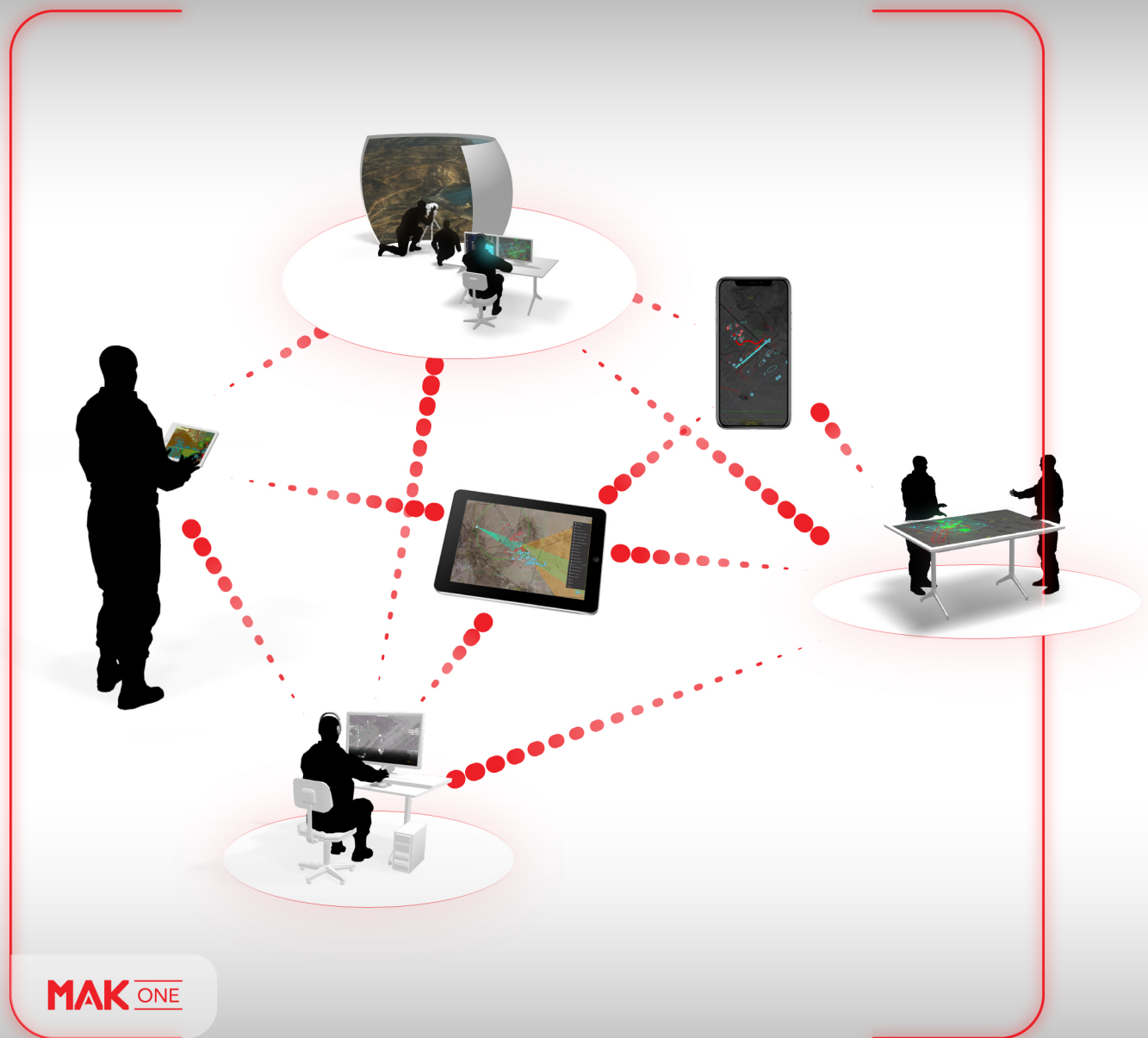




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Preface

This manual is written for persons who will install or use WebLVC Server. The manual assumes that you are familiar with your operating system and windowing environment.

See the WebLVC Server Release Notes for updates to this manual and the latest information about your version of WebLVC Server.

How the Manual is Organized

This manual is organized as follows:

"Chapter 1. WebLVC Server" on page 17 describes WebLVC.

"Chapter 2. Installing WebLVC Server" on page 19 describes installation, including setting up the license server and installing an RTI.

"Chapter 3. Getting Started with WebLVC Server" on page 27 explains how to start WebLVC Server and introduces the Portal window.

"Chapter 4. WebLVC Server Architecture" on page 39 describes WebLVC Server and its architecture. It also contains an important note about the limitations of translation software.

"Chapter 5. Using WebLVC" on page 53 explains how to use WebLVC Server to manage connections and view the data being processed.

"Chapter 6. Working with Broker Connections" on page 67 explains how to add, edit, and configure connections.

"Chapter 7. Broker Details" on page 93 describes the configuration parameters for each broker, lists the supported translators, and lists the command-line options that you can use when you start brokers.

"Chapter 8. Building Client Web Apps" on page 107 explains how to build client web applications for use with WebLVC Server.

The "MAK Products Glossary" on page 111 defines terms common to real-time simulations and MAK products.

MAK Products

The MAK Technologies product line includes:

- **VR-Link® Network Toolkit.** VR-Link is an object-oriented library of C++ functions and definitions that implement the High Level Architecture (HLA) and the Distributed Interactive Simulation (DIS) protocol. VR-Link has built-in support for the NETN FOM and RPR FOM and allows you to map to other FOMs. This library minimizes the time and effort required to build and maintain new HLA or DIS-compliant applications, and to integrate such compliance into existing applications.

VR-Link includes a set of sample debugging applications and their source code. The source code serves as an example of how to use the VR-Link Toolkit to write applications. The executables provide valuable debugging services such as generating a predictable stream of HLA or DIS messages, and displaying the contents of messages transmitted on the network.
- **MAK RTI.** An RTI (Run-Time Infrastructure) is required to run applications using the High Level Architecture (HLA). The MAK RTI is optimized for high performance. It has an API, RTIspy®, that allows you to extend the RTI using plug-in modules. It also has a graphical user interface (the RTI Assistant) that helps users with configuration tasks and managing federates and federations.

- **VR-Forces®.** VR-Forces is a computer generated forces application and toolkit. It provides an application with a GUI, that gives you 2D and 3D views of a simulated environment.

You can create and view entities, aggregate them into hierarchical units, assign tasks, set state parameters, and create plans that have tasks, set statements, and conditional statements. You can simulate using entity-level modeling, which focuses on the actions of individual people and vehicles, and aggregate-level modeling, which focuses on the interaction of large hierarchical units.

VR-Forces also functions as a plan view display for viewing remote simulation objects taking part in an exercise. Using the toolkit, you can extend the VR-Forces application or create your own application for use with another user interface.

- **VR-Vantage™.** VR-Vantage is a line of products designed to meet your simulation visualization needs. It includes VR-Vantage and the VR-Vantage Toolkit.
 - VR-Vantage displays a realistic, 3D view of your virtual world, a 2D plan view, and an exaggerated reality (XR) view. Together these views provide both situational awareness and the big picture of the simulated world. You can move your viewpoint to any location in the 3D world and can attach it to simulation objects so that it moves as they do.
 - SensorFX. SensorFX is an enhanced version of VR-Vantage that uses physics-based sensors to view terrain and simulation object models that have been materially classified. It is built in partnership with JRM Technologies.
 - The VR-Vantage Toolkit is a 3D visual application development toolkit. Use it to customize or extend MAK's VR-Vantage applications, or to integrate VR-Vantage capabilities into your custom applications. VR-Vantage is built on top of OpenSceneGraph (OSG). The toolkit includes the OSG version used to build VR-Vantage.
- **MAK Data Logger.** The Data Logger, also called the Logger, can record HLA and DIS exercises and play them back for after-action review. You can play a recorded file at speeds above or below normal and can quickly jump to areas of interest. The Logger has a GUI and a text interface. The Logger API allows you to extend the Logger using plug-in modules or embed the Logger into your own application. The Logger editing features let you merge, trim, and offset Logger recordings.
- **VR-Exchange™.** VR-Exchange allows simulations that use incompatible communications protocols to interoperate. For example, within the HLA world, using VR-Exchange, federations using the HLA RPR FOM 1.0 can interoperate with simulations using RPR FOM 2.0, or federations using different RTIs can interoperate. VR-Exchange supports HLA, TENA, and DIS translation.
- **VR-TheWorld™.** VR-TheWorld is a simple, yet powerful, web-based streaming terrain server, developed in conjunction with Pelican Mapping. Delivered with a global base map, you can also easily populate it with your own custom source data through a web-based interface. The server can be deployed on private, classified networks to provide streaming terrain data to a variety of simulation and visualization applications behind your firewall.

- **DI-Guy™.** DI-Guy is an SDK that allows you to embed the DI-Guy library in your real-time application and populate your world with lifelike human characters. DI-Guy provides high-fidelity human characters that move realistically, respond to simple high-level commands, and travel throughout the environment as directed by the hosting visual application. It comes with thousands of ready-to-use characters, appearances, and motions. DI-Guy character simulation is an integral part of all MAK's visual applications, including VR-Engage, VR-Forces, and VR-Vantage.
- **RadarFX.** RadarFX is a client-server application that simulates synthetic-aperture radar (SAR). The server application, which is based on VR-Vantage and SensorFX, loads a terrain database and, optionally, connects to simulations. A client application requests SAR images from the server. RadarFX includes a sample client application.
- **VR-Engage.** VR-Engage is a multi-role virtual simulator that lets users play the role of a first person human character, a ground vehicle driver, gunner or commander, a sensor operator, or the pilot of a fixed wing aircraft or helicopter. It incorporates the VR-Force simulation engine and the VR-Vantage graphics rendering capabilities.
- **WebLVC Server.** WebLVC Server implements the server side of the WebLVC protocol so that web-based simulation federates can participate in a distributed simulation. It is part of the WebLVC Suite, which includes the server and several sample applications that work with VR-Forces and VR-Vantage.
- **MAK Legion.** MAK Legion is a collection of applications and an SDK designed to support simulations with millions of simulation objects.

How to Contact Us

For technical support, information about upgrades, and information about other MAK products, you can contact us in the following ways:

Telephone

Call or fax us at:	Voice:	617-876-8085
	Fax:	617-876-9208

E-mail

Sales and upgrade information:	info@mak.com
Technical support:	support@mak.com

Internet

MAK website home page:	www.mak.com
License key requests:	https://www.mak.com/mak-one/support/portal
Technical support:	https://www.mak.com/mak-one/support/portal
Product version and platform information:	https://www.mak.com/mak-one-specs
For the free, unlicensed MAK RTI:	https://www.mak.com/mak-one/support/help/bonus-material

Post

Send postal correspondence to: MAK Technologies
10 Fawcett Street, Suite 204
Cambridge, MA 02138 USA

When requesting support, tell us the product you are using, the version, and the platform on which you are running. If you are using VR-Vantage, VR-Forces, VR-Engage, or DI-Guy, please also include your data compatibility version and date.

Document Conventions

This manual uses these typographic conventions:

Sans Serif Bold	Indicates a key on the keyboard or menu options. Mentions of letter keys do not require you to press the Shift key. If Shift is necessary, that will be included, for example, Shift+Q .
Monospaced	Also indicates parameters.
<i>Monospaced</i>	Indicates values you enter such as commands or arguments.
<i>Italic</i>	Indicates command variables that you replace with appropriate values.
{ }	Indicates required arguments.
[]	Indicates optional arguments.
	Separates options in a command where only one option may be chosen at a time.
()	In command syntax, indicates equivalent alternatives for a command-line option, for example, (-h --help).
/	Indicates a directory. Since MAK products run on both Linux and Windows PC platforms, we use the / (slash) for generic discussions of pathnames.
<i>Italic</i>	Indicates a file name, pathname, or a class name.
►	Indicates a procedure.
Menu > Option	Indicates a menu choice. For example, an instruction to select the Save option from the File menu appears as: Choose File > Save .
	Indicates supplemental or clarifying information.
	Indicates additional information that you must observe to ensure the success of a procedure or other task.

Directory names are preceded with dot and slash characters that show their position with respect to the WebLVC Server home directory. For example, the directory `./webLVC1.8/doc` appears in the text as `./doc`.

Mouse Button Naming Conventions

An instruction to click the mouse button refers to clicking the primary mouse button, usually the left button for right-handed mice and the right button for left-handed mice. The context-sensitive menu, also called a popup menu or right-click menu, refers to the menu displayed when you click the secondary mouse button, usually the right button on right-handed mice and the left button on left-handed mice.

Third-Party Licenses

MAK software products may use code from third parties. This section contains summary license information and, where required, specific license documentation required by these third parties.

Third-Party Libraries Supported

WebLVC Server 1.8 uses the indicated versions of these libraries:

- VR-Link 5.9.1
- Qt 5.15.2 (VC 15 and Red Hat 8)
- OpenSceneGraph 3.6.4
- Boost 1.84.0
- FreeGlut 2.4.0 (Windows), 2.6.0 (Linux)
- GL Studio 8.2
- DI-Guy 13.7.1 (development version)
- Triton 4.43
- SilverLining 6.20
- SpeedTree 6.3.2
- CDB API 2.2 (Windows), 2.1 (Linux)
- osgEarth 3.2
- CUDA 12.5 (Windows), 12.4.1 (Linux)

Library Licensing

These libraries are covered by the GNU Lesser General Public License (LGPL) license:

- CIGI
- DevIL
- GEOS
- GStreamer
- LibIconV
- LibWebSockets
- OP CODE
- OpenAL
- OSG
- OsgEarth
- Pthread
- Qt
- Qwt

These libraries are covered by the ZLib license:

- Bullet Physics
- LibPNG
- LibSDL
- Minizip
- Zlib

These libraries are covered by the MIT license:

- Expat
- FreeGLUT
- GDAL
- GeoTIFF
- GLM
- HarfBuzz
- LibCURL
- LibSquish
- LibXML
- LUA
- LuaBind
- Proj
- SMHasher
- TCLAP
- Qt Visual Graph Editor
- ZeroBrane Studio

These libraries are covered by the BSD license:

- FreeType
- GLEW
- JPEG
- LibTiff
- Protobuf
- PCRE
- Ogg Vorbis
- WebP

These libraries are covered by the commercial licenses:

- FLEXlm
- Gameware
- GLStudio
- JRM Technologies SenSimRT and SigSimRT
- OpenFlight
- SpeedTree
- Sundog Triton
- Sundog SilverLining
- CDB API

These libraries are covered by custom licenses:

- NVIDIA CG Toolkit
- FreeImage (FreeImage Public License)
- Boost (Boost Software License)
- Poco (Boost Software License)

COLLADA DOM is covered by the SCEA Shared Source license.

Thread Building Blocks is covered by the GPL license:

SQLite is in the public domain.

SWIG is covered by the GPL license.

Boost License

VR-Link, and all MAK ONE products that use VR-Link, uses some code that is distributed under the Boost License. All header files that contain Boost code are properly attributed. The Boost website is: www.boost.org.

Boost Software License - Version 1.63 - August 17th, 2003

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LIABLE FOR ANY DAMAGES OR OTHER LIABILITY, WHETHER IN CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

libXML and libICONV

VR-Link, and all MAK ONE products that use VR-Link, links in libXML and libICONV. On some platforms the compiled libraries and header files are distributed with MAK products. MAK has made no modifications to these libraries. For more information about these libraries, see the following websites:

- The LGPL license is available at: <http://www.gnu.org/licenses/lgpl.html>.
- Information about IconV is at: <http://www.gnu.org/software/libiconv>.
- Information about LibXML is at: <http://xmlsoft.org>.



1. WebLVC Server

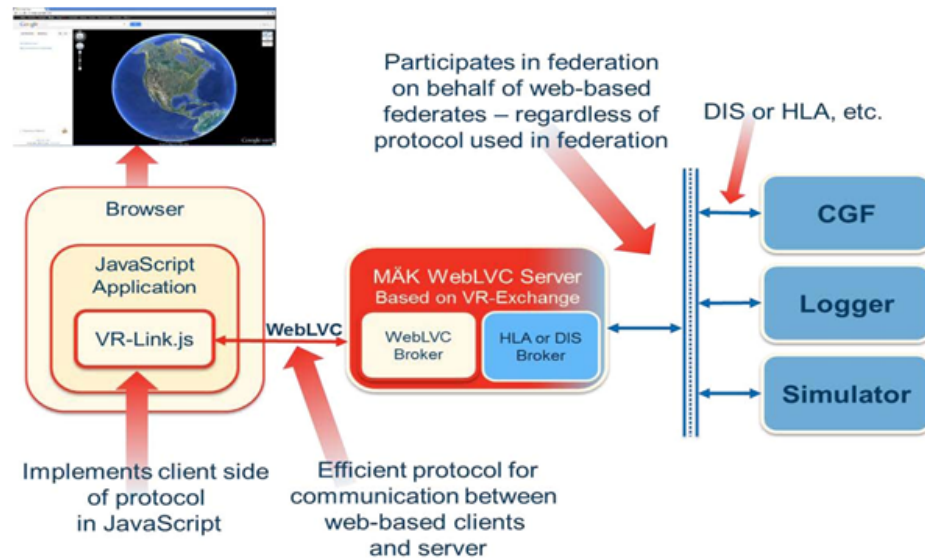
This chapter is a general introduction to WebLVC Server.

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1.1. Introduction to WebLVC Server and MAK WebLVC Suite

WebLVC Server translates simulation data between the WebLVC Protocol and traditional modeling and simulation protocols such as DIS and HLA. WebLVC Server is based on MAK's VR-Exchange interoperability platform, which supports many-to-many translation between various interoperability protocols through the use of "Brokers" for each protocol. When you install WebLVC Server, you are essentially installing a copy of VR-Exchange preconfigured with a Broker for DIS, a Broker for HLA, and a Broker for the WebLVC protocol.

Figure 1. WebLVC Server



To view the simulation data, you need a browser application that supports the WebLVC protocol. MAK provides several such applications in MAK WebLVC Suite.

i WebLVC Server is not a web server, such as Apache or IIS.

1.2. WebLVC Server and VR-Exchange

As noted in the previous section, WebLVC Server built on top of VR-Exchange. When you install WebLVC Server, you install a full copy of VR-Exchange and all WebLVC Server configuration and management is done in the VR-Exchange GUI. You also have full access to the VR-Exchange API. Therefore, the majority of this manual consists of VR-Exchange documentation and refers to that application, rather than only WebLVC Server.



2. Installing WebLVC Server

This chapter explains how to install WebLVC Server and how to install and set up license management.

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2.1. Installing WebLVC

2.1.1 Installation and Data Packages

MAK ONE installations are provided in one or more files (packages) that you can download from the MAK website.

There are four types of installation products for MAK ONE:

- Product installers – Each product has a single main installer for each operating system.
- Optional installers – Some products have installers for developer options.
- Required data packages – MAK ONE applications (VR-Vantage, VR-Forces, VR-Engage, SensorFX, and RadarFX) and the DI-Guy SDK have a collection of data packages that are required for those products' basic functions.
- Recommended data packages – Additional data packages (if available) are recommended to access the full capabilities of MAK ONE applications.

As of spring 2022, new releases of MAK ONE applications share the same data installation, therefore the same set of data packages is all you need for any or all applications (VR-Vantage, VR-Forces, VR-Engage, SensorFX, and RadarFX).

Dependencies

Licensing tools and dependent products have their own installers. For details, see "2.3. Installing and Setting Up the MAK License Manager" on page 22.

Before you install WebLVC, please read the release notes to see if there are any special instructions for installation.

2.1.2 Installing WebLVC Server on Windows

Windows versions of WebLVC Server are provided as downloaded files.

- To install WebLVC Server, run the installer. Follow the instructions in the installation wizard.

Note the following:

- The installers are named to indicate the compiler used to build that version of WebLVC Server.
- When you install large applications on Windows, there may be a delay of up to several minutes from the time you try to run the setup program to the time that an installation dialog box displays. This is due to how Windows scans setup programs before it executes them. If you experience this problem, turning off User Access Control can reduce or eliminate this delay.

Default Windows Installation Directory

The default root directory for installing MAK ONE products is *C:/MAK*.

You can use an environment variable, `MAK_INSTALL_DIR`, to specify a different location where all MAK ONE products and data should be installed by default. For example, if you define it as `MAK_INSTALL_DIR = D:\MyProject`, then all MAK ONE products automatically install to that location. The data packages and products would then install in that directory by default: `D:/MyProject/SharedData`, `D:/MyProject/vrlink5.9.1`, and so on.

Uninstalling from Windows

MAK ONE product installations include an uninstaller application (*unins000.exe*), which you can find in the installation directory. Run that program to uninstall the product.

When you run other installers for the product, such as the PDBs, there are additional uninstallers. If you run the uninstallers from the highest number down (for example, *unins002.exe* and then *unins001.exe*), running *unins000.exe* uninstalls everything else and removes the install folder.

When you uninstall, files such as scenarios or SMSs that reside in the product directory are also deleted. Before uninstalling, copy any of your custom files from the product directory to another folder.

The uninstaller does not remove the data package. That is in a separate directory (for example, `./SharedData/##/latest`).

 If you run only the product uninstaller, you can then simply delete the rest of the product's install folder. Note that if you do not run all of the uninstallers, running only the product uninstaller may not remove all of the shortcuts from the Windows Start menu.

2.1.3 Installing WebLVC Server on Linux Systems

Linux versions of WebLVC Server are provided as compressed TAR files.

► To install a product from a TAR file:

1. Create the directory in which you want to install the product.
2. Copy the tar file to the install directory.
3. Uncompress and untar the tar file:

```
tar -xzf applicationxx-os.tar.gz
```

where *xx-os* is the release, operating system, and other product release coding.

Uninstalling from Linux

To remove installations from Linux machines, simply delete the installation directory. This catches all of the files associated with the product.

When you uninstall, files such as scenarios or SMSs that reside in the product directory are also deleted. Before uninstalling, copy any of your custom files from the product directory to another folder.

Deleting the installation directory does not remove the data package. That is in a separate directory (for example, `./SharedData/##/latest`).

2.2. Software Installed

The WebLVC Server installer installs the following software:

- The WebLVC Server, with brokers for DIS, HLA, and WebLVC.
- A set of client-side libraries called *vrlink.js* to help you implement the client-side of the WebLVC protocol in your web applications.
- A set of JavaScript example web apps, with source code, to get you started in building your own web-based client applications. The base example web apps are:
 - SimpleListener
 - SimplePublisher
 - MessagesInspector.

The WebLVC Suite installer installs the following:

- WebLVC Server as described above.
- WebLVC Suite applications:
 - Web Bounce
 - Close AirSupport
 - DetonateNow
 - VR-ForcesControl
- A set of VR-Forces Lua script add-ons, to be installed on top of a VR-Forces installation. The add-on scripts are necessary to run the Close Air Support web app. You can run the installer for the VR-Forces add-ons at any time. It is *./VR-ForcesWebLVCAdd-ons.exe*.

The VR-Forces Lua script add-ons installer installs an example scenario named *CAS-Hawaii.scn* that you can use to get started with the Close Air Support app. The scenario contains two taskable A-10 aircraft orbiting near some friendly and hostile ground entities. If you load the scenario in VR-Forces, you can use the Close Air Support client app to send a Close Air Support request to one of the A-10s in the scenario.

2.3. Installing and Setting Up the MAK License Manager

Before you can use a MAK ONE product, you must obtain a valid license file, install the MAK License Manager, and configure the license server and client machines. The License Manager uses a client-server architecture, so you do not need to install the License Manager on every computer on which you install MAK ONE products. You only need to install it on the computer that you will use as the license server.

 If you have already installed the License Manager for another MAK ONE product, you do not have to install it again. You only need licenses for your newly installed products.

