



RPR-FOM

Version 2 Draft 9

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Object Model Identification Table

Category	Information
Name	Real-time Platform Reference FOM
Version	2.0 Draft 9
Date	10/11/2001
Purpose	Common Foundation Reference FOM (CF-RFOM) as defined by the SISO Reference FOM Study Group (see Simulation Interoperability Standards Organization, "Reference FOM Study Group Final Report," Version 1.0, March 9, 1998).
Application Domain	Real time, platform level simulations. This FOM is based upon the following baseline documents:
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Object Class Structure Table

Class1	Class2	Class3	Class4
ActiveSonarBeam (PS)			
BaseEntity [26] (S)	AggregateEntity (PS)		
	EnvironmentalEntity (PS)		
	PhysicalEntity (S)	Platform (S)	Aircraft (PS)
			AmphibiousVehicle (PS)
			GroundVehicle (PS)
			MultiDomainPlatform (PS)
			Spacecraft (PS)
			SubmersibleVessel (PS)
			SurfaceVessel (PS)
		Lifeform (S)	Human (PS)
			NonHuman (PS)
		CulturalFeature (PS)	
		Expendables (PS)	
		Munition (PS)	
		Radio (PS)	
		Sensor (PS)	
		Supplies (PS)	
EmbeddedSystem (N)	Designator (PS)		
	EmitterSystem (PS)		
	IFF (N)	NatoIFF (N)	NatoIFFInterrogator (PS)
			NatoIFFTransponder (PS)
		SovietIFF (N)	SovietIFFInterrogator (PS)
			SovietIFFTransponder (PS)
		RRB [86] (PS)	
	MinefieldData (PS)		
	RadioReceiver (PS)		
	RadioTransmitter (PS)		
	UnderwaterAcousticsEmission (N)	ActiveSonar (PS)	
		AdditionalPassiveActivities (PS)	
		PropulsionNoise (PS)	
EmitterBeam (S)	RadarBeam (PS)		
	JammerBeam (PS)		
EnvironmentObject (S)	PointObject (S)	BreachablePointObject (PS)	
		BurstPointObject (PS)	
		CraterObject (PS)	
		OtherPointObject (PS)	
		RibbonBridgeObject (PS)	
		StructureObject (PS)	
	LinearObject (S)	BreachableLinearObject (PS)	
		BreachObject (PS)	
		ExhaustSmokeObject (PS)	
		MinefieldLaneMarkerObject (PS)	
		OtherLinearObject (PS)	
	ArealObject (S)	MinefieldObject (PS)	
		OtherArealObject (PS)	
EnvironmentProcess (PS)			
GriddedData (PS)			
Minefield (PS)			

Object Interaction Table

Interaction1	Interaction2	Interaction3
Acknowledge [13] (IR)	AcknowledgeR [16] (IR)	
AcousticTransient (IR)		
ActionRequest [64] (IR)	ActionRequestR [65] (IR)	
ActionResponse [64] (IR)	ActionResponseR [65] (IR)	
ActionRequestToObject [66] (IR)	ActionRequestToObjectR [67] (IR)	
ActionResponseFromObject [66] (IR)	ActionResponseFromObjectR [67] (IR)	
AttributeChangeRequest [3] (IR)	AttributeChangeRequestR [61] (IR)	
AttributeChangeResult [3] (IR)	AttributeChangeResultR [61] (IR)	
Collision (IR)	CollisionElastic (IR)	
Comment (IR)		
CreateEntity [13] (IR)	CreateEntityR [16] (IR)	
CreateObjectRequest [62] (IR)	CreateObjectRequestR [63] (IR)	
CreateObjectResult [62] (IR)	CreateObjectResultR [63] (IR)	
Data (IR)	DataR (IR)	
DataQuery [68] (IR)	DataQueryR [69] (IR)	
EnvironmentObjectTransaction (N)	ArealObjectTransaction (R)	MinefieldObjectTransaction (IR)
		OtherArealObjectTransaction (IR)
	LinearObjectTransaction (R)	BreachableLinearObjectTransaction (IR)
		BreachObjectTransaction (IR)
		ExhaustSmokeObjectTransaction (IR)
		MinefieldLaneMarkerObjectTransaction (IR)
	PointObjectTransaction (R)	OtherLinearObjectTransaction (IR)
		BreachablePointObjectTransaction (IR)
		BurstPointObjectTransaction (IR)
		CraterObjectTransaction (IR)
		OtherPointObjectTransaction (IR)
		RibbonBridgeObjectTransaction (IR)
		StructureObjectTransaction (IR)
EventReport (IR)		
MinefieldData (IR)		
MinefieldQuery (IR)		
MinefieldResponseNACK (IR)		
MunitionDetonation (IR)		
RadioSignal (N)	ApplicationSpecificRadioSignal (IR)	
	DatabaseIndexRadioSignal (IR)	
	EncodedAudioRadioSignal (IR)	
	RawBinaryRadioSignal (IR)	
RecordR (IR)		
RecordQueryR [88] (IR)		
RemoveEntity [13] (IR)	RemoveEntityR [16] (IR)	
RemoveObjectRequest [72] (IR)	RemoveObjectRequestR [73] (IR)	
RemoveObjectResult [72] (IR)	RemoveObjectResultR [73] (IR)	
RepairComplete (IR)		
RepairResponse (IR)		
ResupplyCancel (IR)		
ResupplyOffer (IR)		
ResupplyReceived (IR)		
ServiceRequest (IR)		
SetData [70] (IR)	SetDataR [71] (IR)	
SetRecordR [87] (IR)		
StartResume [13] (IR)	StartResumeR [16] (IR)	
StopFreeze [13] (IR)	StopFreezeR [16] (IR)	
WeaponFire (IR)		
TransferControl (IR)		

Attribute Table

Object	Attribute	Datatype	Cardinality	Units	Resolution	Accuracy	Accuracy Condition	Update Type	Update Condition	Transferable/Acceptable	Updateable/Reflectable	Routing Space	
ActiveSonar	AcousticName	ActiveSonarEnum16	1	N/A	N/A	N/A	N/A	Static	N/A	N	UR	N/A	
	FunctionCode	ActiveSonarFunctionCodeEnum8	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
	AcousticIdentifier	N/A	1	N/A	Static	N/A	always	Conditional	N/A	N	UR	N/A	
ActiveSonarBeam	ActiveEmissionParameterIndex	short	1	N/A	1	perfect	always	Conditional	On change	N	UR	N/A	
	AzimuthBeamwidth	float	1	radians	1	perfect	always	Conditional	On change	N	UR	N/A	
	AzimuthCenter	float	1	radians	1	perfect	always	Conditional	On change	N	UR	N/A	
	BeamIdentifier	octet	1	N/A	1	perfect	always	Static	N/A	N	UR	N/A	
	ElevationBeamwidth	float	1	radians	1	perfect	always	Conditional	On change	N	UR	N/A	
	ElevationCenter	float	1	radians	1	perfect	always	Conditional	On change	N	UR	N/A	
	ScanPattern	ActiveSonarScanPatternEnum16	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
AdditionalPassiveActivities	ActivityCode	PassiveActivitiesEnum16	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
	ActivityParameter	short	1	N/A	1	perfect	always	Conditional	On change	N	UR	N/A	
	IsSilent	boolean	1	N/A	TRUE/FALSE	N/A	perfect	always	Conditional	On change	N	UR	N/A
AggregateEntity	AggregateMarking	AggregateMarkingStruct	1	N/A	N/A	N/A	N/A	Static	N/A	N	UR	N/A	
	AggregateState	AggregateStateEnum8	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
	Dimensions	DimensionStruct	1	N/A	N/A	N/A	N/A	Conditional	Age/Size/Change	N	UR	N/A	
	EntityIdentifiers [24]	RTIObjectIdArrayStruct	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
	ForceIdentifier	ForceIdentifierEnum8	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
	Formation	FormationEnum32	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
	NumberOfIdentEntities	short	1	N/A	1	perfect	always	Conditional	On change	N	UR	N/A	
	NumberOFVariableDatum	unsigned long	1	N/A	1	perfect	always	Conditional	On change	N	UR	N/A	
	SilentAggregates	SilentAggregateStruct	0+	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
	SilentEntities	SilentEntityStruct	0+	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
AreaObject	SubAggregateIdentifiers [24]	RTIObjectIdArrayStruct	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
	VariableDatum	VariableDatumStruct	0+	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
	PointData	WorldLocationStruct	0+	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
	PercentComplete	unsigned long	1	N/A	N/A	perfect	always	Conditional	On change	N	UR	N/A	
	DamagedAppearance	DamageStatusEnum32	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
	ObjectPrioDisrupted	boolean	1	N/A	TRUE/FALSE	N/A	perfect	always	Conditional	On change	N	UR	N/A
	Deactivated	boolean	1	N/A	TRUE/FALSE	N/A	perfect	always	Conditional	On change	N	UR	N/A
	Smoking	boolean	1	N/A	TRUE/FALSE	N/A	perfect	always	Conditional	On change	N	UR	N/A
	Flaming	boolean	1	N/A	TRUE/FALSE	N/A	perfect	always	Conditional	On change	N	UR	N/A
	Entity Type	Entity TypeStruct	1	N/A	N/A	N/A	N/A	Static	N/A	N	UR	N/A	
BaseEntity [26]	EntityIdentifier	EntityIdentifierStruct	1	N/A	N/A	N/A	N/A	Static	N/A	N	UR	N/A	
	IsPartOf	IsPartOfStruct	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
	Spatial [78]	SpatialStruct	1	N/A	N/A	N/A	N/A	Conditional	N/A	N	UR	N/A	
BreachableLinearObject	RelativeSpatial [78]	SpatialStruct	1	N/A	N/A	N/A	N/A	Conditional	N/A	N	UR	N/A	
	SegmentRecords	BreachableSegmentStruct	0+	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
	BreachedStatus	BreachedStatusEnum8	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
BreachPointObject	SegmentRecords	SegmentStruct	0+	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
	PercentOpacity	unsigned long	1	N/A	N/A	perfect	always	Conditional	On change	N	UR	N/A	
	CylinderSize	unsigned long	1	N/A	N/A	perfect	always	Conditional	On change	N	UR	N/A	
BurnPointObject	CylinderHeight	unsigned long	1	N/A	N/A	perfect	always	Conditional	On change	N	UR	N/A	
	NumberOfBurns	unsigned long	1	N/A	N/A	perfect	always	Conditional	On change	N	UR	N/A	
	ChemicalContent	ChemicalContentEnum32	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
CraterObject	CraterSize	unsigned long	1	N/A	N/A	perfect	always	Conditional	On change	N	UR	N/A	
	ExternalLightsOn	boolean	1	N/A	TRUE/FALSE	N/A	perfect	always	Conditional	On change	N	UR	N/A
	InternalHeatSourceOn	boolean	1	N/A	TRUE/FALSE	N/A	perfect	always	Conditional	On change	N	UR	N/A
CulturalFeature	CodeName	CodeName	1	N/A	TRUE/FALSE	N/A	perfect	always	Conditional	N/A	N	UR	N/A
	DesignatorCode	DesignatorCodeEnum16	1	N/A	N/A	N/A	N/A	Static	N/A	N	UR	N/A	
	DesignatorObjectIdentifier [23]	RTIObjectIdStruct	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
Designator	DesignatorCode	DesignatorCodeEnum16	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
	DesignatorEmissionWavelength	float	1	N/A	N/A	perfect	always	Conditional	> DS_WAVELENGTH [45]	N	UR	N/A	
	DesignatorOutputPower	float	1	Watts	1	perfect	always	Conditional	On change	N	UR	N/A	
	DesignatorSpotLocation	WorldLocationStruct	1	N/A	N/A	N/A	N/A	Conditional	DesignPositionChange [39, 42]	N	UR	N/A	
	DesignReckoningAlgorithm	DesignReckoningAlgorithmEnum8	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
	RelativeSpotLocation	RelativePositionStruct	1	N/A	N/A	N/A	N/A	Conditional	RelativePositionChange [39, 42]	N	UR	N/A	
	SpotLinearAccelerationVector	AccelerationVectorStruct	1	N/A	N/A	N/A	N/A	Conditional	DesignAccelerationChange [38, 39]	N	UR	N/A	
	EntityIdentifier	EntityIdentifierStruct	1	N/A	N/A	N/A	N/A	Static	N/A	N	UR	N/A	
	HostObjectIdentifier [25]	RTIObjectIdStruct	1	N/A	N/A	N/A	N/A	Static	N/A	N	UR	N/A	
	RelativePosition	RelativePositionStruct	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
EmitterBeam	BeamAzimuthCenter	float	1	radians	1	perfect	always	Conditional	> EE_AZ_THRSH [36]	N	UR	N/A	
	BeamAzimuthSweep	float	1	radians	1	perfect	always	Conditional	> EE_AZ_THRSH [36]	N	UR	N/A	
	BeamElevationCenter	float	1	radians	1	perfect	always	Conditional	> EE_EL_THRSH [36]	N	UR	N/A	
	BeamElevationSweep	float	1	radians	1	perfect	always	Conditional	> EE_EL_THRSH [36]	N	UR	N/A	
	BeamFunctionCode	BeamFunctionCodeEnum8	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
	BeamIdentifier	octet	1	N/A	N/A	perfect	always	Static	N/A	N	UR	N/A	
	BeamParametersIndex	unsigned short	1	N/A	1	perfect	always	Conditional	On change	N/A	N	UR	N/A
	EffectiveRadiatedPower	float	1	dBm	1	perfect	always	Conditional	On change	N	UR	N/A	
	EmissionFrequency	float	1	Hz	1	perfect	always	Conditional	On change	N	UR	N/A	
	EmitterSystemIdentifier [25]	RTIObjectIdStruct	1	N/A	N/A	N/A	N/A	Static	N/A	N	UR	N/A	
EmbeddedSystem	EventIdentifier [27]	EventIdentifierStruct	1	N/A	N/A	N/A	N/A	Conditional	On change [28]	N	UR	N/A	
	FrequencyRange	float	1	Hz	1	perfect	always	Conditional	On change	N	UR	N/A	
	PulseRepetitionFrequency	float	1	Hz	1	perfect	always	Conditional	On change	N	UR	N/A	
	PulseWidth	float	1	microsec	1	perfect	always	Conditional	On change	N	UR	N/A	
	SweepSynch	float	1	%	1	perfect	always	Periodic	HRT BEAT TIMER secs [37]	N	UR	N/A	
	EmitterFunctionCode	EmitterFunctionEnum8	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
	EmitterType	EmitterTypeEnum16	1	N/A	N/A	N/A	N/A	Static	N/A	N	UR	N/A	
	EmitterIndex	octet	1	N/A	N/A	1	perfect	always	N/A	N	UR	N/A	
	EventIdentifier [27]	EventIdentifierStruct	1	N/A	N/A	N/A	N/A	Conditional	On change [28]	N	UR	N/A	
	EnvironmentalEntity	OpacityCode	OpacityCodeEnum32	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A
ObjectIdentifier		EntityIdentifierStruct	1	N/A	N/A	N/A	N/A	Static	N/A	N	UR	N/A	
ReferenceObjectIdentifier		RTIObjectIdStruct	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
EnvironmentObject	ForceIdentifier	ForceIdentifierEnum8	1	N/A	N/A	N/A	N/A	Static	N/A	N	UR	N/A	
	ObjectType	EnvironmentObjectTypeStruct	1	N/A	N/A	N/A	N/A	Static	N/A	N	UR	N/A	
	ProcessIdentifier	EntityIdentifierStruct	1	N/A	N/A	N/A	N/A	Static	N/A	N	UR	N/A	
EnvironmentProcess	Type	EnvironmentTypeStruct	1	N/A	N/A	N/A	N/A	Static	N/A	N	UR	N/A	
	ModelType	EnvironmentModelTypeEnum8	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
	EnvironmentProcessActive [45]	boolean	1	N/A	TRUE/FALSE	N/A	perfect	always	Conditional	On change	N	UR	N/A
ExhaustSmokeObject	SequenceNumber	unsigned short	1	N/A	1	perfect	always	Conditional	On change	N	UR	N/A	
	EnvironmentRecordData	EnvironmentRecordSet	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
	SegmentRecords	ExhaustSmokeStruct	0+	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
GridData	GridIdentifier	EntityIdentifierStruct	1	N/A	N/A	N/A	N/A	Static	N/A	N	UR	N/A	
	CoordinateSystem	EnvironmentDataCoordinateSystemEnum8	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
	NumberOFGridAxes	octet	1	N/A	N/A	1	perfect	always	Conditional	On change	N	UR	N/A
IFF	ConstantGrid	EnvironmentGridTypeEnum8	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
	EnvironmentType	EnvironmentTypeStruct	1	N/A	N/A	N/A	N/A	Static	N/A	N	UR	N/A	
	Orientation	OrientationStruct	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
IFF	SampleTime	unsigned long long	1	N/A	1	perfect	always	Conditional	On change	N	UR	N/A	
	TotalValues	unsigned long	1	N/A	1	perfect	always	Conditional	On change	N	UR	N/A	
	VectorDimension	octet	1	N/A	1	perfect	always	Conditional	On change	N	UR	N/A	
	GridAxisInfo	GridAxisStruct	0+	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
	GridDataInfo	GridAxisStruct	0+	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
	BeamAzimuthCenter [85]	float	1	radians	1	perfect	always	Conditional	> EE_AZ_THRSH [36]	N	UR	N/A	
	BeamAzimuthSweep [85]	float	1	radians	1	perfect	always	Conditional	> EE_AZ_THRSH [36]	N	UR	N/A	
	BeamElevationCenter [85]	float	1	radians	1	perfect	always	Conditional	> EE_EL_THRSH [36]	N	UR	N/A	
	BeamElevationSweep [85]	float	1	radians	1	perfect	always	Conditional	> EE_EL_THRSH [36]	N	UR	N/A	
	IFF	BeamSweepSynch [85]	float	1	%	1	perfect	always	Periodic	HRT BEAT TIMER secs [37]	N	UR	N/A
EventIdentifier		EventIdentifierStruct	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
FundamentalParameterData [85]		FundamentalParameterDataStruct	0+	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
LayerDataVariable		boolean	1	N/A	TRUE/FALSE	N/A	perfect	always	Conditional	On change	N	UR	N/A
SecondaryOperationalDataParameter 1 [85]		OperationalParameter1Enum8	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
SecondaryOperationalDataParameter 2 [85]		OperationalParameter2Enum8	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
SystemMode		octet	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
SystemName		SystemNameEnum16	1	N/A	N/A	N/A	N/A	Static	On change	N	UR	N/A	
SystemType		SystemTypeEnum16	1	N/A	N/A	N/A	N/A	Static	N/A	N	UR	N/A	
SystemOn		boolean	1	N/A	TRUE/FALSE	N/A	N/A	Conditional	On change	N	UR	N/A	

