few interactions. In the road you will find a casualty that has sustained a lower leg amputation.

CONTINUE

TUTORIAL

Make your way over to the casualty, select each body part, and spend some time looking through the interaction wheel to see what is available. There are five main categories within the interaction wheel. Physical, Medical, Vocal, Equipment Bag, and TCCC Card. In order to perform an interaction on the casualty, you must first look at the appropriate body part and left mouse click to start the interaction.

CONTINUE

TUTORIAL

Some interactions require an item to be equipped before you can perform it. Let's demonstrate this by applying a Hasty Tourniquet to the casualty. Perform the listed interactions and then we will discuss the Casualty Collection Point.

CONTINUE

STEP 10) Follow the steps to **Equip** and **Place a Hasty Tourniquet** on the casualty.

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STEP 11) Select the interaction.

STEP 12) While performing an interaction on the casualty, a section is displayed at the bottom of the screen.

- **Cancel Interaction** button cancels the interaction completely.
- Middle text displays the current interaction being performed.
- The timer displays the amount of time left before the interaction completes.
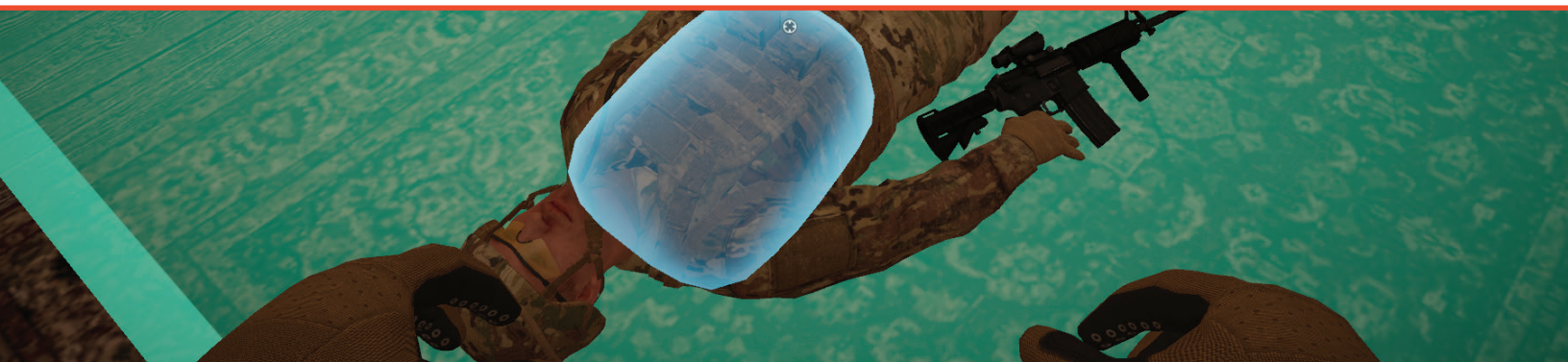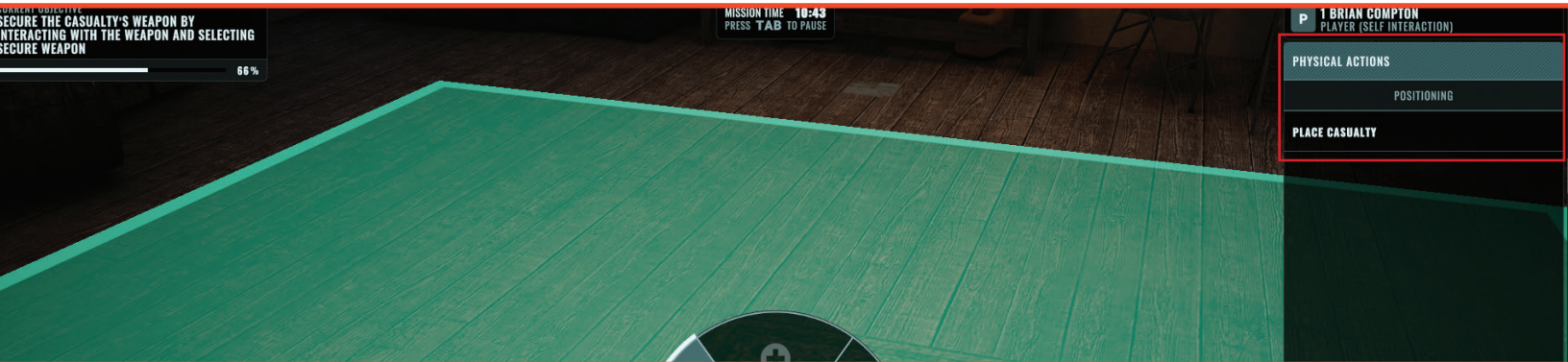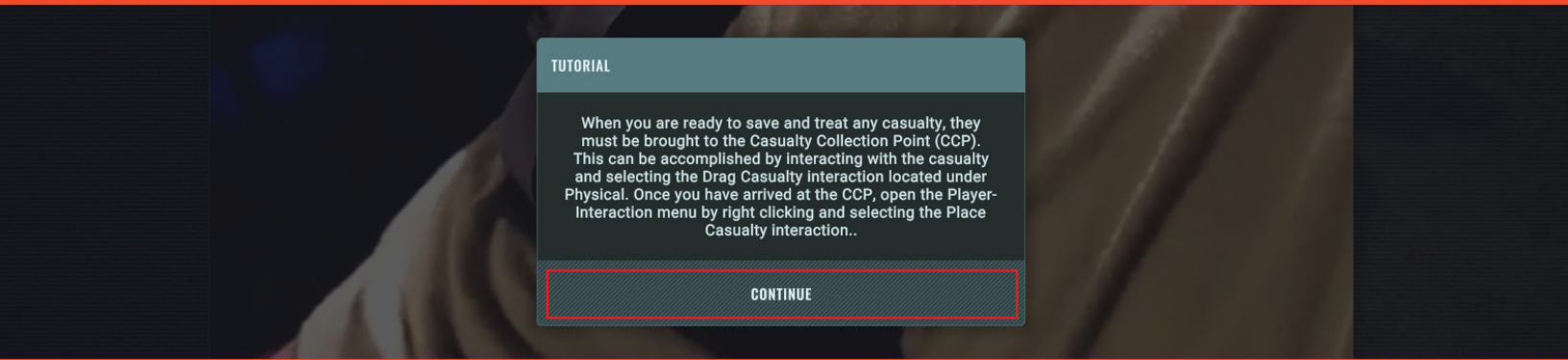- Some interactions will play a video to demonstrate proper technique.
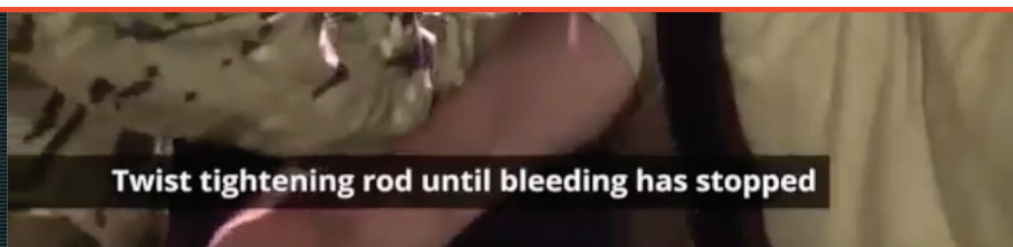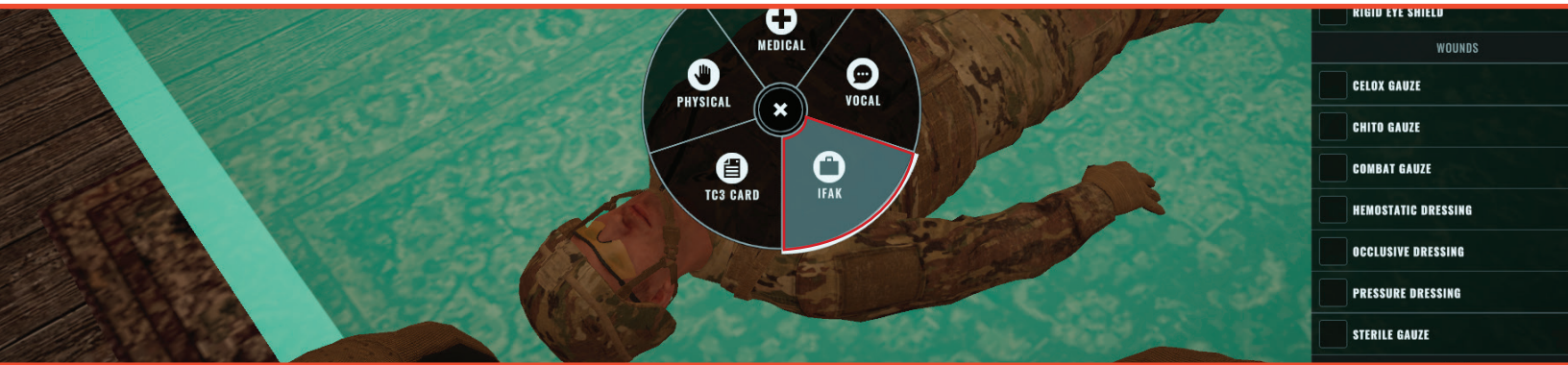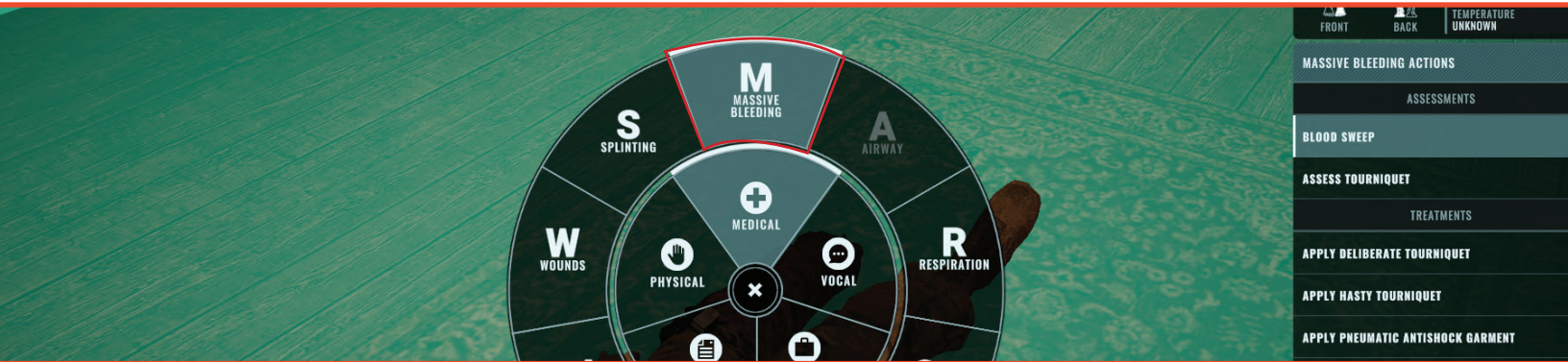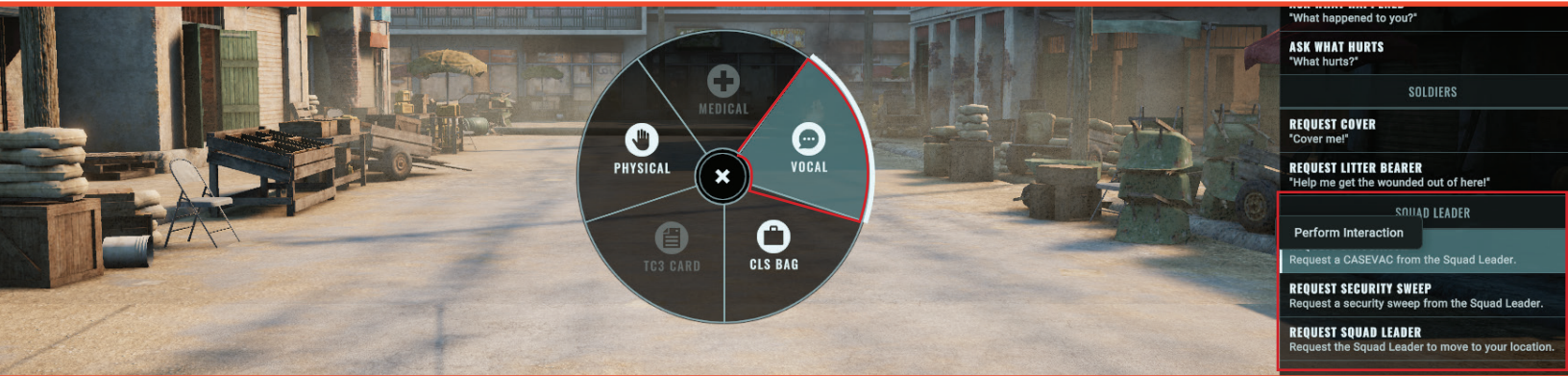
STEP 13) The next section explains how to bring the casualty to the **Casualty Collection Point (CCP)**.