The License Manager installer is included with MAK installation media. It is separate from the product installers. You can download the installers from the [MAK ONE Product Downloads](https://www.mak.com/mak-one-downloads) page at <https://www.mak.com/mak-one-downloads>.

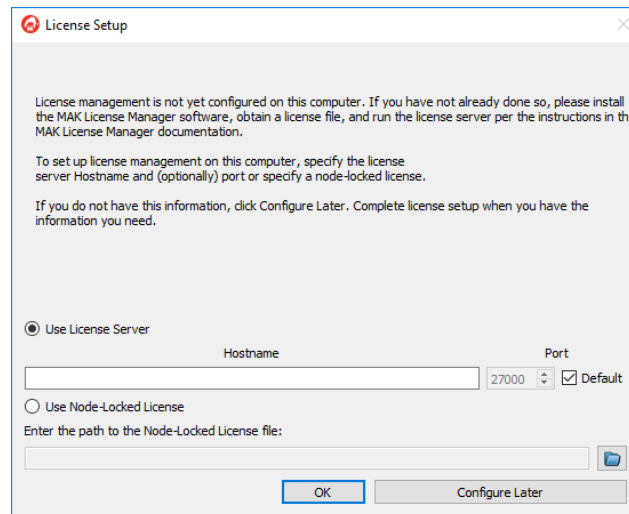
Complete installation and configuration instructions are included with the License Manager installer. The *MAK ONE Installation Guide* is available at <https://mak.com/mak-one-installation-guide>.

Some customers use dongle licenses instead of running a license server. Instructions for using dongles are also in the *MAK ONE Installation Guide*.

2.3.1 Specifying the License Server

The first time you run a MAK ONE product on a particular computer, the License Setup dialog box opens (Figure 2). It prompts you to enter the hostname of the license server and, optionally, a port number.

Figure 2. License Setup dialog box



If you do not know the hostname of the license server, click **Configure Later**. When you have the hostname, you can start the application again and complete the dialog box. You will not be able to run any MAK ONE products until you set up license management.

If you know the hostname, enter it in the **Hostname** box and then click **OK**. The application will start.

Under limited circumstances, MAK issues node-locked licenses. If you have a node-locked license, select the **Use Node Locked License** option and enter the path to the license file.



- If you are running MAK ONE products on the license server machine, it is also a client, so you must specify the license server on that machine, too.
- If you change the license server, the saved configuration will no longer be valid and the License Setup dialog box will open the next time you start a MAK ONE product.
- If you have changed the license server, you may want to clear the license cache. You can clear the saved license configuration by deleting the cache file. On Windows, it is *C:\Users\user_name\AppData\Roaming\MAK\licenses<n>.txt*. (The *AppData* directory is hidden by default.) On Linux, it is *.mak/license<n>.txt*. (There may be more than one cache file, for example, *licenses1.txt* and *licenses2.txt*.) You can also clear the cache in the RTI Assistant.

Setting the MAKLMGRD_LICENSE_FILE Environment Variable

As an alternative to using the license setup procedure described in the previous section, you can configure the license server or node-locked license in an environment variable. The MAKLMGRD_LICENSE_FILE environment variable identifies the server machine. If you set this environment variable, it overrides the settings stored by the license setup procedure.

For license servers, the syntax for the environment variable is: *@server_name*. For example, if the server machine is oak, set the environment variable to *@oak*.

The following sections explain how to set environment variables on the different platforms that MAK ONE products run on.

Windows

► To set MAKLMGRD_LICENSE_FILE in Windows:

1. On the Start menu, click the Settings button (⚙️). The Settings window opens.
2. In the Search box, enter *environment*. A list of choices displays.
3. Select *Edit the System Environment Variables*. The System Properties dialog box opens to the Advanced tab.
4. Click the Environment Variables button. The Environment Variables dialog box opens.
5. Below the System Variables list, click *New*. The New System Variable dialog box opens.
6. In the Variable Name field, enter *MAKLMGRD_LICENSE_FILE*.
7. In the Variable Value field, enter *@server_name*, where *server_name* is the name of the license server.
8. Click OK to save out of each dialog box and set the variable.

Linux

On Linux, you set environment variables in your *.cshrc* (or equivalent startup file).

- To specify a license server, set the variable similarly to:

```
setenv MAKLMGRD_LICENSE_FILE @oak
```

If you are using the *sh* or *bash* shells, you set environment variables in your *.profile* file (or *.bashrc*). Set the variable similarly to:

```
MAKLMGRD_LICENSE_FILE=@oak  
export MAKLMGRD_LICENSE_FILE
```

Do not put spaces around the equal (=) sign.

You are ready to run the license server and use your new licenses or MAK ONE products.



3. Getting Started with WebLVC Server

This chapter explains how to start WebLVC Server and run the example apps.

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3.1. Starting WebLVC Server

When you run WebLVC Server, you only start the server. You do not start any applications that use it. By default WebLVC Server launches the WebLVC Broker (configured to use port 9101), the DIS broker (configured to use port 3000), and the HLA Evolved broker. (For details about running other brokers, either manually or automatically, see "5.2. Enabling and Disabling Connections" on page 56.)

In order for an HLA Broker to connect to an HLA federation, you must have an HLA Runtime Infrastructure (RTI) installed. You can download the MAK RTI for free from <http://www.mak.com/support/resources/bonus-material>. The free version of the RTI lets you run two federates without needing a license. MAK RTI version 4.2 or later is recommended.

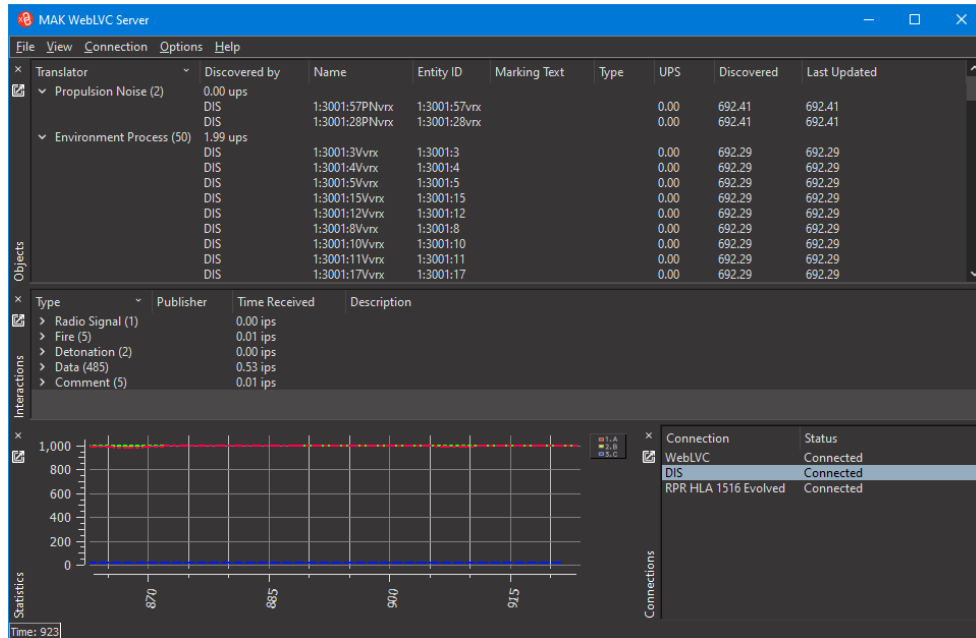
If you do not have an HLA RTI, WebLVC Server will report that it cannot connect to an HLA federation, but you will still be able to interoperate with DIS federates.

WebLVC Server fully supports deployments on closed networks behind firewalls, with no internet access. Browser-based federates will be able to communicate with traditional DIS/HLA federates running on the same network, through WebLVC Server. However, our sample Simple Listener application requires an internet connection in order to access the terrain and imagery data that it displays on the map. If you are trying out WebLVC Server for the first time on a machine without access to the internet, we recommend that you run the Message Inspector sample web application, so that you can at least see that data is flowing from DIS/HLA federates to your browser through WebLVC Server. Recognize that it is entirely possible to build web-based PVDs, Stealth viewers, maps applications, and so on, without requiring internet access. However, you would need a locally deployed terrain and imagery server such as ArcGIS Server, Google Enterprise Server, or MAK Technologies' VR-TheWorld terrain server to serve the data.

- To start WebLVC Server on Windows, on the Start menu, choose **MAK Technologies > MAK WebLVC Server 1.8**.

The WebLVC Server Portal window opens (Figure 3).

Figure 3. WebLVC Server Portal



If you want to start WebLVC Server with command-line options, start it from a command prompt or create a shortcut icon for it on your desktop. The WebLVC Server command-line options are described in "7.3.1 WebLVC Broker Command-Line Options" on page 103.

3.1.1 Starting WebLVC Server on Linux

► To start WebLVC Server on Linux:

1. In a command shell, change directory to `./bin`.
2. Enter: `vr x [command-line_options]`

The WebLVC Server Portal window opens (Figure 3 above). The WebLVC Server command-line options are described in "3.1.2 WebLVC Server Command-Line Options" below.

3.1.2 WebLVC Server Command-Line Options

The WebLVC Server command-line options override settings in *VR-Exchange.xml*. Table 1 describes the command-line options.

Table 1. WebLVC Server Portal command-line options

Option	Description
<code>-- --ignore_rest)</code>	Tells the broker to ignore the arguments following this flag.
<code>--brokersShouldDumpEnvironmnt</code>	Sets the brokers to dump their environment at startup.

Table 1. WebLVC Server Portal command-line options (continued)

Option	Description
<code>--controlQueueName name</code>	Specifies the name of the shared memory control queue.
<code>--dontStartBrokers</code>	Specifies that WebLVC Server not enable the connections listed in <i>VR-Exchange.xml</i> . If you use this option, you must start the connections manually.
<code>(-G --noGui)</code>	Start without the graphical user interface (console mode).
<code>(-h --help)</code>	Display command-line usage information in a console window.
<code>--interactionQueueName queueName</code>	Specifies the name of the interaction shared memory queue.
<code>(-l --configFile) filename</code>	Specifies a configuration file other than <i>VR-Exchange.xml</i> .
<code>(-L --logFilename) filename</code>	Specifies a name for the log file.
<code>--maxInteractionsToShow count</code>	Specifies the maximum number of interactions to show in the Portal application.
<code>--maxObjectViewCount count</code>	Specifies the maximum number of objects to display
<code>--maxPortalControlMessages count</code>	Specifies the maximum number of control messages to process per tick.
<code>--maxPortalInteractionMessages count</code>	Specifies the maximum number of interaction messages to process per tick.
<code>--maxPortalObjectMessages count</code>	Specifies the maximum number of object messages to process per tick.
<code>(-n --notifyLevel) notification_level</code>	Specifies the notification level for logging messages. Range: 0-4, where: 0 – Fatal error messages. 1 – Warning messages. 2 – Informational messages. 3 – Verbose information. 4 – Debugging data.
<code>--objectAutocollapseCount count</code>	Specifies the number of objects to collapse.
<code>--objectQueueName queueName</code>	Specifies the name of the object shared memory queue.
<code>--oneToOneMessageMapping</code>	Generates an outbound message for each received message.

Table 1. WebLVC Server Portal command-line options (continued)

Option	Description
<code>--queueBucketCount <i>count</i></code>	Specifies the number of buckets inside the shared memory queue.
<code>--queueBucketPayloadSize <i>size</i></code>	Specifies the size of buckets inside the shared memory queue.
<code>--showConsole</code>	Display a console window.
<code>--tcpPort <i>port_number</i></code>	Specifies the TCP port for connectivity tests.
<code>--translatorLocale <i>language</i></code>	Specifies the locale (for localization).
<code>(-v --version)</code>	Displays version information and exits.

3.1.3 The Portal Application

The Portal application houses several dockable windows. You can drag any of them off of the Portal and place them anywhere on your desktop. You can close any of the windows and open them to suit your viewing preferences.

The Portal has context-sensitive menus. The windows have a context-sensitive menu that matches the View menu. The individual connections in the Connections window have context-sensitive menus that match the Connection menu.

3.1.4 Running WebLVC Server Without the Portal Application

You can run WebLVC Server without the Portal application. It automatically starts any connections that are configured to start when the Portal starts.

► **To run WebLVC Server without the Portal application:**

1. Open `./bin/VR-Exchange.xml` in a text editor.
2. Set the value of the **noGui** attribute to true.

```
<!--Disable Portal GUI-->
<noGui value="true"/>
```
3. Save the file.
4. Start WebLVC Server.

3.1.5 Run an Example App with WebLVC Server

► **To run WebLVC Server and try an app:**

1. Run WebLVC Server.
2. On the Start menu, choose **MAK Technologies > WebLVC Client Apps**. Your default web browser should load an HTML file that contains links to all of the example client apps.
3. Click on the Simple Listener thumbnail image. At this point, you should see a simple Web-based map application running in your browser. But you will not see any entities, because you are not running any DIS federates.

4. Launch any DIS application that publishes entity data. For example, you can run the VR-Link F-18 example application, VR-Forces, or a MAK Data Logger file. You should now see entities listed in the WebLVC Server GUI to indicate that there is data coming into the Server from the DIS side, and you should see entity icons being displayed in the web browser overlaid on the 2D map.

3.2. Configuring the WebLVC Broker

By default, the WebLVC broker uses port 9101 for the web socket server. To change to a different port, edit the Web Server Port parameter. For information about how to edit a broker, see "6.2. Configuring Connections" on page 71.

3.2.1 Disabling and Enabling Dark Mode

Dark mode is the default in WebLVC Server's graphical user interface. Light mode, the former standard, is also available.

- To toggle dark mode on or off, choose **Options > Toggle Dark Mode**.

3.3. WebLVC Server and Your Web Server

In "3.1.5 Run an Example App with WebLVC Server" on the previous page, we relied on the built-in web server capability of WebLVC Server to serve the client app to the browser. In a real deployment, you will probably want your web applications to be served by a web server such as Apache or IIS, especially if your web applications exist within the context of a web site.

To run the sample apps provided with WebLVC Server from your web server, copy the `./html` directory from the WebLVC Server installation directory to the folder in which your web server typically looks for HTML files (for example, `C:\inetpub\html` for IIS, and `C:\Program Files\Apache\html` for Apache).

Our `html` folder contains the WebLVC Server example client applications, along with the `vrlink.js` libraries that the applications use to implement the WebLVC protocol. You should now be able to bring up a web browser, and browse to `http://yourwebserver/ExampleWebApps/index.html`, where *yourwebserver* is the URL of your web server. (`ExampleWebApps/index.html` is the location of the main page for launching all of the client apps).



- This approach assumes that you are running WebLVC Server on the same machine as your web server, because our sample applications are hard-coded to initiate WebLVC (WebSocket) connections to the same machine that served the HTML web page containing the application. If you would like to run WebLVC Server on a separate machine (not your web server), please contact support@mak.com, and we can walk you through the configuration process.
- The sample apps are hard-coded to initiate their WebLVC (WebSocket) connections on port 9101 – since that is the port used by default in WebLVC Server. If you want to use a different port, you must change the port used by the server, and then pass that port number to our sample applications via URL parameters. For example, enter this URL in your browser:
http://yourwebserver/SimpleListener/index.html?wsPort=9202.

If your network environment allows traffic only on port 80, you can use web proxying. This allows clients to use port 80 for both their static HTTP traffic and the WebLVC WebSocket traffic. If you are interested in such a configuration, please contact support (<https://www.mak.com/mak-one/support/portal>) for assistance.

3.4. Extending WebLVC with Automatic FOM Translation

The WebLVC Server currently has built-in translators to convert the handful of message types contained in the current WebLVC Protocol Specification between WebLVC and either DIS or HLA (for example, Entity, Aggregate, Fire, and Detonate). But WebLVC Server can also automatically generate extensions to the WebLVC protocol based on the information contained in an HLA FOM, and automatically perform translation between HLA and those WebLVC extensions.

In other words, WebLVC Server is self-extending: WebLVC Server reads the names and data types of classes, attributes, parameters, structures, and enumerations directly from an HLA FOM, and maps them to corresponding JSON elements. (No such similar capability exists for WebLVC <-> DIS translation, because there is no DIS equivalent to a FOM.)

The WebLVC Server's Automatic FOM Translation capability relies on VR-Exchange's HLA Broker's "generic" or pass-through translation capability. When an HLA Broker is configured to perform generic translation, attributes and parameters of various FOM classes pass through the VR-Exchange portal in "raw" form, without the HLA Broker converting the data into any kind of VR-Exchange protocol-independent representation. Once the raw values get across the portal, the WebLVC Broker can import a FOM document to understand how to interpret the data, and can convert the binary data to the WebLVC JSON representation.

► **To use this Automatic FOM Translation capability, you must:**

1. Configure your HLA Broker to choose which object and interaction classes should be sent across the VR-Exchange portal using generic translation. For a detailed explanation of setting up generic translation, see "7.1.2 Generic Translations" on page 95.

2. Configure your WebLVC Broker with the name of the file that defines your FOM data. This is either an HLA-1.3-compliant OMT file or the xml-based file from HLA 1516 or HLA Evolved. Set the value of the "omtFiles" variable in your *WebLVCBroker.bcf* configuration file to point to the desired FOM document. The default FOM file is "VR_Link.omt". You can define more than one FOM file when using HLA Evolved modules by separating the files using a semi-colon. For example: `vrlink.xml;vrlinkextensions.xml;vrforcesextensions.xml`.

3.4.1 Mapping HLA Data Representations to WebLVC Data Representations

The Automatic FOM Translation capability maps HLA types to JSON/WebLVC objects according to the following scheme:

These HLA types translate to a JSON number string (for example, "1234")

- HLAbyte
- HLAfederateHandle
- HLAinteger16BE
- HLAinteger16LE
- HLAinteger32BE
- HLAinteger32LE
- HLAinteger64BE
- HLAinteger64LE
- HLAmsc
- HLAoctet
- HLAoctetPairBE
- HLAoctetPairLE
- HLAseconds
- HLAunicodeChar
- UnsignedInteger16BE
- UnsignedInteger32BE
- UnsignedInteger64BE
- UnsignedShort
- VerfierIntegerTime
- int
- long
- long long
- octet
- short short
- unsigned int

- unsigned long
- unsigned long long
- unsigned short

These HLA types translate to a JSON string (for example, "HelloWorld"):

- string
- HLAcString
- HLAstring
- HLAcount
- handle
- timeType

These HLA types translate to a JSON floating point string (for example, "1234.5"):

- HLAfloat32BE
- HLAfloat32LE
- HLAfloat64BE
- HLAfloat64LE
- double
- float

These HLA types translate to a single JSON character (for example, "a"):

- HLAASCIIchar
- char

The HLA Boolean type translates to a JSON Boolean string (for example, "False").

HLA enumerations map to a JSON string name:

```
var BoolEnum = "HLAFalse"
```

HLA arrays translate to arrays of corresponding JSON types:

```
var arrayOfLongs = [ "1","2","3" ]
```

Composite types are composed from primitive JSON types and other composite types, for example:

```
var messageLocation = {  
  x : "-2696500",  
  y : "-4430500",  
  No table of contents entries found.};  
var messageToPublish = {  
  MessageKind: 1,  
  ObjectType:  
    "ObjectRoot.BaseEntity.PhysicalEntity.Platform.Aircraft",  
  ObjectName: "From Web",  
  worldLocation: messageLocation  
};
```

3.4.2 Automatic FOM Translation Example: Web Bounce

WebLVC Server includes an example named Web Bounce that uses automatic FOM translation to translate a simple FOM. This example is based on the HLA Bounce example that comes with the MAK RTI.

The Web Bounce example demonstrates how to configure a simple FOM to be generically translated to WebLVC. The HLA Bounce example application publishes one or more bouncing ball objects in an HLA federation. The Web Bounce web client app listens for and displays these published objects in a web browser.

► **To run the Web Bounce example:**

1. Start the HLA Bounce example application (HLA Evolved version) as described in *MAK RTI Reference Manual*. Configure the HLA Bounce application to publish some number of bouncing balls.
2. Start WebLVC Server.
3. In WebLVC Server, choose **Connection > Add New Connection**. The Add New Connection dialog box opens.
4. Configure the new connection:
 - a. Set the Connection Name to HLA-Bounce.
 - b. Set the Broker Executable to rpr1516eBroker.
 - c. Click Advanced Options. The dialog box expands.
 - d. Confirm that the configuration file is named HLA-Bounce.bcf.
 - e. Click Add and Configure. A connection named HLA-Bounce is added to the Connections pane.
5. In the Connections pane in WebLVC Server, right-click the HLA Bounce connection and choose Enable Connection.
6. In the Connections pane in WebLVC Server, right-click the WebLVC connection and choose Edit Connection Information. A dialog box titled WebLVC opens.
7. In the WebLVC dialog box:
 - a. Select the Configure page.
 - b. Expand the WebLVC Settings attribute.
 - c. Set the OMT Files attribute to MakHlaBounce1516e.xml.
 - d. Click OK. You are prompted to restart the broker.
 - e. Click Yes.
 - f. In the connection list, right-click the WebLVC connection and choose Disable Connection.
 - g. Right-click the WebLVC connection and choose Enable Connection.
8. Start the Web Bounce federate by choosing **All apps > MAK Technologies > Web Bounce**. A web browser window opens with the Web Bounce client app.

In the Web Bounce federate window, you should see a mirror image of the bouncing balls being published by the HLA Bounce example federate.

You can also examine the JSON-based WebLVC extensions that are auto-generated from the MakHLABounce1516e FOM by opening the Message Inspector client app.

3.5. Swapping VR-Forces Versions

WebLVC Server can communicate with VR-Forces using its remote control API. To do this, it requires a plug-in named `VrfRemoteControlPlugin`. This plug-in is automatically installed in your system for the latest supported version of VR-Forces.

If you want to use a different supported version of VR-Forces, you can do so by replacing the default DLLs and libraries with version-specific DLLs and libraries. The `./bin64`, `./lib64`, and `./plugins` directories each have subdirectories for each supported version of VR-Forces. These subdirectories have further subdirectories that contain version-specific DLLs and libraries.

► **To change the VR-Forces version:**

1. Copy the contents of `./bin64/vrforces<version>/bin64` to `./bin64`.
2. Copy the contents of `./lib64/vrforces<version>` to `./lib64`.
3. Copy the contents of `./plugins/vrforces<version>` to `./plugins`.



4. WebLVC Server Architecture

This chapter describes the WebLVC Server architecture and basic functionality.

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4.1. The WebLVC Server Architecture

WebLVC allows simulations that use incompatible communications protocols to interoperate. For example, within the HLA world, using WebLVC, simulations using the HLA RPR FOM 1.0 can interoperate with simulations using RPR FOM 2.0, or simulations using different RTI implementations can interoperate.

