TO LAUNCH APPLICATION

The application is launched by clicking twice on the file „Weapon_fe.mde“

A window will appear (see figure 1) and the database will start opening.

In the upper section of the screen a security warning will appear (in yellow). Click on the „Enable Content“ in order to continue.

Note: As the size of the database is quite large, slow computers will need some time to open it. When it opens, a new window will appear, as shown in Figure 2.
If you do not want to view the application in full screen, you can drag the window with the mouse to the upper left corner and click on the icon in the upper right corner of the screen to size down the window (in the middle as shown by Figure 2) so that it would occupy less space.

**APPLICATION SCREEN**

The screen is divided into several components. In the upper section of the screen there are commands for choosing language (LANGUAGE), „Search“, „Help“ and for printing one page or the complete data base.

Below this section is a field with the NAME of the shown device, and below it there are three fields for classification of the device/weapon according to three different regimes (Figure 3). The first is the UN classification (blue), below is the OSCE classification (Organization for Security and Co-operation in Europe), and the last one is ATT classification (Arms Trade Treaty).

The table below these categories contains cells with numerical codes which are entered in the Annual Reports. (Figure 4)

Thus, weapons in Figure 4 have been classified according to OSCE classification as „Light Weapons“ (numerical code 7), according to the UN classification as „Conventional weapons“ sub-group VII (b), and according to the ATT Treaty as group „h“.

The field below this section (SIMILAR WEAPONS) contains abbreviations, acronyms or names of similar weapons that could facilitate the search of required data.

The largest section, in the lower part of the screen, contains DESCRIPTION of weapons and their characteristics. Also listed are the countries that used to be (or still are) the users of the devices, although user should keep in mind that the weapons could have been written off/ decommissioned.

In the upper left corner there is a field for choice of language (LANGUAGE). You can choose one of seven languages. (Note: Only the names of categories have been translated into Albanian and Macedonian. Other languages still need to be copy-edited.)

**BROWSING THROUGH THE CATALOGUE**

At the bottom of the screen there are navigation buttons for browsing through the catalogue (Figure 5).
You can view the next page by clicking on the arrow. At the moment 106 types of weapons have been entered. You can also jump to the last item or go to the first one.

For each weapon there are four photographs. By clicking on any of them you will automatically enlarge it.

**DATA SEARCH**

Search is done in the field (SEARCH CRITERIA) on the top of the screen. After typing the required data click on the button “START SEARCH” or ENTER.

For instance, if the search is done in Serbian, and the word „haubica” is entered, the program will filter out and show 11 devices containing the name „haubica” (Figure 6)

![Figure 6](image)

Now you can browse through the data for these 11 „haubica” entries, and if you want to stop the search, TURN OFF the filter by clicking with the mouse on the orange icon (Filtered). See Figure 7.

![Figure 7](image)

Afterwards DELETE the text from the search criteria you used for search (in this case „haubica”).
MODIFICATION OF DATA IN THE DATABASE
Each data item entered in the database can be modified by entering new text in the required field. The new data will automatically be saved when you switch to a new screen. Some versions of the Weapons Categorization Tool may have the option of data modification turned off.

ADDITIONS TO THE DATABASE
If you wish to add data about a new weapon, click on the button at the bottom of the window and a new (empty) window will open where you can enter new data. Some versions of the Weapons Categorization Tool may not have the possibility to amend data.

PRINTING THE DATA
The Program allows you to print 1. data contained only in the screen that is currently open (button PRINT at the upper right corner) or 2. the entire database (by clicking the key PRINT ALL next to it). In both cases a new window will appear (Figure 8).

![Figure 8](image)

You should now move the mouse to the centre of the window and right-click on it. A new menu will appear in which you should choose the option „print“ and select the printing device.

ADDING DATA TO THE DATABASE
If you want to add a new weapon to the database, you should:

1. Click on the button in the lower section of the window in order to jump to the last entry made. Check if you have chosen the right language.
2. Click on  and a new (EMPTY) window will open, ready for entry of new data.

3. Type in the name of the new weapon, choose the respective categories and enter the required data in the fields „Similar weapons“ and „Description“.

4. To insert pictures move the mouse to one of the four available windows and right-click on it. A menu will appear with several options; choose the „Insert photo“ one. Select the photo you wish to insert (if possible it should be in JPG format and not much more than 50 KB size) so that the base would not be overloaded with „overly large photos“. The picture you inserted in the first of the four small windows will automatically be displayed in the „big window“. By clicking on any other small picture it will automatically show in the big window.

5. By clicking on the previous window , or by moving the mouse to the icon for opening a new window the entered data will be stored.

**TO EXIT THE PROGRAM**

To exit the program click on the x button (in the upper right corner); the data will be automatically saved, and the program will close.

**Note:** Feel free to work on the program and amend it. Nothing will happen if you make a mistake. You can always upload a new photo in the place of an ‘old’ one or delete text from the field „Description“. If you wish to change a category (UN, OSCE or ATT), just choose another one from the drop menu (on the right margin of the field).