Attribute Table

Object	Attribute	Datatype	Cardinality	Units	Resolution	Accuracy	Accuracy Condition	Update Type	Update Condition	Transferable/Acceptable	Updateable/Reflectable	Routing Space		
Jammer/Beam	Systems/Operational	boolean	1	TRUE/FALSE	N/A	N/A	N/A	Conditional	On change	N	UR	N/A		
	JammingModeSequence	unsigned long	1	N/A	N/A	N/A	perfect	always	Conditional	On change	N	UR		
	JammedObjectIdentifiers [5..32]	RTTObjectIDArrayStruct	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A		
	HighDensityJam	boolean	1	TRUE/FALSE	N/A	N/A	perfect	always	Conditional	On change	N	UR		
	FlashLightsOn	boolean	1	TRUE/FALSE	N/A	N/A	perfect	always	Conditional	On change	N	UR		
	StanceCode	StanceCodeEnum32	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A		
	PrimaryWeaponState	WeaponStateEnum32	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A		
	SecondaryWeaponState	WeaponStateEnum32	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A		
	ComplianceState	ComplianceStateEnum32	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A		
	ActiveStatus	boolean	1	TRUE/FALSE	N/A	N/A	perfect	always	Conditional	On change	N	UR		
Minefield	ForceIdentifier	ForceIdentifierEnum8	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A		
	Lane	boolean	1	TRUE/FALSE	N/A	N/A	perfect	always	Conditional	On change	N	UR		
	MinefieldAppearanceType	MinefieldTypeEnum8	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A		
	MinefieldIdentifier	EntityIdentifierStruct	1	N/A	N/A	N/A	N/A	Static	N/A	N	UR	N/A		
	MinefieldLocation	WorldLocationStruct	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A		
	MinefieldOrientation	OrientationStruct	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A		
	MinefieldSequenceNumber	unsigned short	1	N/A	1	perfect	always	Conditional	On change	N	UR	N/A		
	MinefieldType	Entity TypeStruct	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A		
	Mine Types	Entity TypeStruct	0+	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A		
	PerimeterPointCoordinates	PerimeterPointStruct	0+	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A		
ProtocolMode	ProtocolMode	MinefieldProtocolEnum8	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A		
	State	boolean	1	TRUE/FALSE	N/A	N/A	perfect	always	Conditional	On change	N	UR	N/A	
	GroundRunDepthOffset	float	0+	N/A	N/A	N/A	perfect	always	Conditional	On change	N	UR	N/A	
	Fusing	MinefusingStruct	0+	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A		
	MinefieldPlacementTime	Clock TimeStruct	0+	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A		
	MinefieldIdentifier	Entity Identifier	0+	N/A	N/A	N/A	perfect	always	Conditional	On change	N	UR	N/A	
	MinefieldIdentifier	RTTObjectIDStruct	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A		
	MineLocation	WorldLocationStruct	0+	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A		
	MineOrientation	OrientationStruct	0+	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A		
	Mine Type	Entity TypeStruct	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A		
Munition	NumberTipDetonationWires	boolean	0+	N/A	N/A	N/A	perfect	always	Conditional	On change	N	UR	N/A	
	NumberWireVertices	boolean	0+	N/A	N/A	N/A	perfect	always	Conditional	On change	N	UR	N/A	
	PaintScheme	MinefieldPaintSchemeEnum32	0+	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A		
	Reflectance	float	0+	N/A	N/A	N/A	perfect	always	Conditional	On change	N	UR	N/A	
	ScalarDetectionCoefficient	boolean	0+	N/A	N/A	N/A	perfect	always	Conditional	On change	N	UR	N/A	
	Sensor Types	MinefieldSensorTypeEnum32	0+	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A		
	SnowRunDepthOffset	float	0+	N/A	N/A	N/A	perfect	always	Conditional	On change	N	UR	N/A	
	ThermalContrast	float	0+	Degrees C	N/A	N/A	perfect	always	Conditional	On change	N	UR	N/A	
	WaterRunDepthOffset	float	0+	Meters	N/A	N/A	perfect	always	Conditional	On change	N	UR	N/A	
	WireVertices	WorldLocationStruct	0+	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A		
MinefieldLaneMarkerObject	SegmentRecords	MinefieldLaneMarkerStruct	0+	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A		
	BreachedStatus	BreachedStatusEnum8	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A		
	MineCount	unsigned long	1	N/A	N/A	N/A	perfect	always	Conditional	On change	N	UR	N/A	
	LauncherFlashPresent	boolean	1	TRUE/FALSE	N/A	N/A	perfect	always	Conditional	On change	N	UR	N/A	
	Nabot/F	AlarmsMode	RTTAlarmModeEnum8	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
		ModelEnabled	boolean	1	TRUE/FALSE	N/A	N/A	perfect	always	Conditional	On change	N	UR	N/A
		Model1aDamaged	boolean	1	TRUE/FALSE	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
		Model1aMalfunctioning	boolean	1	TRUE/FALSE	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
		Model1aOn	boolean	1	TRUE/FALSE	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
		Model2aDamaged	boolean	1	TRUE/FALSE	N/A	N/A	perfect	always	Conditional	On change	N	UR	N/A
Model2aOn		boolean	1	TRUE/FALSE	N/A	N/A	N/A	Conditional	On change	N	UR	N/A		
Model2aMalfunctioning		boolean	1	TRUE/FALSE	N/A	N/A	N/A	Conditional	On change	N	UR	N/A		
Model2aOn		boolean	1	TRUE/FALSE	N/A	N/A	N/A	Conditional	On change	N	UR	N/A		
Model3aDamaged		boolean	1	TRUE/FALSE	N/A	N/A	N/A	Conditional	On change	N	UR	N/A		
Model3aOn	boolean	1	TRUE/FALSE	N/A	N/A	N/A	Conditional	On change	N	UR	N/A			
Model3aMalfunctioning	boolean	1	TRUE/FALSE	N/A	N/A	N/A	Conditional	On change	N	UR	N/A			
Model3aOn	boolean	1	TRUE/FALSE	N/A	N/A	N/A	Conditional	On change	N	UR	N/A			
Model4aDamaged	boolean	1	TRUE/FALSE	N/A	N/A	perfect	always	Conditional	On change	N	UR	N/A		
Model4aOn	boolean	1	TRUE/FALSE	N/A	N/A	N/A	Conditional	On change	N	UR	N/A			
Model4aMalfunctioning	boolean	1	TRUE/FALSE	N/A	N/A	N/A	Conditional	On change	N	UR	N/A			
Model4aOn	boolean	1	TRUE/FALSE	N/A	N/A	N/A	Conditional	On change	N	UR	N/A			
Model4aPseudoCrypto	boolean	1	TRUE/FALSE	N/A	N/A	perfect	always	Conditional	On change	N	UR	N/A		
Model4aPseudoCryptoAvailable	boolean	1	TRUE/FALSE	N/A	N/A	perfect	always	Conditional	On change	N	UR	N/A		
Model5aDamaged	boolean	1	TRUE/FALSE	N/A	N/A	perfect	always	Conditional	On change	N	UR	N/A		
Model5aOn	boolean	1	TRUE/FALSE	N/A	N/A	N/A	Conditional	On change	N	UR	N/A			
Model5aMalfunctioning	boolean	1	TRUE/FALSE	N/A	N/A	N/A	Conditional	On change	N	UR	N/A			
Model5aOn	boolean	1	TRUE/FALSE	N/A	N/A	N/A	Conditional	On change	N	UR	N/A			
Model5aTrail	boolean	1	TRUE/FALSE	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A		
Nabot/F Transponder	EmergencyOn	boolean	1	TRUE/FALSE	N/A	N/A	N/A	Conditional	On change	N	UR	N/A		
	IdentSignalFlashOn	boolean	1	TRUE/FALSE	N/A	N/A	N/A	Conditional	On change	N	UR	N/A		
	ModelCode	unsigned short	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A		
	ModelCode	unsigned short	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A		
	ModelCode	unsigned short	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A		
	ModelCodeAltitude	short	1	100 Feet	1	perfect	N/A	Conditional	On change	N	UR	N/A		
	ModelCodeAltitudeAvailable	boolean	1	TRUE/FALSE	N/A	N/A	perfect	always	Conditional	On change	N	UR	N/A	
	SRON	boolean	1	TRUE/FALSE	N/A	N/A	N/A	Conditional	On change	N	UR	N/A		
	PhysicalEntity	AcousticSignatureIndex	short	1	N/A	1	perfect	always	Conditional	On change	N	UR	N/A	
		AlternateEntityType	Entity TypeStruct	1	N/A	N/A	N/A	N/A	Static	N/A	N	UR	N/A	
ArticulatedParameterArray		ArticulatedParameterStruct	0+	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A		
CamouflageType		CamouflageEnum32	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A		
DamagesState		DamagesStateEnum32	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A		
EngineSmokeOn		boolean	1	TRUE/FALSE	N/A	N/A	perfect	always	Conditional	On change	N	UR	N/A	
FirePowerDisabled		boolean	1	TRUE/FALSE	N/A	N/A	perfect	always	Conditional	On change	N	UR	N/A	
FlamesPresent		boolean	1	TRUE/FALSE	N/A	N/A	perfect	always	Conditional	On change	N	UR	N/A	
ForceIdentifier		ForceIdentifierEnum8	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A		
HasAmmunitionSupplyCap		boolean	1	TRUE/FALSE	N/A	N/A	perfect	always	Static	N/A	N	UR	N/A	
HasFuelSupplyCap	boolean	1	TRUE/FALSE	N/A	N/A	perfect	always	Static	N/A	N	UR	N/A		
HasRecoveryCap	boolean	1	TRUE/FALSE	N/A	N/A	perfect	always	Static	N/A	N	UR	N/A		
HasRepairCap	boolean	1	TRUE/FALSE	N/A	N/A	perfect	always	Static	N/A	N	UR	N/A		
Immobilized	boolean	1	TRUE/FALSE	N/A	N/A	perfect	always	Conditional	On change	N	UR	N/A		
InfraredSignatureIndex	short	1	N/A	1	perfect	always	Conditional	On change	N	UR	N/A			
InConcerned	boolean	1	TRUE/FALSE	N/A	N/A	perfect	always	Conditional	On change	N	UR	N/A		
LevelOnMeasuredSpeed	unsigned short	1	sec-meters/s	1	perfect	always	Conditional	On change	N	UR	N/A			
Marking	MarkingStruct	1	N/A	N/A	N/A	N/A	N/A	Static	N/A	N	UR	N/A		
PowerPlantOn	boolean	1	TRUE/FALSE	N/A	N/A	perfect	always	Conditional	On change	N	UR	N/A		
PropulsionSystemData	PropulsionSystemDataStruct	0+	N/A	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A		
RadarCrossSectionSignatureIndex	short	1	N/A	1	perfect	always	Conditional	On change	N	UR	N/A	N/A		
SmokePuffPresent	boolean	1	TRUE/FALSE	N/A	N/A	perfect	always	Conditional	On change	N	UR	N/A		
TentDeployed	boolean	1	TRUE/FALSE	N/A	N/A	perfect	always	Conditional	On change	N	UR	N/A		
TrailingEffectsCode	TrailingEffectsCodeEnum32	1	N/A	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A		
Platform	VectorInBoozeSystemData	VectorInBoozeSystemDataStruct	0+	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A		
	AfterburnerOn	boolean	1	TRUE/FALSE	N/A	N/A	perfect	always	Conditional	On change	N	UR	N/A	
	AntiCollisionLightOn	boolean	1	TRUE/FALSE	N/A	N/A	perfect	always	Conditional	On change	N	UR	N/A	
	BlackOutFuelLightOn	boolean	1	TRUE/FALSE	N/A	N/A	perfect	always	Conditional	On change	N	UR	N/A	
	BlackOutLightsOn	boolean	1	TRUE/FALSE	N/A	N/A	perfect	always	Conditional	On change	N	UR	N/A	
	BrakeLightsOn	boolean	1	TRUE/FALSE	N/A	N/A	perfect	always	Conditional	On change	N	UR	N/A	
	FormationLightOn	boolean	1	TRUE/FALSE	N/A	N/A	perfect	always	Conditional	On change	N	UR	N/A	
	HatchState	HatchStateEnum32	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A		
	HeadLightOn	boolean	1	TRUE/FALSE	N/A	N/A	perfect	always	Conditional	On change	N	UR	N/A	
	InteriorLightOn	boolean	1	TRUE/FALSE	N/A	N/A	perfect	always	Conditional	On change	N	UR	N/A	
LandingLightOn	boolean	1	TRUE/FALSE	N/A	N/A	perfect	always	Conditional	On change	N	UR	N/A		
LauncherRailed	boolean	1	TRUE/FALSE	N/A	N/A	perfect	always	Conditional	On change	N	UR	N/A		
NavigationLightOn	boolean	1	TRUE/FALSE	N/A	N/A	perfect	always	Conditional	On change	N	UR	N/A		
NavigationLightOn	boolean	1	TRUE/FALSE	N/A	N/A	perfect	always	Conditional	On change	N	UR	N/A		