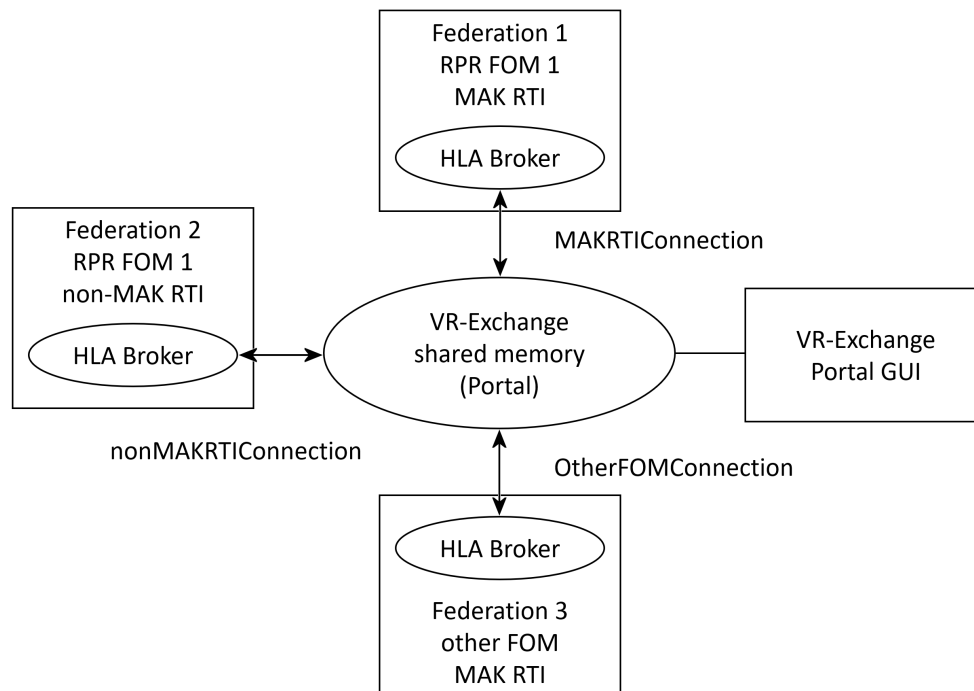
WebLVC permits simulations to interoperate through the use of a shared memory space (Portal) and brokers (Figure 4). Each broker translates between its native protocol and the WebLVC Server common simulation representation. The translated data passes through the Portal and is translated by the other brokers to their protocol.

Given this architecture, it is not necessary to create multiple translation programs that map between specific sets of protocols. You only need to create a broker for a particular protocol, and simulations can interoperate with any other simulations for which a broker exists.

You can run multiple instances of a broker, each configured for a particular simulation. For example, Figure 4 shows three different federations. Each uses the broker, but each broker is configured to use different RTIs and different FOMs. Each unique broker configuration is called a connection.

Because the Portal and brokers use shared memory, the Portal and all brokers must run on the same computer.

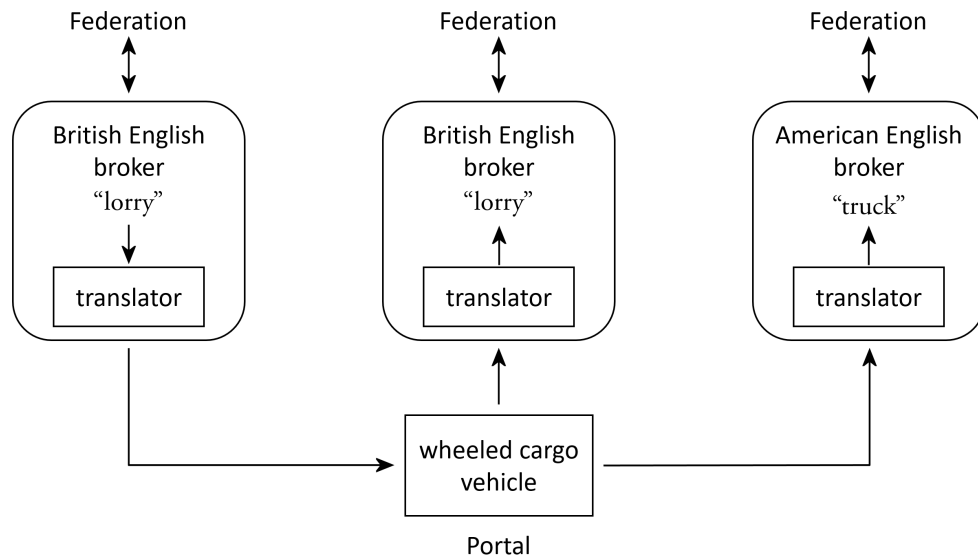
Figure 4. WebLVC Server architecture



4.1.1 Translators

Each broker has translators for the object or interaction classes that it supports. Figure 5 shows how a translator works. Imagine language-specific HLA FOMs, in this case one for American English and one for British English. Their brokers have translators for the different concepts in the English language. The leftmost federation sends a "lorry" message. The vehicle translator in the broker translates "lorry" to a generic description "wheeled cargo vehicle" and puts the data in the WebLVC Server shared memory area. A second federation, also using the British English FOM, takes the vehicle data from the Portal and translates it back to "lorry". Finally, a third federation, which uses an American English FOM, reads the vehicle message from the Portal and translates it to its American English equivalent, "truck".

Figure 5. How translators work

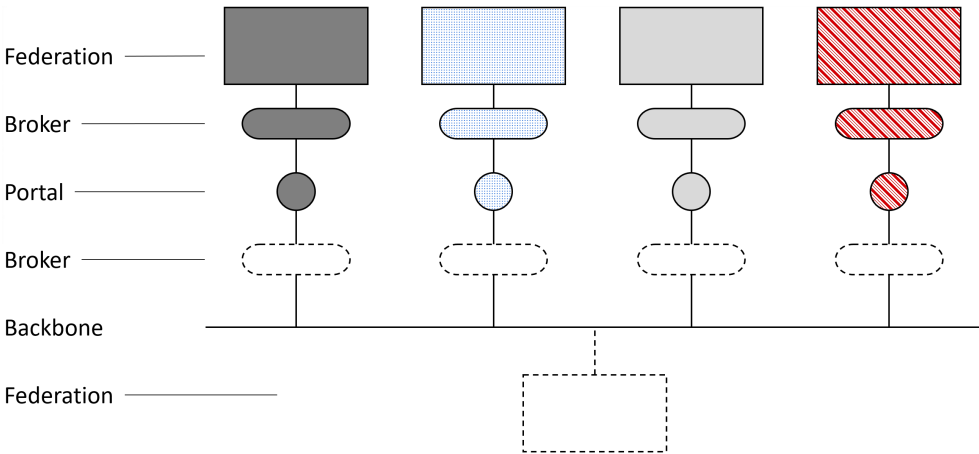


You can disable translators by editing a connection. Since each connection has its own configuration, you can filter the objects and interactions that the federations are communicating through WebLVC Server.

4.1.2 Using WebLVC Server to Manage a Federation of Federations

In addition to using WebLVC Server to enable heterogeneous federations to interoperate, you can use it to help manage a federation of federations, regardless of whether they use the same FOMs and RTIs. Consider the configuration in Figure 6. Four federations are connected via brokers to a WebLVC Server Portal. These Portals are connected to brokers that form their own federation. If any of the individual federations fail, then each instance of WebLVC Server can detect this and drop it from the exercise, while the others can continue.

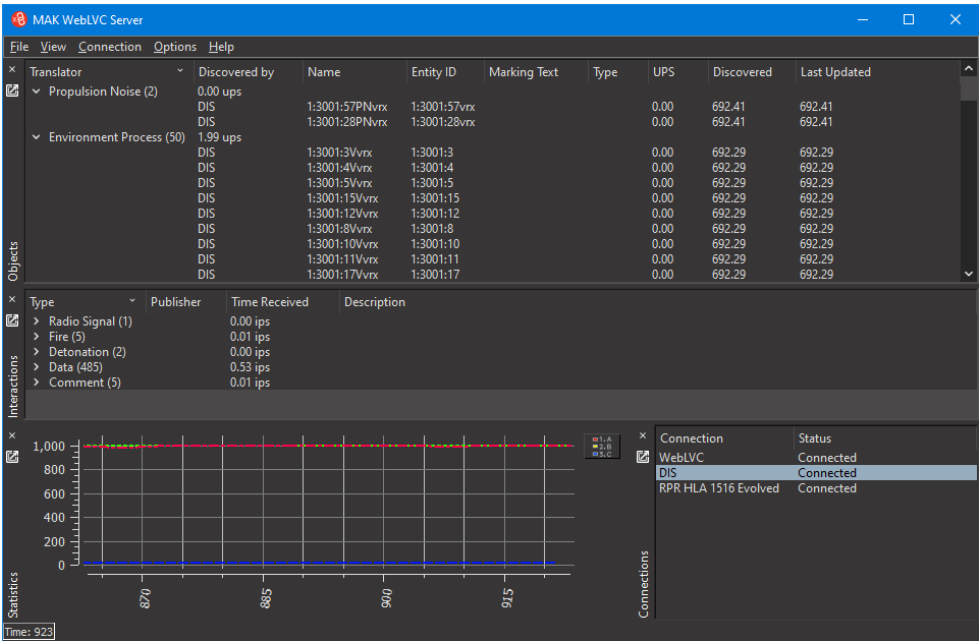
Figure 6. Using WebLVC Server over a WAN



4.1.3 The WebLVC Server Portal Application

WebLVC Server has a graphical user interface (Portal application) that provides a view into the shared memory space. It displays the connections in use and the objects and interactions being translated (Figure 7). The Portal application does not control the translation process. Translation takes place in the brokers, which are separate programs.

Figure 7. WebLVC Server Portal window



4.1.4 FOM-Agility

WebLVC Server brokers accommodate different FOMs using VR-Link FOM Mappers. Mappers are dynamic link libraries that map the objects and concepts of a particular FOM to the VR-Link internal object model. Since the WebLVC Server brokers are VR-Link applications, they can use these mappers to switch between different FOMs. For details about FOM mapping, please see the *VR-Link Developers Guide*.

4.2. The WebLVC Server API

The WebLVC Server API has two primary components: the Broker API and the Portal API. The Broker API lets you create brokers for use with WebLVC Server or extend the brokers provided by MAK. The Portal API allows brokers to send messages to and receive updates from, the Portal. For details, please see the class documentation.

4.3. Brokers Supplied

WebLVC Server includes brokers for HLA, DIS, and DDS. It has HLA brokers for the HLA 1.3 specification, for the SISO Standard Dynamic Link Compatible C++ API for IEEE 1516 specification, and for the HLA Evolved (IEEE 1516-2010) specification. Subject to licensing, you can run as many instances of these brokers as you want. The HLA brokers support the versions of the RPR FOM supported by VR-Link, or any FOM that has a VR-Link FOM Mapper.

 The DDS broker is available on request.

The DIS broker receives DIS 4, 5, 6, and 7 PDUs. It sends DIS 5 PDUs.

Table 2 lists the translation capabilities of each broker. For more information about translators, see "7.1.1 HLA Translators" on page 94 and "7.2. The DIS Broker" on page 99.

Table 2. Broker translators

Translator	HLA	DIS	DDS
Acknowledge	X	X	
Action Request	X	X	
Action Response	X	X	
Action Sonar	X	X	
Additional Passive Activities	X	X	
Aggregate	X	X	
Areal Object	X	X	
Collision	X	X	
Comment	X	X	
Create Entity	X	X	
Data	X	X	
Data Query	X	X	
Designator	X	X	
Detonation	X	X	X
Emitter System	X	X	
Entity State	X	X	X
Environment Process	X	X	

Table 2. Broker translators (continued)

Translator	HLA	DIS	DDS
Event Report	X	X	
Fire	X	X	X
Gridded Data	X	X	
IFF	X	X	
Linear Object	X	X	
Logger Control	X	X	
Point Object	X	X	
Propulsion Noise	X	X	
Radio Receiver	X	X	
Radio Signal	X	X	
Radio Transmitter	X	X	
Remove Entity	X	X	
Repair Complete	X	X	
Repair Response	X	X	
Resupply Cancel	X	X	
Resupply Offer	X	X	
Resupply Received	X	X	
Service Request	X	X	
Set Data	X	X	
Start	X	X	
Stop	X	X	
Transfer Control	X	X	

4.4. Translating Between DIS and the RPR FOM

DIS exercises send updates at regular intervals, called heartbeats. HLA does not have this feature. WebLVC Server handles this difference as follows:

- WebLVC Server provides heartbeat updates for the appropriate PDUs when the time between HLA updates exceeds the heartbeat threshold.
- WebLVC Server deletes HLA objects when the time between DIS PDUs exceeds the timeout threshold ($2.5 \times \text{heartbeat}$). RPR FOM embedded system objects (radio transmitter/receiver and emitter system/beams) are deleted only if their host entity no longer exists.

WebLVC Server does not support the full set of PDUs in the 1278.1a specification. It supports the following PDUs (listed by protocol families):

- Entity Information and Entity Interaction PDUs:
 - Entity State PDU
 - Collision PDU
- Warfare PDUs:
 - Fire PDU
 - Detonation PDU
- Simulation Management PDUs:
 - Start/Resume PDU
 - Stop/Freeze PDU
 - Acknowledge PDU
 - Action Request PDU
 - Action Response PDU
 - Data Query PDU
 - Set Data PDU
 - Data PDU
 - Event Report PDU
 - Comment PDU
 - Create Entity PDU
 - Remove Entity PDU
- Radio Communications PDUs:
 - Transmitter PDU
 - Signal PDU
 - Receiver PDU
- Distributed Emission Regeneration PDUs:
 - Electromagnetic Emission PDU
 - Designator PDU
 - IFF PDU
- Logistics PDUs:
 - Service Request PDU
 - Resupply Offer PDU
 - Resupply Received PDU
 - Resupply Cancel PDU
 - Repair Complete PDU
 - Repair Response PDU

- Entity Management PDUs:
 - Transfer Control Request PDU
- Synthetic Environment PDUs:
 - Areal Object PDU
 - Environmental Process PDU
 - Gridded Data PDU
 - Linear Object PDU
- Logger Control PDUs (for MAK Logger)

The following sections describe the supported PDUs in greater detail.

4.4.1 Entity Information and Entity Interaction

The DIS Entity Information/Interaction PDUs are the Entity State PDU and the Collision PDU.

The Entity State PDU is translated into a RPR FOM object. The RPR FOM has broken down the Entity State PDU into an object class hierarchy rooted at the *BaseEntity* class with several levels of subclasses, as shown in Table 3. The object class that is registered in the federation execution is dependent on the value of the entity type field. The default mapping between the entity type field and the RPR FOM object class is based on the entity type kind and domain values. For example, a DIS M1 tank would be instantiated as a *GroundVehicle* object in the RPR FOM, whereas a TOW missile would be a *MunitionEntity*.

The data fields of the Entity State PDU are translated to and from the corresponding attributes of the appropriate RPR FOM object class. The entity ID, entity type, and position attributes are required to send an Entity State PDU.

Table 3. BaseEntity Object Classes

Class1	Class2	Class3	Class4
BaseEntity	PhysicalEntity	PlatformEntity	Aircraft
			AmphibiousVehicle
			GroundVehicle
			MultiDomainPlatform
			Spacecraft
			SubmersibleVehicle
			SurfaceVessel
		Lifeform	Human
			NonHuman
		CulturalFeature	
		Expendables	
		Munition	
		Radio	
		Sensor	

The Collision PDU is translated into a RPR FOM *Collision* interaction. The *Collision* interaction is defined at a single level, with no inheritance.

4.4.2 Warfare

The DIS Warfare PDUs are the Fire PDU and the Detonation PDU, which are translated into RPR FOM *WeaponFire* and *MunitionDetonation* interactions, respectively. Each interaction class is defined at a single level, with no inheritance.

4.4.3 Simulation Management

The DIS Simulation Management (SIMAN) PDUs are translated into the corresponding RPR FOM interactions, as shown in Table 4.

Table 4. SIMAN Representation in the RPR FOM

DIS PDU	RPR FOM Interaction Class
Create Entity	CreateEntity
Remove Entity	RemoveEntity
Acknowledge	Acknowledge
Set Data	SetData
Data Query	DataQuery
Data	Data
Action Request	ActionRequest
Action Response	ActionResponse
Event Report	EventReport
Comment	Comment
Start/Resume	StartResume
Stop/Freeze	StopFreeze

4.4.4 Radio Communications

The DIS Radio Communications PDUs are the Transmitter, Receiver, and Signal PDUs. The Receiver and Transmitter PDUs are translated into RPR FOM objects as *RadioReceiver* and *RadioTransmitter* object classes, respectively. The RPR FOM has broken down the Radio Transmitter and Receiver protocols into an object class hierarchy as shown in Table 5. The *EmbeddedSystem* root object class captures the common attributes that specify the objects as being attached to other objects. The specific object class that is used to register a radio object in the federation execution is dependent on the type of PDU received by WebLVC Server. The data fields of the Transmitter and Receiver protocol are translated to and from the corresponding attributes of the appropriate RPR FOM object class. The host entity ID or host object ID (mapping to an entity ID) is required to send a Radio Transmitter PDU.

Table 5. EmbeddedSystem Object Classes

Class1	Class2	Class3
EmbeddedSystem	Designator	
	EmitterSystem	
	RadioReceiver	
	RadioTransmitter	
	IFF	IffInterrogator
		IffTransponder

The Signal protocol is translated into one of several RPR FOM *RadioSignal* interaction classes. A base *RadioSignal* interaction is defined from which the *ApplicationSpecificRadioSignal*, *DatabaseIndexRadioSignal*, *EncodedAudioRadioSignal*, and *RawBinaryRadioSignal* are derived. The HLA signal interaction that WebLVC Server generates is based on the Encoding Class in the DIS Signal PDU.

Table 6. RadioSignal Interaction Class

Class1	Class2
RadioSignal	ApplicationSpecificRadioSignal
	DatabaseIndexRadioSignal
	EncodedAudioRadioSignal
	RawBinaryRadioSignal

4.4.5 Distributed Emission Regeneration

The Distributed Emission Regeneration protocol family consists of the Electromagnetic Emission (EE), Designator, and IFF protocols. The EE PDU is transformed into several RPR FOM object classes. The Designator and IFF PDUs are represented in the RPR FOM by a derivation of the *EmbeddedSystem* class as Designator and IFF respectively (see). The IFF object class is further broken down into the *IffTransponder* and *IffInterrogator* object classes. These classes allow subscription based filtering of IFF data.

The EE PDU translation is different from any of the other PDU transformations in that it is a many-to-one and one-to-many transformation. A separate RPR FOM object is created for each emitter system and emitter beam in an EE PDU. Conversely, the emitter system and emitter beam objects reflected to WebLVC Server must be combined into a single EE PDU (for the State Update). The emitter system data is transformed into an *EmitterSystem* object class. An *EmitterSystem* object is created for each emitter system record in the EE PDU. The *EmitterSystem* is derived from the *EmbeddedSystem* class that associates each *EmitterSystem* object with its host entity object. Based on the beam function, the EE PDU emitter beam data is transformed into either a *RadarBeam* (the default) or a *JammerBeam*. The *EmitterBeam* class contains all of the emitter beam data parameters. Similar to the *EmbeddedSystem*, the *EmitterBeam* defines an *EmittingSystemID* that establishes the association between it and its *EmitterSystem* object instance.

WebLVC Server creates a Delta State EE PDU for each *EmitterSystem* or *EmitterBeam* reflection. WebLVC Server does not generate a delta EE PDU if the *EmitterSystem* has no active beams (unless that beam is being removed). WebLVC Server must also first receive the *EmitterBeam's* *EmitterSystem* data as well as the emitting entity data. The emitting system ID and beam ID are required for sending an EE PDU. WebLVC Server generates the State Update EE PDU at a heartbeat rate (regardless of intermediate delta updates). The State Update EE PDU contains the emission data for each emitter with active emitter beams.

4.4.6 Logistics

The DIS Logistics PDUs are translated into RPR FOM interaction classes, as shown in Table 7.

Table 7. Logistics Representation in the RPR FOM

DIS PDU	RPR FOM Interaction Class
Service Request	ServiceRequest
Resupply Offer	ResupplyOffer
Resupply Received	ResupplyReceived
Resupply Cancel	ResupplyCancel
Repair Complete	RepairComplete
Repair Response	RepairResponse

The object ID attributes (mappable to DIS IDs) for the participating entities are required to send these PDUs.

4.4.7 Entity Management

The Transfer Control Request PDU is translated to the HLA *TransferControl* interaction class. The *TransferControl* class is available only if you are using RPR FOM version 2, draft 6 or later.

4.4.8 Synthetic Environment

Table 8 lists the PDUs in the Synthetic Environment family that WebLVC Server supports.

Table 8. Synthetic environment PDUs

DIS PDU	RPR FOM Class
Areal Object	<i>ArealObject</i>
Environmental Process	<i>EnvironmentProcess</i>
Gridded Data	<i>GriddedData</i>
Linear Object	<i>LinearObject</i>

4.4.9 MAK Data Logger Control PDUs

In addition to the standard DIS PDUs described in the previous sections, WebLVC Server supports Logger Control PDUs for controlling the MAK Data Logger.

4.5. Hardware Requirements and Product Limitations

WebLVC Server was designed to work with up to 254 connections. However, the requirement that all brokers run on the same machine limits the actual number of connections that you can run. WebLVC Server has been tested with as many as 4 connections.

It is recommended that you run WebLVC Server with one processor for each connection. Though this is not required, and much testing has been done on single processor machines, a typical instance of WebLVC Server will have three or more processes competing for CPU time.

It is also recommended that each supported protocol exist on a dedicated network. This is not a requirement of WebLVC Server, but is recommended for high traffic exercises.

4.6. The Limitations of Translation Software

Translating between two protocols, or even two FOMs (in the case of HLA) is similar to translating between two spoken languages, in that you may lose something in translation. The goal of a good translator is to try to minimize that loss. When translating between spoken languages, you cannot simply perform word-for-word replacement. The source text must be examined holistically and translated such that it conveys the same meaning to the target language. Sometimes idiomatic structures are not directly translatable and can only be approximated in the target language, and some concepts present in one language may not even exist in the other. As a result, some precision may be lost.

This same limitation occurs with all software translators. Messages often cannot be translated on a packet-by-packet basis; rather, a stream of messages as a whole must be examined and translated. Some protocols map easily to each other. Others do not. Some protocols have no valid translation at all.

In the case of DIS-to-HLA translation, or even FOM-to-FOM translation, there is not always a one-to-one mapping between PDUs received from the DIS side and updates sent to the HLA side (or vice versa). This is due to fundamental differences in the rules and conventions of HLA versus DIS, and to differences in the ways different FOMs choose to represent similar concepts. For example, the DIS broker needs to send DIS heartbeat PDUs every 5 seconds, even though it may not receive HLA updates for an object for a much longer period of time. A single DIS PDU might contain data that must be translated into a series of attribute updates. For example, in DIS, a single Electromagnetic Emission PDU might contain information about a series of emitter systems and beams, but in HLA's RPR FOM, each emitter system and beam exists as a separate object, and must be updated through separate streams of messages.

In general, the strategy that WebLVC Server uses is to decode incoming data into state repositories that always contain the current state of each object. State repository information is passed to the other side of the bridge each frame, independently of when actual updates might have arrived. Then, the publishing rules of the other protocol and/or FOM are used to determine when to send out data describing the object. A consequence of

this strategy is that no one piece of code is ever looking at both an incoming message and an outgoing message at the same time. While this strategy is necessary to support FOM agility and generic protocol-translation in WebLVC Server, a limitation is that "something" can get lost in the translation. For example, you should not expect that the timestamp on an outgoing HLA update will match the timestamp of a particular incoming DIS PDU.

Translators are very valuable solutions to real-world interoperability problems, and they often offer a much cheaper and easier solution than retooling applications to use a common protocol. But they can never quite provide the same level of close-coupling that you can get if all of your systems communicate natively. MAK works hard to insure that our translators retain as much of the meaning and semantics of the data as is feasible, given the fundamental differences in the various protocols. But users must be aware that, as with any type of translator, there will always be limitations.



5. Using WebLVC

This chapter explains how to run WebLVC, enable connections, and customize the information you are viewing.

