

Releasing Airtankers Back to Base in Aircraft Tactical Screen

The easiest almost full proof way to release an Airtanker back to local base is in the Aircraft Tactical Screen. It only gives you the "Release To Base" option.

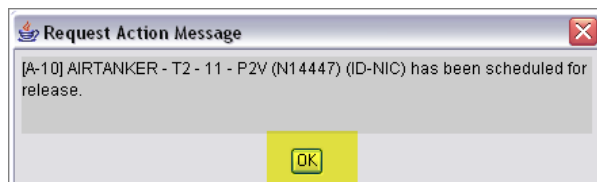
The screenshot displays the Aircraft Tactical Screen interface. Key elements include:

- Resources Panel:** A table listing airtankers. The row for "AIRTANKER - T2 - 11 - P2V (N14447)" is highlighted in green. A red callout bubble points to this row with the text: "Highlight the Aircraft you want to Release".
- Release Tactical Aviation Resource Panel:** A form for releasing a resource. The "Release To Base" dropdown is set to "MISSOULA INTL". A red callout bubble points to this dropdown with the text: "Fill out Release Date Release To Base".
- Travel Panel:** Radio buttons for "Set Travel" options. The "Set Travel ATD" option is selected. A red callout bubble points to the "Set Travel" radio button with the text: "Set Travel".
- Release+ Button:** A yellow button labeled "Release+" is visible. A red callout bubble points to it with the text: "Click when ready".
- Pick Release To Base Dialog:** A dialog box for selecting an airport. The "All Airports" radio button is selected. A red callout bubble points to it with the text: "Make sure and check this box." Below the dialog, a table lists airports:

Airport Name	FAA Code	City	State
MISSOULA INTL	MSO	MISSOULA	MT

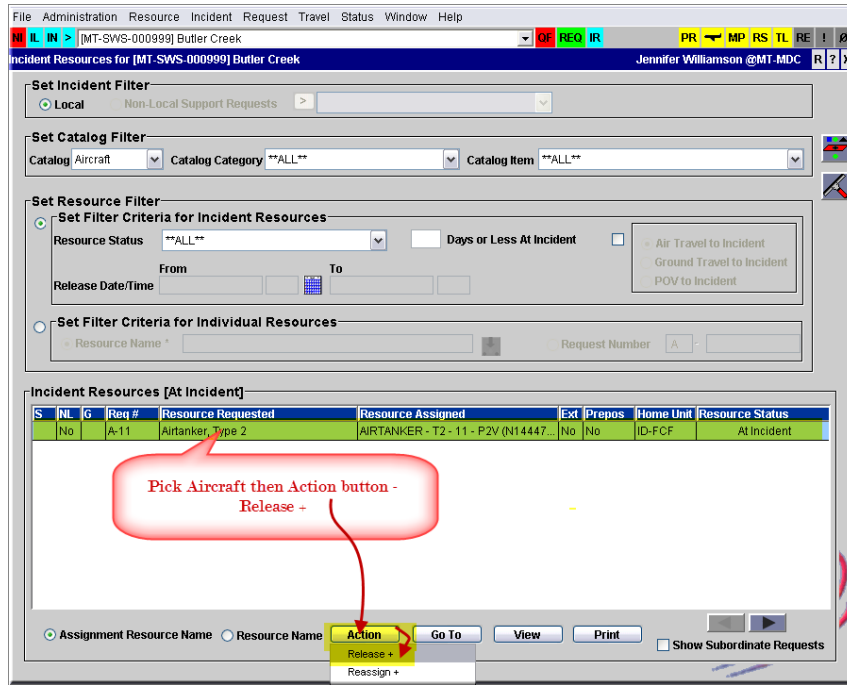
 A red callout bubble points to the "MISSOULA INTL" row with the text: "Highlight the one you want then click OK".

When you click on the Release To Base drop-down arrow another page opens up. The only quirk about this page is you need to make sure you have the **All Airports** checked or your airport may not show up within the list. It automatically comes up checked in Reload Bases when the box opens.

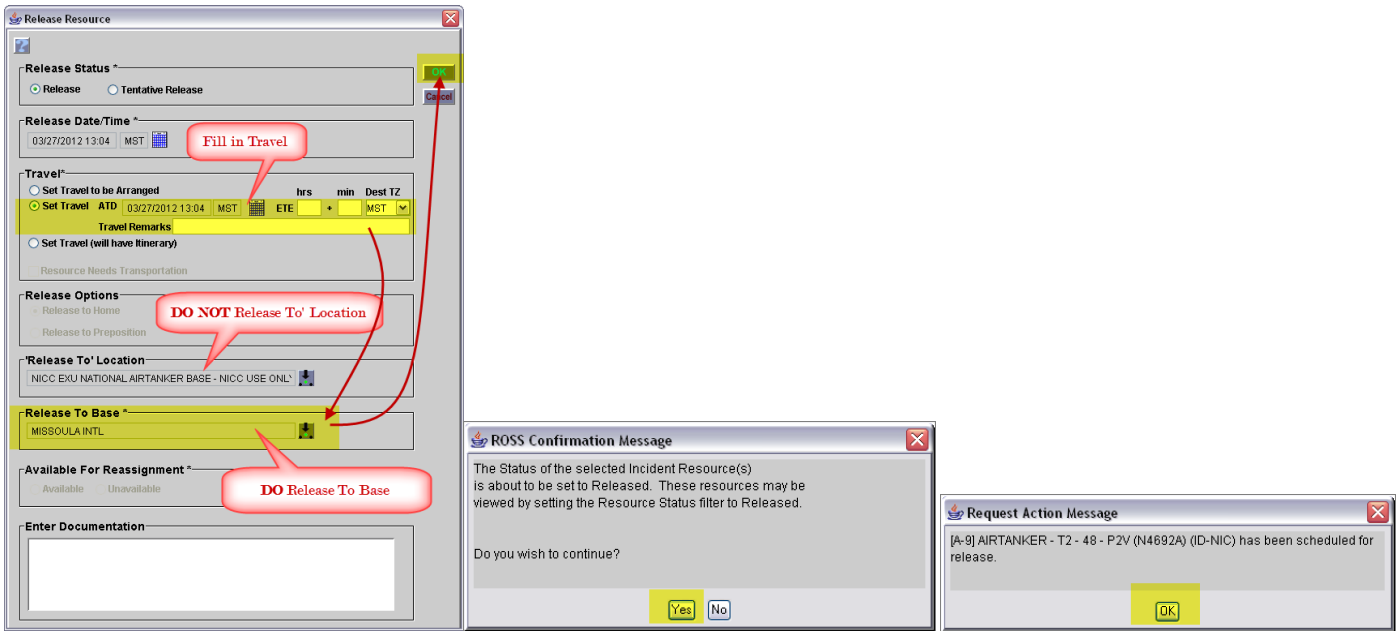


Once you have filled everything out and hit Release + the Request Action Message pops up, hit OK and you should be good.

Releasing Back to Base in Incident Resources Screen



In the next screen (Release Resource) is where the oops usually happens. You want to Release To Base not Release To Location. I am not sure what Release To' Location is for because we ave never used it.



Once you have filled travel and Release To Base click OK

Click Yes here