TUTORIAL

When you are ready to save and treat any casualty, they must be brought to the Casualty Collection Point (CCP). This can be accomplished by interacting with the casualty and selecting the Drag Casualty interaction located under Physical. Once you have arrived at the CCP, open the Player-Interaction menu by right clicking and selecting the Place Casualty interaction..

CONTINUE

CCP

BLOOD PRESSURE
RIGHT : UNKNOWN

HEART RATE
UNKNOWN

TEMPERATURE
UNKNOWN

FRONT   BACK

CURRENT OBJECTIVE
SECURE THE CASUALTY'S WEAPON BY INTERACTING WITH THE WEAPON AND SELECTING SECURE WEAPON

66%

MISSION TIME   10:43
PRESS **TAB** TO PAUSE

P   1 BRIAN COMPTON
PLAYER (SELF INTERACTION)

PHYSICAL ACTIONS

POSITIONING

PLACE CASUALTY

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STEP 14) After the casualty is placed at the **CCP**, the user will practice additional basic interactions.

| 3 | No. of Patients by Precedence. | A (Urgent) | B (Urgent-Surg) | C (Priority) | D (Routine) | E (Convenience) |

| 4 | Spec Equipment. | A (None) | B (Hoist) | C (Extraction Equipment) | D (Ventilator) |

| 5 | Number of Patients by Type. | (...ulatory) |

| 6 | Security of Pickup Site (Wartime). | X (Enemies - Armed Escort Required) |

| 6 | Number and type of Wound, Injury, or Illness (Peacetime). |

| 7 | Method of Marking Pickup Site. |

TUTORIAL

Fillout the Medevac request form by clicking on the empty fields. When you're finished and ready for extraction press the Submit Request button.

CONTINUE

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STEP 15) The final section of the tutorial will guide the user to request evacuation and move the casualty to the extraction point.

4	Spec Equipment.			A (None)	B (Hoist)	C (Extraction Equipment)	D (Ventilator)
5	Number of Patients by Type.						
6	Security of Pickup Site (Wartime).					X (Enemies - Armed Escort Required)	
6	Number and type of Wound, Injury, or Illness (Peacetime).						
7	Method of Marking Pickup Site.						
8	Patient Nationality and Status.			A (US Military)	B (US Civilian)	C (Non-US Military)	D (Non-US Civilian)	E (EPW)

TUTORIAL

Fillout the Medevac request form by clicking on the empty fields. When you're finished and ready for extraction press the Submit Request button.

CONTINUE

7	Method of Marking Pickup Site.	C (Smoke Signal)				
8	Patient Nationality and Status.	A (US Military)	B (US Civilian)	C (Non-US Military)	D (Non-US Civilian)	E (EPW)
9	NBC Contamination (Wartime).	N (Nuclear)	B (Biological)	C (Chemical)		
9	Terrain Description (Peacetime).					

AUG 2002 (This supersedes GTA 08-01-004 MAY 1997)

✕ CANCEL REQUEST   Medevac Request (9-Line)   ❯ SUBMIT REQUEST

STEP 16) Once the casualty has been placed at the evac point the mission will end.

