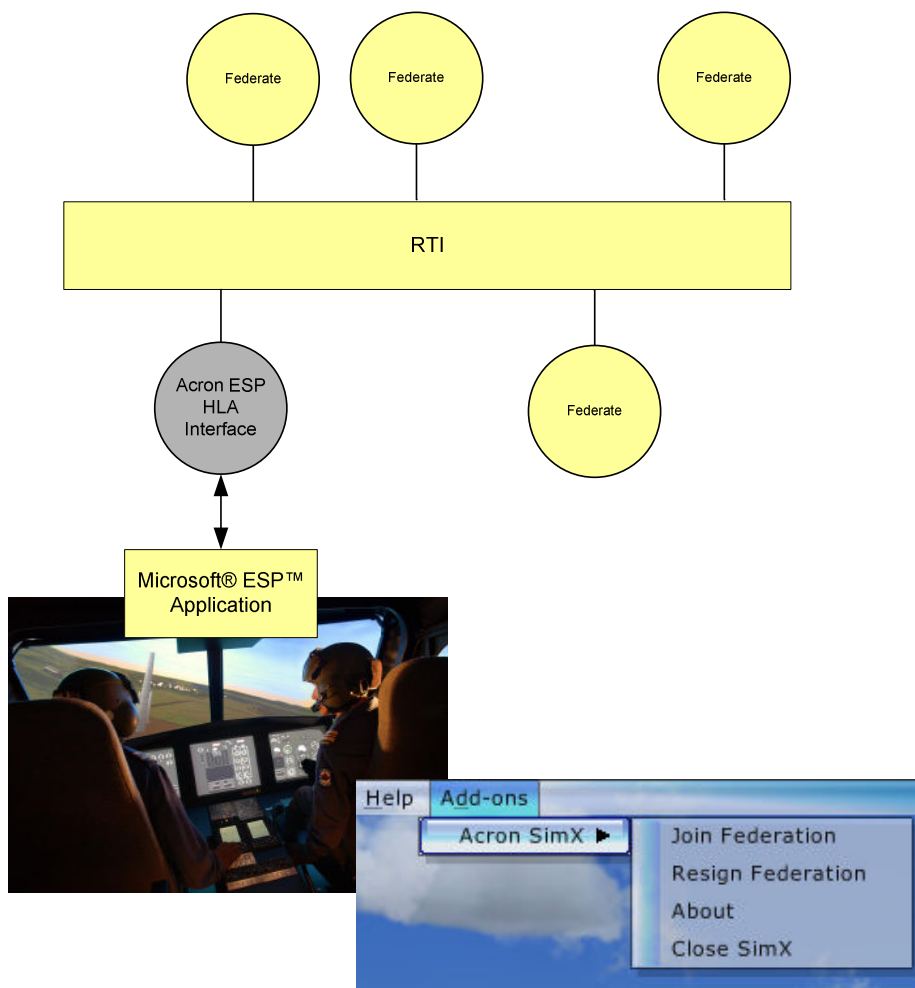




Acron *SimX HLA/DIS Interface*

- ✦ **For Microsoft® ESP™**
- ✦ **IEEE 1516**
- ✦ **RPR-FOM 2.0 d17**
- ✦ **Bi-directional**
- ✦ **DIS IEEE 1278**
- ✦ **HLA 1.3 DMSO version available upon request**



Integrated into Microsoft® ESP™



Acron Capability Engineering

Head Office
1600 Carling Ave Suite 620
Ottawa, ON K1Z-1G, Canada

Phone: (613) 236-6645
Toll Free: 1866-708-8875
Fax: (613) 236-5552
www.acroneng.com

HLA IEEE 1516

Acron developed the HLA interface to the Microsoft® ESP™ platform to allow the easy integration of ESP™ into your HLA IEEE 1516 Federation. With easy-to-use configuration files and integrated menu to join and resign exercises, non-technical users can effortlessly participate in distributed simulation Federations.

Talk to Acron for your specific FOM and RTI requirements.

DIS IEEE 1278

Supports Distributed Interactive Simulation (DIS) protocol for use in legacy networks.



Specifications

Acron Products and Services

- ❖ **Acron Information Exchange Architecture (InfoX™)**
- ❖ **Modeling and Simulation**
- ❖ **System of Systems Consulting**
- ❖ **Knowledge Management**
- ❖ **C4ISR and C2IEDM**
- ❖ **Capability Based Planning**
- ❖ **Collaborative and Distributed Engineering Environments**
- ❖ **Distributed Synthetic Environment Management Framework**
- ❖ **Acron 3D Modeller™**
- ❖ **Serious Games**
- ❖ **HLA and DIS solutions**
- ❖ **Microsoft® ESP™ solutions and tools**

Acron Capability Engineering

Head Office
1600 Carling Ave Suite 620
Ottawa, ON K1Z-1G, Canada

Phone: (613) 236-6645
Toll Free: 1866-708-8875
Fax: (613) 236-5552
www.acroneng.com

<u>PDU</u>	<u>Publish</u>	<u>Subscribe</u>
Entity State	Yes	Yes
Fire	Yes	Yes
Detonation	Yes	Yes
Electromagnetic Emission	Yes	Yes

Fields published** and subscribed for each PDU are provided in the table below.

<u>PDU</u>	<u>Field</u>
EntityState	Entity ID Force ID Entity Type Linear Velocity Location Orientation Dead Reckoning Parameters
Fire	Firing Entity Id Target Entity Id Munition Id Event Id Fire Mission Index Location Burst Descriptor Velocity Range
Detonation	Firing Entity Id Target Entity Id Munition Id Event Id Velocity Location in World Coordinates Location in Entity Detonation Result
Electromagnetic Emission	Emitting Entity Id Event Id State Update Indicator Number of Systems System Data Length Number of Beams Emitter System Location Beam Data Length Beam Id Number Beam Parameter Index Functional Parameter Data Beam Function Number of Targets in Track/Jam Field High Density Track/Jam Jamming Mode Sequence Track/Jam

** Note that individual entities within ESP must be capable of generating appropriate events in order for SimX to publish those events.