Attribute Table

Object	Attribute	Datatype	Cardinality	Units	Resolution	Accuracy	Accuracy Condition	Update Type	Update Condition	Transferable/Acceptable	Updateable/Reflectable	Routing Space	
PointObject	RampDeployed	boolean	1	TRUE/FALSE	N/A	perfect	always	Conditional	On change	N	UR	N/A	
	RunningLightOn	boolean	1	TRUE/FALSE	N/A	perfect	always	Conditional	On change	N	UR	N/A	
	SpotlightOn	boolean	1	TRUE/FALSE	N/A	perfect	always	Conditional	On change	N	UR	N/A	
	TailLightOn	boolean	1	TRUE/FALSE	N/A	perfect	always	Conditional	On change	N	UR	N/A	
	Location	WorldLocationStruct	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
	Orientation	OrientationStruct	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
	PercentComplete	unsigned long	1	percent	1	perfect	always	Conditional	On change	N	UR	N/A	
	DamagedAppearance	DamageStatusEnum32	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
	ObjectPncdAttributed	boolean	1	TRUE/FALSE	N/A	perfect	always	Conditional	On change	N	UR	N/A	
	Deactivated	boolean	1	TRUE/FALSE	N/A	perfect	always	Conditional	On change	N	UR	N/A	
PropulsionNoise	Smoking	boolean	1	TRUE/FALSE	N/A	perfect	always	Conditional	On change	N	UR	N/A	
	Flaming	boolean	1	TRUE/FALSE	N/A	perfect	always	Conditional	On change	N	UR	N/A	
	HuffMaskerOn	boolean	1	TRUE/FALSE	N/A	perfect	always	Conditional	On change	N	UR	N/A	
	ParaviewParameterIndex	unsigned short	1	N/A	N/A	perfect	always	Conditional	On change	N	UR	N/A	
	PropulsionPlanConfiguration	PropulsionPlanEnum8	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
	ShaftRateData	float	1+	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
RadarBeam	ShaftSpeedRatio	float	1	N/A	N/A	perfect	always	Conditional	On change	N	UR	N/A	
	HighDensityTrack	boolean	1	TRUE/FALSE	N/A	perfect	always	Conditional	On change	N	UR	N/A	
RadioReceiver	TrackObjectIdentifiers [5..33]	RTIObjectIDArrayStruct	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
	RadiolIndex	unsigned short	1	N/A	N/A	perfect	always	Static	N/A	N	UR	N/A	
	ReceivedPower	float	1	sB-milliwatts	N/A	perfect	always	Conditional	On change	N	UR	N/A	
RadioTransmitter	ReceivedTransmitterIdentifier (25)	RTIObjectIDStruct	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
	ReceiverOperationalStatus	ReceiverOperationalStatusEnum16	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
	AntennaPatternData	AntennaPatternStruct	0+	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
	CryptographicMode	CryptographicModeEnum32	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
	Cryptosystem	CryptographicSystemTypeEnum16	1	N/A	N/A	N/A	N/A	Static	N/A	N	UR	N/A	
	EncryptionKeyIdentifier	unsigned short	1	N/A	N/A	perfect	perfect	Conditional	On change	N	UR	N/A	
	Frequency	unsigned long long	1	N/A	N/A	perfect	perfect	Conditional	On change	N	UR	N/A	
	FrequencyBandwidth	float	1	Hz	N/A	perfect	perfect	Conditional	On change	N	UR	N/A	
	RadiolIndex	unsigned short	1	N/A	N/A	perfect	perfect	Static	N/A	N	UR	N/A	
	RadiolSource	RadiolSourceEnum8	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
RibbonRidgeObject RRB [86]	RadioSystemType	RadioTypeStruct	1	N/A	N/A	N/A	N/A	Static	N/A	N	UR	N/A	
	RFModulationSystemType	RFModulationSystemTypeEnum16	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
	RFModulationType	RFModulationTypeStruct	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
	SpreadSpectrum	SpreadSpectrumStruct	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
	Stream Tag	long long	1	N/A	N/A	1	perfect	perfect	Conditional	On change	N	UR	N/A
	TransmitLightUse	boolean	1	TRUE/FALSE	N/A	perfect	perfect	Conditional	On change	N	UR	N/A	
	TransmittedPower	float	1	sB-milliwatts	N/A	perfect	perfect	Conditional	On change	N	UR	N/A	
	TransmitterOperationalStatus	TransmitterOperationalStatusEnum8	1	N/A	N/A	N/A	N/A	Conditional	> RADIO_PWR_THRSH [36]	N	UR	N/A	
	WorldLocation	WorldLocationStruct	1	N/A	N/A	N/A	N/A	Conditional	> TRANS_POS_THRSH_DFT [3]	N	UR	N/A	
	NumberOfSegments	unsigned long	1	N/A	N/A	perfect	always	Conditional	On change	N	UR	N/A	
Sensor	Code	octet	1	N/A	N/A	perfect	always	Conditional	On change	N	UR	N/A	
	PowerReduction	boolean	1	TRUE/FALSE	N/A	perfect	always	Conditional	On change	N	UR	N/A	
	IsDamaged	boolean	1	TRUE/FALSE	N/A	perfect	always	Conditional	On change	N	UR	N/A	
	IsMalfunctioning	boolean	1	TRUE/FALSE	N/A	perfect	always	Conditional	On change	N	UR	N/A	
	IsOn	boolean	1	TRUE/FALSE	N/A	perfect	always	Conditional	On change	N	UR	N/A	
	RadarEnhancement	boolean	1	TRUE/FALSE	N/A	perfect	always	Conditional	On change	N	UR	N/A	
	AntennaRaised	boolean	1	TRUE/FALSE	N/A	perfect	always	Conditional	On change	N	UR	N/A	
	BlackoutLightOn	boolean	1	TRUE/FALSE	N/A	perfect	always	Conditional	On change	N	UR	N/A	
	LightOn	boolean	1	TRUE/FALSE	N/A	perfect	always	Conditional	On change	N	UR	N/A	
	IntendLightOn	boolean	1	TRUE/FALSE	N/A	perfect	always	Conditional	On change	N	UR	N/A	
SovietIFF	MissionKill	boolean	1	TRUE/FALSE	N/A	perfect	always	Conditional	On change	N	UR	N/A	
	Parameter1Enabled	boolean	1	TRUE/FALSE	N/A	perfect	always	Conditional	On change	N	UR	N/A	
	Parameter1IsDamaged	boolean	1	TRUE/FALSE	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
	Parameter1IsMalfunctioning	boolean	1	TRUE/FALSE	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
	Parameter1IsOn	boolean	1	TRUE/FALSE	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
	Parameter2Enabled	boolean	1	TRUE/FALSE	N/A	perfect	always	Conditional	On change	N	UR	N/A	
	Parameter2IsDamaged	boolean	1	TRUE/FALSE	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
	Parameter2IsMalfunctioning	boolean	1	TRUE/FALSE	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
	Parameter2IsOn	boolean	1	TRUE/FALSE	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
	Parameter3Enabled	boolean	1	TRUE/FALSE	N/A	perfect	always	Conditional	On change	N	UR	N/A	
	Parameter3IsDamaged	boolean	1	TRUE/FALSE	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
	Parameter3IsMalfunctioning	boolean	1	TRUE/FALSE	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
	Parameter3IsOn	boolean	1	TRUE/FALSE	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
	Parameter4Enabled	boolean	1	TRUE/FALSE	N/A	perfect	always	Conditional	On change	N	UR	N/A	
	Parameter4IsDamaged	boolean	1	TRUE/FALSE	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
	Parameter4IsMalfunctioning	boolean	1	TRUE/FALSE	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
	Parameter4IsOn	boolean	1	TRUE/FALSE	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
	Parameter5Enabled	boolean	1	TRUE/FALSE	N/A	perfect	always	Conditional	On change	N	UR	N/A	
	Parameter5IsDamaged	boolean	1	TRUE/FALSE	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
	Parameter5IsMalfunctioning	boolean	1	TRUE/FALSE	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
	Parameter5IsOn	boolean	1	TRUE/FALSE	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
	Parameter6Enabled	boolean	1	TRUE/FALSE	N/A	perfect	always	Conditional	On change	N	UR	N/A	
	Parameter6IsDamaged	boolean	1	TRUE/FALSE	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
	Parameter6IsMalfunctioning	boolean	1	TRUE/FALSE	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
	Parameter6IsOn	boolean	1	TRUE/FALSE	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	
	UnderwaterAcousticEmission	EventIdentifierStruct	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A	

Parameter Table

Interaction	Parameter	Datatype	Cardinality	Units	Resolution	Accuracy	Accuracy Condition	Routing Space
Acknowledge [13]	OriginatingEntity	EntityIdentifierStruct	1	N/A	N/A	N/A	N/A	N/A
	ReceivingEntity	EntityIdentifierStruct	1	N/A	N/A	N/A	N/A	N/A
	RequestIdentifier	unsigned long	1	N/A	N/A	perfect	always	N/A
	AcknowledgeFlag	AcknowledgeFlagEnum16	1	N/A	N/A	N/A	N/A	N/A
AcousticTransient	ResponseFlag	ResponseFlagEnum16	1	N/A	N/A	N/A	N/A	N/A
	ActivityCode	PassiveActivitiesEnum16	1	N/A	N/A	N/A	N/A	N/A
	ActivityParameter	short	1	N/A	N/A	perfect	always	N/A
	HostObjectIdentifier	RTIObjectIDStruct	1	N/A	N/A	N/A	N/A	N/A
ActionRequest [64]	RelativePosition	RelativePositionStruct	1	N/A	N/A	N/A	N/A	N/A
	OriginatingEntity	EntityIdentifierStruct	1	N/A	N/A	N/A	N/A	N/A
	ReceivingEntity [19]	EntityIdentifierStruct	1	N/A	N/A	N/A	N/A	N/A
	RequestIdentifier	unsigned long	1	N/A	N/A	perfect	always	N/A
ActionRequestR [65]	ActionRequestCode	ActionEnum32	1	N/A	N/A	N/A	N/A	N/A
	FixedDatums	FixedDatumStruct	0+	N/A	N/A	N/A	N/A	N/A
	VariableDatumSet	VariableDatumSetStruct	1	N/A	N/A	N/A	N/A	N/A
	AcknowledgementProtocol [17]	AcknowledgementProtocolEnum	1	N/A	N/A	N/A	N/A	N/A
ActionRequestToObject [66]	ObjectIdentifiers	RTIObjectIDArrayStruct	1	N/A	N/A	N/A	N/A	N/A
	ActionRequestCode	ActionEnum32	1	N/A	N/A	N/A	N/A	N/A
	AcknowledgementProtocol [17]	AcknowledgementProtocolEnum	1	N/A	N/A	N/A	N/A	N/A
	OriginatingEntity	EntityIdentifierStruct	1	N/A	N/A	N/A	N/A	N/A
ActionResponse [64]	ReceivingEntity	EntityIdentifierStruct	1	N/A	N/A	N/A	N/A	N/A
	RequestIdentifier [20]	unsigned long	1	N/A	N/A	perfect	always	N/A
	RequestStatus	RequestStatusEnum32	1	N/A	N/A	N/A	N/A	N/A
	FixedDatums	FixedDatumStruct	0+	N/A	N/A	N/A	N/A	N/A
ActionResponseFromObject [66]	VariableDatumSet	VariableDatumSetStruct	1	N/A	N/A	N/A	N/A	N/A
	ActionResult	ActionResultEnum32	1	N/A	N/A	N/A	N/A	N/A
	HostRadioIndex [25]	RTIObjectIDStruct	1	N/A	N/A	N/A	N/A	N/A
	DataRate	unsigned long	1	bits/second	1	perfect	always	N/A
ApplicationSpecificRadioSignal	SignalDataLength	unsigned short	1	bits	1	perfect	always	N/A
	SignalData	octet	1+	N/A	N/A	perfect	always	N/A
	TacticalDataLinkType	TacticalDataLinkTypeEnum16	1	N/A	N/A	N/A	N/A	N/A
	TDL MessageCount	unsigned short	1	N/A	N/A	perfect	always	N/A
AreaObjectTransaction	UserProtocolID	UserProtocolEnum32	1	N/A	N/A	N/A	N/A	N/A
	PointData	WorldLocationStruct	0+	N/A	N/A	N/A	N/A	N/A
	PercentComplete	unsigned long	1	N/A	N/A	perfect	always	N/A
	DamagedAppearance	DamageStatusEnum32	1	N/A	N/A	N/A	N/A	N/A
AttributeChangeRequest [3]	ObjectPreDistributed	boolean	1	TRUE/FALSE	N/A	perfect	always	N/A
	Deactivated	boolean	1	TRUE/FALSE	N/A	perfect	always	N/A
	Smoking	boolean	1	TRUE/FALSE	N/A	perfect	always	N/A
	Flaming	boolean	1	TRUE/FALSE	N/A	perfect	always	N/A
AttributeChangeRequestR [61]	ObjectIdentifiers	RTIObjectIDArrayStruct	1	N/A	N/A	N/A	N/A	N/A
	AttributeValueSet	AttributeValueSetStruct	1	N/A	N/A	N/A	N/A	N/A
	AcknowledgementProtocol [17]	AcknowledgementProtocolEnum	1	N/A	N/A	N/A	N/A	N/A
	ObjectIdentifier	RTIObjectIDStruct	1	N/A	N/A	N/A	N/A	N/A
AttributeChangeResult [3]	AttributeChangeResult	ResponseFlagEnum16	1	N/A	N/A	N/A	N/A	N/A
	AttributeValueSet	AttributeValueSetStruct	1	N/A	N/A	N/A	N/A	N/A
	AcknowledgementProtocol	AcknowledgementProtocolEnum	1	N/A	N/A	N/A	N/A	N/A
	SegmentRecords	BreachableSegmentStruct	0+	N/A	N/A	N/A	N/A	N/A
BreachableLinearObjectTransaction	BreachedStatus	BreachedStatusEnum8	1	N/A	N/A	N/A	N/A	N/A
BreachObjectTransaction	SegmentRecords	BreachStruct	0+	N/A	N/A	N/A	N/A	N/A
BurstPointObjectTransaction	PercentOpacity	unsigned long	1	N/A	N/A	perfect	always	N/A
	CylinderSize	unsigned long	1	N/A	N/A	perfect	always	N/A
	CylinderHeight	unsigned long	1	N/A	N/A	perfect	always	N/A
	NumberOfBursts	unsigned long	1	N/A	N/A	perfect	always	N/A
Collision	ChemicalContent	ChemicalContentEnum32	1	N/A	N/A	N/A	N/A	N/A
	CollidingObjectIdentifier [23]	RTIObjectIDStruct	1	N/A	N/A	N/A	N/A	N/A
	IssuingObjectMass	float	1	kilograms	N/A	perfect	always	N/A
	IssuingObjectVelocityVector	VelocityVectorStruct	1	N/A	N/A	N/A	N/A	N/A
CollisionElastic	CollisionType	CollisionTypeEnum8	1	N/A	N/A	N/A	N/A	N/A
	CollisionLocation	RelativePositionStruct	1	N/A	N/A	N/A	N/A	N/A
	EventIdentifier	EventIdentifierStruct	1	N/A	N/A	N/A	N/A	N/A
	IssuingObjectIdentifier [25]	RTIObjectIDStruct	1	N/A	N/A	N/A	N/A	N/A
Comment	CoefficientOfRestitution	float	1	N/A	N/A	perfect	always	N/A
	IntermediateResultXX	float	1	N/A	N/A	perfect	always	N/A
	IntermediateResultXY	float	1	N/A	N/A	perfect	always	N/A
	IntermediateResultXZ	float	1	N/A	N/A	perfect	always	N/A
CraterObjectTransaction	IntermediateResultYY	float	1	N/A	N/A	perfect	always	N/A
	IntermediateResultYZ	float	1	N/A	N/A	perfect	always	N/A
	IntermediateResultZZ	float	1	N/A	N/A	perfect	always	N/A
	UnitSurfaceNormal	EntityCoordinateVectorStruct	1	N/A	N/A	N/A	N/A	N/A
CreateEntity [13]	OriginatingEntity	EntityIdentifierStruct	1	N/A	N/A	N/A	N/A	N/A
	ReceivingEntity	EntityIdentifierStruct	1	N/A	N/A	N/A	N/A	N/A
	VariableDatumSet	VariableDatumSetStruct	1	N/A	N/A	N/A	N/A	N/A
	CraterSize	unsigned long	1	N/A	N/A	perfect	always	N/A
CreateEntityR [16]	OriginatingEntity	EntityIdentifierStruct	1	N/A	N/A	N/A	N/A	N/A
	ReceivingEntity [18]	EntityIdentifierStruct	1	N/A	N/A	N/A	N/A	N/A
	RequestIdentifier [19]	unsigned long	1	N/A	N/A	perfect	N/A	N/A
	AcknowledgementProtocol	AcknowledgementProtocolEnum	1	N/A	N/A	N/A	N/A	N/A