- **Note: Combat Medics** will have one extra step to complete the mission. This step is added due to a combat medic's responsibility to perform secondary assessments in an actual mission.
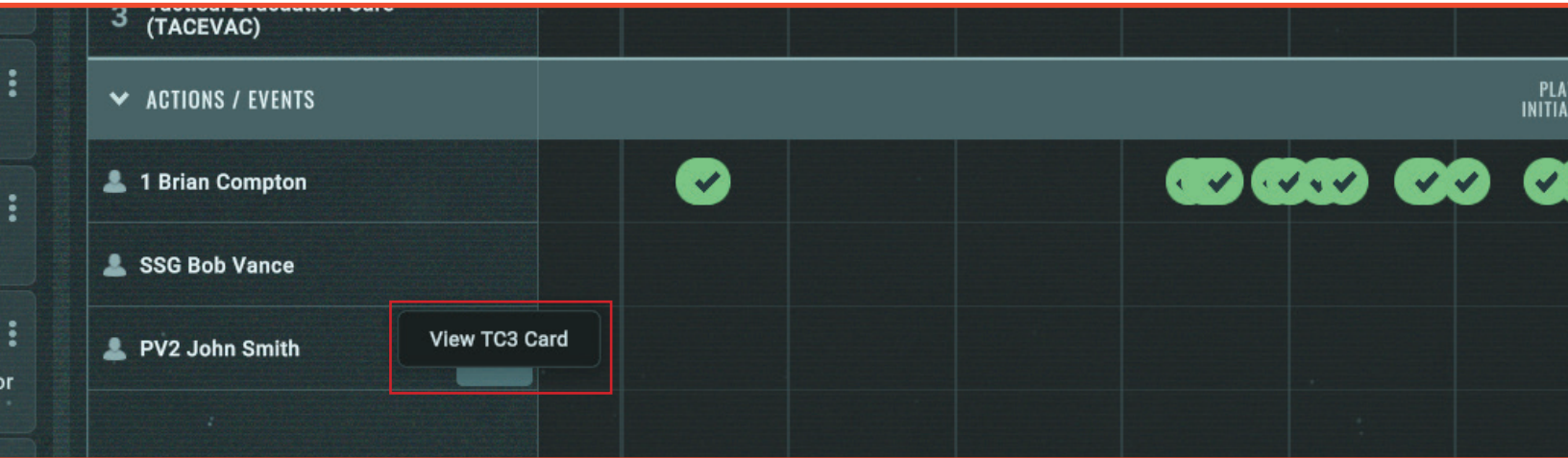

AFTER ACTION REVIEW:

STEP 1) Upon completion of the mission, the user will be moved to the **After Action Review (AAR)**

The AAR allows the user to review the following:

- Clicking an event from the timeline displays more details about that event
- Phases of Care
- Critical Task Items
- Mission Proficiency
- Casualties Lost and Saved
- Casualty TCCC Card
- Export the AAR to a file for Review Later.

STEP 2) The user is able to review the **Casualty's TCCC Card** by selecting the paper icon within the event timeline.

