



## CREATE ANOTHER VEHICLE

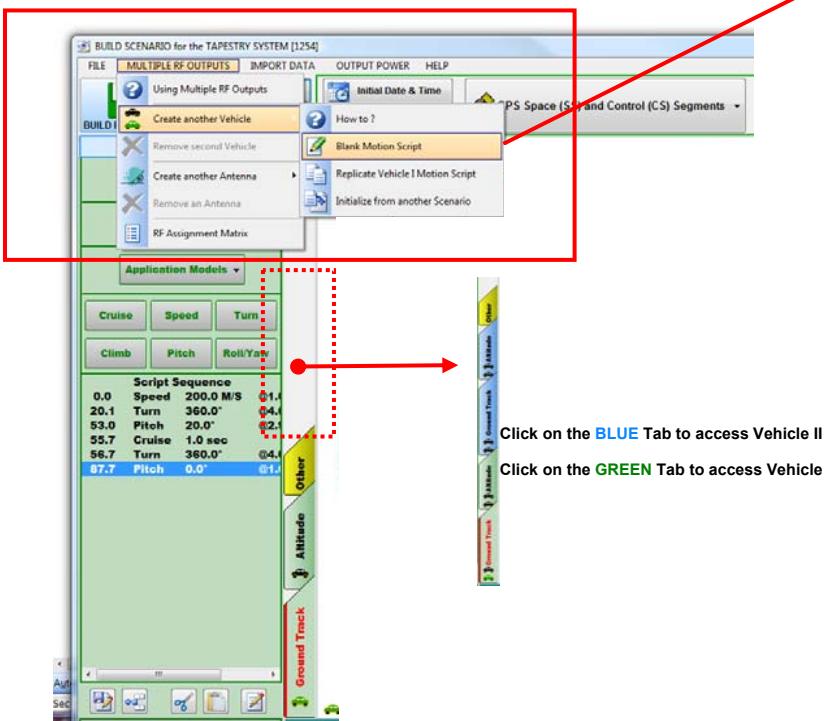
Note: Your simulator must have multiple RF Outputs to use these features

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, ... ]

This document describes the *initialization* of the **Vehicle Motion Profile**. Once you have initialized the motion profile, it can be edited in the same fashion as Vehicle I. There are three choices; A Blank-Motion-Script creates the New Vehicle(II) with a “*blank slate*”. The other two methods write into the “*blank slate*” with motion derived from Vehicle-I or a Vehicle from a different Scenario.

- Define a Route
- Import a Motion Trajectory File
- Use the Script Editor Keypad to Create a Script

• **Blank Motion Script**

[ use if Vehicle-II motion is different from Vehicle-I ]

Vehicle-I Unchanged**Scenario Default used as a Template****Vehicle-II created with same Initial State\* as Vehicle-I****Vehicle-II Antenna-I assigned to next unassigned RF Output****Vehicle-II GPS Lever Arm zeroed / Default Patterns Loaded****Vehicle-II Motion Script and Sensors yet to be defined (Blank)****UE Sensor Files not overwritten**• **Replicate Vehicle I**

[ use if Vehicle-II motion is derived from Vehicle-I ]

**Blank-Motion-Script Created****Vehicle-II Motion Script\* copied from Vehicle-I (same flight profile)****UE Sensor Files not overwritten**• **Replicate Vehicle from a (Source) Scenario**

[ use if Vehicle-II motion is derived from Vehicle-I/II from a different Scenario ]