Parameter Table

Interaction	Parameter	Datatype	Cardinality	Units	Resolution	Accuracy	Accuracy Condition	Routing Space
CreateObjectRequest [62]	ObjectClass	unsigned long	1	N/A	N/A	perfect	always	N/A
	AttributeValueSet	AttributeValueSetStruct	1	N/A	N/A	N/A	N/A	N/A
	RequestIdentifier [19]	unsigned long	1	N/A	N/A	perfect	always	N/A
CreateObjectRequestR [63]	AcknowledgementProtocol	AcknowledgementProtocolEnum	1	N/A	N/A	N/A	N/A	N/A
CreateObjectResult [62]	CreateObjectResult	ResponseFlagEnum16	1	N/A	N/A	N/A	N/A	N/A
Data	RequestIdentifier	unsigned long	1	N/A	N/A	perfect	always	N/A
	OriginatingEntity	EntityIdentifierStruct	1	N/A	N/A	N/A	N/A	N/A
	ReceivingEntity	EntityIdentifierStruct	1	N/A	N/A	N/A	N/A	N/A
	RequestIdentifier [21]	unsigned long	1	N/A	N/A	perfect	always	N/A
	FixedDatums	FixedDatumStruct	0+	N/A	N/A	N/A	N/A	N/A
DatabaseIndexRadioSignal	VariableDatumSet	VariableDatumSetStruct	1	N/A	N/A	N/A	N/A	N/A
	HostRadioIndex [25]	RTIObjctIdStruct	1	N/A	N/A	N/A	N/A	N/A
	DatabaseIndex	unsigned long	1	N/A	1	perfect	always	N/A
	Duration	unsigned long	1	milliseconds	1	perfect	always	N/A
	StartOffset	unsigned long	1	milliseconds	1	perfect	always	N/A
DataQuery [68]	TacticalDataLinkType	TacticalDataLinkTypeEnum16	1	N/A	1	N/A	N/A	N/A
	TDLMessageCount	unsigned short	1	N/A	1	perfect	always	N/A
	OriginatingEntity	EntityIdentifierStruct	1	N/A	N/A	N/A	N/A	N/A
	ReceivingEntity	EntityIdentifierStruct	1	N/A	N/A	N/A	N/A	N/A
	RequestIdentifier [19]	unsigned long	1	N/A	N/A	perfect	always	N/A
DataQueryR [69]	TimeInterval [14]	unsigned long	1	N/A	N/A	perfect	always	N/A
	FixedDatumIdentifiers	DatumIdentifierEnum32	0+	N/A	N/A	N/A	N/A	N/A
	VariableDatumIdentifiers	DatumIdentifierEnum32	0+	N/A	N/A	N/A	N/A	N/A
	AcknowledgementProtocol	AcknowledgementProtocolEnum	1	N/A	N/A	N/A	N/A	N/A
	AcknowledgementProtocol	AcknowledgementProtocolEnum	1	N/A	N/A	N/A	N/A	N/A
AudioData	AudioData	AudioData Type	1	N/A	N/A	N/A	N/A	N/A
EnvironmentObjectTransaction	ObjectIdentifier	EntityIdentifierStruct	1	N/A	N/A	N/A	N/A	N/A
EventReport	ReferencedObjectIdentifier	RTIObjctIdStruct	1	N/A	N/A	N/A	N/A	N/A
	ForceIdentifier	ForceIdentifierEnum8	1	N/A	N/A	N/A	N/A	N/A
	Object Type	EnvironmentObject TypeStruct	1	N/A	N/A	N/A	N/A	N/A
	RequestIdentifier	ForceIdentifierStruct	1	N/A	N/A	N/A	N/A	N/A
	ReceivingEntity	FederatedIdentifierStruct	1	N/A	N/A	N/A	N/A	N/A
ExhaustSmokeObjectTransaction	OriginatingEntity	EntityIdentifierStruct	1	N/A	N/A	N/A	N/A	N/A
	ReceivingEntity	EntityIdentifierStruct	1	N/A	N/A	N/A	N/A	N/A
	EventType	EventTypeEnum32	1	N/A	N/A	N/A	N/A	N/A
	FixedDatums	FixedDatumStruct	0+	N/A	N/A	N/A	N/A	N/A
	VariableDatumSet	VariableDatumSetStruct	1	N/A	N/A	N/A	N/A	N/A
MinefieldData	SegmentRecords	ExhaustSmokeStruct	0+	N/A	N/A	N/A	N/A	N/A
MinefieldObjectTransaction	GroundBurialDepthOffset	float	0+	metres	N/A	perfect	always	N/A
	Fusing	MineFusingStruct	0+	N/A	N/A	N/A	N/A	N/A
	MineEmplacementTime	ClockTimeStruct	0+	N/A	N/A	N/A	N/A	N/A
	MineEntityIdentifier	unsigned short	0+	N/A	N/A	perfect	always	N/A
	MinefieldIdentifier	unsigned long	1	N/A	N/A	perfect	always	N/A
	MineLocation	WorldLocationStruct	0+	N/A	N/A	N/A	N/A	N/A
	MineOrientation	OrientationStruct	0+	N/A	N/A	N/A	N/A	N/A
	MineType	Entity TypeStruct	1	N/A	N/A	N/A	N/A	N/A
	NumberOffRecords	octet	1	N/A	N/A	perfect	always	N/A
	NumberTripDetonationWires	octet	0+	N/A	N/A	perfect	always	N/A
	NumberWireVertices	octet	0+	N/A	N/A	perfect	always	N/A
	PaintScheme	MinefieldPaintSchemeEnum32	0+	N/A	N/A	N/A	N/A	N/A
	RecordSequenceNumber	octet	1	N/A	1	perfect	always	N/A
	Reflectance	float	0+	N/A	N/A	perfect	always	N/A
	RequestIdentifier	octet	1	N/A	1	perfect	always	N/A
	RequestingEntityIdentifier	unsigned long	1	N/A	N/A	perfect	always	N/A
	ScalarDetectionCoefficient	octet	0+	N/A	N/A	perfect	always	N/A
	SensorTypes	MinefieldSensorTypeEnum32	0+	N/A	N/A	N/A	N/A	N/A
	SnowBurialDepthOffset	float	0+	metres	N/A	perfect	always	N/A
	ThermalContrast	float	0+	degrees C	N/A	perfect	always	N/A
	WaterBurialDepthOffset	float	0+	metres	N/A	perfect	always	N/A
	WireVertices	WorldLocationStruct	0+	N/A	N/A	N/A	N/A	N/A
	SegmentRecords	MinefieldLaneMarkerStruct	0+	N/A	N/A	N/A	N/A	N/A
	BreachedStatus	BreachedStatusEnum8	1	N/A	N/A	N/A	N/A	N/A
	MineCount	unsigned long	1	N/A	N/A	perfect	perfect	N/A
	MinefieldIdentifier	unsigned long	1	N/A	N/A	perfect	always	N/A
	PerimeterPoints	PerimeterPointStruct	0+	N/A	N/A	N/A	N/A	N/A
MinefieldQuery	QueryFusing	boolean	1	TRUE/FALSE	N/A	perfect	always	N/A
	QueryMineOrientation	boolean	1	TRUE/FALSE	N/A	perfect	always	N/A
	QueryGroundBurialDepthOffset	boolean	1	TRUE/FALSE	N/A	perfect	always	N/A
	QueryMineEmplacementAge	boolean	1	TRUE/FALSE	N/A	perfect	always	N/A
	QueryPaintScheme	boolean	1	TRUE/FALSE	N/A	perfect	always	N/A
	QueryReflectance	boolean	1	TRUE/FALSE	N/A	perfect	always	N/A
	QueryScalarDetectionCoefficient	boolean	1	TRUE/FALSE	N/A	perfect	always	N/A
	QuerySnowBurialDepthOffset	boolean	1	TRUE/FALSE	N/A	perfect	always	N/A
	QueryThermalContrast	boolean	1	TRUE/FALSE	N/A	perfect	always	N/A
	QueryTripDetonationWire	boolean	1	TRUE/FALSE	N/A	perfect	always	N/A
	QueryWaterBurialDepthOffset	boolean	1	TRUE/FALSE	N/A	perfect	always	N/A
	RequestingEntityIdentifier	unsigned long	1	N/A	N/A	perfect	always	N/A
	RequestIdentifier	octet	1	N/A	1	perfect	always	N/A

Parameter Table

Interaction	Parameter	Datatype	Cardinality	Units	Resolution	Accuracy	Accuracy Condition	Routing Space
MinefieldResponseNACK	RequestedMineType	EntityTypeStruct	1	N/A	N/A	N/A	N/A	N/A
	SensorTypes	MinefieldSensorTypeEnum32	0+	N/A	N/A	N/A	N/A	
	GroundBurialDepthOffset	float	0+	metres		perfect	always	
	Fusing	MineFusingStruct	0+	N/A	N/A	N/A	N/A	
	MineEmplacementTime	ClockTimeStruct	0+	N/A	N/A	N/A	N/A	
	MineEntityIdentifier	unsigned short	0+	N/A	N/A	perfect	always	
	MinefieldIdentifier	unsigned long	1	N/A	N/A	perfect	always	
	MinefieldSequenceNumber	unsigned short	1	N/A	1	perfect	always	
	MineLocation	WorldLocationStruct	0+	N/A	N/A	N/A	N/A	
	MineOrientation	OrientationStruct	0+	N/A	N/A	N/A	N/A	
	MineType	EntityTypeStruct	1	N/A	N/A	N/A	N/A	
	NumberOfRecords	octet	1	N/A	N/A	perfect	always	
	NumberTripDetonationWires	octet	0+	N/A	N/A	perfect	always	
	NumberWireVertices	octet	0+	N/A	N/A	perfect	always	
	PaintScheme	MinefieldPaintSchemeEnum32	0+	N/A	N/A	N/A	N/A	
	RecordSequenceNumber	octet	1	N/A	1	perfect	always	
	Reflectance	float	0+	N/A		perfect	always	
	RequestIdentifier	octet	1	N/A	1	perfect	always	
	RequestingEntityIdentifier	unsigned long	1	N/A	N/A	perfect	always	
	ScalarDetectionCoefficient	octet	0+	N/A	N/A	perfect	always	
	SensorTypes	MinefieldSensorTypeEnum32	0+	N/A	N/A	N/A	N/A	
	SnowBurialDepthOffset	float	0+	metres		perfect	always	
	ThermalContrast	float	0+	Degrees C		perfect	always	
	WaterBurialDepthOffset	float	0+	metres		perfect	always	
	WireVertices	WorldLocationStruct	0+	N/A	N/A	N/A	N/A	
MunitionDetonation	ArticulatedPartData	ArticulatedParameterStruct	0+	N/A	N/A	N/A	N/A	N/A
	DetonationLocation	WorldLocationStruct	1	N/A	N/A	N/A	N/A	
	DetonationResultCode	DetonationResultCodeEnum8	1	N/A	N/A	N/A	N/A	
	EventIdentifier	EventIdentifierStruct	1	N/A	N/A	N/A	N/A	
	FiringObjectIdentifier [25]	RTIObjctIdStruct	1	N/A	N/A	N/A	N/A	
	FinalVelocityVector	VelocityVectorStruct	1	N/A	N/A	N/A	N/A	
	FuseType	FuseTypeEnum16	1	N/A	N/A	N/A	N/A	
	MunitionObjectIdentifier [23]	RTIObjctIdStruct	1	N/A	N/A	N/A	N/A	
	MunitionType	EntityTypeStruct	1	N/A	N/A	N/A	N/A	
	QuantityFired	unsigned short	1	N/A	N/A	perfect	always	
	RateOfFire	unsigned short	1	N/A	N/A	perfect	always	
	RelativeDetonationLocation	RelativePositionStruct	1	N/A	N/A	N/A	N/A	
	TargetObjectIdentifier [23]	RTIObjctIdStruct	1	N/A	N/A	N/A	N/A	
	WarheadType	WarheadTypeEnum16	1	N/A	N/A	N/A	N/A	
	Location	WorldLocationStruct	1	N/A	N/A	N/A	N/A	
	Orientation	OrientationStruct	1	N/A	N/A	N/A	N/A	
	PercentComplete	unsigned long	1	N/A	N/A	perfect	always	
	DamagedAppearance	DamageStatusEnum32	1	N/A	N/A	N/A	N/A	
PointObjectTransaction	ObjectFirstDistributed	boolean	1	TRUE/FALSE		perfect	always	N/A
	Deactivated	boolean	1	TRUE/FALSE		perfect	always	
	Smoking	boolean	1	TRUE/FALSE		perfect	always	
	Flaming	boolean	1	TRUE/FALSE		perfect	always	
	HostRadiIndex [25]	RTIObjctIdStruct	1	N/A	N/A	N/A	N/A	
	DataRate	unsigned long	1	bits/second	1	perfect	always	
	SignalDataLength	unsigned short	1	bits	1	perfect	always	
	SignalData	octet	1+	N/A	N/A	perfect	always	
	TacticalDataLinkType	TacticalDataLinkTypeEnum16	1	N/A	N/A	N/A	N/A	
	TDLMessageCount	unsigned short	1	N/A	1	perfect	always	
RecordQueryR [88]	OriginatingEntity	EntityIdentifierStruct	1	N/A	N/A	N/A	N/A	N/A
	ReceivingEntity	EntityIdentifierStruct	1	N/A	N/A	N/A	N/A	
	RequestIdentifier [19]	unsigned long	1	N/A	N/A	perfect	always	
	TimeInterval [14, 83]	unsigned long	1	N/A	N/A	perfect	always	
	EventType	EventTypeEnum32	1	N/A	N/A	N/A	N/A	
	AcknowledgementProtocol	AcknowledgementProtocolEnum	1	N/A	N/A	N/A	N/A	
	RecordIdentifiers	DatumIdentifierEnum32	0+	N/A	N/A	N/A	N/A	
	OriginatingEntity	EntityIdentifierStruct	1	N/A	N/A	N/A	N/A	
RecordR	ReceivingEntity	EntityIdentifierStruct	1	N/A	N/A	N/A	N/A	N/A
	RequestIdentifier [19]	unsigned long	1	N/A	N/A	perfect	perfect	
	EventType	EventTypeEnum32	1	N/A	N/A	N/A	N/A	
	ResponseSerialNumber	unsigned long	1	N/A	1	perfect	perfect	
	RecordSetData	RecordSetList	1	N/A	N/A	N/A	N/A	
	OriginatingEntity	EntityIdentifierStruct	1	N/A	N/A	N/A	N/A	
RemoveEntity [13]	ReceivingEntity	EntityIdentifierStruct	1	N/A	N/A	N/A	N/A	N/A
	RequestIdentifier [19]	unsigned long	1	N/A	N/A	perfect	always	
	AcknowledgementProtocol	AcknowledgementProtocolEnum	1	N/A	N/A	N/A	N/A	
	ObjectIdentifiers	RTIObjctIdArrayStruct	1	N/A	N/A	N/A	N/A	
RemoveEntityR [16]	RequestIdentifier [19]	unsigned long	1	N/A	N/A	perfect	always	N/A
RemoveObjectRequestR [73]	AcknowledgementProtocol	AcknowledgementProtocolEnum	1	N/A	N/A	N/A	N/A	N/A
RemoveObjectResult [72]	RemoveObjectResult	ResponseTagEnum16	1	N/A	N/A	N/A	N/A	N/A
RepairComplete	RequestIdentifier [22]	unsigned long	1	N/A	N/A	perfect	always	N/A
	ReceivingObject [25]	RTIObjctIdStruct	1	N/A	N/A	N/A	N/A	
	RepairingObject [25]	RTIObjctIdStruct	1	N/A	N/A	N/A	N/A	
	RepairType	RepairTypeEnum16	1	N/A	N/A	N/A	N/A	