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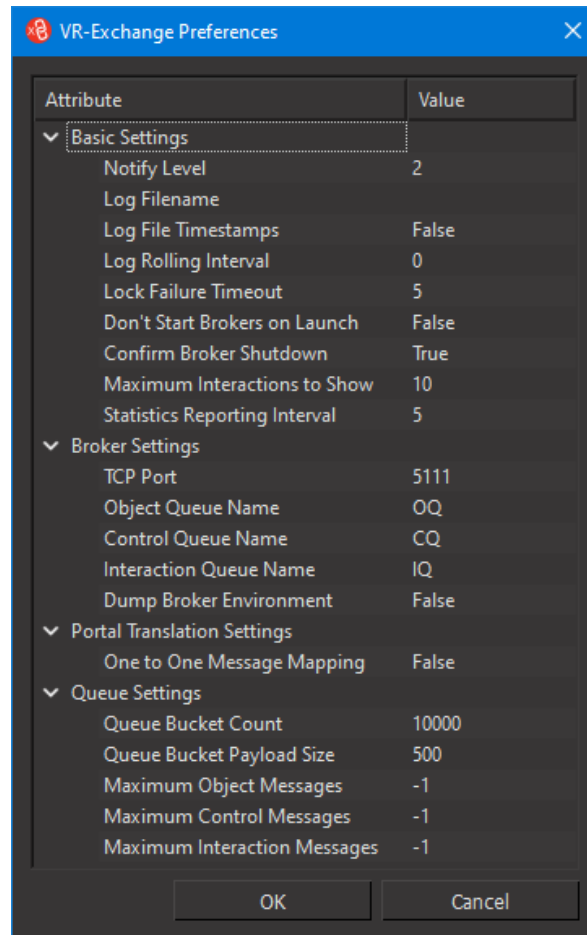
5.1. Configuring WebLVC Server

WebLVC Server has several parameters that you can set to optimize performance. Preferences are saved to *VR-Exchange.xml*.

► **To set WebLVC Server preferences:**

1. Choose **Options > Preferences**. The WebLVC Server Preferences dialog box opens (Figure 8).

Figure 8. WebLVC Server Preferences dialog box



2. Expand the appropriate group of settings.
3. Click the value for the attribute that you want to change. The value becomes editable.
4. Edit the value. Some values can be chosen from a drop-down list. Others are text or numeric values that you edit directly.
5. Click OK. Changes do not take effect until you restart WebLVC Server.

Table 9 describes the attributes in the WebLVC Server Preferences dialog box.

Table 9. WebLVC Server preferences

Attribute	Description
Basic Settings	
Notify Level	Specifies the output level for the Portal's log file. Default: 2.
Log Filename	Specifies the log file for messages. Default: <i>disBroker.log</i> , <i>rpr13Broker.log</i> , and so on.
Log File Timestamps	Enable or disable printing timestamps to the log file.
Log Rolling Interval	Frequency, in seconds, to roll the log file to a new file.
Lock Failure Timeout	How long, in seconds, to wait for shared memory locks before retrying.
Don't Start Brokers on Launch	Specifies that connections should not be enabled automatically when WebLVC Server starts.
Confirm Broker Shutdown	Enable or disable prompting for confirmation before shutting down a broker.
Maximum Interactions to Show	Specifies the maximum number of interactions to show in the Interactions window for each interaction type. When the Portal runs for a long time, the interaction list can become very long, which can degrade performance. If this number is set to -1, all interactions are shown. If it is set to any positive number, only the most recent maximum number of interactions is displayed. Default: 10.
Statistics Reporting Interval	The amount of time, in seconds, between updates of the Statistics graph by individual brokers and the Portal.
Broker Communication Settings	
TCP Port	Specifies the TCP port to use to test the broker lifetime. Each broker connects to this port. If the Portal crashes, the brokers will know and then shut down. If TCP Port is set to 0, this feature is disabled.
Object Queue Name	Specifies the names of the object, control, and interaction queues in the shared memory pool. If you run more than one instance of WebLVC Server, the queue names must be different for each Portal.
Control Queue Name	
Interaction Queue Name	
Dump Broker Environment	Print the brokers environment to a file at startup.

Table 9. WebLVC Server preferences (continued)

Attribute	Description
Portal Translation Settings	
One to One Message Mapping	Specifies whether or not to generate an outbound message for each inbound message. Changing this setting requires restarting all brokers.
Queue Settings	
Queue Bucket Count	Specifies the maximum number of messages in the shared memory queue.
Queue Bucket Payload Size	Specifies the maximum message size, in bytes.
Maximum Control Messages, Maximum Interaction Messages, Maximum Object Messages,	Specifies the maximum number of Portal messages to process per call to <code>drainInput()</code> , where -1 means process all messages. Adjust these parameters to avoid process starvation if one of the queues is heavily used.

5.1.1 Additional Portal Configuration Options

The portal has some configuration options that affect performance but are not configurable through the GUI. You can configure them in *VR-Exchange.xml*.

- **maxObjectViewCount.** Specifies the maximum number of objects to display in the portal (per category). When the maximum number of objects is reached, a warning is printed to the log. Default: 5000.
- **objectAutocollapseCount.** Specifies the number of objects at which to automatically collapse an object category. Default: 1000.

5.2. Enabling and Disabling Connections

The brokers are executable files that are independent of the Portal. You start them using connection configurations that specify a broker, a connection name, and configuration parameters. You can enable a connection automatically when the Portal is started or you can enable a connection manually.

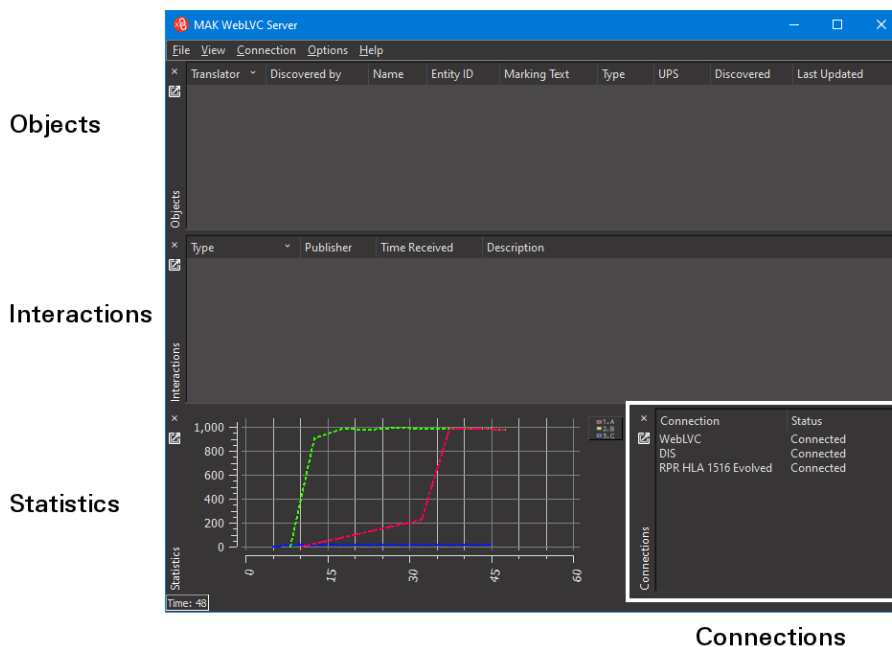
For details about adding and configuring connections, see "Chapter 6. Working with Broker Connections" on page 67.

5.2.1 Enabling Connections when the Portal Starts

► To specify that a connection be enabled when the Portal starts:

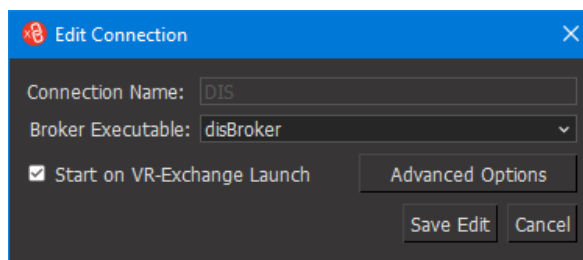
1. Start WebLVC Server.
2. In the Connections window (Figure 9), select the connection that you want to configure.

Figure 9. WebLVC Server Window



3. If the connection is enabled, choose **Connection > Disable Connection**. The connection is disabled.
4. Choose **Connection > Edit Connection**. The Edit Connection dialog box opens (Figure 10).

Figure 10. Edit Connection dialog box



5. Select the Start on VR-Exchange Launch check box.
6. Click Save Edit.
7. Enable the connection, if applicable.

5.2.2 Enabling Connections During Runtime

► To enable a connection after you start the Portal:

1. In the Connections window (Figure 9 on the previous page), select the connection that you want to enable.
2. Choose **Connection > Enable Connection**. The status changes to Connected.

5.2.3 Disabling Connections

Connections are disabled and brokers are shut down automatically when the Portal is shut down. Connections can also be disabled independently. If a broker crashes, or otherwise exits, and if the broker is connected using TCP, the Portal removes any connections that use it.

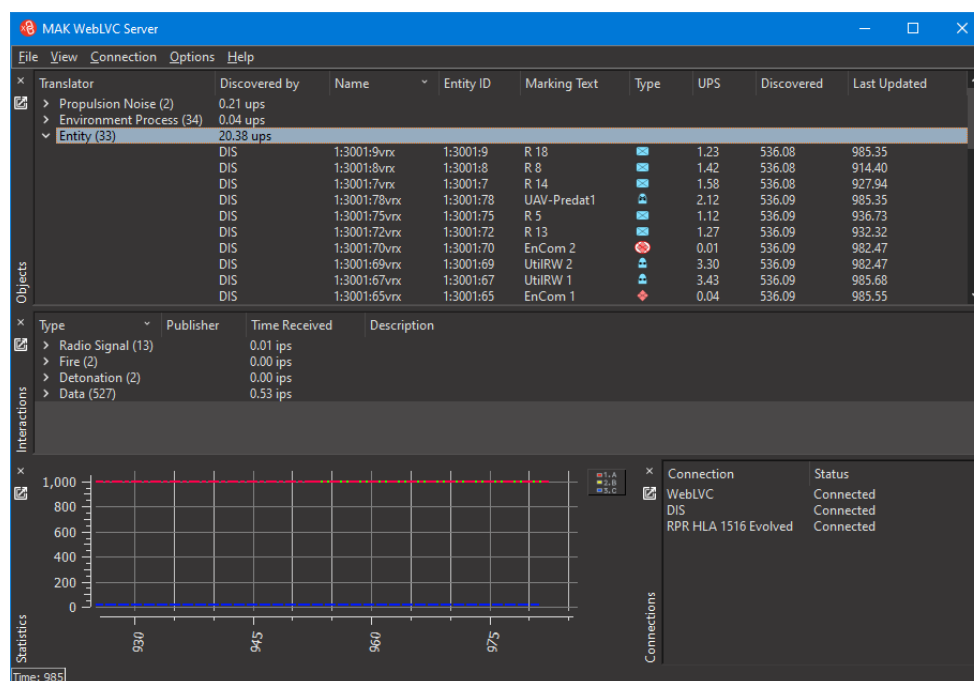
► To disable a connection:

1. In the Connections window (Figure 9 on the previous page), select the connection you want to disconnect.
2. Choose **Connection > Disable Connection**.

5.3. Viewing Objects and Interactions

WebLVC Server displays lists of the objects and interactions that it discovers, which connection is publishing them, and statistics about them (Figure 11). As objects join and leave the exercise, WebLVC Server updates the display so that it only shows currently simulated objects. You can configure the number of interactions kept in the interaction list. (For details, see "5.1. Configuring WebLVC Server" on page 54.)

Figure 11. Object and interaction display



 If you mouse over the icon for an entity in the Type column, WebLVC Server displays a tooltip with the entity type enumeration for that object.

5.3.1 Customizing the Display of Object and Interaction Data

You can choose which columns of data to display and change the order of the columns.

► **To show or hide a column:**

1. In the Objects window or Interactions window (Figure 11 on the previous page), right-click any column label. A list of columns displays.
2. To display a hidden column or hide a currently displayed column, click its entry in the list.

► **To reorganize the order of data columns,** drag the column title to the location where you want it.

5.3.2 Enabling and Disabling the Display of Object Data

You can enable and disable display of the following types of object data:

- Objects – show or hide all objects
 - Updates – show or hide the Updated column.
- To enable or disable display of object data, choose **View > Objects > *option***, where *option* is either Objects or Updates.

5.3.3 Sorting the Object List by Column

► **To sort the object list by column,** click a column heading.

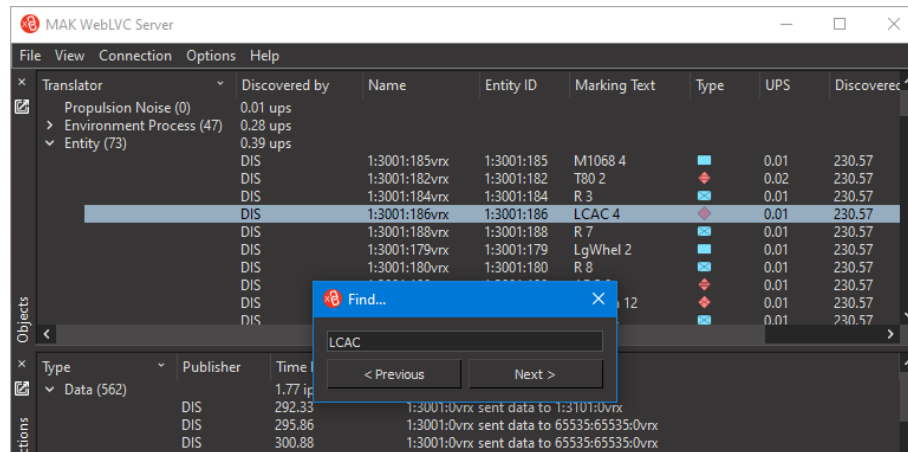
5.3.4 Searching the Object List

When there are many objects listed in the Objects window, it can be difficult to find a particular object that you want to examine. You can search the objects list to quickly find particular objects. WebLVC Server searches the Name, Entity ID, and Marking Text columns in sequence to find the search string.

► **To search the Objects list:**

1. Choose **View > Objects > Find Objects** or click in the Objects window and press **Ctrl+F**. The Find dialog box opens.
2. Type the string that you want to search for. As you type, WebLVC Server highlights objects that match the search string (Figure 12).

Figure 12. Searching the objects list



3. Press **Enter**, or click the **Next>** button on the Find dialog box to cycle forward through the list of matching objects. Click **<Previous** to iterate backwards through matching objects.

5.3.5 Enabling and Disabling the Display of Interactions

You can hide or display the interaction list.

- To enable or disable the display of interactions, choose **View > Interactions > Interactions**.

5.3.6 Clearing the Interactions List

You can clear the Interactions list. When you clear the Interactions list, WeblVC Server continues to maintain a running count of the number of interactions. Figure 13 illustrates the Interactions list after it is cleared. Notice the cumulative statistics next to Radio Signal, Fire, and Detonation.

Figure 13. Cleared Interactions list

Interactions			
Type	Publisher	Time Received	Description
> Radio Signal (181)			
> Fire (37)			
> Detonation (18)			
> Data (383)			

- To clear the Interactions list, choose **View > Interactions > Clear Interactions**.

Resetting Statistics

You can clear the cumulative statistics maintained by the Interactions window.

- To clear interaction statistics, choose **View > Interactions > Reset Statistics**.

5.3.7 Expanding and Collapsing the Tree View

You can quickly expand and collapse all entries in the Objects and Interactions windows.

i A category automatically collapses if the number of entries exceeds the value specified by the **objectAutocollapseCount** parameter in *VR-Exchange.xml*. See "5.1.1 Additional Portal Configuration Options" on page 56.

► **To expand and collapse the tree view:**

1. In the Objects window or Interactions window, right-click any entry. A context-sensitive menu is displayed.
2. Choose **Expand All** or **Collapse All**.

5.4. Filtering Objects in the Objects Window

You can filter out entire classes of objects (for details, see "6.5. Specifying Which Translators to Use" on page 89). You can also filter individual objects. You might do this if you are interested in particular objects and want to reduce network traffic by filtering out the objects you are not interested in. You can filter objects by name, entity type, and marking text. Filtering by entity type and marking text only applies to entities and aggregates.

This section explains how to filter out objects from the Objects window. You can also set up filters in the Connection Information dialog box for a broker. For details, see "6.4. Specifying Filters in the Connection Information Dialog Box" on page 86.

► **To filter out an object:**

1. In the Objects window, select the objects that you want to filter.
2. Right-click the objects. A context-sensitive menu displays.
3. Choose **Add Filter**. A submenu displays.
4. Choose the type of filter that you want to add. The word "filtered" displays in the Translator column for each filtered object (Figure 14).

Figure 14. Filtered objects

Translator	Discovered by	Name	Entity ID	Marking Text	Type	UPS	Discovered	Last Updated
Propulsion Noise (0)	0.00 ups							
Environment Process (47)	0.10 ups							
Entity (73)	0.14 ups							
filtered	DIS	1:3001:299vrx	1:3001:299	T80 1		0.00	230.62	925.87
filtered	DIS	1:3001:185vrx	1:3001:185	M1068 4		0.00	230.57	923.07
filtered	DIS	1:3001:182vrx	1:3001:182	T80 2		0.00	230.57	925.64
filtered	DIS	1:3001:184vrx	1:3001:184	R 3		0.00	230.57	933.19
	DIS	1:3001:186vrx	1:3001:186	LCAC 4		0.00	230.57	230.57
	DIS	1:3001:188vrx	1:3001:188	R 7		0.00	230.57	230.57
	DIS	1:3001:179vrx	1:3001:179	LgWhel 2		0.00	230.57	230.57
	DIS	1:3001:180vrx	1:3001:180	R 8		0.00	230.57	230.57
	DIS	1:3001:190vrx	1:3001:190	APC 8		0.00	230.57	230.57
	DIS	1:2001:180vrx	1:2001:180	EnCom 12		0.00	220.57	220.57

► **To remove a filter:**

1. In the Objects window, select the objects that you want to unfilter.
2. Right-click the objects. A context-sensitive menu displays.
3. Choose **Remove Filter**. A submenu displays.
4. Choose the type of filter that you want to remove. The filter is removed and the "filtered" text in the Translator column is cleared.

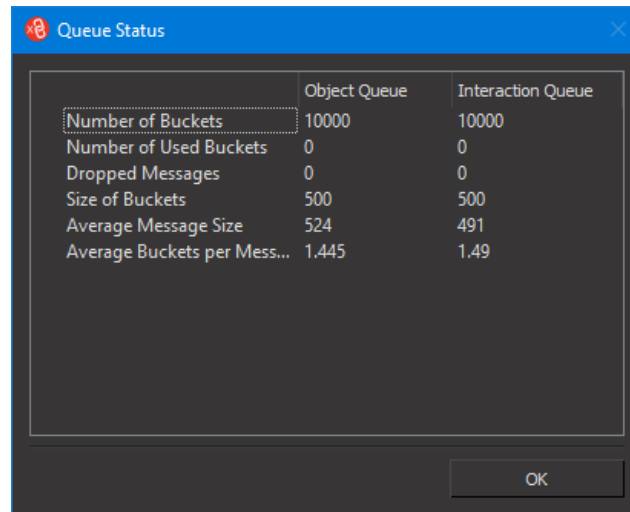
i Only filters created from the context-sensitive menu can be removed from the context-sensitive menu. Filters created on the Filters page of the Connection Information dialog box cannot be removed from the context-sensitive menu.

5.5. Displaying the Queue Status

You can display details about the shared memory queue.

- To display the queue status, choose **View > Queue Status**. The Queue Status dialog box opens (Figure 15).

Figure 15. Queue Status dialog box



	Object Queue	Interaction Queue
Number of Buckets	10000	10000
Number of Used Buckets	0	0
Dropped Messages	0	0
Size of Buckets	500	500
Average Message Size	524	491
Average Buckets per Mess...	1.445	1.49

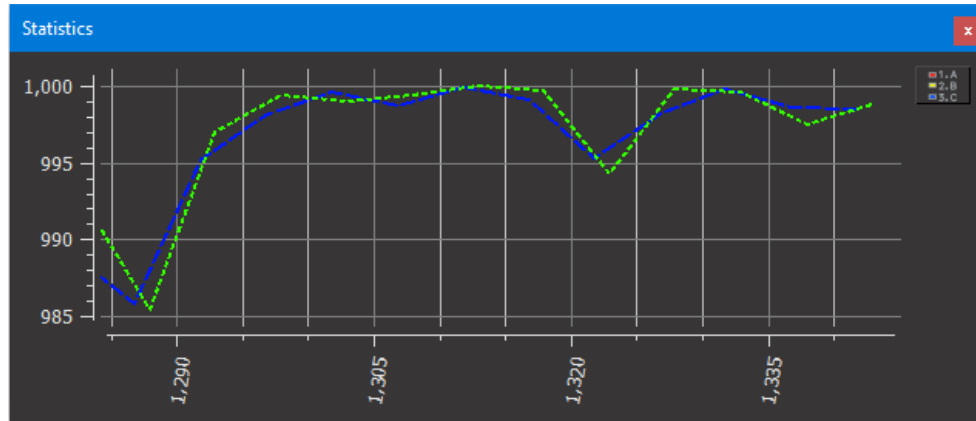
OK

5.6. The Statistics View

You can display a graph of the number of packets being processed by WebLVC Server and internal WebLVC Server messages (Figure 16).

- To hide or display the Statistics View, choose **View > Statistics**.

Figure 16. Statistics View

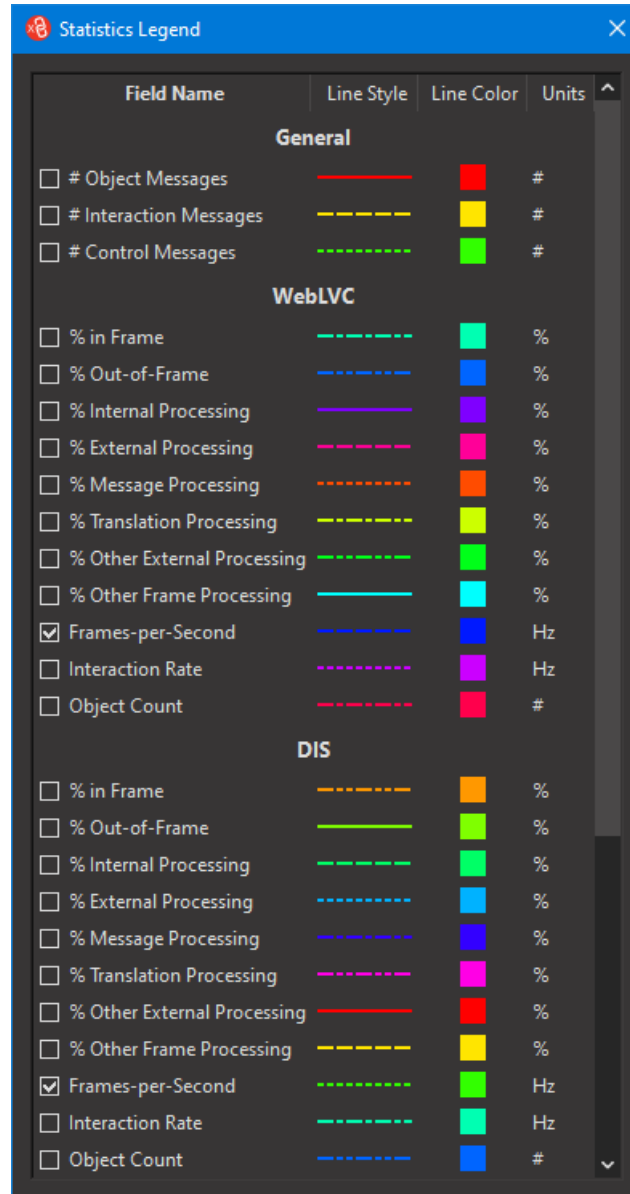


5.6.1 Displaying the Statistics Legend

The graphs in the Statistics View are color-coded. The Statistics Legend explains the meaning of each graph for each broker (Figure 17).

- To display the Statistics View Legend, choose **View > Statistics Legend** or click the Legend icon () on the Statistics View.