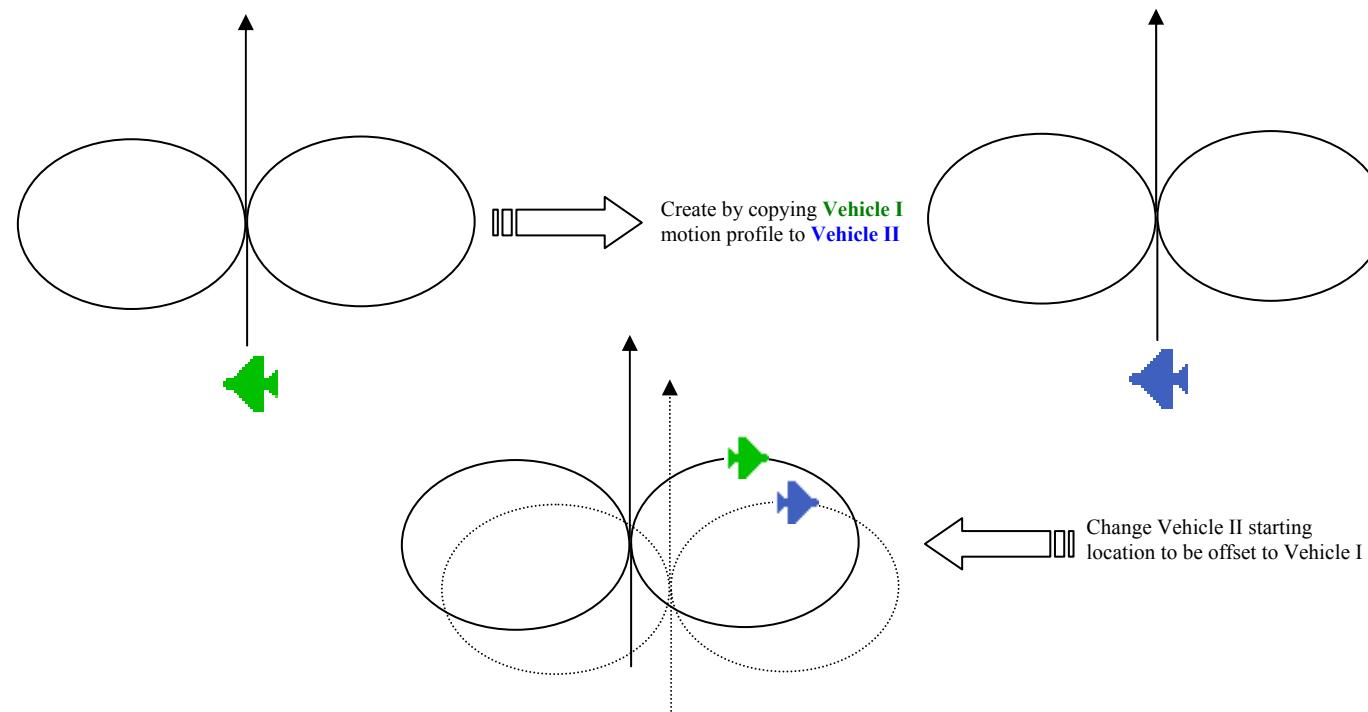
**Blank-Motion-Script Created****Vehicle-II Motion Script\* copied from Source-Scenario****UE Sensor Files not overwritten**



