



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, ... ]

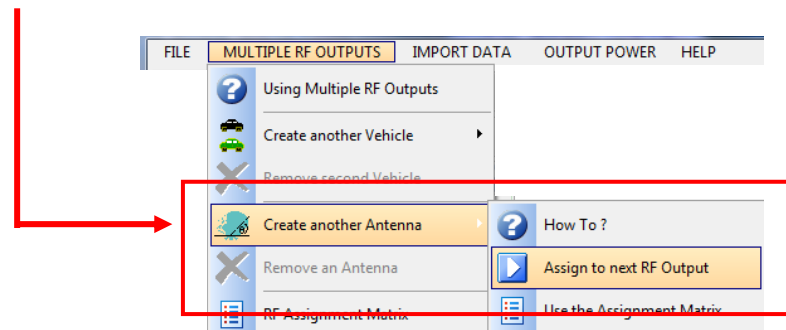
*Note: Your simulator must have multiple RF Outputs to use these features*

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.

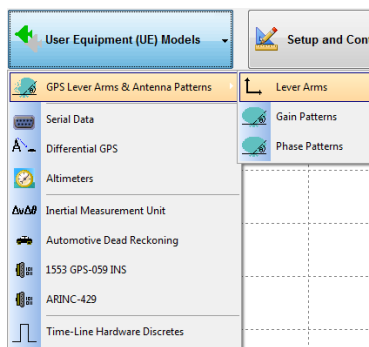
Multiple-RF Tapestry Scenarios are most commonly used for testing host vehicles with two or more Antennas. To add a second, a third, a forth antenna, begin with the selection of **Create another Antenna**.



### 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.



Use this pulldown to change the default Antenna Lever Arm and Gain Pattern