Parameter Table

Interaction	Parameter	Datatype	Cardinality	Units	Resolution	Accuracy	Accuracy Condition	Routing Space
RepairResponse	ReceivingObject [25]	RTIObjectIDStruct	1	N/A	N/A	N/A	N/A	N/A
	RepairingObject [25]	RTIObjectIDStruct	1	N/A	N/A	N/A	N/A	N/A
ResupplyCancel	RepairResultCode	RepairResultEnum8	1	N/A	N/A	N/A	N/A	N/A
	ReceivingObject [25]	RTIObjectIDStruct	1	N/A	N/A	N/A	N/A	N/A
ResupplyOffer	SupplyingObject [25]	RTIObjectIDStruct	1	N/A	N/A	N/A	N/A	N/A
	ReceivingObject [25]	RTIObjectIDStruct	1	N/A	N/A	N/A	N/A	N/A
ResupplyReceived	SuppliesData	SupplyStruct	0+	N/A	N/A	N/A	N/A	N/A
	ReceivingObject [25]	RTIObjectIDStruct	1	N/A	N/A	N/A	N/A	N/A
RibbonBridgeObjectTransaction	SupplyingObject [25]	RTIObjectIDStruct	1	N/A	N/A	N/A	N/A	N/A
	SuppliesData	SupplyStruct	0+	N/A	N/A	N/A	N/A	N/A
ServiceRequest	NumberOfSegments	unsigned long	1	N/A	N/A	perfect	always	N/A
	RequestingObject [25]	RTIObjectIDStruct	1	N/A	N/A	N/A	N/A	N/A
SetData [70]	ServicingObject [25]	RTIObjectIDStruct	1	N/A	N/A	N/A	N/A	N/A
	ServiceType	ServiceTypeEnum8	1	N/A	N/A	N/A	N/A	N/A
SetData [70]	SuppliesData	SupplyStruct	0+	N/A	N/A	N/A	N/A	N/A
	OriginatingEntity	EntityIdentifierStruct	1	N/A	N/A	N/A	N/A	N/A
SetData [70]	ReceivingEntity	EntityIdentifierStruct	1	N/A	N/A	N/A	N/A	N/A
	RequestIdentifier [19]	unsigned long	1	N/A	N/A	perfect	always	N/A
SetData [70]	FixedDatum	FixedDatumStruct	0+	N/A	N/A	N/A	N/A	N/A
	VariableDatumSet	VariableDatumSetStruct	1	N/A	N/A	N/A	N/A	N/A
SetDataR [71]	AcknowledgementProtocol	AcknowledgementProtocolEnum	1	N/A	N/A	N/A	N/A	N/A
SetRecordR [87]	OriginatingEntity	EntityIdentifierStruct	1	N/A	N/A	N/A	N/A	N/A
	ReceivingEntity	EntityIdentifierStruct	1	N/A	N/A	N/A	N/A	N/A
SetRecordR [87]	RequestIdentifier [19]	unsigned long	1	N/A	N/A	perfect	perfect	N/A
	AcknowledgementProtocol	AcknowledgementProtocolEnum	1	N/A	N/A	N/A	N/A	N/A
StartResume [13]	RecordSetData	RecordSetList	1	N/A	N/A	N/A	N/A	N/A
	OriginatingEntity	EntityIdentifierStruct	1	N/A	N/A	N/A	N/A	N/A
StartResume [13]	RealWorldTime	ClockTimeStruct	1	N/A	N/A	N/A	N/A	N/A
	ReceivingEntity	EntityIdentifierStruct	1	N/A	N/A	N/A	N/A	N/A
StartResume [13]	RequestIdentifier [19]	unsigned long	1	N/A	N/A	perfect	always	N/A
	SimulationTime	ClockTimeStruct	1	N/A	N/A	N/A	N/A	N/A
StartResumeR [16]	AcknowledgementProtocol	AcknowledgementProtocolEnum	1	N/A	N/A	N/A	N/A	N/A
StopFreeze [13]	OriginatingEntity	EntityIdentifierStruct	1	N/A	N/A	N/A	N/A	N/A
	ReceivingEntity	EntityIdentifierStruct	1	N/A	N/A	N/A	N/A	N/A
StopFreeze [13]	RequestIdentifier [19]	unsigned long	1	N/A	N/A	perfect	always	N/A
	RealWorldTime	ClockTimeStruct	1	N/A	N/A	N/A	N/A	N/A
StopFreeze [13]	Reason	StopFreezeReasonEnum8	1	N/A	N/A	N/A	N/A	N/A
	ReflectValues	boolean	1	TRUE/FALSE	N/A	perfect	always	N/A
StopFreeze [13]	RunInternalSimulationClock	boolean	1	TRUE/FALSE	N/A	perfect	always	N/A
	UpdateAttributes	boolean	1	TRUE/FALSE	N/A	perfect	always	N/A
StopFreezeR [16]	AcknowledgementProtocol	AcknowledgementProtocolEnum	1	N/A	N/A	N/A	N/A	N/A
TransferControl	OriginatingEntity	EntityIdentifierStruct	1	N/A	N/A	N/A	N/A	N/A
	ReceivingEntity	EntityIdentifierStruct	1	N/A	N/A	N/A	N/A	N/A
TransferControl	RequestIdentifier [19]	unsigned long	1	N/A	N/A	perfect	perfect	N/A
	TransferType	TransferTypeEnum8	1	N/A	N/A	N/A	N/A	N/A
TransferControl	TransferEntity	RTIObjectIDStruct	1	N/A	N/A	N/A	N/A	N/A
	RecordSetData	RecordSetList	1	N/A	N/A	N/A	N/A	N/A
WeaponFire	EventIdentifier	EventIdentifierStruct	1	N/A	N/A	N/A	N/A	N/A
	FireControlSolutionRange	float	1	meters	N/A	perfect	always	N/A
WeaponFire	FireMissionIndex	unsigned long	1	N/A	N/A	perfect	always	N/A
	FiringLocation	WorldLocationStruct	1	N/A	N/A	N/A	N/A	N/A
WeaponFire	FiringObjectIdentifier [25]	RTIObjectIDStruct	1	N/A	N/A	N/A	N/A	N/A
	FuseType	FuseTypeEnum16	1	N/A	N/A	N/A	N/A	N/A
WeaponFire	InitialVelocityVector	VelocityVectorStruct	1	N/A	N/A	N/A	N/A	N/A
	MunitionObjectIdentifier [23]	RTIObjectIDStruct	1	N/A	N/A	N/A	N/A	N/A
WeaponFire	MunitionType	MunitionTypeStruct	1	N/A	N/A	N/A	N/A	N/A
	QuantityFired	unsigned short	1	N/A	N/A	perfect	always	N/A
WeaponFire	RateOfFire	unsigned short	1	N/A	N/A	perfect	always	N/A
	TargetObjectIdentifier [23]	RTIObjectIDStruct	1	N/A	N/A	N/A	N/A	N/A
WeaponFire	WarheadType	WarheadTypeEnum16	1	N/A	N/A	N/A	N/A	N/A

Enumerated Datatype Table

Identifier	Enumerator	Representation
AcknowledgeFlagEnum16 [10]	CreateEntity	1
	RemoveEntity	2
	StartResume	3
	StopFreeze	4
AcknowledgementProtocolEnum8 [9]	Standard	0
	Acknowledged	1
	Unacknowledged	2
AcousticDatabaseEnum16 [10]	Dummy	0
ActionEnum32 [11]	Other	0
	LocalStorageOfTheRequestedInformation	1
	InformSimulationManagerOfRanOutOfAmmunitionEvent	2
	InformSimulationManagerOfKilledInActionEvent	3
	InformSimulationManagerOfDamageEvent	4
	InformSimulationManagerOfMobilityDisabledEvent	5
	InformSimulationManagerOfFireDisabledEvent	6
	InformSimulationManagerOfRanOutOfFuelEvent	7
	RecallCheckpointData	8
	RecallInitialParameters	9
	InitiateTetherLead	10
	InitiateTetherFollow	11
	Untether	12
	InitiateServiceStationResupply	13
	InitiateTailgateResupply	14
	InitiateHitchLead	15
	InitiateHitchFollow	16
	Unhitch	17
	Mount	18
	Dismount	19
	StartDailyReadinessCheck	20
	StopDailyReadinessCheck	21
	DataQuery	22
	StatusRequest	23
	SendObjectStateData	24
	Reconstitute	25
	LockSiteConfiguration	26
	UnlockSiteConfiguration	27
	UpdateSiteConfiguration	28
	QuerySiteConfiguration	29
	TetheringInformation	30
	MountIntent	31
	AcceptSubscription	32
	Unsubscribe	33
	TeleportEntity	34
	ChangeAggregateState	35
	RequestStartPDU	36
	WakeupGetReadyForInitialization	37
	InitializeInternalParameters	38
	SendPlanData	39
	SynchronizeInternalClocks	40
	Run	41
	SaveInternalParameters	42
	SimulateMalfunction	43
	JoinExercise	44
	ResignExercise	45
	TimeAdvance	46
	TACCSF_LOS_Request-Type1	100
	TACCSF_LOS_Request-Type2	102
ActionResultEnum32 [11]	Other	0
	Pending	1
	Executing	2
	PartiallyComplete	3
	Complete	4
	RequestRejected	5
	RetransmitRequestNow	6
	RetransmitRequestLater	7
	InvalidTimeParameters	8
	SimulationTimeExceeded	9
	RequestDone	10
ActiveSonarEnum16 [10]	Dummy	40020
ActiveSonarFunctionCodeEnum8 [9]	Dummy	0
ActiveSonarScanPatternEnum16 [10]	Dummy	0
AggregateStateEnum8 [9]	Other	0
	Aggregated	1
	Disaggregated	2
	FullyDisaggregated	3
	PseudoDisaggregated	4
AmplitudeAngleModulationTypeEnum16 [10]	Other	0
	AmplitudeAndAngle	1
AmplitudeModulationTypeEnum16 [10]	Other	0
	AudioFrequencyShiftKeying	1
	AmplitudeModulation	2
	ContinuousWaveModulation	3
	DoubleSideband	4
	IndependentSideband	5

Enumerated Datatype Table

Identifier	Enumerator	Representation
AngleModulationTypeEnum16 [10]	SSB_LowerSideband	6
	SSB_FullCarrier	7
	SSB_ReducedCarrier	8
	SSB_UpperSideband	9
	VestigialSideband	10
	Other	0
AntennaPatternTypeEnum32 [11]	FrequencyModulation	1
	FrequencyShiftKeying	2
	PhaseModulation	3
	OmniDirectional	0
ArticulatedPartsTypeEnum32 [11]	Beam	1
	SphericalHarmonic	2
	Other	0
	Rudder	1024
	LeftFlap	1056
	RightFlap	1088
	LeftAileron	1120
	RightAileron	1152
	HelicopterMainRotor	1184
	HelicopterTailRotor	1216
	OtherAircraftControlSurfaces	1248
	Periscope	2048
	GenericAntenna	2080
	Snorkel	2112
	OtherExtendableParts	2144
	LandingGear	3072
	TailHook	3104
	SpeedBrake	3136
	LeftWeaponBayDoors	3168
	RightWeaponBayDoors	3200
	TankOrAPChatch	3232
	Wingsweep	3264
	BridgeLauncher	3296
	BridgeSection1	3328
	BridgeSection2	3360
	BridgeSection3	3392
	PrimaryBlade1	3424
	PrimaryBlade2	3456
	PrimaryBoom	3488
	PrimaryLauncherArm	3520
	OtherFixedPositionParts	3552
	PrimaryTurretNumber1	4096
	PrimaryTurretNumber2	4128
	PrimaryTurretNumber3	4160
	PrimaryTurretNumber4	4192
	PrimaryTurretNumber5	4224
	PrimaryTurretNumber6	4256
	PrimaryTurretNumber7	4288
	PrimaryTurretNumber8	4320
	PrimaryTurretNumber9	4352
	PrimaryTurretNumber10	4384
	PrimaryGunNumber1	4416
	PrimaryGunNumber2	4448
	PrimaryGunNumber3	4480
	PrimaryGunNumber4	4512
	PrimaryGunNumber5	4544
	PrimaryGunNumber6	4576
	PrimaryGunNumber7	4608
	PrimaryGunNumber8	4640
	PrimaryGunNumber9	4672
	PrimaryGunNumber10	4704
	PrimaryLauncher1	4736
	PrimaryLauncher2	4768
	PrimaryLauncher3	4800
	PrimaryLauncher4	4832
	PrimaryLauncher5	4864
	PrimaryLauncher6	4896
	PrimaryLauncher7	4928
	PrimaryLauncher8	4960
	PrimaryLauncher9	4992
	PrimaryLauncher10	5024
	PrimaryDefenseSystems1	5056
	PrimaryDefenseSystems2	5088
	PrimaryDefenseSystems3	5120
	PrimaryDefenseSystems4	5152
	PrimaryDefenseSystems5	5184
	PrimaryDefenseSystems6	5216
	PrimaryDefenseSystems7	5248
	PrimaryDefenseSystems8	5280
	PrimaryDefenseSystems9	5312
	PrimaryDefenseSystems10	5344
	PrimaryRadar1	5376
	PrimaryRadar2	5408
	PrimaryRadar3	5440
	PrimaryRadar4	5472

Enumerated Datatype Table

Identifier	Enumerator	Representation
	PrimaryRadar5	5504
	PrimaryRadar6	5536
	PrimaryRadar7	5568
	PrimaryRadar8	5600
	PrimaryRadar9	5632
	PrimaryRadar10	5664
	SecondaryTurretNumber1	5696
	SecondaryTurretNumber2	5728
	SecondaryTurretNumber3	5760
	SecondaryTurretNumber4	5792
	SecondaryTurretNumber5	5824
	SecondaryTurretNumber6	5856
	SecondaryTurretNumber7	5888
	SecondaryTurretNumber8	5920
	SecondaryTurretNumber9	5952
	SecondaryTurretNumber10	5984
	SecondaryGunNumber1	6016
	SecondaryGunNumber2	6048
	SecondaryGunNumber3	6080
	SecondaryGunNumber4	6112
	SecondaryGunNumber5	6144
	SecondaryGunNumber6	6176
	SecondaryGunNumber7	6208
	SecondaryGunNumber8	6240
	SecondaryGunNumber9	6272
	SecondaryGunNumber10	6304
	SecondaryLauncher1	6336
	SecondaryLauncher2	6368
	SecondaryLauncher3	6400
	SecondaryLauncher4	6432
	SecondaryLauncher5	6464
	SecondaryLauncher6	6496
	SecondaryLauncher7	6528
	SecondaryLauncher8	6560
	SecondaryLauncher9	6592
	SecondaryLauncher10	6624
	SecondaryDefenseSystems1	6656
	SecondaryDefenseSystems2	6688
	SecondaryDefenseSystems3	6720
	SecondaryDefenseSystems4	6752
	SecondaryDefenseSystems5	6784
	SecondaryDefenseSystems6	6816
	SecondaryDefenseSystems7	6848
	SecondaryDefenseSystems8	6880
	SecondaryDefenseSystems9	6912
	SecondaryDefenseSystems10	6944
	SecondaryRadar1	6976
	SecondaryRadar2	7008
	SecondaryRadar3	7040
	SecondaryRadar4	7072
	SecondaryRadar5	7104
	SecondaryRadar6	7136
	SecondaryRadar7	7168
	SecondaryRadar8	7200
	SecondaryRadar9	7232
	SecondaryRadar10	7264
ArticulatedTypeMetricEnum32 [11]	Position	1
	PositionRate	2
	Extension	3
	ExtensionRate	4
	X	5
	XRate	6
	Y	7
	YRate	8
	Z	9
	ZRate	10
	Azimuth	11
	AzimuthRate	12
	Elevation	13
	ElevationRate	14
	Rotation	15
	RotationRate	16
BeamFunctionCodeEnum8 [9]	Other	0
	Search	1
	HeightFinder	2
	Acquisition	3
	Tracking	4
	AcquisitionAndTracking	5
	CommandGuidance	6
	Illumination	7
	RangeOnlyRadar	8
	MissileBeacon	9
	MissileFuze	10
	ActiveRadarMissileSeeker	11
	Jammer	12