Figure 17. Statistics Plot Legend



Field Name	Line Style	Line Color	Units
General			
☐ # Object Messages	—————	Red	#
☐ # Interaction Messages	- - - - -	Yellow	#
☐ # Control Messages	- . - . -	Green	#
WebLVC			
☐ % in Frame	- - - - -	Cyan	%
☐ % Out-of-Frame	- - - - -	Blue	%
☐ % Internal Processing	—————	Purple	%
☐ % External Processing	- - - - -	Magenta	%
☐ % Message Processing	- . - . -	Orange	%
☐ % Translation Processing	- - - - -	Yellow	%
☐ % Other External Processing	- . - . -	Green	%
☐ % Other Frame Processing	—————	Cyan	%
☒ Frames-per-Second	- - - - -	Blue	Hz
☐ Interaction Rate	- . - . -	Magenta	Hz
☐ Object Count	- - - - -	Red	#
DIS			
☐ % in Frame	- - - - -	Orange	%
☐ % Out-of-Frame	—————	Green	%
☐ % Internal Processing	- - - - -	Green	%
☐ % External Processing	- - - - -	Blue	%
☐ % Message Processing	- . - . -	Purple	%
☐ % Translation Processing	- . - . -	Magenta	%
☐ % Other External Processing	—————	Red	%
☐ % Other Frame Processing	- - - - -	Yellow	%
☒ Frames-per-Second	- . - . -	Green	Hz
☐ Interaction Rate	- - - - -	Cyan	Hz
☐ Object Count	- - - - -	Blue	#

5.7. Closing WebLVC Server

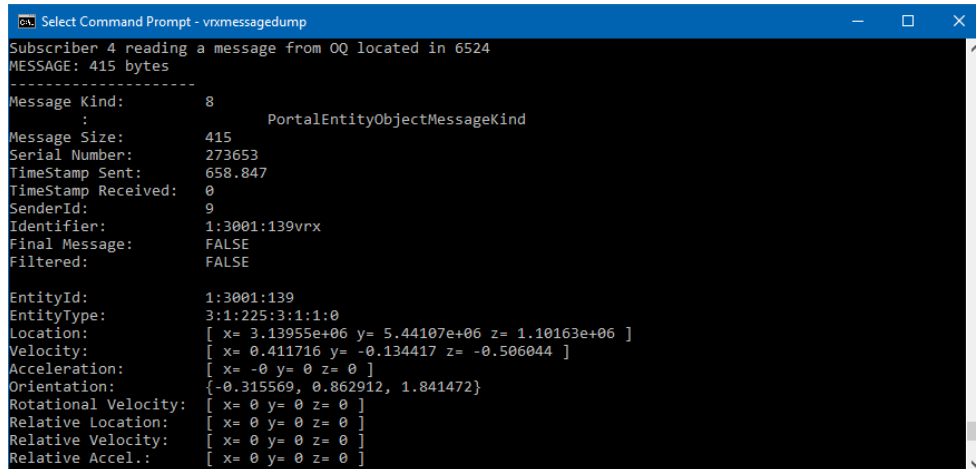
- To close WebLVC Server, choose **File > Exit**.

5.8. Using `vrxMessageDump`

WebLVC Server includes a utility called *vrxMessageDump*. It displays all messages passing through shared memory in a console window (Figure 18). *vrxMessageDump* exits automatically when the Portal is shut down.

- To run *vrxMessageDump*, start WebLVC Server, then run the *vrxMessageDump* executable in the `./bin` directory.

Figure 18. vrxMessageDump display



```

Select Command Prompt - vrxmessagedump
Subscriber 4 reading a message from OQ located in 6524
MESSAGE: 415 bytes
-----
Message Kind:      8
                  :      PortalEntityObjectMessageKind
Message Size:      415
Serial Number:     273653
TimeStamp Sent:    658.847
TimeStamp Received: 0
SenderId:          9
Identifier:         1:3001:139vr
Final Message:     FALSE
Filtered:          FALSE

EntityId:          1:3001:139
EntityType:         3:1:225:3:1:1:0
Location:           [ x= 3.13955e+06 y= 5.44107e+06 z= 1.10163e+06 ]
Velocity:           [ x= 0.411716 y= -0.134417 z= -0.506044 ]
Acceleration:       [ x= -0 y= 0 z= 0 ]
Orientation:        {-0.315569, 0.862912, 1.841472}
Rotational Velocity: [ x= 0 y= 0 z= 0 ]
Relative Location:   [ x= 0 y= 0 z= 0 ]
Relative Velocity:   [ x= 0 y= 0 z= 0 ]
Relative Accel.:     [ x= 0 y= 0 z= 0 ]

```




6. Working with Broker Connections

This chapter explains how to add, edit, and configure broker connections.

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6.1. Adding and Editing Connections

A connection runs a broker executable with a unique set of parameters. This allows you to, for example, run an instance of the HLA 1.3 broker with RTI A and another instance of the HLA 1.3 broker with RTI B.

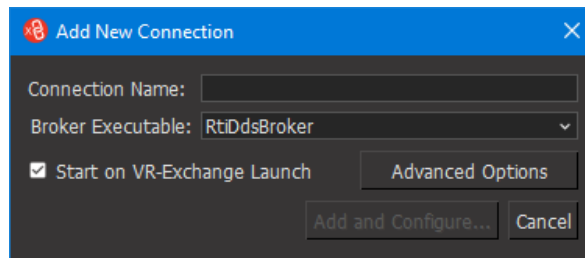
A connection must have a name and it must specify the broker that it uses and a configuration file. It can include command-line options and can specify environment variables. For lists of command-line options, see "7. Broker Details" on page 93.

6.1.1 Adding Connections

► **To add a connection:**

1. Choose **Connection > Add New Connection**. The Add New Connection dialog box opens (Figure 19).

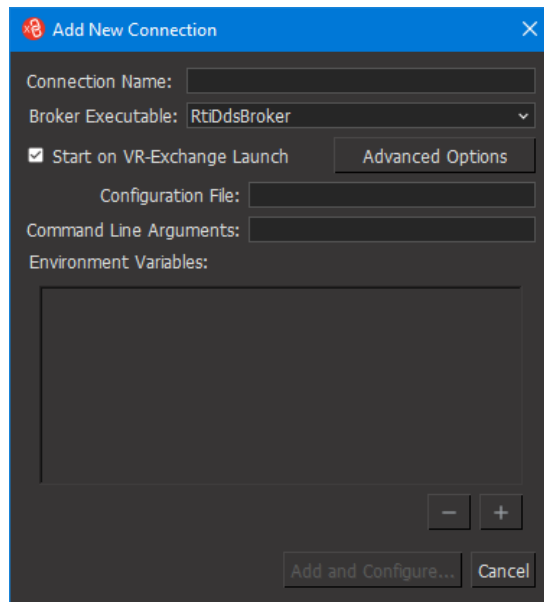
Figure 19. Add New Connection dialog box



2. In the Connection Name box, enter a name for the connection.
3. In the Broker Executable box, select a broker from the drop-down list or type the name of a broker executable.

4. Optionally, specify advanced options:
 - a. Click Advanced Options. The dialog box expands (Figure 20).

Figure 20. Add New Connection dialog box, Advanced Options



- b. In the Configuration File box, enter a name for the connection configuration file. (WebLVC Server appends the extension *.bcf*.) If you do not specify a configuration file name, WebLVC Server uses the connection name as the name the configuration file.
 - c. Optionally, enter command-line arguments in the Command Line Arguments box.
 - d. Optionally, specify environment variables for this connection, as described in "6.1.2 Specifying Environment Variables for a Connection" below.
 - e. Click Advanced Options to collapse the dialog box.
5. If you want to enable the connection when WebLVC Server starts, select the Start on WebLVC Server Launch check box.
6. Click Add and Configure. The Connection Information dialog box for this connection opens.
7. Optionally, edit configuration parameters for the new connection. For details, see "6.2. Configuring Connections" on page 71.

6.1.2 Specifying Environment Variables for a Connection

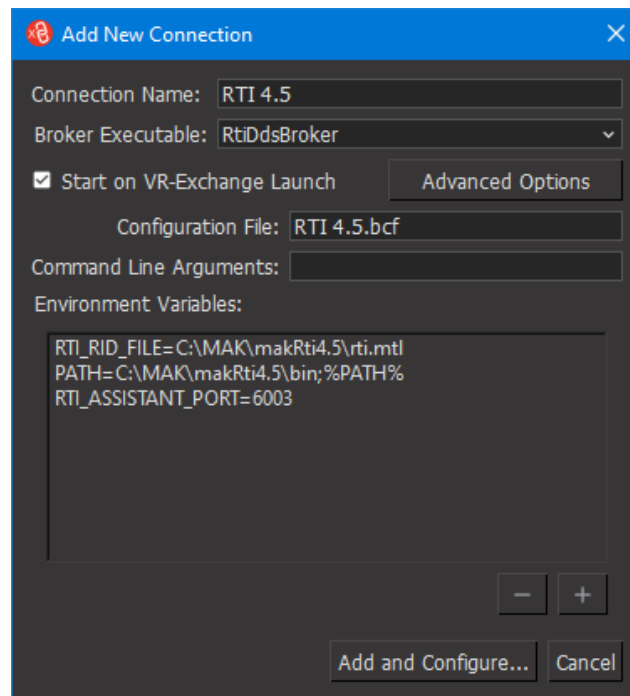
You can specify environment variables that only apply to a specific connection. You might want to do this to have different HLA connections use different RTIs.

► **To specify an environment variable for a connection:**

1. In the Add New Connection dialog box or Edit Connection dialog box, click Advanced Options. The dialog box expands (Figure 20 above).

2. In the Environment Variables group box, click the Add button (+). The Environment Variable dialog box opens.
3. In the Variable Name box, enter a name for the environment variable.
4. In the Variable Value box, enter the value for the variable. It can be a fully qualified path or it can use variable expansion, for example:
 PATH=%PATH% (on Windows)
 PATH= . ; \$PATH (on Linux)
5. Click OK. The environment variable is added to the list (Figure 21).

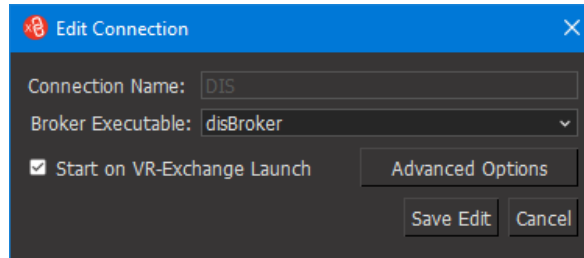
Figure 21. Environment variables



6.1.3 Editing Connections

► **To edit a connection:**

1. In the Connections window (Figure 9 on page 57), select the connection that you want to edit.
2. If the connection is connected, choose **Connection > Disable Connection**.
3. Choose **Connection > Edit Connection**. The Edit Connection dialog box opens (Figure 22).

Figure 22. Edit Connection dialog box

4. Click Advanced Options to display all connection details.
5. Edit the connection as desired.
6. Click Next.

6.1.4 Deleting Connections

Deleting a connection deletes the association of a connection name with a broker and a configuration file. It does not affect the broker executable referenced by the configuration file and it does not affect the configuration file it references (if one exists).

► **To delete a connection:**

1. In the Connections window (Figure 9 on page 57), select the connection that you want to delete.
2. If the connection is connected, choose **Connection > Disable Connection**.
3. Choose **Connection > Remove Connection**.
4. Click OK. A confirmation dialog box opens.
5. Click OK.

6.2. Configuring Connections

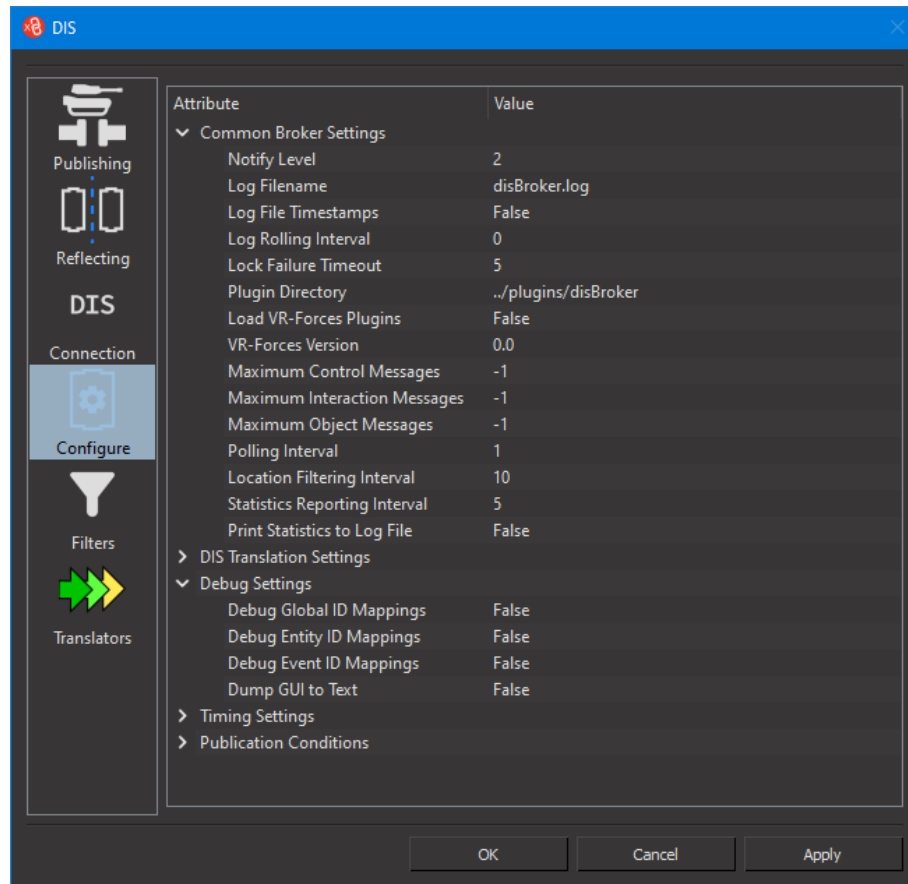
This section describes the attributes you can configure on the Configure page of the Connection Information dialog box.

Each connection has a set of attributes that you can set. If you use the default attribute values, WebLVC Server does not create a configuration file for the connection. If you change any of the attributes, WebLVC Server saves them to the configuration file you specified when you created the connection.

► **To configure a connection:**

1. In the Connections window (Figure 9 on page 57), select the connection that you want to configure.
2. Choose **Connection > Edit Connection Information**, or double-click the connection. The Connection Information dialog box opens (Figure 23). (When you add a new connection, the Connection Information dialog box opens automatically after you create the connection.)

Figure 23. Connection Information dialog box



3. Select the Configure page. It lists attributes for the connection, organized in logical groupings, except for the network connection settings. These are configured on the Connections page.
4. Expand the attribute tree to find the attributes you want to edit.
5. To edit an attribute, click its value. The field becomes editable.
 - If the field has a single text or numeric value, change the value as desired. Some values are available on drop-down lists. The attributes are listed and described in later sections in this chapter.
 - If the attribute value is a collection, edit it as described in "6.2.1 Specifying Collection Values" on the facing page.
6. Click OK. If the connection was enabled, the changes do not take effect until you restart the connection. WebLVC Server prompts you to restart the connection.

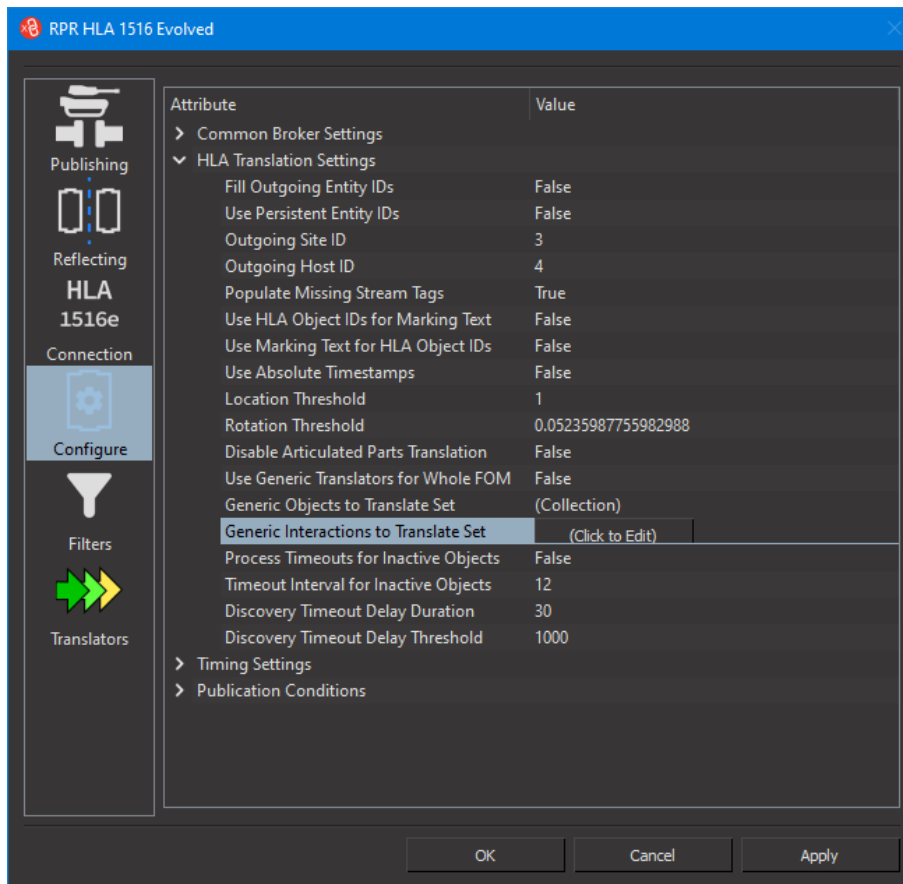
6.2.1 Specifying Collection Values

Some attributes can take multiple values (collections).

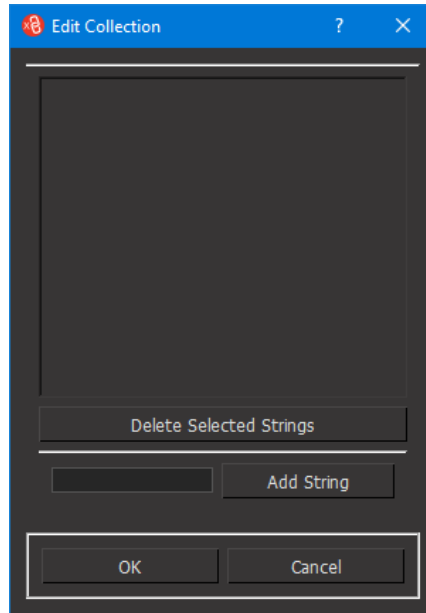
► **To specify the values for a collection:**

1. In the Configure page for a connection, expand the attribute list to display the collection attribute you want to edit.
2. Click the word Collection in the Value column (Figure 24). It changes to a button labeled Click to Edit.

Figure 24. Collection value



3. Click the button. The Edit Collection dialog box opens (Figure 25).

Figure 25. Edit Collection dialog box

4. In the text box, type the string you want to add.
5. Click Add String. The string is added to the list window.
6. Click OK.

Removing Values from a Collection

► **To remove values from a collection:**

1. In the Configure page for a connection, click the word Collection in the Value column (Figure 24). It changes to the text Click to Edit.
2. Click the button. The Edit Collection dialog box opens (Figure 25).
3. In the list window, select the strings that you want to delete.
4. Click Delete Selected Strings.
5. Click OK.

6.2.2 Common Broker Settings

Table 10 describes the attributes in the Common Broker Settings group. They are the same for all of the brokers.

Table 10. Common broker settings attributes

Attribute	Description
Notify Level	The logging output level for the broker's log file. Range 0-4, where: 0 = Fatal error messages. 1 = Warning messages. 2 = Informational messages. 3 = Verbose information. 4 = Debugging data. Default: 2.
Log Filename	The name of the file to log broker output to. Default: "" (no log file).
Log File Timestamps	Specifies whether or not timestamps are printed to the log file.
Log Rolling Interval	How often, in seconds, to roll the log over to a new file.
Lock Failure Timeout	How long, in seconds, to wait for shared memory locks before retrying.
Plugin Directory	The directory to search in for broker plug-ins.
Maximum Control Messages	The maximum number of Portal control messages to process per call to drainInput(). If set to -1, then all messages are processed. Default: -1.
Maximum Interaction Messages	The maximum number of Portal interaction messages to process per call to drainInput(). If set to -1, then all messages are processed. Default: -1.
Maximum Object Messages	The maximum number of Portal object messages to process per call to drainInput(). If set to -1, then all messages are processed. Default: -1.
Polling Interval	The interval, in seconds, between each call to drainInput() on the exercise connection. Default: 1.
Location Filtering Interval	The time, in seconds, between checking entity locations for filtering
Statistics Reporting Interval	The frequency that the broker should report statistics.
Print Statistics to Log File	If true, print the broker statistics to the log file specified in Log Filename.

6.2.3 Configuring Publication Conditions

By default, WebLVC Server does not translate some HLA objects until certain conditions are met. For example, an entity is not translated until its entity ID is a non-zero value. This is done because various mappings exist between DIS and HLA identifiers. However, there are situations in which IDs and other attributes are not specified. Turning off publication conditions allows you to translate these objects.

If a condition is set to True, an HLA object is not published until the condition is true. If a condition is set to False, the object is published without satisfying this condition.

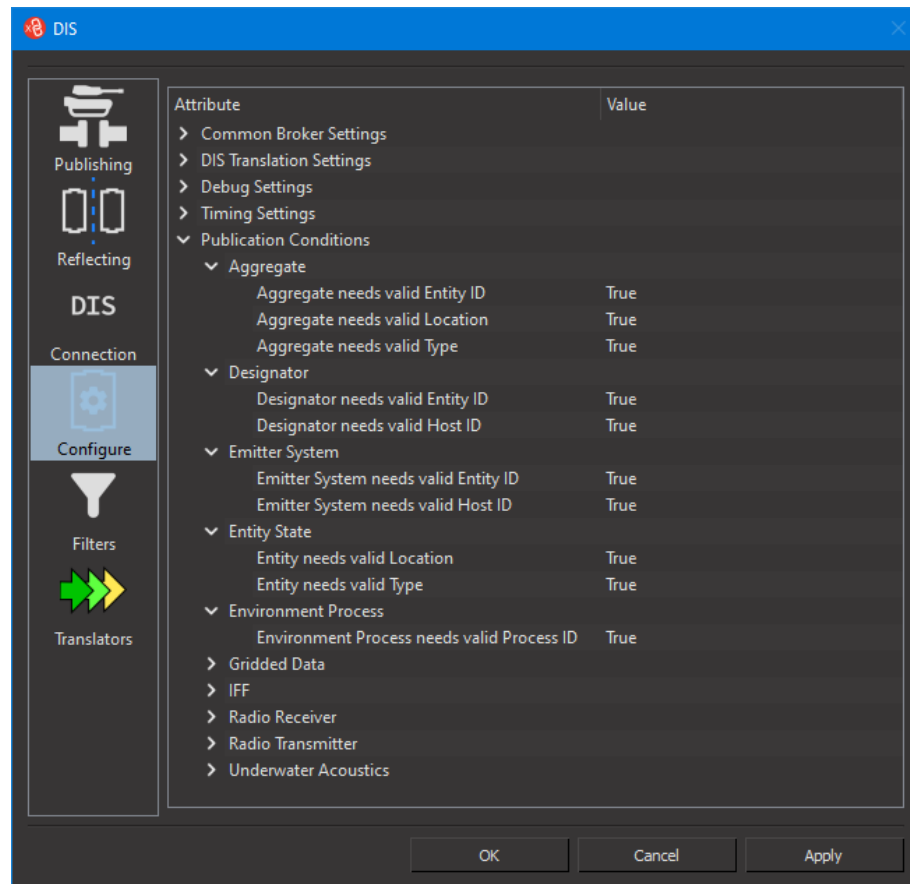
You can set discovery criteria for the following objects:

- Aggregate:
 - Aggregate needs valid Entity ID.
 - Aggregate needs valid Location.
 - Aggregate needs valid Type.
- Designator:
 - Designator needs valid Host ID.
 - Designator needs valid Entity ID.
- Emitter System:
 - Emitter System needs valid Entity ID.
 - Emitter System needs valid Host ID.
- Entity State:
 - Entity needs valid Entity ID. (HLA only.)
 - Entity needs valid Location.
 - Entity needs valid Type.
- Environment Process:
 - Environment Process needs valid Process ID.
- Gridded Data:
 - Gridded Data needs valid Grid ID.
- IFF:
 - IFF needs valid Entity ID.
 - IFF needs valid Host ID.
- Radio Receiver:
 - Radio Receiver needs valid Entity ID.
 - Radio Receiver needs valid Host ID.
- Radio Transmitter:
 - Radio Transmitter needs valid Entity ID.
 - Radio Transmitter needs valid Host ID.
- Underwater Acoustics:
 - Underwater Acoustics needs valid Acoustic ID.
 - Underwater Acoustics needs valid Entity ID.
 - Underwater Acoustics needs valid Host ID.