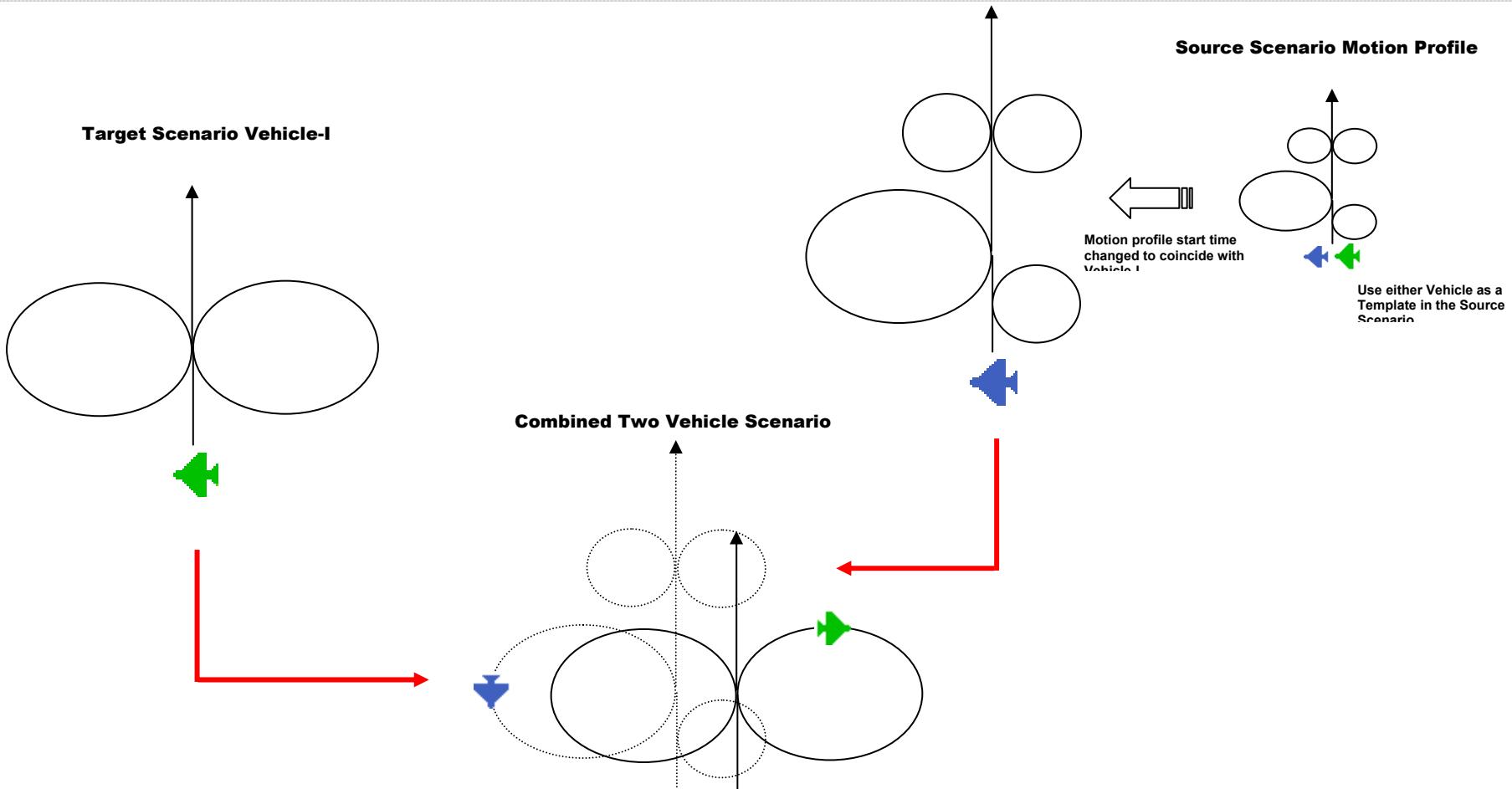
## Initialize from a (Source) Scenario

Use this method if Second Vehicle is to be initialized from a different Scenario. This provides a deterministic flight profile and dynamic vehicle setup from a known source. It performs the same function as **Replicate Vehicle-I** with the difference being the Second Vehicle flight (motion) profile is based upon a Vehicle in a different Scenario rather than upon Vehicle-I from the same Scenario.

Once you have created the Second Vehicle, either from a pre-existing Scenario or from Vehicle-I of the same Scenario, you can modify the *Initial Navigation State* using the control . This technique provides a mechanism in which two vehicles fly the same flight profile with one vehicle offset in location relative to the other.

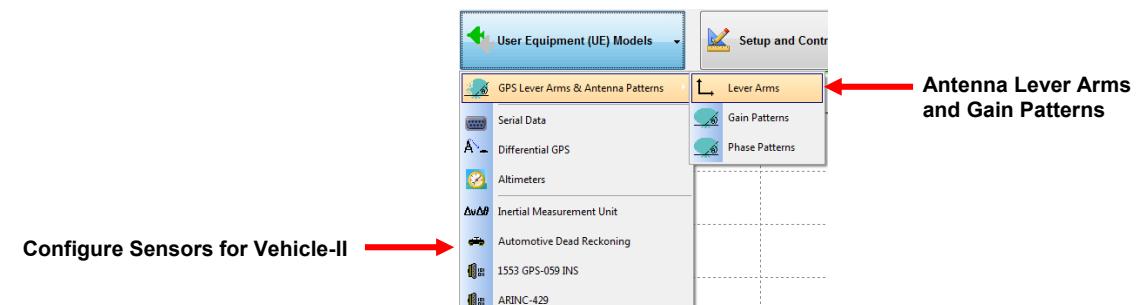


**CREATING ANOTHER VEHICLE USING VEHICLE-I AS A TEMPLATE\***



### CREATING A VEHICLE USING ANOTHER SCENARIO AS A TEMPLATE\*

Whichever method is used to initialize Vehicle-II, the Antenna Lever Arm of Vehicle-II is “0” irrespective of the setting in the **Source Scenario**. In addition, no apriori Sensors assignments are made. To create a Lever Arm or assign a Sensors use the usual controls;



\* Within Tapestry, a Template is a set of files that specify the Vehicle Motion-Trajectory