- Incorrect input to the form is displayed in RED.
- Selecting the Show Correct Data button will display the correct data for the form.
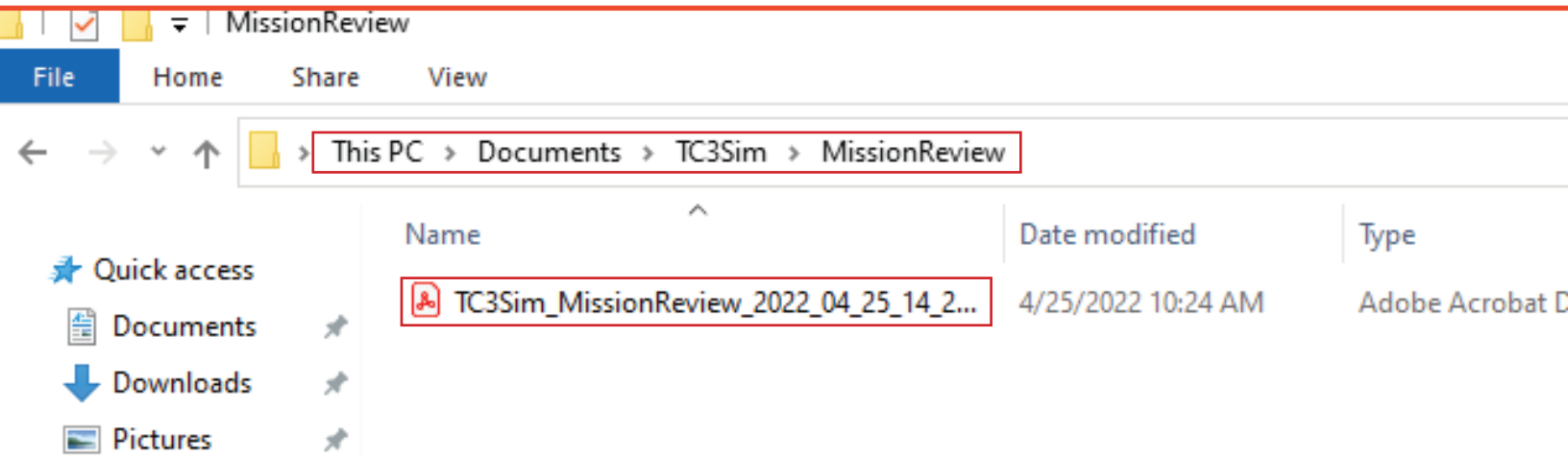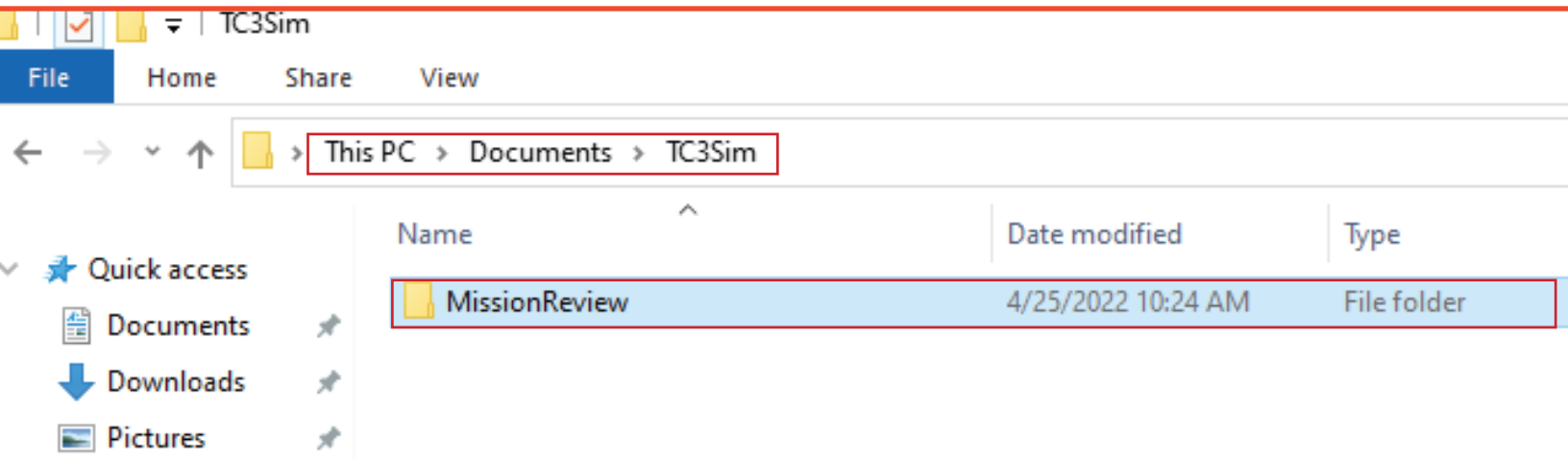
EXPORTING REVIEW:

STEP 1)   The user can export the entire review as a **PDF** by pressing the **Export Review** button at the bottom of the of the AAR.
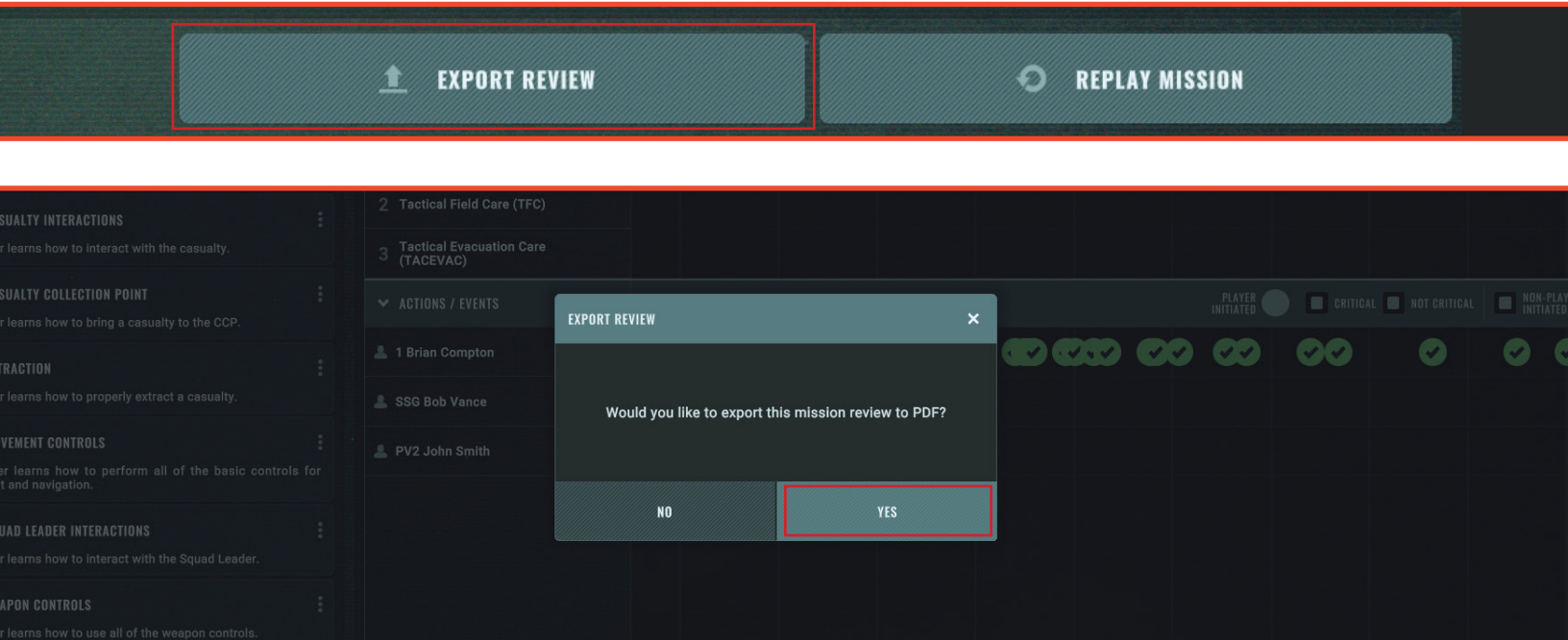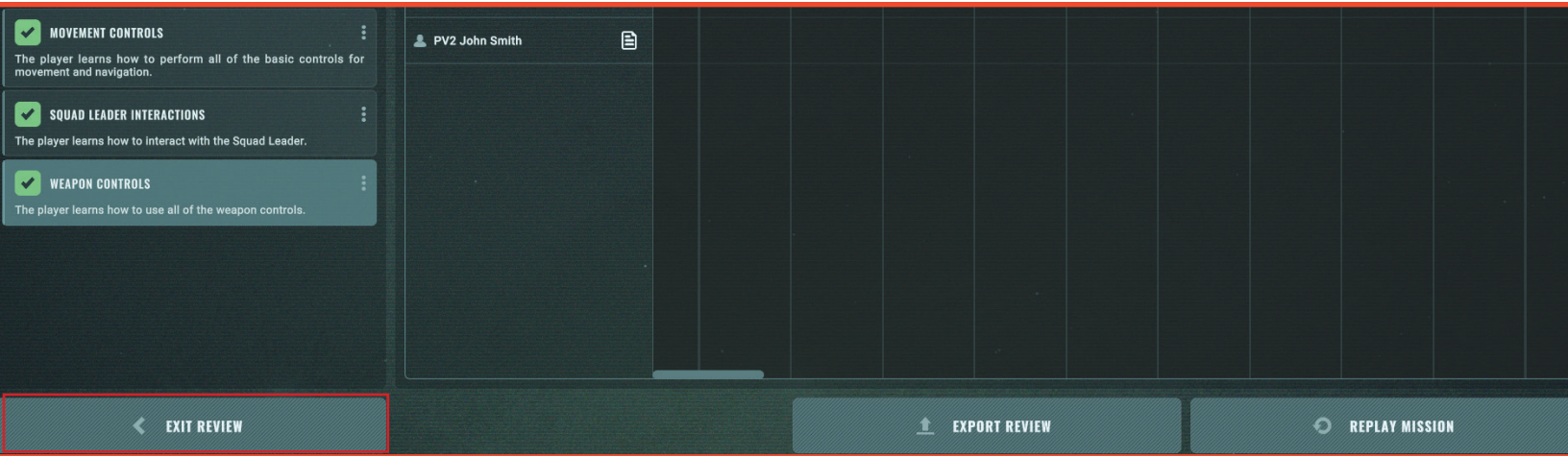

STEP 2)   Selecting **Yes** will save and automatically open the **PDF**.

STEP 2) When exporting a review, it will automatically save to the **Documents** directory in a folder named **TC3Sim**.

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STEP 4) Exit the AAR and return to the **Main Menu** by selecting **Exit Review** at the bottom of the AAR.

STEP 5) All missions will now become unlocked, and the user may proceed to start a new mission.