► **To configure publication conditions:**

1. In the Connections window (Figure 9 on page 57), select the connection that you want to configure.
2. Choose **Connection > Edit Connection Information** or double-click the connection. The Connection Information dialog box opens.
3. Select the Configure page (Figure 26).

Figure 26. Publication conditions



4. Expand the Publication Conditions section.
5. Expand the hierarchy for the message type whose publication conditions you want to change.
6. Click the value to make it editable.
7. Select the value that you want.
8. Click OK.

6.2.4 Protocol-Specific Attributes

The Configure page for the different brokers has some attribute groupings used in one or more brokers, but the attributes themselves vary by broker. The following sections describe them.

HLA Translation Settings and Timing Settings

Table 11 describes the HLA-specific attributes grouped under translation settings and timing settings.

Table 11. HLA connection attributes

Attribute	Description
HLA Translation Settings	
Fill Outgoing Entity IDs	Enables or disables filling out the entity ID (site:host:id) for all outgoing HLA entities. Use this parameter to spoof gateways that require DIS entity IDs for RPR FOM objects. Default: False.
Use Persistent Entity IDs	Specifies that entity IDs persist after disconnects. If this feature is enabled, when you replay an exercise, entities with common names will use the same entity IDs that they did in previous runs. To enable this feature, set Use Persistent Entity IDs to True. Default: False. You must also enable Fill Outgoing Entity IDs. This attribute saves entity IDs to the file <i>hlaPersistentEntityNumMap.csv</i> . Default: False.
Outgoing Site ID	The site ID to use when Fill Outgoing Entity IDs is True. Default: 3.
Outgoing Host ID	The host ID to use when Fill Outgoing Entity IDs is True. Default: 4.
Use HLA Object IDs For Marking Text	When enabled, the broker uses the HLA object ID from reflected HLA objects to set the marking text when it sends information to the Portal. This is useful for mapping non-RPR FOM-based FOMs that do not have marking text to RPR FOM-based FOMs that might rely on it. Default: False.
Use Marking Text for HLA Object IDs	When enabled, the broker uses the marking text for objects it discovers in the Portal to name the HLA objects it is sending to its federation. If this parameter is enabled, HLA objects are not published until a valid marking text is supplied. Default: False.
Use Absolute Timestamps	Enables or disables use of absolute time stamping. Default: False.
Disable Articulated Parts Translation	Specifies whether or not to translate articulated parts. This can be used when your exercise has circular dependencies or otherwise non-standard configurations of articulated parts that might confuse the brokers.
Use Generic Translators for Whole FOM	Enables or disables use of generic translation for the entire FOM. Default: False.

Table 11. HLA connection attributes (continued)

Attribute	Description
Generic Objects to Translate Set	A list of HLA object classes to translate using the generic object translator. The generic object translator does not work with a FOM Mapper and the classes represented in this list must be exactly the same in all receiving FOMs. In cases where there are more than two brokers, only the two for which they are exactly the same should have this parameter set. (For information about generic translation, see "7.1.2 Generic Translations" on page 95.) Default: an empty list.
Generic Interactions to Translate Set	A list of HLA interaction classes to translate using the generic interaction translator. (For information about generic translation, see "7.1.2 Generic Translations" on page 95.) Default: an empty list.
Timing Settings	
Heartbeat	The frequency with which to send an update if there is no change. Default: -1 (means do not heartbeat).
HLA Maximum Tick Time	Specifies the maximum amount of time, in seconds, to tick the RTI before processing incoming messages. -1 = Tick the RTI until all messages are read. >0 = Tick the RTI at least HLA Minimum Tick Time, but no more than this value. Default: -1.
HLA Minimum Tick Time	Specifies the minimum amount of time, in seconds, to tick the RTI before processing incoming messages. Default: 0.0.

DIS Translation Settings, Debug Settings, and Timing Settings

Table 12 lists DIS-specific attributes grouped under translation settings, debug settings, and timing settings.

Table 12. DIS connection attributes

Parameter	Description
DIS Translation Settings	
Parse Unknown IDs	Tells the DIS Broker to try to parse a DIS ID out of a Portal Object ID if there is not already a known entity available. For example, if the Portal ID (a string) is "1:2:3", and if the DIS Broker does not already know about string "1:2:3", it tries to create a DIS ID from the string, in this case 1:2:3. Default: True.
Remap DIS IDs	Enables or disables mapping of all DIS entity IDs to match the site and host IDs specified in the configuration file. This corrects errors caused by rogue DIS objects in a DIS-to-HLA-to-DIS exercise. DIS IDs are remapped on send. Default: False.
Use Persistent Entity IDs	Specifies that entity IDs persist after disconnects. If this feature is enabled, when you replay an exercise, entities with common names use the same entity IDs that they did in previous runs. To enable this feature, set Use Persistent Entity IDs to True. You must also enable Fill Outgoing Entity IDs. This attribute saves entity IDs to the file <i>disPersistentEntityNumMap.csv</i> . Default: False.
Application Number	The DIS application number. It is used for creating entity IDs for PDUs originating from the DIS broker. It must be unique. Default: 27.
Site ID	Specifies the DIS site ID. Default: 1.
Use Absolute Timestamps	Specifies the use of absolute timestamps on PDUs or interactions. False = Do not use absolute timestamps. True = Use absolute timestamps. Default: False.
DIS Protocol Version to Send	The DIS PDU version to send, where: 4 = DIS 2.0.4 5 = IEEE 1278.1 6 = IEEE 1278.1a 7 = IEEE 1278.1-2012 Default: 5.
DIS Minimum Protocol Version to Receive	The minimum DIS PDU version to receive. Default: 7.

Table 12. DIS connection attributes (continued)

Parameter	Description
DIS Maximum Protocol Version to Receive	The maximum DIS PDU version to receive. Default: 6.
Disable Articulated Parts Translation	Specifies whether or not to translate articulated parts. This can be used when your exercise has circular dependencies or otherwise non-standard configurations of articulated parts that might confuse the brokers.
Debug Settings	
Debug Global ID Mappings	Enables or disables mapping of Portal object IDs to DIS entity IDs in the debug output. notifyLevel must be set to at least 2 for this to work. Default: False.
Debug Entity ID Mappings	Enables or disables mapping of Portal entity IDs to DIS entity IDs in the debug output. Default: False.
Debug Event ID Mappings	Enables or disables mapping of Portal event IDs to DIS event IDs in the debug output. Default: False.
Dump GUI to Text	Enables or disables logging of GUI updates to the log file. When enabled, the Portal outputs a line each time an update comes from the translator. This information is already displayed in the GUI, but using Dump GUI to Text makes a better record for debugging. Notify Level must be set to at least 2 for this to work. Default: False.
Timing Settings	
Heartbeat Interval	Specifies the number of seconds between heartbeats of published entities. Default: 5.0 seconds.
Timeout Interval	Specifies the number of seconds before a reflected entity times out and the DIS broker removes it. Default: 10.0 seconds.
Drain Timeout	Specifies the timeout value, in seconds, for reading PDUs from the network, as follows: -1 = No timeout. Poll network until all PDUs are read. >0 = Poll the network, reading the number of PDUs specified by Number of PDUs Read Per Tick, until all PDUs are read or the timeout value is reached, whichever comes first. Default: -1.
Number of PDUs Read Per Tick	Specifies the number of PDUs to read before checking to see if the amount of time specified by Drain Timeout has been reached. Default: 100.
Multicast Time-to-Live	Specifies a multicast time-to-live value. Default: 0 (use the system default).

WebLVC Settings

Table 13 lists settings for WebLVC Connections.

Table 13. WebLVC Settings

Parameters	Description
Enable web server	Enable or disable the web server.
Web Server Port	The HTTP web server port.
SSL Certificate for HTTPS	The path to the file or directory with the CA root certificates. If empty, use HTTP.
Local web server directory	Local directory where HTML files for the web server are located.
Turn on TCP Server	Enable or disable an alternate TCP server.
TCP Server Port	The port for the alternate TCP server.
Enable proxy	Enable or disable a web proxy. Enabling a proxy allows sends HTTP data to a different server to allow multiple web servers to work together.
Non-proxied directory	If the web server and the proxy are both enabled, this client-side directory signals for pages to be served without using the proxy.
Host to proxy for	Destination host for proxied pages.
Port for proxy	Destination port for proxied pages.
Enable status page	Enables or disables the status page that has information about current connections. URL: HTTP://<yourserver>/status.
OMT Files	OMT or FED files for automatic WebLVC generation.

6.3. Configuring Network Connections

Each broker connection dialog box has a Connection page, where you can configure the network connections for the broker. The parameters are protocol-specific.

► **To configure a broker's network connection:**

1. In the Connections window (Figure 9 on page 57), select the connection that you want to configure.
2. Choose **Connection > Edit Connection Information** or double-click the connection. The Connection Information dialog box opens.

3. Select the Connection page. Figure 27 illustrates the Connections page for a DIS broker.

Figure 27. DIS Network Connections page

4. Edit the parameters. The parameters are described in the following sections.

6.3.1 HLA Network Connection Parameters

Table 14 describes the HLA-specific parameters that you can configure for connections that use the HLA broker.

Table 14. HLA network connection parameters

Attribute	Description
HLA Execution Name	Specifies the name of the HLA federation execution that this broker will join. Default: VR-Link.
HLA FED File Name	Specifies the name of the FED file being used for the federation execution. It must be the complete name including the three-character extension (<i>.fed</i>). Default: VR-Link.fed.

Table 14. HLA network connection parameters (continued)

Attribute	Description
Federate Type	Specifies the HLA Federate type. Federate Type can be used to distinguish different categories of federates, and its only practical use is in save-and-restore. Default: WebLVC Server.
FOM Mapper Library Name	Specifies the name of a FOM mapper library, if you are using one. If you want to use one of the FOM Mappers supplied with WebLVC Server, leave this attribute blank and specify a FOM Mapper for the Built In FOM Mapper Attribute. Default: "".
FOM Mapper Initialization Data	Specifies a string that is passed to the FOM mapper library specified in FOM Mapper Library Name. This data is optional. Default: "".
Built In FOM Mapper	If the federation is using the RPR FOM, specifies the version, and for RPR FOM 2, draft 17, the revision. RPR FOM revision 2 for version 2.0017 fixes an encoding and decoding size issue with object ID lists to match RPR FOM 2 draft 17. The encoding and decoding issues affected the Aggregates, JammerBeams, and RadarBeams objects and the RemoveObjectRequest, AttributeChangeRequest, and ActionRequestToObject interactions. The built-in FOM Mappers are: • RPR FOM 1.0 • RPR FOM 2, draft 14 • RPR FOM 2, draft 17, Revision 1 • RPR FOM 2, draft 17, Revision 2. Default: RPR FOM 1.0.
Use HLA Advisories	Specifies whether the broker should use RTI advisory messages when determining what attributes to update. • False = Send attribute updates regardless of whether someone subscribes to the attribute with the RTI. • True = Send attribute updates only when someone subscribes to the attribute. Default: False.
Additional Connection Settings for HLA Evolved	
Federate Name	The Federate Name is a unique name that can be assigned to the federate. No two federates within the same federation can have the same name. If no name is specified, the RTI automatically assigns a unique name for the federate.

Table 14. HLA network connection parameters (continued)

Attribute	Description
HLA Evolved FOM Module Names	HLA Evolved allows federates with different FOMs to interoperate without merging their FOMs. This is done by loading FOM modules.
Local Settings Designator	A string that is passed to the RTI during federate connect when using HLA Evolved. It is usually used to provide additional RTI configuration, but every RTI uses it differently. Please consult your RTI documentation for proper usage. This setting is optional for the MAK RTI. If you specify it, it overrides the RID file settings.

6.3.2 DIS Network Connection Parameters

Table 15 lists parameters that you can configure for network connections that use the DIS broker.

Table 15. DIS network connection parameters

Parameter	Description
Port	Specifies the port to receive network PDUs from and send them to. Default: 3000.
Exercise ID	Specifies the DIS exercise ID. Default: 1.
Network Interface Address	Specifies the IP address of the network device to use for sending DIS PDUs.
Destination Address	Specifies the address of outgoing DIS PDUs. If set to 0.0.0.0, the default broadcast address is used.
Multicast Subscription Set	Specifies a list of multicast addresses the DIS broker should subscribe to for DIS communication. Default: an empty list.
Send Buffer Size	Sets the socket's send buffer size. Default: 0.
Receive Buffer Size	Sets the DIS socket's buffer received size. If you think the broker is dropping incoming packets during periods of heavy network traffic, increasing this value might help. A typical default value is 50000. If you set the size to zero, the DIS broker uses the default size for the operating system. Default: 0.
Multicast TTL	Specifies the number of routers that a message can pass through when PDUs are sent to multicast addresses.
Subnet Mask	WebLVC Server can usually figure out the subnet mask from the IP address. However, if it does not do this correctly, you can explicitly specify the subnet mask.

6.4. Specifying Filters in the Connection Information Dialog Box

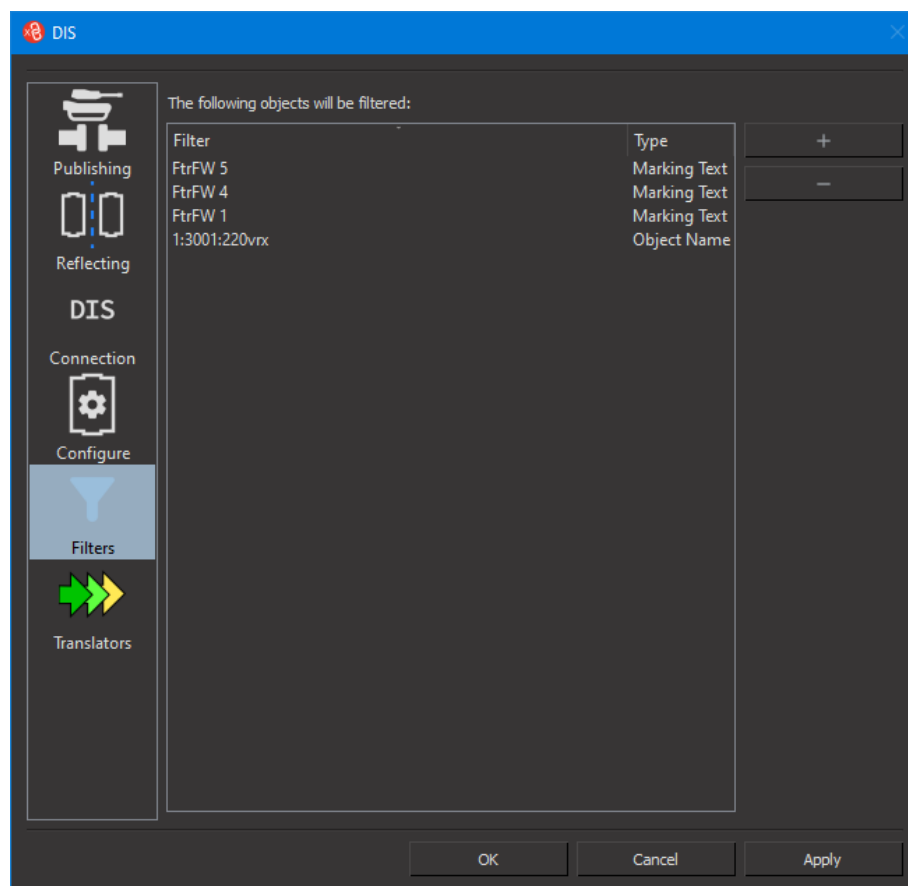
You can filter out objects by their object type, object name, marking text, or geospatial location. Filtering by entity type and marking text applies only to entities and aggregates. The filtering mechanism supports use of wildcards. When you filter by geospatial location, you supply a latitude, a longitude, and a radius. All entities that are outside of the radius are filtered out.

This section explains how to add and remove filters in the Connection Information dialog box. You can also do so dynamically in the Objects window. For details, see "5.4. Filtering Objects in the Objects Window" on page 61.

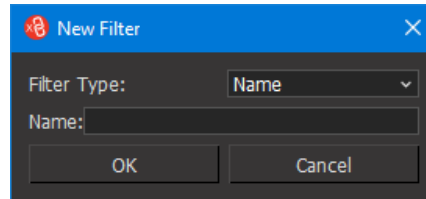
► **To filter an object:**

1. Select the broker connection on which you want to configure a filter.
2. Choose **Connection > Edit Connection Information** or double-click the connection. The Connection Information dialog box opens.
3. Select the Filter page (Figure 28). It displays any filters that you have set in the Objects window or in this dialog box.

Figure 28. Filter page



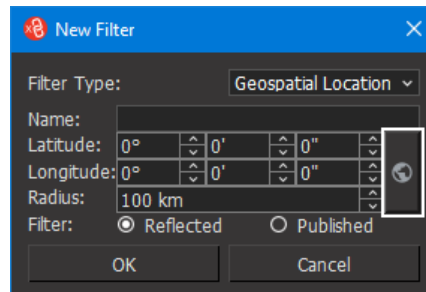
4. Click the Add icon (+). The New Filter dialog box opens (Figure 29).

Figure 29. New Filter dialog box

5. Select the filter type from the Filter Type drop-down list. The dialog box redisplay and requests the type of information needed for the filter that you selected.
6. Enter the filter value. If you chose Name or Marking Text as the filter type, enter the appropriate text for the object you want to filter. You can use wildcards such as *, ?, and [abcd] to define a generalized ID.

If you chose Type, WebLVC Server automatically inserts an enumeration value (all zeros) in the field. Enter the enumeration for the object you want to filter. (If you mouse over the entity icon in the Type column of the Objects window, WebLVC Server displays the entity type enumeration for the object. This information may be helpful in deciding the enumeration you want to use when filtering by entity type.)

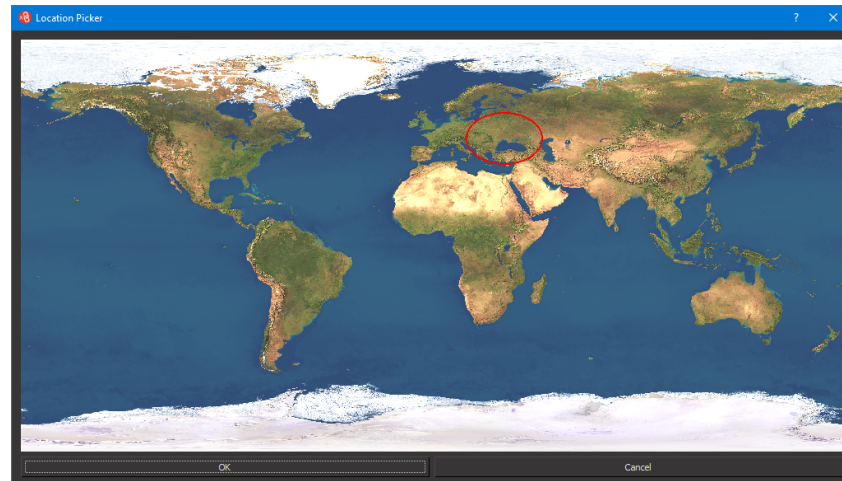
If you chose Geospatial Location (Figure 30), provide the latitude and longitude of the location, in degrees, minutes, seconds, and the radius around it outside of which entities should be filtered out. You can also specify that the filter apply to incoming packets, outgoing packets, or both.

Figure 30. Geospatial Location filter

You can also specify the location graphically:

- a. Click the map button (Figure 30). A map of the world opens.
- b. Draw a circle to define the area you want to filter (Figure 31).

Figure 31. Location Picker window



- c. Click OK.
7. Click OK. The new filter is added to the list.

6.4.1 Editing a Filter

► **To edit a filter:**

1. Select the broker connection for which you want to edit a filter.
2. Choose **Connection > Edit Connection Information** or double-click the connection. The Connection Information dialog box opens.
3. Select the Filter page (Figure 28 on page 86).
4. Double-click the filter that you want to edit. The New Filter dialog box opens (Figure 29 on the previous page).
5. Edit the values as desired.
6. Click OK.

6.4.2 Removing a Filter

When you delete a filter in the Connection Information dialog box, its status in the Objects window is updated. However, there may be some latency between the two events.

► **To delete a filter:**

1. Select the broker connection from which you want to remove a filter.
2. Choose **Connection > Edit Connection Information** or double-click the connection. The Connection Information dialog box opens.
3. Select the Filter page (Figure 28 on page 86).

4. Select the filter that you want to delete.
5. Click the Delete icon (—).

6.5. Specifying Which Translators to Use

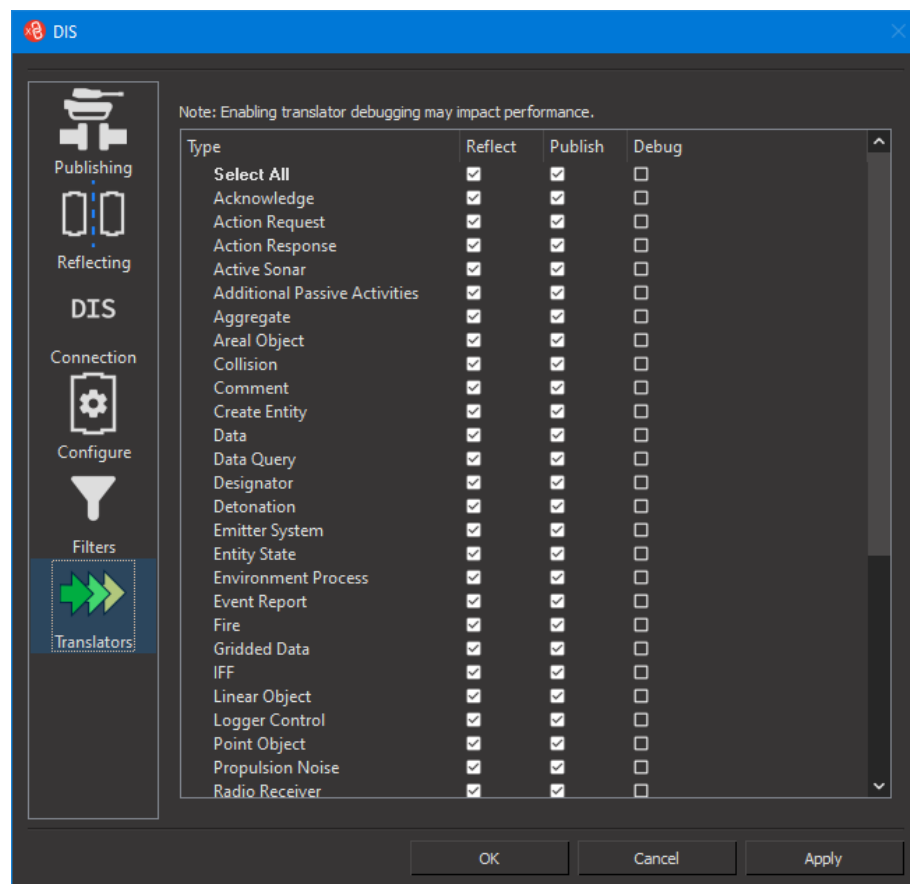
Each broker has a set of translators. For each translator, you can specify whether it reads from the network and writes to the network.

i When you enable or disable a translator, you must restart the broker for the change to take effect.