Enumerated Datatype Table

Identifier	Enumerator	Representation
BreachedStatusEnum8 [9]	NoBreaching	0
	SlightBreaching	1
	ModerateBreaching	2
	Cleared	3
CamouflageEnum32 [11]	UniformPaintScheme	0
	DesertCamouflage	1
	WinterCamouflage	2
	ForestCamouflage	3
	GenericCamouflage	4
ChemicalContentEnum32 [11]	Other	0
	Hydrochloric	1
	WhitePhosphorous	2
	RedPhosphorous	3
CollisionTypeEnum8 [9]	Inelastic	0
	Elastic	1
CombinationModulationTypeEnum16 [10]	Other	0
	AmplitudeAnglePulse	1
ConstituentPartNatureEnum16 [10]	Other	0
	HostFireableInInitiation	1
	MunitionCarriedAsCargo	2
	FuelCarriedAsCargo	3
	GunmountAttachedToHost	4
	ComputerGeneratedForcesCarriedAsCargo	5
	VehicleCarriedAsCargo	6
	EmitterMountedOnHost	7
	MobileCommandAndControlEntityCarriedAboardHost	8
	EntityStationedWithRespectToHost	9
	TeamMemberInFormationWith	10
ConstituentPartPositionEnum16 [10]	Other	0
	OnTopOf	1
ConstituentPartStationNameEnum16 [10]	Inside	2
	Other	0
	AircraftWingstation	1
	ShipsForwardGunmountStarboard	2
	ShipsForwardGunmountPort	3
	ShipsForwardGunmountCenterline	4
	ShipsAftGunmountStarboard	5
	ShipsAftGunmountPort	6
	ShipsAftGunmountCenterline	7
	ForwardTorpedoTube	8
	AftTorpedoTube	9
	BombBay	10
	CargoBay	11
	TruckBed	12
	TrailerBed	13
	WellDeck	14
	OnStationRangeBearing	15
	OnStationXYZ	16
CryptographicModeEnum32 [11]	BasebandEncryption	0
	DiphaseEncryption	1
CryptographicSystemTypeEnum16 [10]	Other	0
	KY_28	1
	KY_58	2
	NarrowSpectrumSecureVoice_NSVS	3
	WideSpectrumSecureVoice_WSVE	4
DamageStatusEnum32 [11]	SINCGARS_ICOM	5
	NoDamage	0
	SlightDamage	1
	ModerateDamage	2
	Destroyed	3
DatumIdentifierEnum32 [11]	Entity_Identification	10000
	Entity_Type	11000
	Concatenated	11100
	Entity_Type-Kind	11110
	Entity_Type-Domain	11120
	Entity_Type-Country	11130
	Entity_Type-Category	11140
	Entity_Type-Subcategory	11150
	Entity_Type-Specific	11160
	Entity_Type-Extra	11170
	Force_ID	11200
	Description	11300
	Alternative_Entity_Type	12000
	Alternative_Entity_Type-Kind	12110
	Alternative_Entity_Type-Domain	12120
	Alternative_Entity_Type-Country	12130
	Alternative_Entity_Type-Category	12140
	Alternative_Entity_Type-Subcategory	12150
	Alternative_Entity_Type-Specific	12160
	Alternative_Entity_Type-Extra	12170
	Alternative_Entity_Type-Description	12300
	Entity_Marking	13000
	Entity_Marking_Characters	13100
	Crew_ID	13200
	Task_Organization	14000

Enumerated Datatype Table

Identifier	Enumerator	Representation
	Regiment Name	14200
	Battalion Name	14300
	Company Name	14400
	Platoon Name	14500
	Squad Name	14520
	Team Name	14540
	Bumper Number	14600
	Vehicle Number	14700
	Unit Number	14800
	DIS Identity	15000
	DIS Site ID	15100
	DIS Host ID	15200
	DIS Entity ID	15300
	Mount Intent	15400
	Tether-Unthether Command ID	15500
	Teleport Entity Data Record	15510
	Loads	20000
	Crew Members	21000
	Crew Member ID	21100
	Health	21200
	Job Assignment	21300
	Fuel	23000
	Fuel Quantity-Liters	23100
	Fuel Quantity-Gallons	23105
	Ammunition	24000
	Ammunition quantity 120mm HEAT	24001
	Ammunition quantity 120mm SABOT	24002
	Ammunition quantity 12-7mm M8	24003
	Ammunition quantity 12-7mm M20	24004
	Ammunition quantity 7-62mm M62	24005
	Ammunition quantity M250 UKL8A1	24006
	Ammunition quantity M250 UKL8A3	24007
	Ammunition quantity 7-62mm M80	24008
	Ammunition quantity 12-7mm	24009
	Ammunition quantity 7-62mm	24010
	Mines-quantity	24060
	Type	24100
	Mines-Kind	24110
	Mines-Domain	24120
	Mines-Country	24130
	Mines-Category	24140
	Mines-Subcategory	24150
	Mines-Extra	24160
	Mines-Description	24300
	Cargo	25000
	Vehicle Mass	26000
	Supply Quantity	27000
	Armament	28000
	Status	30000
	Subscription State	30100
	Position	31000
	MilGrid10	31100
	Geocentric Coordinates	31200
	Geocentric Coordinate X	31210
	Geocentric Coordinate Y	31220
	Geocentric Coordinate Z	31230
	Latitude	31300
	Longitude	31400
	Line of Sight	31500
	Line of Sight X	31510
	Line of Sight Y	31520
	Line of Sight Z	31530
	Orientation	32000
	Hull Heading Angle	32100
	Hull Pitch Angle	32200
	Roll Angle	32300
	Roll Angle X	32500
	Roll Angle Y	32600
	Roll Angle Z	32700
	Appearance	33000
	Ambient Lighting	33100
	Lights	33101
	Paint Scheme	33200
	Smoke	33300
	Trailing Effects	33400
	Flaming	33500
	Marking	33600
	Mine Plows Attached	33710
	Mine Rollers Attached	33720
	Tank Turret Azimuth	33730
	Failures and Malfunctions	34000
	Age	34100
	Kilometers	34110
	Damage	35000
	Cause	35050

Enumerated Datatype Table

Identifier	Enumerator	Representation
	Mobility_Kill	35100
	Fire-Power_Kill	35200
	Personnel_Casualties	35300
	Velocity	36000
	X-velocity	36100
	Y-velocity	36200
	Z-velocity	36300
	Acceleration	37000
	X-acceleration	37100
	Y-acceleration	37200
	Z-acceleration	37300
	Engine_Status	38100
	Exercise	40000
	Exercise_State	40010
	AFATDS_File_Name	40020
	Terrain_Database	41000
	Missions	42000
	Mission_ID	42100
	Mission_Type	42200
	Mission_Request_Time_Stamp	42300
	Exercise_Description	43000
	Name	43100
	Entities	43200
	Version	43300
	Guise_Mode	43410
	Simulation_Application_Active_Status	43420
	Simulation_Application_Role_Record	43430
	Simulation_Application_State	43440
	Visual_Output_Mode	44000
	Simulation_Manager_Role	44100
	Simulation_Manager_Site_ID	44110
	Simulation_Manager_Application_ID	44120
	Simulation_Manager_Entity_ID	44130
	Simulation_Manager_Active_Status	44140
	After_Active_Review_Role	44200
	After_Active_Review_Site_ID	44210
	After_Active_Application_ID	44220
	After_Active_Review_Entity_ID	44230
	After_Active_Review_Active_Status	44240
	Exercise_Logger_Role	44300
	Exercise_Logger_Site_ID	44310
	Exercise_Logger_Application_ID	44320
	Exercise_Entity_ID	44330
	Exercise_Logger_Active_Status	44340
	Synthetic_Environment_Manager_Role	44400
	Synthetic_Environment_Manager_Site_ID	44410
	Synthetic_Environment_Manager_Application_ID	44420
	Synthetic_Environment_Manager_Entity_ID	44430
	Synthetic_Environment_Manager_Active_Status	44440
	SIMNET-DIS_Translator_Role	44500
	SIMNET-DIS_Translator_Site_ID	44510
	SIMNET-DIS_Translator_Application_ID	44520
	SIMNET-DIS_Translator_Entity_ID	44530
	SIMNET-DIS_Translator_Active_Status	44540
	Application_Rate	45000
	Application_Time	45005
	Application_Timestep	45010
	Feedback_Time	45020
	Simulation_Rate	45030
	Simulation_Time	45040
	Simulation_Timestep	45050
	Time_Interval	45060
	Time_Latency	45070
	Time_Scheme	45080
	Environment	50000
	Weather	51000
	Thermal_Condition	51100
	Time	52000
	Time_of_Day-Discrete	52100
	Time_of_Day-Continuous	52200
	Time_Mode	52300
	Time_Scene	52305
	Current_Hour	52310
	Current_Minute	52320
	Current_Second	52330
	Azimuth	52340
	Maximum_Elevation	52350
	Time_Zone	52360
	Time_Sunrise_Enabled	52400
	Sunrise_Hour	52410
	Sunrise_Minute	52420
	Sunrise_Second	52430
	Sunrise_Azimuth	52440
	Time_Sunset_Enabled	52500
	Sunset_Hour	52510

Enumerated Datatype Table

Identifier	Enumerator	Representation
	Sunset_Hour_2	52511
	Sunset_Minute	52520
	Sunset_Second	52530
	Date	52600
	Month	52610
	Day	52620
	Year	52630
	Clouds	53000
	Cloud_Layer_Enable	53050
	Cloud_Layer_Selection	53060
	Cloud_Visibility	53100
	Base_Altitude-Meters	53200
	Base_Altitude-Feet	53250
	Ceiling-Meters	53300
	Ceiling-Feet	53350
	Characteristics	53400
	Concentration_Length	53410
	Transmittance	53420
	Radiance	53430
	Precipitation	54000
	Rain	54100
	Fog	55000
	Visibility-Meters	55100
	Visibility-Miles	55105
	Fog_Density	55200
	Base	55300
	View_Layer_from_above	55401
	Transition_Range	55410
	Bottom-Meters	55420
	Bottom-Feet	55425
	Fog_Ceiling-Meters	55430
	Fog_Ceiling-Feet	55435
	Heavenly_Bodies	56000
	Sun	56100
	Sun-Position	56110
	Sun-Position_Azimuth	56120
	Sun-Position_Elevation	56130
	Sun-Position_Intensity	56140
	Moon	56200
	Moon-Position	56210
	Moon-Position_Azimuth	56220
	Moon-Position_Elevation	56230
	Moon-Position_Intensity	56240
	Horizon	56310
	Horizon_Azimuth	56320
	Horizon_Elevation	56330
	Horizon_Heading	56340
	Horizon_Intensity	56350
	Humidity	57200
	Visibility	57300
	Winds	57400
	Speed	57410
	Rainsoak	57500
	Haze	58000
	Haze_Visibility-Meters	58100
	Haze_Visibility-Miles	58105
	Haze_Density	58200
	Haze_Ceiling-Meters	58430
	Haze_Ceiling-Feet	58435
	Contaminants_and_Obscurants	59000
	Contaminant/Obscurant_Type	59100
	Persistence	59110
	Chemical_Dosage	59115
	Chemical_Air_Concentration	59120
	Chemical_Ground_Deposition	59125
	Chemical_Maximum_Ground_Deposition	59130
	Chemical_Dosage_Threshold	59135
	Biological_Dosage	59140
	Biological_Air_Concentration	59145
	Biological_Dosage_Threshold	59150
	Biological_Binned_Particle_Count	59155
	Radiological_Dosage	59160
	Communications	60000
	Channel_Type	61100
	Channel_Type_2	61101
	Channel_Identification	61200
	Alpha_Identification	61300
	Radio_Identification	61400
	Land_Line_Identification	61500
	Intercom_Identification	61600
	Group_Network_Channel_Number	61700
	Radio_Communications_Status	62100
	Stationary_Radio_Transmitters_Default_Time	62200
	Moving_Radio_Transmitters_Default_Time	62300
	Stationary_Radio_Signals_Default_Time	62400

Enumerated Datatype Table

Identifier	Enumerator	Representation
	Moving_Radio_Signal_Default_Time	62500
	Radio_Initialization_Transsec_Security_Key	63101
	Radio_Initialization_Internal_Noise_Level	63102
	Radio_Initialization_Squelch_Threshold	63103
	Radio_Initialization_Antenna_Location	63104
	Radio_Initialization_Antenna_Pattern_Type	63105
	Radio_Initialization_Antenna_Pattern_Length	63106
	Radio_Initialization_Beam_Definition	63107
	Radio_Initialization_Transmit_Heartbeat_Time	63108
	Radio_Initialization_Transmit_Distance_Threshold	63109
	Radio_Channel_Initialization_Lockout_ID	63110
	Radio_Channel_Initialization_Hopset_ID	63111
	Radio_Channel_Initialization_Preset_Frequency	63112
	Radio_Channel_Initialization_Frequency_Sync_Time	63113
	Radio_Channel_Initialization_Comsec_Key	63114
	Radio_Channel_Initialization_Alpha	63115
	Algorithm_Parameters	70000
	Dead_Reckoning_Algorithm_<DRA>	71000
	DRA_Location_Threshold	71100
	DRA_Orientation_Threshold	71200
	DRA_Time_Threshold	71300
	Simulation_Management_Parameters	72000
	Checkpoint_Interval	72100
	Transmitter_Time_Threshold	72600
	Receiver_Time_Threshold	72700
	Interoperability_Mode	73000
	SIMNET_Data_Collection	74000
	Event_ID	75000
	Source_Site_ID	75100
	Source_Host_ID	75200
	Articulated_Parts	90000
	Articulated_Parts-Part_ID	90050
	Articulated_Parts-Index	90070
	Articulated_Parts-Position	90100
	Articulated_Parts-Position_Rate	90200
	Articulated_Parts-Extension	90300
	Articulated_Parts-Extension_Rate	90400
	Articulated_Parts-X	90500
	Articulated_Parts-X-rate	90600
	Articulated_Parts-Y	90700
	Articulated_Parts-Y-rate	90800
	Articulated_Parts-Z	90900
	Articulated_Parts-Z-rate	91000
	Articulated_Parts-Azimuth	91100
	Articulated_Parts-Azimuth_Rate	91200
	Articulated_Parts-Elevation	91300
	Articulated_Parts-Elevation_Rate	91400
	Articulated_Parts-Rotation	91500
	Articulated_Parts-Rotation_Rate	91600
	DRA_Angular_X-Velocity	100001
	DRA_Angular_Y-Velocity	100002
	DRA_Angular_Z-Velocity	100003
	Appearance-Trailing_Effects	100004
	Appearance-Hatch	100005
	Appearance-Character_Set	100008
	Capability-Ammunition_Supplier	100010
	Capability-Miscellaneous_Supplier	100011
	Capability-Repair_Provider	100012
	Articulation_Parameter	100014
	Articulation_Parameter_Type	100047
	Articulation_Parameter_Value	100048
	Time_of_Day-Scene	100058
	Latitude-North_<Location_of_weather_cell>	100061
	Longitude-East_<Location_of_weather_cell>	100063
	Tactical_Driver_Status	100068
	Sonar_System_Status	100100
	Latitude-South_<Location_of_weather_cell>	100162
	Longitude-West_<location_of_weather_cell>	100164
	Accomplished	100165
	CD-ROM-Number_<Disk_ID_for_terrain>	100166
	Altitude	100167
	Tactical_System_Status	100169
	JTIDS_Status	100170
	TADIL-J_Status	100171
	DSDD_Status	100172
	Weapon_System_Status	100200
	Entity/Track/Update_Data	100300
	Local/Force_Training	100400
	Entity/Track_Identity_Data	100500
	Engagement_Data	100600
	Entity/Track_Equipment_Data	100700
	Emission/EW_Data	100800
	Appearance_Data	100900
	Command/Order_Data	101000
	Environmental_Data	101100

