



The Vehicle-unique elements within TAPESTRY are,

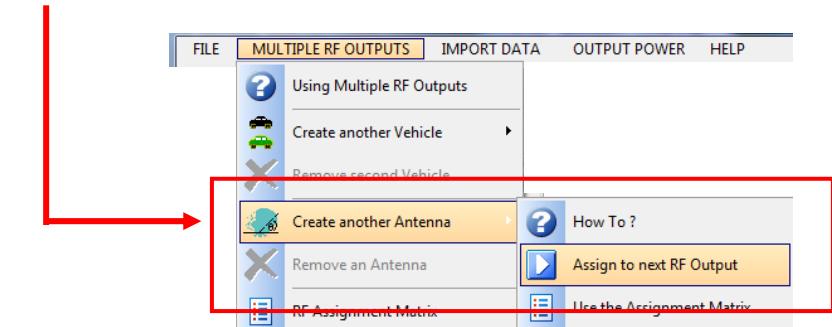
- The Vehicle Motion Profile.
- **UE Antenna Characteristics [1-4 Antennas/Vehicle]**
- Attached Sensors [IMU, Automotive Dead Reckoning, 1553, ...]

Note: Your simulator must have multiple RF Outputs to use these features

This document provides the procedure for *adding* an *additional antenna* to the current Vehicle. By convention, when a Scenario is created, Vehicle-I Antenna-I (V1A1) is unconditionally assigned to RF #1.



Multiple-RF Tapestry Scenarios are most commonly used for testing host vehicles with two or more Antennas. To add a second, a third, a forth antenna, begin with the selection of **Create another Antenna**.



Assign to next RF Output

Automatically creates an Antenna, associating it with the current Vehicle and an RF Output. The new Antenna is co-located with the Vehicle center-of-gravity (cg) resulting a zero Antenna Lever Arm.