► **To specify which translators a connection should use:**

1. In the Connections window (Figure 9 on page 57), select the connection that you want to configure.
2. Choose **Connection > Edit Connection Information** or double-click the connection. The Connection Information dialog box opens.
3. Select the Translators page (Figure 32).

Figure 32. Translators page



4. In the Reflect column, select the check box for each translator that you want the broker to read from the network. Clear the check box for each translator that you do not want to read.
5. In the Publish column, select the check box for each translator that you want the broker to write to the network. Clear the check box for each translator that you do not want to write.
6. In the Debug column, select the check box for a translator if you want WebLVC Server to send debugging messages for this translator. If debugging is enabled, the notify level must be at least 2.
7. To select or clear all check boxes in a column, select or clear the Select All check box at the top of the list.
8. Click OK.

6.6. Viewing Publishing and Reflecting Lists

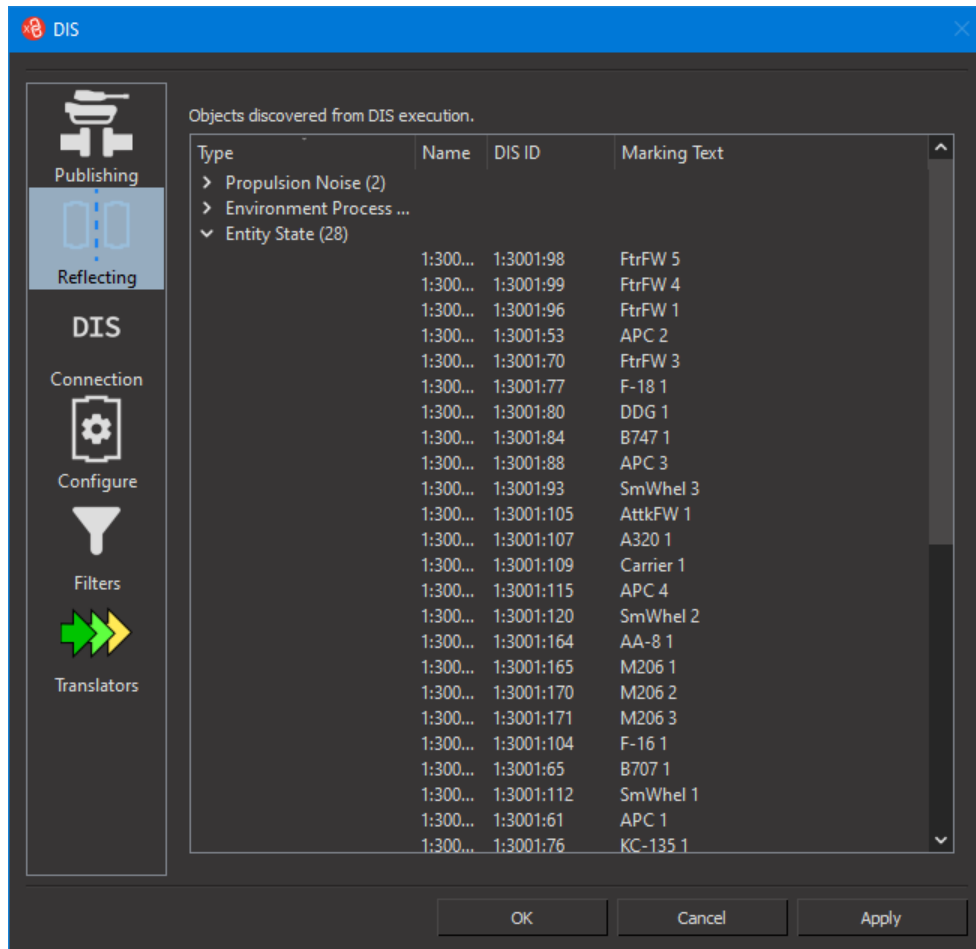
You can view lists of the objects that a connection is publishing and reflecting. You can open information windows for multiple connections at the same time.

- The Publishing page displays the objects that the connection has discovered from the Portal and published to its simulation network.
- The Reflecting page displays the objects that the connection has discovered on its simulation network and published to the Portal.

► **To view connection information:**

1. In the Connections window (Figure 9 on page 57), select the connection whose details you want to display.
2. Choose **Connection > Edit Connection Information** or double-click the connection. The Connection Information dialog box opens.
3. Select the Publishing page or the Reflecting page (Figure 33).

Figure 33. HLA connection Reflecting page





7. Broker Details

This chapter lists the translators each broker uses and describes command-line options.

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7.1. The HLA Brokers

WebLVC Server includes HLA brokers for the HLA 1.3 specification, for the SISO Standard DLC C++ API for IEEE 1516 specification, and for the HLA Evolved specification. They have built-in support for the RPR FOM using the VR-Link FOM Mappers and FED files provided. They can support other FOMs through the use of user-written FOM Mappers or generic translation.

i The brokers work identically and support the same configurations, so for simplicity, in the remainder of this manual we refer to them generically as the HLA broker.

7.1.1 HLA Translators

The HLA broker is composed of translators (described in "4.1.1 Translators" on page 41). Each translator is responsible for a specific FOM object class, or interaction class. Table 16 lists the translators in the HLA broker. The HLA broker can use a VR-Link FOM Mapper to modify the translations of any of the translators. For information about FOM mapping, please see *VR-Link Developers Guide*.

Table 16. HLA broker translators

Translator	RPR FOM Class
Acknowledge	InteractionRoot.Acknowledge
Action Request	InteractionRoot.ActionRequest
Action Response	InteractionRoot.ActionResponse
Active Sonar	ObjectRoot.EmbeddedSystem.UnderwaterAcousticsEmission.ActiveSonar
Additional Passive Activities	ObjectRoot.EmbeddedSystem.UnderwaterAcousticsEmission.AdditionalPassiveActivities
Aggregate	ObjectRoot.BaseEntity.AggregateEntity
Areal Object	ObjectRoot.EnvironmentObject.ArealObject
Collision	InteractionRoot.Collision
Comment	InteractionRoot.Comment
Create Entity	InteractionRoot.CreateEntity
Data	InteractionRoot.Data
Data Query	InteractionRoot.DataQuery
Designator	ObjectRoot.Designator
Detonation	InteractionRoot.MunitionDetonation
Emitter System	ObjectRoot.EmitterBeam ObjectRoot.EmbeddedSystem.EmitterSystem
Entity State	ObjectRoot.BaseEntity.PhysicalEntity.Platform

Table 16. HLA broker translators (continued)

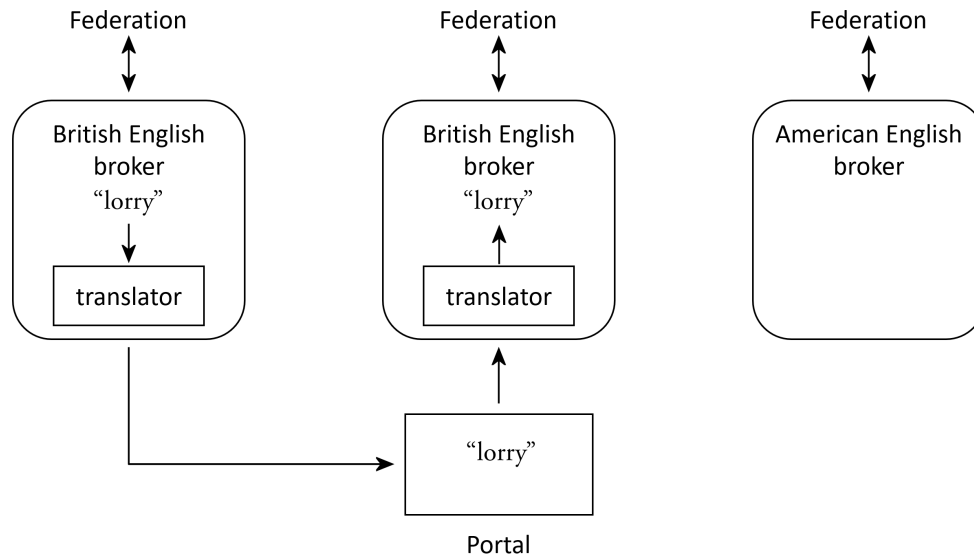
Translator	RPR FOM Class
Environment Process	ObjectRoot.EnvironmentProcess
Event Report	ObjectRoot.EventReport
Fire	InteractionRoot.WeaponFire
Gridded Data	ObjectRoot.GriddedData
IFF	ObjectRoot.EmbeddedSystem.IFF
Linear Object	ObjectRoot.EnvironmentObject.LinearObject
Point Object Translator	ObjectRoot.EnvironmentObject.PointObject
Propulsion Noise	ObjectRoot.EmbeddedSystem.UnderwaterAcousticsEmission.PropulsionNoise
Radio Receiver	ObjectRoot.EmbeddedSystem.RadioReceiver
Radio Signal	InteractionRoot.RadioSignal
Radio Transmitter	ObjectRoot.EmbeddedSystem.RadioTransmitter
Remove Entity	InteractionRoot.RemoveEntity
Set Data	InteractionRoot.SetData
Start	InteractionRoot.StartResume
Stop	InteractionRoot.StopFreeze

7.1.2 Generic Translations

The HLA broker has a special translator called a generic translator. Each broker can configure multiple generic translators, each responsible for one specific object or interaction class. You can also specify that all translations be done generically, using none of the translators supplied with WebLVC Server. Generic translation allows you to filter parts of a FOM. It also allows you to create RTI-to-RTI bridges if the federations being bridged use the same FOM.

The generic translator does not actually do any translation. It copies each attribute or parameter byte-for-byte from and to the Portal, and publishes it to the network.

Using the same configuration as Figure 5 on page 41, Figure 34 illustrates how a generic translator works. This time, suppose that these FOMs do not have a translator for vehicle names. The leftmost federation sends a "lorry" message. The broker simply sends the string "lorry" to the WebLVC Server shared memory area. The second federation reads the string "lorry" from the Portal. This string is meaningful to the FOM, which is identical to that of the first federation, so it sends the "lorry" message. The third federation does not have a generic translator, so it ignores the string.

Figure 34. How generic translators work

! To use generic translation, the sending and receiving federations must configure the same generic translators.

Generic translation only works with the HLA brokers, and only with one API at a time. This means:

- Generic messages do not work between the different HLA specifications.
- The object or interaction class must be exactly the same in all connected FOMs.
- You cannot use a FOM Mapper with generic translators.

Translating Individual Classes Generically

Translating individual classes generically is useful when you only want to translate parts of a FOM or you want to supplement the built-in translators. For example, if your exercise includes an interaction for which WebLVC Server does not have a translator, you can add a generic translator for that interaction. Bear in mind the restrictions on generic translations listed in the previous section.

To translate individual classes generically, you add the class names of the objects you want to translate to the appropriate collection in a connection's configuration. For example, you might add `ObjectRoot.EnvironmentProcess` to the Generic Objects to Translate Set attribute.

Translating a FOM Generically

Translating all FOM classes generically is useful when you have two or more federations that use the exact same FOM, but perhaps different RTI's. When you enable generic translation for all FOM classes, the HLA broker creates a generic translator for all objects and interactions in the FOM (except MOM data, and anything that starts with `RTIPrivate`). This mode prevents any built-in translators from starting.

To enable generic translation for the entire FOM, set the Use Generic Translators for Whole FOM attribute to True.

7.1.3 HLA Broker Command-Line Options

The HLA broker command-line options override the settings in a connection's configuration file. Table 17 lists the command-line options for the HLA broker.

Table 17. HLA Broker command-line options

Option	Description
(-- --ignore_rest)	Tells the broker to ignore the arguments following this flag.
--brokerName <i>name</i>	Specifies the name of the broker. The broker name must be unique among all brokers used. Default: Broker.
--controlQueueName <i>name</i>	Specifies the name of the shared memory control queue.
--customFom	Specifies that the fomMapperLibName and fomMapperInitData values should be used to initialize a custom FOM instead of using the RPR FOM.
--debuggedTranslators <i>translator</i>	Specifies translators for which you want to enable debugging.
--disablePublishTranslators <i>translator</i>	Specifies published translators to disable (accepted multiple times).
--disableReflectTranslators <i>translator</i>	Specifies the reflect translators to disable (accepted multiple times).
 Each translator works in two directions, translating messages incoming from HLA into the Portal as well as translating messages from the Portal to HLA. The --disablePublishTranslators and --disableReflectTranslators options allow you to choose whether you want to disable one way or the other. Specifying a translator in both lists disables it completely.	
(-E --dumpEnvironment)	Print all of the environment variable settings to the log file.
(-f --fomMapperLibName) <i>library</i>	Specifies the FOM mapper library, if used.
(-F --fedFileName) <i>file</i>	Specifies the FED file name. Default: <i>VR-Link.fed</i> .
--fomMapperInitData <i>data</i>	Specifies FOM Mapper initialization data, if it is required.
--fomModules <i>module</i>	Specifies a FOM module. This can be used multiple times. (HLA Evolved only.)
(-G --noGui)	Specifies that the WebLVC Server Portal GUI should not run.
(-h --help)	Display command-line usage information in a console window.

Table 17. HLA Broker command-line options (continued)

Option	Description
<code>--interactionQueueName <i>queueName</i></code>	Specifies the name of the interaction shared memory queue.
<code>(-l --configFile) <i>filename</i></code>	Specifies the name of the configuration file for the specified broker. Default: <i>broker.xml</i> .
<code>(-L --brokerLogFileName) <i>filename</i></code>	Specifies the name of the log file for the broker.
<code>--mimModule <i>module</i></code>	Specifies the MIM module to use. (HLA Evolved only.)
<code>(-n --notifyLevel) <i>notification_level</i></code>	Specifies the output level for the broker's log file. Value values are 0–4. As the level increases, so does the output generated. Default: 2. The meanings of the various levels are described in "3.1.2 WebLVC Server Command-Line Options" on page 29.
<code>(-N --federateName) <i>federate_name</i></code>	Specifies the name of the HLA broker federate. (HLA Evolved only.)
<code>--objectQueueName <i>queueName</i></code>	Specifies the name of the object shared memory queue.
<code>(-O --oneToOneMapping)</code>	Forces the broker to send an update every time it receives an update from the portal, even if normal rules would dictate that an update is not necessary.
<code>(-p --federateType) <i>type</i></code>	Specifies the federate type. Federate Type can be used to distinguish different categories of federates, and its only practical use is in save-and-restore.
<code>--pluginDirectory <i>directory</i></code>	Specifies the location of plug-ins.
<code>--qtTranslatorLocale <i>filename</i></code>	Specifies the location of the Qt translation file.
<code>--rprFomRevision <i>revision</i></code>	Specifies the revision of the RPR FOM version, for example, RPR FOM 2, revision 17.
<code>--rprFomVersion <i>version</i></code>	Specifies the RPR FOM version. Default: 1.0.
<code>--showInfoDialog</code>	Specifies that the connection information dialog box display at startup.

Table 17. HLA Broker command-line options (continued)

Option	Description
(-S --localSettingsDesignator) <i>designator</i>	Specifies a string that is passed to the RTI during federate connect when using HLA Evolved. It is usually used to provide additional RTI configuration, but every RTI uses it differently. Please consult your RTI documentation for proper usage. This attribute is optional in the MAK RTI. You can use it to override the RID file settings. (HLA Evolved only.)
(-t --tcpPort) <i>port</i>	Specifies the TCP port to use to maintain connectivity with the Portal. If the Portal dies, then the broker will know by testing this port. If this argument set to 0, the broker does not try to connect. Default: 5111.
--toggleDarkMode <i>integer</i>	Sets the application to either dark mode (1) or light mode (0). The default is dark mode.
(-v --version)	Displays version information.
--vrfVersion <i>version</i>	Specifies the version of VR-Forces plug-in to load. Applies only to WebLVC.
(-x --execName) <i>execution</i>	Specifies the HLA federation execution. Default: "VR-Link".

7.2. The DIS Broker

The DIS broker provides comprehensive translation of DIS PDUs. It receives DIS 4, 5, 6, and 7. It sends DIS 5.

Table 18 lists the translators supported by the DIS broker.

Table 18. DIS broker translators

Translator	PDU
Acknowledge	Acknowledge PDU
Action Request	Action Request PDU
Action Response	Action Response PDU
Active Sonar	Underwater Acoustics PDU
Additional Passive Activities	Underwater Acoustics PDU
Aggregate	Aggregate PDU
Areal Object	Areal Object PDU
Collision	Collision PDU
Comment	Comment PDU
Create Entity	Create Entity PDU

Table 18. DIS broker translators (continued)

Translator	PDU
Data	Data PDU
Data Query	Data Query PDU
Designator	Designator PDU
Detonation	Detonation PDU
Emitter Systems	Electromagnetic Emission PDU
Entity State	Entity State PDU
Environment Process	Environmental Process PDU
Event Report	Event Report PDU
Fire	Weapon Fire PDU
Gridded Data	Gridded Data PDU
IFF	IFF/ATC/NAVAIDS PDU
Linear Object	Linear Object PDU
Point Object	Point Object State PDU
Propulsion Noise	Underwater Acoustics PDU
Radio Receiver	Radio Receiver PDU
Radio Signal	Signal PDU
Radio Transmitter	Radio Transmitter PDU
Remove Entity	Remove Entity PDU
Set Data	Set Data PDU
Start	Start Resume PDU
Stop	Stop Freeze PDU

7.2.1 DIS Broker Command-Line Options

The DIS broker command-line options override the settings in a connection's configuration file. Table 19 lists the command-line options for the DIS broker.

Table 19. DIS Broker command-line options

Option	Description
(-- --ignore_rest)	Tells the broker to ignore the arguments following this flag.
(-a --applicationNumber) <i>application</i>	Specifies the unique DIS application number. It is used for creating entity IDs for PDUs originating from the DIS broker. Default: 27.
(-A --destinationAddress) <i>address</i>	Specifies the address of outgoing DIS PDUs. If set to 0.0.0.0, the default broadcast address is used. Default: 0.0.0.0.
--brokerName <i>name</i>	Specifies the name of the broker. The broker name must be unique among all brokers used. Default: Broker.
--controlQueueName <i>name</i>	Specifies the name of the shared memory control queue.
(-D --deviceAddress) <i>address</i>	Specifies the address of the network card to use for UDP traffic.
--debuggedTranslators <i>translator</i>	Specifies translators for which you want to enable debugging.
--disablePublishTranslators <i>translator</i>	Specifies published translators to disable (accepted multiple times).
--disableReflectTranslators <i>translator</i>	Specifies the reflect translators to disable (accepted multiple times).
 Each translator works in two directions, translating messages incoming from DIS into the Portal as well as translating messages from the Portal to DIS. The --disablePublishTranslators and --disableReflectTranslators options allow you to choose whether you want to disable one way or the other. Specifying a translator in both lists disables it completely.	
(-E --dumpEnvironment)	Print all of the environment variable settings to the log file.
(-G --noGui)	Specifies that the WebLVC Server Portal GUI should not run.
(-h --help)	Display command-line usage information in a console window.
--interactionQueueName <i>queueName</i>	Specifies the name of the interaction shared memory queue.

Table 19. DIS Broker command-line options (continued)

Option	Description
(-l --configFile) <i>filename</i>	Specifies the name of the configuration file for the specified broker. Default: <i>broker.xml</i> .
(-L --brokerLogFileName) <i>filename</i>	Specifies the name of the log file for the broker.
(-n --notifyLevel) <i>notification_level</i>	Specifies the output level for the broker's log file. Value values are 0–4. As the level increases, so does the output generated. Default: 2. The meanings of the various levels are described in "3.1.2 WebLVC Server Command-Line Options" on page 29.
--objectQueueName <i>queueName</i>	Specifies the name of the object shared memory queue.
(-O --oneToOneMapping)	Forces the broker to send an update every time it receives an update from the portal, even if normal rules would dictate that an update is not necessary.
--pluginDirectory <i>directory</i>	Specifies the location of plug-ins.
(-P --disPort) <i>port</i>	Specifies the port to send and receive network PDUs on. Default: 3000.
--qtTranslatorLocale <i>filename</i>	Specifies the location of the Qt translation file.
(-s --siteId) <i>ID</i>	Specifies the site ID for the current exercise. This needs to be the same for all participants in the DIS exercise. Default: 1.
--subnetmask <i>mask</i>	Specifies the subnet mask. WebLVC Server can usually figure out the subnet mask from the IP address. However, if it does not do this correctly, you can explicitly specify it.
--showInfoDialog	Specifies that the connection information dialog box display at startup.
(-t --tcpPort) <i>port</i>	Specifies the TCP port to use to maintain connectivity with the Portal. If the Portal dies, then the broker will know by testing this port. If this argument set to 0, the broker does not try to connect. Default: 5111.
--toggleDarkMode <i>integer</i>	Sets the application to either dark mode (1) or light mode (0). The default is dark mode.
(-v --version)	Displays version information.
--vrfVersion <i>version</i>	Specifies the version of VR-Forces plug-in to load. Applies only to WebLVC.
(-x --exerciseId) <i>ID</i>	Specifies the exercise ID for the current exercise. This needs to be the same for all participants in the DIS exercise. Default: 1.

7.3. The WebLVC Broker

The WebLVC broker provides comprehensive translation of the WebLVC protocol with its standard object model as well as extensions that support VR-Forces, VR-Vantage, and MAKData Logger remote commands. The WebLVC broker has the following translators:

- MAK:VRFBacKend
- MAK:VRFMessage
- MAK:VRVMessage
- MAK:LoggerControl
- OMT:Interactions
- OMT:Objects
- WebLVC:AggregateEntity
- WebLVC:Data
- WebLVC:EnvironmentalEntity
- WebLVC:MunitionDetonation
- WebLVC:PhysicalEntity
- WebLVC:RadioSignal
- WebLVC:RadioTransmitter
- WebLVC:StartResume
- WebLVC:StopFreeze
- WebLVC:TransferOwnership
- WebLVC:WeaponFire

7.3.1 WebLVC Broker Command-Line Options

The WebLVC broker command-line options override the settings in a connection's configuration file. The table lists the command-line options for the WebLVC broker.

Table 20. WebLVC Broker command-line options

Option	Description
(-- --ignore_rest)	Tells the broker to ignore the arguments following this flag.
--brokerName <i>name</i>	Specifies the name of the broker. The broker name must be unique among all brokers used. Default: Broker.
--controlQueueName <i>name</i>	Specifies the name of the shared memory control queue.
--debuggedTranslators <i>translator</i>	Specifies translators for which you want to enable debugging.