Enumerated Datatype Table

Identifier	Enumerator	Representation
	Significant Event Data	101200
	Operator Action Data	101300
	Time Synchronization	101400
	Tomahawk Data	101500
	Number of Detonations	102100
	Number of Intercepts	102200
	OBT Control MT-201	200201
	Sensor Data MT-202	200202
	Environmental Data MT-203	200203
	Ownship Data MT-204	200204
	Acoustic Contact Data MT-205	200205
	Sonobuoy Data MT-207	200207
	Sonobuoy Contact Data MT-210	200210
	Helo Control MT-211	200211
	ESM Control Data	200213
	ESM Contact Data MT-214	200214
	ESM Emitter Data MT-215	200215
	Weapon Definition Data MT-217	200216
	Weapon Preset Data MT-217	200217
	OBT Control MT-301	200301
	Sensor Data MT-302	200302
	Environmental Data MT-303m	200303
	Ownship Data MT-304	200304
	Acoustic Contact Data MT-305	200305
	Sonobuoy Data MT-307	200307
	Sonobuoy Contact Data MT-310	200310
	Helo Scenario / Equipment Status	200311
	ESM Control Data MT-313	200313
	ESM Contact Data MT-314	200314
	ESM Emitter Data MT-315	200315
	Weapon Definition Data MT-316	200316
	Weapon Preset Data MT-317	200317
	Pairing/Association <eMT-56>	200400
	Pointer <eMT-57>	200401
	Reporting Responsibility <eMT-58>	200402
	Track Number <eMT-59>	200403
	ID for Link-11 Reporting <eMT-60>	200404
	Remote Track <eMT-62>	200405
	Link-11 Error Rate <eMT-63>	200406
	Track Quality <eMT-64>	200407
	Gridlock <eMT-65>	200408
	Kill <eMT-66>	200409
	Track ID Change / Resolution <eMT-68>	200410
	Weapons Status <eMT-69>	200411
	Link-11 Operator <eMT-70>	200412
	Force Training Transmit <eMT-71>	200413
	Force Training Receive <eMT-72>	200414
	Interceptor Amplification <eMT-73>	200415
	Consumables <eMT-78>	200416
	Link-11 Local Track Quality <eMT-95>	200417
	DLRP <eMT-19>	200418
	Force Order <eMT-52>	200419
	Wilco / Cantco <eMT-53>	200420
	EMC Bearing <eMT-54>	200421
	Change Track Eligibility <eMT-55>	200422
	Land Mass Reference Point	200423
	System Reference Point	200424
	PU Amplification	200425
	Set/Drift	200426
	Begin Initialization <MT-1>	200427
	Status and Control <MT-3>	200428
	Scintillation Change <MT-39>	200429
	Link 11 ID Control <MT-61>	200430
	PU Guard List	200431
	Winds Aloft <MT-14>	200432
	Surface Winds <MT-15>	200433
	Sea State <MT-17>	200434
	Magnetic Variation <MT-37>	200435
	Track Eligibility <MT-29>	200436
	Training Track Notification	200437
	Other	240000
	Mass Of The Vehicle	240001
	Force ID 2	240002
	Entity Type Kind	240003
	Entity Type Domain	240004
	Entity Type Country	240005
	Entity Type Category	240006
	Entity Type Sub Category	240007
	Entity Type Specific	240008
	Entity Type Extra	240009
	Alternative Entity Type Kind	240010
	Alternative Entity Type Domain	240011
	Alternative Entity Type Country	240012
	Alternative Entity Type Category	240013
	Alternative Entity Type Sub Category	240014

Enumerated Datatype Table

Identifier	Enumerator	Representation
	Alternative_Entity_Type_Specific	240015
	Alternative_Entity_Type_Extra	240016
	Entity_Location_X	240017
	Entity_Location_Y	240018
	Entity_Location_Z	240019
	Entity_Linear_Velocity_X	240020
	Entity_Linear_Velocity_Y	240021
	Entity_Linear_Velocity_Z	240022
	Entity_Orientation_Psi	240023
	Entity_Orientation_Theta	240024
	Entity_Orientation_Phi	240025
	Dead_Reckoning_Algorithm	240026
	Dead_Reckoning_Linear_Acceleration_X	240027
	Dead_Reckoning_Linear_Acceleration_Y	240028
	Dead_Reckoning_Linear_Acceleration_Z	240029
	Dead_Reckoning_Angular_Velocity_X	240030
	Dead_Reckoning_Angular_Velocity_Y	240031
	Dead_Reckoning_Angular_Velocity_Z	240032
	Entity_Appearance	240033
	Entity_Marking_Character_Set	240034
	Entity_Marking_11_Bytes	240035
	Capability	240036
	Number_Articulation_Parameters	240037
	Articulation_Parameter_ID	240038
	Articulation_Parameter_Type_2	240039
	Articulation_Parameter_Value_2	240040
	Type_Of_Stores	240041
	Quantity_Of_Stores	240042
	Fuel_Quantity	240043
	Radar_System_Status	240044
	Radio_Communication_System_Status	240045
	Default_Time_For_Radio_Transmission_For_Stationary_Transmitters	240046
	Default_Time_For_Radio_Transmission_For_Moving_Transmitters	240047
	Body_Part_Damaged_Ratio	240048
	Name_Of_The_Terrain_Database_File	240049
	Name_Of_Local_File	240050
	Aimpoint_Bearing	240051
	Aimpoint_Elevation	240052
	Aimpoint_Range	240053
	Air_Speed	240054
	Altitude_2	240055
	Application_Status	240056
	Auto_Iff	240057
	Beacon_Delay	240058
	Bingo_Fuel_Setting	240059
	Cloud_Bottom	240060
	Cloud_Top	240061
	Direction	240062
	End_Action	240063
	Frequency	240064
	Freeze	240065
	Heading	240066
	Identification	240067
	Initial_Point_Data	240068
	Latitude_2	240069
	Lights_2	240070
	Linear	240071
	Longitude_2	240072
	Low_Altitude	240073
	Mfd_Formats	240074
	Nctr	240075
	Number_Projectiles	240076
	Operation_Code	240077
	Pitch	240078
	Profiles	240079
	Quantity	240080
	Radar_Modes	240081
	Radar_Search_Volume	240082
	Roll	240083
	Rotation	240084
	Scale_Factor_X	240085
	Scale_Factor_Y	240086
	Shields	240087
	Steerpoint	240088
	Spare1	240089
	Spare2	240090
	Team	240091
	Text	240092
	Time_Of_Day	240093
	Trail_Flag	240094
	Trail_Size	240095
	Type_Of_Projectile	240096
	Type_Of_Target	240097
	Type_Of_Threat	240098
	Uhf_Frequency	240099

Enumerated Datatype Table

Identifier	Enumerator	Representation
	Utm_Altitude	240100
	Utm_Latitude	240101
	Utm_Longitude	240102
	Vhf_Frequency	240103
	Visibility_Range	240104
	Void_Aaa_Hit	240105
	Void_Collision	240106
	Void_Earth_Hit	240107
	Void_Friendly	240108
	Void_Gun_Hit	240109
	Void_Rocket_Hit	240110
	Void_Sam_Hit	240111
	Weapon_Data	240112
	Weapon_Type	240113
	Weather_2	240114
	Wind_Direction	240115
	Wind_Speed	240116
	Wing_Station	240117
	Yaw	240118
	Memory_Offset	240119
	Memory_Data	240120
	VASI	240121
	Beacon	240122
	Strobe	240123
	Culture	240124
	Approach	240125
	Runway_End	240126
	Obstruction	240127
	Runway_Edge	240128
	Ramp_Taxiway	240129
	Laser_Bomb_Code	240130
	Rack_Type	240131
	HUD	240132
	RoleFileName	240133
	PilotName	240134
	PilotDesignation	240135
	Model_Type	240136
	DIS_Type	240137
	Class	240138
	Channel	240139
	Entity_Type_2	240140
	Alternative_Entity_Type_2	240141
	Entity_Location	240142
	Entity_Linear_Velocity	240143
	Entity_Orientation	240144
	Dead_Reckoning	240145
	Failure_Symptom	240146
	Max_Fuel	240147
	Refueling_Boom_Connect	240148
	Altitude_AGL	240149
	Calibrated_Airspeed	240150
	TACAN_Channel	240151
	TACAN_Band	240152
	TACAN_Mode	240153
DeadReckoningAlgorithmEnum8 [9]	Other	0
	Static	1
	DRM_FPW	2
	DRM_RPW	3
	DRM_RVW	4
	DRM_FVW	5
	DRM_FPB	6
	DRM_RPB	7
	DRM_FVB	8
	DRM_FVB	9
DesignatorCodeEnum16 [10]	Other	0
	TBD	1
DesignatorCodeNameEnum16 [10]	Other	0
	TBD	1
DetailedRFModulationTypeEnum16 [10]	Dummy	0
DetonationResultCodeEnum8 [9]	Other	0
	EntityImpact	1
	EntityProximateDetonation	2
	GroundImpact	3
	GroundProximateDetonation	4
	Detonation	5
	None	6
	HE_hit_Small	7
	HE_hit_Medium	8
	HE_hit_Large	9
	ArmorPiercingHit	10
	DirtBlast_Small	11
	DirtBlast_Medium	12
	DirtBlast_Large	13
	WaterBlast_Small	14
	WaterBlast_Medium	15

Enumerated Datatype Table

Identifier	Enumerator	Representation
EmitterFunctionEnum8 [9]	WaterBlast_Large	16
	AirHit	17
	BuildingHit_Small	18
	BuildingHit_Medium	19
	BuildingHit_Large	20
	MineClearingLineCharge	21
	EnvironmentObjectImpact	22
	EnvironmentObjectProximateDetonation	23
	WaterImpact	24
	AirBurst	25
	Other	0
	MultiFunction	1
	EarlyWarningSurveillance	2
	HeightFinding	3
	FireControl	4
	AcquisitionDetection	5
	Tracking	6
	GuidanceIllumination	7
	FiringPointLaunchPointLocation	8
	Ranging	9
	RadarAltimeter	10
	Imaging	11
	MotionDetection	12
	Navigation	13
	Weather	14
	Instrumentation	15
EmitterTypeEnum16 [10, 31]	IdentificationClassification	16
	JammingNoise	64
	JammingDeception	65
	Decoy	66
	WeaponNonLethal	96
	WeaponLethal	97
	Emitter_1226_DECCA_MIL	45
	Emitter_9GR600	90
	Emitter_9LV_200_TA	135
	Emitter_9LV_200_TV	180
	A310Z	225
	A325A	270
	A346Z	315
	A353B	360
	A372A	405
	A372B	450
	A372C	495
	A377A	540
	A377B	585
	A380Z	630
	A381Z	675
	A398Z	720
	A403Z	765
	A409A	810
	A418A	855
	A419Z	900
	A429Z	945
	A432Z	990
	A434Z	1035
	A401A	1080
	AGRION_15	1125
	AI_MK_23	1170
	AIDA_II	1215
	Albatros_MK2	1260
	ANA_SPS_502	1305
	ANRITSU_Electric_AR-30A	1350
	Antelope_V	1395
	AN/ALQ_99	1440
	AN/ALQ-100	1485
	AN/ALQ-101	1530
	AN/ALQ-119	1575
	AN/ALQ-126A	1620
	AN/APD_10	1665
	AN/APG_53	1710
	AN/APG_59	1755
	AN/APG-63AB	1800
	AN/APG_65	1845
	AN/APG-66	1870
	AN/APG_68	1890
	AN/APG_70	1935
	AN/APG-73	1945
	AN/APG-77	1960
	AN/APG-502	1980
	AN/APN-1	2025
	AN/APN-22	2070
	AN/APN_59	2115
	AN/APN-69	2160
	AN/APN-81	2205
	AN/APN-117	2250

Enumerated Datatype Table

Identifier	Enumerator	Representation
	AN/APN-118	2295
	AN/APN-130	2340
	AN/APN-131	2385
	AN/APN-133	2430
	AN/APN-134	2475
	AN/APN-147	2520
	AN/APN-150	2565
	AN/APN-153	2610
	AN/APN-154	2655
	AN/APN-155	2700
	AN/APN-159	2745
	AN/APN-182	2790
	AN/APN-187	2835
	AN/APN-190	2880
	AN/APN-194	2925
	AN/APN-195	2970
	AN/APN-198	3015
	AN/APN-200	3060
	AN/APN-202	3105
	AN/APN-217	3150
	AN/APN-506	3195
	AN/APQ-72	3240
	AN/APQ-99	3285
	AN/APQ-100	3330
	AN/APQ-102	3375
	AN/APQ-109	3420
	AN/APQ-113	3465
	AN/APQ-120	3510
	AN/APQ-126	3555
	AN/APQ-128	3600
	AN/APQ-129	3645
	AN/APQ-148	3690
	AN/APQ-153	3735
	AN/APQ-159	3780
	AN/APS-42	3825
	AN/APS-80	3870
	AN/APS-88	3915
	AN/APS-115	3960
	AN/APS-116	4005
	AN/APS-120	4050
	AN/APS-121	4095
	AN/APS-124	4140
	AN/APS-125	4185
	AN/APS-128	4230
	AN/APS-130	4275
	AN/APS-133	4320
	AN/APS-134	4365
	AN/APS-137	4410
	AN/APS-138	4455
	AN/APW-22	4500
	AN/APW-23	4545
	AN/APX-6	4590
	AN/APX-7	4635
	AN/APX-39	4680
	AN/APX-72	4725
	AN/APX-76	4770
	AN/APX-78	4815
	AN/APX-101	4860
	AN/APY-2	4905
	AN/APY-3	4950
	AN/ARN-21	4995
	AN/ARN-52	5040
	AN/ARN-84	5085
	AN/ARN-118	5130
	AN/ARW-73	5175
	AN/ASB-1	5220
	AN/ASG-21	5265
	AN/AWG-9	5310
	AN/BPS-9	5355
	AN/BPS-15	5400
	AN/DSQ-26 Phoenix MH	5445
	AN/DSQ-28 Harpoon MH	5490
	AN/FPS-117	5510
	AN/GPX-8	5535
	AN/MPQ-46 <HPI> ILL	5545
	AN/MPQ-48/55 CWAR	5550
	AN/MPQ-50 <PAR> TA	5555
	AN/MPQ-51 <ROR> TT	5560
	AN/MPQ-53	5570
	AN/MPQ-64	5575
	AN/SPG-34	5580
	AN/SPG-50	5625
	AN/SPG-51	5670
	AN/SPG-51 CWI TI	5715
	AN/SPG-51 FC	5760

