## FLAGS http://www.navypaxsail.com/Flags.htm

This program was written to teach the flags of the International Code of Signals, used for communicating at sea. It has four modes: **Flag Quiz**, **Word Quiz**, **Show Words**, and **Flag Meanings**. Flag Quiz is the default when you launch the program. Click on the drop down list to switch modes. The program keeps separate scores for each of the three quiz modes. In the current version, there is no "end", it just keeps going until you quit.

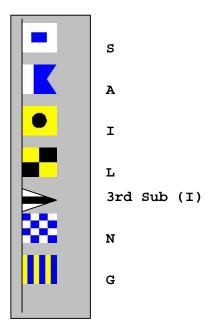
**Flag Quiz** is where you should start out if you don't know the individual flags. It will show you the image of a random flag and ask you to identify it. Just type the letter or number that the flag represents. To get you started, you can bring up the flag listing by clicking the "Flags Help" button. In the box below, you will see the results of your previous answer. Check boxes allow you to choose which sets of flags are included in the quiz; the default is just the ICS flags.

If you are shown a substitute flag, type <Shift> and the number of the substitute; i.e. "!" (<Shift-1>) for the 1st sub, "@" (<Shift-2>) for the 2nd sub, etc.

To enter the answer for a NATO signal flag, choose it from the dropdown list, then hit the <Enter> key or click the Enter button. The easiest way to pick a NATO signal flag is to hit the <Tab> key to highlight the dropdown list, and then type the first letter of the flag, repeatedly if necessary. When you have your answer, hit the <Enter> key. For example, to choose "Squadron", select the dropdown list, hit "S" three times, then <Enter>.

The "Stats" button shows you which flags you have identified correctly and incorrectly.

**Word Quiz** shows you a random word and asks you to identify it. Type in the word and press <Enter>. It will use substitute flags in the word if necessary. Sub flags are used because a set of flags usually only includes one of each letter and number, so you need a way to repeat a character. The 1st substitute flag tells you that you need to replace the sub flag with the first flag of the same class (either letter or number) in the message. The 2nd sub means substitute the second flag, etc. So for example, to spell the word "sailing", you need 2 "I" flags, but you only have one, so you would use the 3rd substitute to repeat the third letter in the message.



**Show Words** just spells out in code flags whatever you type. It will use substitutes when necessary. If a letter or number is used more than twice, it will just use multiples of the same flag.

**Flag Meanings** is the last mode. It will quiz you on the meaning (from NIMA Pub 102) that each flag has when hoisted by itself. The program will show you a flag; choose its meaning from the drop down list and press <Enter>. You can bring up a list of meanings in addition to the flag help that was available in the other modes. Also, rolling the mouse over the image of a flag in the Flag Listing window will show its meaning.

Keep in mind that those meanings apply only when the flag is hoisted by itself; they don't "add up". "J" means "on fire and carrying dangerous cargo" and "I" means "turning to port", but "JI" together means "are you aground?" You need the International Code of Signals book to translate them all.

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