Table 20. WebLVC Broker command-line options (continued)

Option	Description
<code>--disablePublishTranslators <i>translator</i></code>	Specifies published translators to disable (accepted multiple times).
<code>--disableReflectTranslators <i>translator</i></code>	Specifies the reflect translators to disable (accepted multiple times).
i Each translator works in two directions, translating messages incoming from DIS and HLA into the Portal as well as translating messages from the Portal to DIS and HLA. The <code>--disablePublishTranslators</code> and <code>--disableReflectTranslators</code> options allow you to choose whether you want to disable one way or the other. Specifying a translator in both lists disables it completely.	
<code>(-E --dumpEnvironment)</code>	Print all of the environment variable settings to the log file.
<code>(-G --noGui)</code>	Specifies that the WebLVC Server Portal GUI should not run.
<code>(-h --help)</code>	Display command-line usage information in a console window.
<code>--httpProxy</code>	Enables the HTTP proxy.
<code>--httpServer</code>	Enables the web server.
<code>--interactionQueueName <i>queueName</i></code>	Specifies the name of the interaction shared memory queue.
<code>(-l --configFile) <i>filename</i></code>	Specifies the name of the configuration file for the specified broker. Default: <i>broker.xml</i> .
<code>(-L --brokerLogFileName) <i>filename</i></code>	Specifies the name of the log file for the broker.
<code>--localHttpDirectory <i>directory</i></code>	Specifies the local directory where JavaScript and HTML files for the web server are located.
<code>--localNonProxyDir <i>directory</i></code>	If the web server and the proxy are both enabled, this client-side directory signals for pages to be served without using the proxy.
<code>(-n --notifyLevel) <i>notification_level</i></code>	Specifies the output level for the broker's log file. Value values are 0–4. As the level increases, so does the output generated. Default: 2. The meanings of the various levels are described in "3.1.2 WebLVC Server Command-Line Options" on page 29.
<code>--objectQueueName <i>queueName</i></code>	Specifies the name of the object shared memory queue.
<code>--omtFiles <i>filename</i></code>	Specifies the OMT or FED files for automatic WebLVC generation.

Table 20. WebLVC Broker command-line options (continued)

Option	Description
(-O --oneToOneMapping)	Forces the broker to send an update every time it receives an update from the portal, even if normal rules would dictate that an update is not necessary.
--pluginDirectory <i>directory</i>	Specifies the location of plug-ins.
--proxyDest <i>hostname</i>	Specifies the destination host for proxied pages.
--proxyPort <i>port</i>	Specifies the destination port for proxied pages.
--qtTranslatorLocale <i>filename</i>	Specifies the location of the Qt translation file.
--showInfoDialog	Specifies that the connection information dialog box display at startup.
--sleepInterval <i>interval</i>	Specifies the amount of time to wait between every tick. This is not the amount of time between updates, but the amount of time that the broker checks if there is an update to be processed.
--sslCertificate <i>certificate</i>	Specifies the path to the file or directory with the CA root certificates. If empty, use HTTP.
--statusPage	Enables the status page that has information about current connections. URL: HTTP://<yourserver>/status.
(-S --tcpServerPort) <i>port</i>	Specifies the port for the alternate TCP server.
(-t --tcpPort) <i>port</i>	Specifies the TCP port to use to maintain connectivity with the Portal. If the Portal dies, then the broker will know by testing this port. If this argument set to 0, the broker does not try to connect. Default: 5111.
--toggleDarkMode <i>integer</i>	Sets the application to either dark mode (1) or light mode (0). The default is dark mode.
--useTcpPort	Enables an alternate TCP server in addition to the HTML server. This is necessary only if you are sending WebLVC data without using web clients.
(-v --version)	Displays version information.
--vrfVersion <i>version</i>	Specifies the version of VR-Forces plug-in to load.
(-w --webPort) <i>port</i>	Specifies the HTTP web server port.



8. Building Client Web Apps

This chapter explains how to start WebLVC Server and run the example apps.

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8.1. Building the Client Web Apps

The WebLVC Server installation includes the source code and project files needed to build the web apps. Source files are in `./webClientSource`. (Prebuilt deployed versions of those apps are in `./html`.)

We use a number of Open Source tools for GUI development, including:

- Node.js (nodejs.org) for dependency management.
- Webpack (<https://webpack.github.io>) for automating the build process.

The procedure for installing and using these tools to build the apps is described below.

8.1.1 Prerequisites

Node.js (<https://nodejs.org/download>) is required. It must be in your PATH. Example web applications have been tested with Node.js versions 5 and 7. Version 7 is recommended.

8.1.2 Building the JavaScript Dependencies

`vrlinkjs` is the JavaScript library that is the basis for all WebLVC software. The source code is in `./webClientSource/libs/vrlinkjs`. Angular is a small library that includes components that wrap `vrlinkjs` into an angular compatible service. Both of these libraries are required for the web clients to build.

The easiest way to build the JavaScript dependencies is to run `./webClientSource/libs/buildWebLibrary.bat` (`buildWebLibrary.sh` for Linux). It builds all libraries automatically.

If you prefer, you can build the libraries manually by making the following calls:

Open a console window in the `vrlinkjs` directory. Enter:

```
npm install
npm run develop
npm link
```

Open a console window in the `angular` directory. Enter:

```
npm install
npm link
```

Open a console window in the `pvdjs` directory. Enter:

```
npm install
npm run build
npm run docs
npm link
```

8.1.3 Set Up a Project Environment Manually

Each project requires a one-time setup step, in which we retrieve the development tools dependencies and the 3rd party application dependencies. In this example, we set up `DetonateNow`.

1. Open a command prompt.
2. In `./webClientSource/apps/DetonateNow`, enter: `npm install`

The `npm` command installs the tools you need to build the project, such as the tools for image compression, concatenation, and so on.

The project is now ready to be extended, built, or run.

8.1.4 Run the Project (Locally)

► To run the project using Webpack's built-in local webserver:

1. Change directory to `./webClientSource/apps/DetonateNow`.
2. Enter: `npm start`

This starts a web server and launches the `DetonateNow` app in a browser. It also runs a watch task and refreshes the page anytime a change is made to the source code.

8.1.5 Build the Project for Deployment

► To build a version of the project suitable for deployment (minified, concatenated, and so on):

1. Change directory to `./webClientSource/apps/DetonateNow`.
2. Enter: `npm run build`

This minimizes images and html, concatenates the JavaScript files, and places the results in a new `dist` folder. The `dist` folder contains everything the web app needs for deployment. At this point, you can rename and copy the `dist` folder to deploy the example to the web server of your choice.



MAK Products Glossary

This glossary defines terms used in MAK ONE product documentation.

A**absolute dead reckoning**

A method of dead-reckoning in which an application uses the timestamps contained within state updates if the sender is using absolute timestamping. Contrast with relative dead reckoning.

aggregate

The combination of individual entities, aggregates, or both into a single object — for example, an organizational group such as a platoon.

API

Application Programming Interface.

articulated part

A part of an entity that is capable of movement relative to the entity, such as a wheel, turret, or gun.

attached part

An object that is attached to another object, such as a rocket attached to a jet.

B**body coordinate frame**

A coordinate framework centered on an entity. To represent the orientation of an entity, an application uses Euler angles or a rotation matrix that rotates from a reference frame to the body coordinate frame.

C**channel**

A channel renders the view of an observer in a 3D visualization application.

clipping

A feature that prevents the display of terrain and objects or parts of objects, that are closer than or farther than specific distances from the observer.

clipping planes

The range of distances from the observer (near clipping and far clipping) in which an application clips (does not display) objects.

culling

The process of discarding database objects which are not within view, and therefore need not be rendered and displayed.

Cartesian coordinates

A system for indicating location by means of three planes intersecting at right angles to one another at the origin.

D**Data Distribution Management**

The set of High-Level Architecture services used to specify the routing of data between publishers and subscribers. DDM adds greater control over the Declaration Management (DM) services that only specify filtering based on the class of the data (e.g., ground vehicle versus aircraft). DDM uses the data content to express regions of interest and regions of affect whose overlap establish a communication channel. An example is geographic filtering where a publisher indicates a region around the entity or effect and a subscriber indicates a region expressing its sensor range.

dead-reckoning

A process by which an application calculates the expected location of an entity during periods between state updates, based on velocity, acceleration, and rotational velocity. See also absolute dead reckoning and relative dead reckoning.

DDM

See Data Distribution Management.

Defense Modeling and Simulation Office

The former name of the executive secretariat for the Executive Council on Modeling and Simulation (EXCIMS), which provided a full-time focal point for information concerning Department of Defense modeling and simulation (M&S) activities. Renamed Modeling and Simulation Coordination Office. Currently the MSCO promulgates M&S policy, initiatives, and guidance to promote cooperation among DoD components to maximize efficiency and effectiveness.

DIS

See Distributed Interactive Simulation.

DIS data packets

See Protocol Data Unit.

display engine

An object in an application that can render 3D data.

Distributed Interactive Simulation

The DIS protocol is a set of standards that govern how participating applications share information about the virtual world. The protocol specifies a set of packets, called protocol data units (PDUs), that communicate this information. Each PDU identifies the sender and contains other information depending on the PDU type. The DIS protocol also specifies when and how frequently PDUs are sent.

The DIS protocol has been superseded by the High-Level Architecture for use by the Department of Defense.

DMSO

See Defense Modeling and Simulation Office.

E**element definition**

In VR-Forces and VR-Vantage, an element definition specifies all of the visualizers that control the various aspects of visualizing a scene element. For example, an element definition includes the main model or military symbology, trailing effects, cockpit displays, and so on.

emitter

A simulated device on an entity that emits electromagnetic radiation, for example, radar.

entity

An element in a simulation, such as a vehicle or a person, that is represented in the simulation through the issuance of state messages.

entity maintenance

A process by which the MAK Data Logger compensates for discontinuities following a time jump. The Logger sends out interim state messages for entities that were present before the time jump so that they do not time out before the next update message arrives.

entity-type

A list of seven components as specified by the DIS protocol and the HLA RPR FOM. If none of the seven components contains a wildcard (-1) value, then the entity type refers to a specific, narrowly-defined entity. If some components contain a wildcard, then the entity type refers to a class of entities. A larger number of wildcards indicates a broader, more general class.

The components of an entity-type are:

- Entity kind
- Domain
- Country
- Category
- Subcategory
- Specific
- Extra.

environmental process

According to the IEEE 1278.1a specification (DIS), environmental process PDUs communicate simple environment variables, small scale environmental updates, and embedded processes.

Euler angles

A set of three angles used to describe the orientation of an entity as a set of three successive rotations about three different orthogonal axes (x, y, and z). These angles specify successive rotations needed to transform from a reference coordinate system to the entity's body coordinate system.

event

An interaction between objects or between an object and the terrain, such as firing of a munition, or a collision of entities.

exercise

The DIS term for a one or more interacting simulation applications. Compare to federation execution in HLA.

exercise connection

The object (DtExerciseConn) through which a VR-Link application connects to the network. State messages are sent through the exercise connection and information about remote entities is received through the exercise connection. (All MAK ONE products are VR-Link applications.)

exercise ID

A numeric identification for a DIS simulation exercise.

F**FED file**

Federation Execution Data file. The Federation Execution Data is the subset of FOM data needed and read by the MAK Products Glossary. VR-Link applications also read the FED file.

federate

A connection to the MAK Products Glossary. Typically a single simulation application can be thought of as a federate.

federation

A group of HLA federates capable of playing in the same federation execution.

Federation Object Model

Defines the data content of a federation execution.

federation execution

The federation execution represents the actual operation, over time, of a subset of the federates and the RTI initialization data taken from a particular federation. A federation execution is the logical equivalent of a DIS simulation exercise.

field of view

Controls the perspective of the observer.

A wide field of view creates an effect like that of a wide-angle camera lens. Objects appear smaller and farther away from the observer, since the observer coverage spans a wider area. Depth become exaggerated.

A narrow field of view creates an effect like that of a telephoto lens. Objects appear larger and closer to the observer, and the overall scene depth appears flattened. The distances between objects appears compressed.

filter range

A setting that prevents distant entities from being processed while allowing distant terrain to appear normally.

FOM

See Federation Object Model.

FOM Module

In HLA Evolved, defines additional modular data content for a federation execution, usually extensions to an existing Federation Object Model. (Also supported by the HLA 1.3 and HLA 1516 versions of the MAK RTI. Per the HLA Evolved interface specification:

“A partial FOM (containing some or all OMT tables) that specifies a modular component of a FOM. A FOM module may contain classes not inherent to it but upon which the FOM module depends, i.e., superclasses to the modular components. These superclasses will be included in the FOM module either as complete or scaffolding definitions.”

frame rate

The rate at which the application displays updated images.

G**ground clamping**

A process by which the a 3D visualization application keeps an entity anchored to the surface of its terrain database, regardless of the altitude data contained in its entity state message.

geocentric coordinates

A coordinate system calculated with respect to the earth's center. The origin of the geocentric coordinate system is the center of the earth. The positive X-axis passes through the prime meridian at the equator; the positive Y-axis passes through 90 degrees east longitude at the equator; and the positive Z-axis passes through the north pole.

geodetic coordinates

A coordinate system in which position is determined relative to a reference ellipsoid, such as the surface of the earth at sea level. In MAK ONE applications, geodetic coordinates consist of latitude and longitude in radians, and altitude in meters above the reference ellipsoid.

gridded data

Data that has been processed in a rectangular array of points, in X, Y or latitude/longitude, at which single data values define a two dimensional function. According to the IEEE 1278.1a specification, gridded data transmits information about large-scale or high-fidelity spatially and temporally varying ambient fields and about environmental processes and features.

guise

An alternative entity type used to display an object depending on the force ID. For example, a tank could look like an M1A1 to friendly forces and a T72 to hostile forces.

H**head-up display**

A set of indicators and readouts superimposed onto a graphics display. Also called an overlay.

heartbeat

In DIS, the frequency with which current Protocol Data Units are sent to the network regardless of whether the entity's state has changed.

High-Level Architecture

The High Level Architecture (HLA) for simulations is a U.S. Department of Defense (DOD)-wide initiative to provide an architecture to support interoperability and reuse of simulations. The HLA supersedes DIS for the DOD.

HLA

See High-Level Architecture.

I**IG**

image generator

interaction

A message describing a simulation event. An interaction describes an event, it does not update an objects state.

L**Logger control PDUs**

A set of DIS PDUs or HLA interactions that let you control the MAK Data Logger remotely.

logical range

A suite of TENA Resources, sharing a common object model, that work together for a given range event. Similar in concept to the HLA Federation.

Local RTI Component

The libraries on a computer that implement a Run-Time Infrastructure. A federate communicates with the HLA network through the LRC.

LRC

See Local RTI Component.

M**MÄK Technologies Lisp**

An adaptation of the Lisp language used in configuration files for MAK ONE products.

message

A general term used to refer to DIS PDUs and HLA interactions and state updates. In TENA, a message is similar to an HLA interaction.

MIM

The MOM & Initialization Module (MIM) allows for extensions to be made to the High-Level Architecture standard MOM. It is a subset of the Federation Object Model that contains OMT tables that describe the HLA MOM. The MIM also contains additional predefined HLA constructs such as object and interaction roots, data types, transportation types and dimensions. HLA specifies a standard MIM that is incorporated into all FDDs automatically by the Run-Time Infrastructure. The standard MIM can be replaced with a user-supplied MIM containing the standard MIM plus extensions.

model definition

In VR-Forces and VR-Vantage, a model definition specifies the 3D model and other basic attributes of a model. It is referenced by an element definition.

Modeling and Simulation Coordination Office

The executive secretariat for the Executive Council on Modeling and Simulation (EXCIMS), which provided a full-time focal point for information concerning Department of Defense modeling and simulation (M&S) activities. The MSCO promulgates M&S policy, initiatives, and guidance to promote cooperation among DoD components to maximize efficiency and effectiveness. (Formerly DMSO)

MSCO

Modeling and Simulation Coordination Office. (Formerly DMSO.)

MTL

See MAK Technologies Lisp.

N**NETN FOM**

The NETN FOM (NATO Education and Training Network Distributed Simulation Federation Object Model) is an extension of the RPR FOM 2.0, allowing other federates using pure RPR FOM to interoperate with applications using the NETN FOM.

O**orientation clamping**

Adjusts the pitch and roll of an entity so that it appears properly seated when the terrain is inclined. For example, if a tank is moving horizontally across the face of a hill, orientation clamping prevents the tank from appearing level, and therefore, partially embedded into the hillside. Used with ground clamping.

object

An element in a simulation that has persistence, as opposed to an interaction, which is a transient element.

object handle

An integer that an application uses to identify a particular object in Run-Time Infrastructure service calls. An object handle is meaningful only to a particular federate. The same object can be known to different federates by different object handles.

object name

A character string that can be used to identify an object. In HLA, the object name is known to the Run-Time Infrastructure, and the RTI provides functions to find out an object's name, given its handle, and vice versa. Object names can be chosen by applications that register the objects with the RTI, however if you do not want to choose names for objects, the RTI will assign names for you.

observer

In MAK ONE 3D applications, the point of view into the scene. (Called the eyepoint in MAK Stealth 6.x and earlier.)

P**PDU**

See Protocol Data Unit.

Protocol Data Unit

A unit of data message (packet) that is passed on a network between DIS simulation applications.

R**radio transmitter**

A simulated device on an entity, capable of transmitting radio communications.

radio receiver

A simulated device on an entity, capable of receiving radio communications.

Real-time Platform Reference FOM

An HLA reference Federation Object Model based on the DIS protocol.

recording

A MAK Data Logger file that stores a history of the interactions in a simulation for playback.

reflected entity list

A list of entities simulated by remote applications (federates in HLA) and about which the local simulation has received information over the network.

reference FOM

A Federation Object Model designed to be used as a whole, or with modification, by a wide variety of similar federation executions.

relative dead reckoning

A method of dead reckoning in which an application approximates the location of an object based on the local time of receipt of the last state update message. Contrast with absolute dead reckoning.

remote display engine

A display engine running in an application that is separate from the master application, and which is controlled by the master application.

RID file

See RTI Initialization Data.

RTI Initialization Data

Data required by a Run-Time Infrastructure during initialization, independent of the FOM being used. RID data is usually dependent on a specific implementation of the RTI.

RPR FOM

See MAK Products Glossary.

RTI

See Run-Time Infrastructure.

Run-Time Infrastructure

A library and other supporting software that implements the HLA interface specification. All federates communicate with one another in an HLA environment through RTI functions.

S**scene element**

In VR-Vantage and VR-Forces, any object that is rendered in the scene, such as an entity model, interaction, or tactical graphic.

Simulation Interoperability Standards Organization

A group that seeks to promote modeling and simulation interoperability and reuse for the benefit of diverse M&S communities, including developers, procurers, and users, world-wide.

simulation time

In VR-Forces, simulation time is used in dead-reckoning of remote entities and thresholding of local entities. Typically, simulation time is set once during each iteration of the application's main simulation loop so that all entities are dead-reckoned based on the same value of current time.

SISO

See Simulation Interoperability Standards Organization.

smooth period

The period of time over which trajectory smoothing takes place.

smoothing

A method of ensuring that transitions from an entity's dead-reckoned position to its actual position are not so abrupt as to be visually disconcerting.

state

The current status of an object, including location, direction of movement, extent of damage, and so on.

T**tape**

An alternative term for a Logger recording. Not a physical magnetic tape.

terrain following

In a 3D visualization application, causes the observer (eyepoint) to maintain a constant distance above the terrain surface. The observer's height changes in tandem with the peaks and valleys as it passes over the geography.

timeout

The period of time in which an application continues to display an entity after that entity's update messages have stopped appearing on the network. Time-outs are usually not used in HLA because there is no set frequency (no heartbeat) for transmitting messages.

timescale

A factor by which time is accelerated or slowed during playback of a Data Logger recording.

topographic coordinates

A right-handed Cartesian coordinate system whose X-Y plane is tangent to the earth's surface at the origin, with the positive X axis pointing north, the positive Y axis pointing east, and the positive Z axis pointing down. There are an infinite number of topographic coordinate systems – one for each point on the earth's surface.

topographic coordinate frame

A coordinate frame in the context of the terrain.

trajectory smoothing

A method used by to smooth positional discontinuities that could occur when new state updates arrive.

U**UDP port**

A network channel through which an application sends and receives data for DIS exercises.

Universal Transverse Mercator

In general, a non-cartesian coordinate system in which the X, Y, and Z correspond to easting (nearly east), northing (nearly north), and height above an ellipsoid that approximates the surface of the earth.

UTM

See Universal Transverse Mercator.



view control messages

A set of programmatic messages that let you control the view in VR-Vantage applications remotely.



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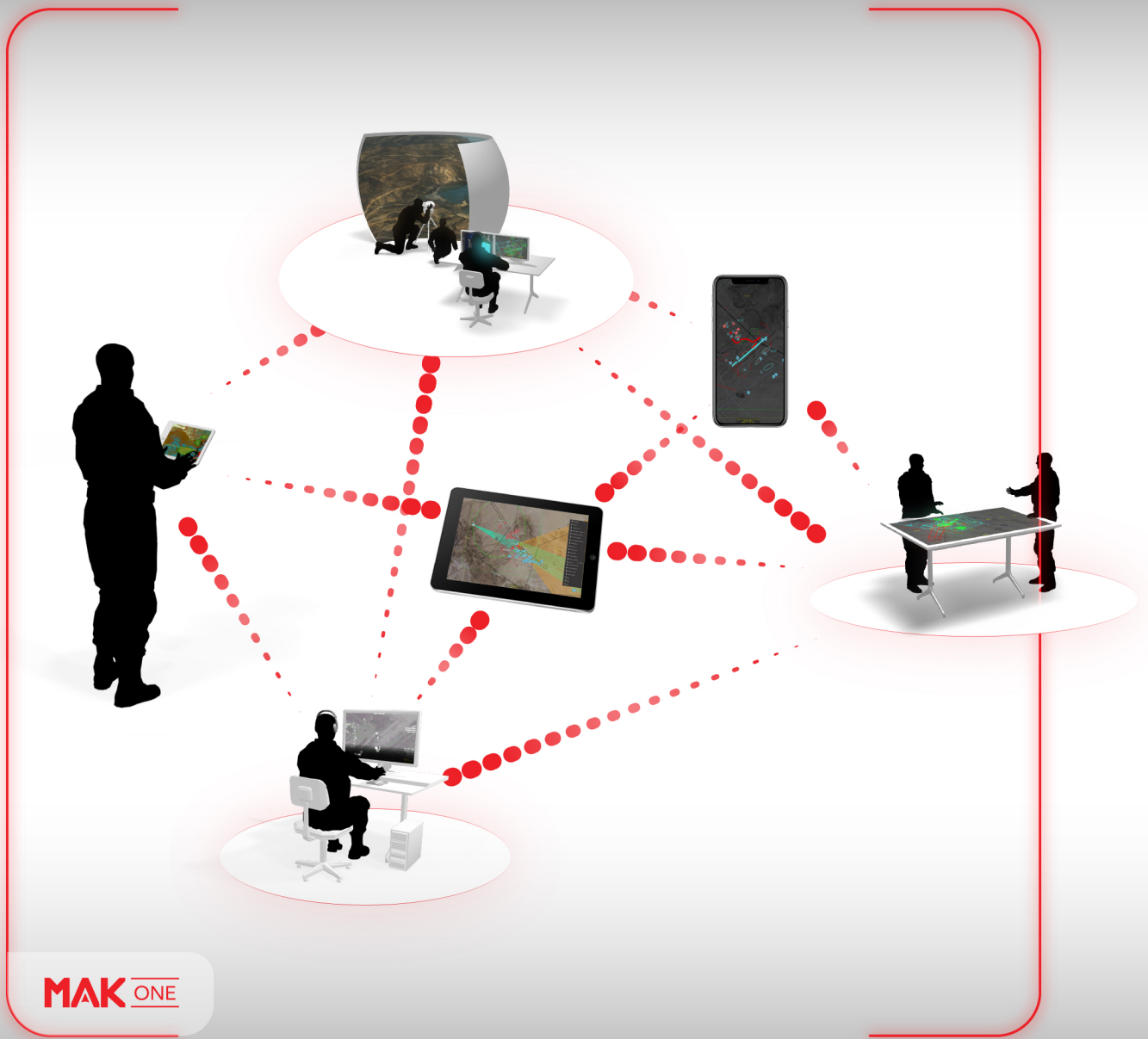
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