Enumerated Datatype Table

Identifier	Enumerator	Representation
	AN/SPG 52	5805
	AN/SPG 53	5850
	AN/SPG 55B	5895
	AN/SPG 60	5940
	AN/SPG 62	5985
	AN/SPN 35	6030
	AN/SPN 43	6075
	AN/SPQ 2	6120
	AN/SPQ 9	6165
	AN/SPS 4	6210
	AN/SPS 5	6255
	AN/SPS 5C	6300
	AN/SPS 6	6345
	AN/SPS 10	6390
	AN/SPS 21	6435
	AN/SPS 28	6480
	AN/SPS 37	6525
	AN/SPS 39A	6570
	AN/SPS 40	6615
	AN/SPS 41	6660
	AN/SPS 48	6705
	AN/SPS 48C	6750
	AN/SPS 49	6795
	AN/SPS 52	6840
	AN/SPS 53	6885
	AN/SPS 55	6930
	AN/SPS 55 SS	6975
	AN/SPS 58	7020
	AN/SPS 59	7065
	AN/SPS 64	7110
	AN/SPS 65	7155
	AN/SPS 67	7200
	AN/SPY 1	7245
	AN/SPY 1A	7290
	AN/TPQ 36	7295
	AN/TPQ 37	7300
	AN/TPS 43	7305
	AN/TPS 43E	7310
	AN/TPS 59	7315
	AN/TPS 63	7320
	AN/TPS 75	7325
	AN/ULO 6A	7335
	AN/UPN 25	7380
	AN/UPS 1	7425
	AN/UPX 1	7470
	AN/UPX 5	7515
	AN/UPX 11	7560
	AN/UPX 12	7605
	AN/UPX 17	7650
	AN/UPX 23	7695
	AN/VPS 2	7740
	Apelco AD 7 7	7785
	APG 71	7830
	APN 148	7875
	APN 227	7920
	APQ 113	7965
	APQ 120	8010
	APQ 148	8055
	APS 504 V3	8100
	AR M31	8145
	ART 5954	8190
	ARI 5955	8235
	ARI 5979	8280
	ARINC 564 BNDX/KING RDR 1E	8325
	ARINC 700 BNDX/KING RDR 1E	8370
	AS 2 Kipper	8415
	AS 2 Kipper MH	8460
	AS 4 Kitchen	8505
	AS 4 Kitchen MH	8550
	AS 5 Kelt MH	8595
	AS 6 Kingfish MH	8640
	AS 7 Kerry	8685
	AS 7 Kerry MG	8730
	Aspide AAM/SAM ILL	8760
	ASR O	8775
	AT 2 Swatter MG	8820
	ATCR 33	8840
	Atlas Elektronik TRS N	8865
	AVG 65	8910
	AVH 7	8955
	AVQ 20	9000
	AVQ30X	9045
	AVQ 70	9090
	AWS 5	9135
	AWS 6	9180

Enumerated Datatype Table

Identifier	Enumerator	Representation
	Back Net A B	9225
	Back Trap	9270
	Ball End	9315
	Ball Gun	9360
	Band Stand	9405
	Bar Lock	9450
	Bass Tilt	9495
	Beacon	9540
	Bean Sticks	9585
	Bee Hind	9630
	Big Bird	9660
	Big Bulge	9675
	Big Bulge A	9720
	Big Bulge B	9765
	Big Mesh	9810
	Big Net	9855
	Bill Board	9885
	Bill Fold	9900
	Blue Silk	9945
	Blue Parrot	9990
	Blue Orchid	10035
	Boat Sail	10080
	Bofors Electronic 9LV 331	10125
	Bofors Ericsson Sea Giraffe 50 HC	10170
	Bowl Mesh	10215
	Box Brick	10260
	Box Tail	10305
	BPS 11A	10350
	BPS 14	10395
	BPS 15A	10440
	BR-15 Tokyo KEIKI	10485
	Bread Bin	10530
	BT 271	10575
	BX 732	10620
	Buzz Stand	10665
	C 5A Multi Mode Radar	10710
	Caiman	10755
	Cake Stand	10800
	Calypso C61	10845
	Calypso II	10890
	Castor II	10935
	Castor 2J TT <Crotale NG>	10940
	Cat House	10980
	Chair Back TT	11000
	Chair Back ILL	11010
	Cheese Brick	11025
	Clam Pipe	11070
	Clamshell	11115
	Collins WXR-700X	11160
	Collins DN 101	11205
	Contraves Sea Hunter MK 4	11250
	Cross Bird	11295
	Cross Dome	11340
	Cross Legs	11385
	Cross Out	11430
	Cross Slot	11475
	Cross Sword	11520
	Cross Up	11565
	Cross Sword FC	11610
	Crotale Acquisition TA	11655
	Crotale NG TA	11660
	Crotale TT	11665
	Crotale MG	11700
	CSS C 3C CAS 1M1 M2 MH	11745
	CSS C 2B HY 1A MH	11790
	CWS 2	11835
	Cylinder Head	11880
	Cyrano II	11925
	Cyrano IV	11970
	DA 05 00	12015
	Dawn	12060
	Dead Duck	12105
	DECCA 45	12150
	DECCA 50	12195
	DECCA 110	12240
	DECCA 170	12285
	DECCA 202	12330
	DECCA D202	12375
	DECCA 303	12420
	DECCA 626	12465
	DECCA 629	12510
	DECCA 914	12555
	DECCA 916	12600
	DECCA 1226 Commercial	12645
	DECCA 1626	12690

Enumerated Datatype Table

Identifier	Enumerator	Representation
	DECCA_2459	12735
	DECCA_AWS_1	12780
	DECCA_RM_416	12825
	DECCA_RM_914	12870
	DECCA_RM_1690	12915
	DECCA_Super_101_MK_3	12960
	DISS_1	13005
	Rapier_TT	13050
	Rapier_2000_TT	13055
	Dog_Ear	13095
	Dog_House	13140
	Don_2	13185
	Don_A/B/2/Kay	13230
	Donets	13275
	Down_Beat	13320
	DRAA_2A	13365
	DRAA_2B	13410
	DRAC_39	13455
	DRBC_30B	13500
	DRBC_31A	13545
	DRBC_32A	13590
	DRBC_32D	13635
	DRBC_33A	13680
	DRBI_10	13725
	DRBI_23	13770
	DRBJ_11B	13815
	DRBN_30	13860
	DRBN_32	13905
	DRBR_51	13950
	DRBV_20B	13995
	DRBV_22	14040
	DRBV_26C	14085
	DRBV_30	14130
	DRBV_50	14175
	DRBV_51	14220
	DRBV_51A	14265
	DRBV_51B	14310
	DRBV_51C	14355
	Drop_Kick	14400
	DRUA_31	14445
	Drum_Tilt	14490
	Drum_Tilt_A	14535
	Drum_Tilt_B	14545
	Dumbo	14580
	ECR-90	14600
	Egg_Cup_A/B	14625
	EKCO_190	14670
	EL_M_2001B	14715
	EL_M_2207	14760
	ELTA_EL/M_2221_GM_STGR	14805
	EMD_2900	14850
	End_Tray	14895
	Exocet_1	14940
	Exocet_1_MH	14985
	Exocet_2	15030
	Eye_Bowl	15075
	Eye_Shield	15120
	Fan_Song_A	15165
	Fan_Song_B/F_TA	15200
	Fan_Song_B/F_TT	15210
	Fan_Song_C/E_TA	15220
	Fan_Song_C/E_TT	15230
	Fan_Song_C/E_MG	15240
	Fan_Song_B/F_MG	15255
	Fan_Tail	15300
	Fin_Curve	15345
	Fire_Can	15390
	Fire_Dish	15435
	Fire_Dome_TA	15470
	Fire_Dome_TT	15475
	Fire_Dome_TI	15480
	Fire_Iron	15525
	Fire_Wheel	15570
	Fish_Bowl	15615
	Flap_Lid	15660
	Flap_Truck	15705
	Flap_Wheel	15750
	Flash_Dance	15795
	Flat_Face_A_B_C_D	15840
	Flat_Screen	15885
	Flat_Spin	15930
	Slat_Twin	15975
	Fledermaus	16020
	Fly_Screen	16065
	Fly_Screen_A&B	16110

Enumerated Datatype Table

Identifier	Enumerator	Representation
	Fly Trap B	16155
	Fog Lamp MG	16200
	Fog Lamp TT	16245
	Foil Two	16290
	Fox Hunter	16335
	FOX FIRE	16380
	FOX FIRE ILL	16390
	Front Dome	16425
	Front Door	16470
	Front Piece	16515
	Furuno	16560
	Furuno 701	16605
	Furuno 711 2	16650
	Furuno 2400	16695
	GA 01 00	16740
	Gage	16785
	Garpin	16830
	GEM BX 132	16875
	GIRAFFE	16900
	Gin Sling TA	16915
	Gin Sling TT	16920
	Gin Sling MG	16925
	Green Stain	16965
	Grid Bow	17010
	GRILL PAN TT	17025
	Guardsman	17055
	GUN DISH <ZSU-23/4>	17070
	Hair Net	17100
	Half Plate A	17145
	Half Plate B	17190
	HARD	17220
	Hawk Screech	17235
	Head Light A	17280
	Head Lights	17325
	Head Lights C	17370
	Head Lights MG A	17415
	Head Lights MG B	17460
	Head Lights TT	17505
	Head Net	17550
	Hen Egg	17595
	Hen House	17640
	Hen Nest	17685
	Hen Roost	17730
	High Brick	17775
	High Fix	17820
	High Lark TI	17865
	High Lark 1	17910
	High Lark 2	17955
	High Lark 4	18000
	High Lune	18045
	High Pole A&B	18090
	High Scoop	18135
	High Screen	18150
	High Sieve	18180
	HN-503	18200
	Home Talk	18225
	Horn Spoon	18270
	Hot Flash	18315
	Hot Shot TA	18320
	Hot Shot TT	18325
	Hot Shot MG	18330
	IFF MK XII AIMS UPX 29	18360
	IFF MK XV	18405
	Jay Bird	18450
	Jupiter	18495
	Jupiter II	18540
	JY-8	18550
	JY-9	18555
	JY-14	18560
	K376Z	18585
	Kelvin Hughes 2A	18630
	Kelvin Hughes 14/9	18675
	Kelvin Hughes type 1006	18720
	Kelvin Hughes type 1007	18765
	Kite Screech	18810
	Kite Screech A	18855
	Kite Screech B	18900
	Kivach	18945
	Knife Rest	18990
	Knife Rest B	19035
	KSA SRN	19080
	KSA TSR	19125
	Land Fall	19170
	Land Roll MG	19215
	Land Roll TA	19260

Enumerated Datatype Table

Identifier	Enumerator	Representation
	Land Roll TT	19305
	Leningraf	19350
	Light Bulb	19395
	LN 55	19440
	LN 66	19485
	Long Bow	19530
	Long Brick	19575
	Long Bull	19620
	Long Eye	19665
	Long Head	19710
	Long Talk	19755
	Long Track	19800
	Long Trough	19845
	Look Two	19890
	LORAN	19935
	Low Blow TA	19950
	Low Blow TT	19955
	Low Blow MG	19960
	Low Sieve	19980
	Low Trough	20025
	TRS-2050	20040
	LW 08	20070
	M22-40	20115
	M44	20160
	M401Z	20205
	M585Z	20250
	M588Z	20295
	MA 1 IFF Portion	20340
	MA_Type_909#	20385
	Marconi 1810	20430
	Marconi Canada HC 75	20475
	Marconi S 1802	20520
	Marconi S 810	20565
	Marconi_type_967	20610
	Marconi_type_968	20655
	Marconi_type_992	20700
	Marconi/signaal_type_1022	20745
	Marconi/signaal_type_910	20790
	Marconi/signaal_type_911	20835
	Marconi/signaal_type_992R	20880
	Mesh Brick	20925
	Mirage ILL	20950
	MK 15 CIWS	20970
	MK-23	21015
	MK 23 TAS	21060
	MK 25	21105
	MK-35 M2	21150
	MK 92	21195
	MK-92 CAS	21240
	MK-92 STIR	21285
	MK 95	21330
	MM APS 705	21375
	MM SPG 74	21420
	MM SPG 75	21465
	MM SPS 702	21510
	MM SPS 768	21555
	MM SPS 774	21600
	Moon 4	21645
	MPDR 18 X	21690
	Muff Cob	21735
	Mushroom	21780
	Mushroom 1	21825
	Mushroom 2	21870
	Nanjing B	21890
	Nanjing C	21895
	Nayada	21915
	Neptun	21960
	NRBA 50	22005
	NRBA 51	22050
	NRBF 20A	22095
	Nysa B	22140
	O524A	22185
	O580B	22230
	O625Z	22275
	O626Z	22320
	Odd Group	22345
	Odd Lot	22365
	Odd Pair	22410
	Oka	22455
	OKEAN	22500
	OKINXE 12C	22545
	OMEGA	22590
	Omera_ORB32	22635
	One Eye	22680
	OPS-16B	22725

Enumerated Datatype Table

Identifier	Enumerator	Representation
	OR-2	22770
	ORB 32	22815
	Orion Rtn 10X	22860
	Otomat MK II Tesco	22905
	Owl Screech	22950
	Palm Frond	22995
	Palm Frond AB	23040
	Pat Hand TT	23085
	Pat Hand MG	23095
	Patty Cake	23130
	Pawn Cake	23175
	PBR 4 Rubin	23220
	Pea Sticks	23265
	Peel Cone	23310
	Peel Group	23355
	Peel Group A	23400
	Peel Group B	23445
	Peel Pair	23490
	Philips 9LV 200	23535
	Philips 9LV 331	23580
	Philips LV 223	23625
	Philips Sea Giraffe 50 HC	23670
	Pin Jib	23690
	Plank Shave	23715
	Plank Shave_A	23760
	Plank Shave_B	23805
	Plate Steer	23850
	Plessey AWS_1	23895
	Plessey AWS_4	23940
	Plessey AWS_6	23985
	Plessey_type 996	24030
	Plinth Net	24075
	Pluto	24095
	POLLUX	24120
	Pop Group	24165
	Pop Group MG	24210
	Pop Group_TA	24255
	Pop Group TT	24300
	Pork Trough	24345
	Post Bow	24390
	Post Lamp	24435
	Pot Drum	24480
	Pot Head	24525
	PRIMUS 40 WXD	24570
	PRIMUS 300SL	24615
	PS-05A	24650
	PS 46 A	24660
	PS 70 R	24705
	Puff Ball	24750
	Racal 1229	24795
	Racal AC 2690_BT	24840
	Racal Decca 1216	24885
	Racal Decca 360	24930
	Racal Decca AC 1290	24975
	Racal Decca TM 1229	25020
	Racal Decca TM 1626	25065
	Racal DRBN 34A	25110
	Radar 24	25155
	RAN 7S	25200
	RAN 11 LX	25245
	Rapier_TA	25260
	Rapier 2000 TA	25265
	Rapier MG	25270
	RAT-31S	25280
	Raytheon 1220	25290
	Raytheon 1500	25335
	Raytheon 1645	25380
	Raytheon 1650	25425
	Raytheon 1900	25470
	Raytheon 2502	25515
	Raytheon TM 1650/6X	25560
	Raytheon TM 1660/12S	25605
	Ray 2900	25650
	Raypath	25695
	RBE2	25735
	RDM	25740
	RDY	25760
	RDN 72	25785
	RDR 1A	25830
	RDR 1200	25875
	Rice Lamp	25920
	Rice Pad	25965
	Rice Screen	26010
	ROLAND BN	26055
	ROLAND MG	26100

Enumerated Datatype Table

Identifier	Enumerator	Representation
	ROLAND_TA	26145
	ROLAND_TT	26190
	Round_Ball	26235
	Round_House	26280
	Round_House_B	26325
	RV2	26370
	RV3	26415
	RV5	26460
	RV10	26505
	RV17	26550
	RV18	26595
	RV_UM	26640
	SA_2_Guideline	26685
	SA_3_Goa	26730
	SA_8_Gecko_DT	26775
	SA-12_TELAR_ILL	26795
	SA_N_7_Gadfly_TI	26820
	SA_N_11_Cads_1_UN	26865
	Salt_Pot_A&B	26910
	SATURNE_II	26955
	Scan_Can	27000
	Scan_Fix	27045
	Scan_Odd	27090
	Scan_Three	27135
	Scoop_Plate	27180
	Sea_Archer_2	27225
	Sea_Hunter_4_MG	27270
	Sea_Hunter_4_TA	27315
	Sea_Hunter_4_TT	27360
	Sea_Gull	27405
	Sea_Net	27450
	Sea_Spray	27495
	Sea_Tiger	27540
	Selenia_Orion_7	27585
	Selenia_type_912	27630
	Selennia_RAN_12_LX	27675
	Selennia_RTIN_10X	27720
	Selinia_ARP_1645	27765
	SGR_102_00	27810
	SGR_103/02	27855
	Sheet_Bend	27900
	Sheet_Curve	27945
	Ship_Globe	27990
	Ship_Wheel	28035
	SGR_114	28080
	Shore_Walk_A	28125
	Short_Horn	28170
	Shot_Dome	28215
	Side_Globe_JN	28260
	Side_Net	28280
	Side_Walk_A	28305
	Signaal_DA_02	28350
	Signaal_DA_05	28395
	Signaal_DA_08	28440
	Signaal_LW_08	28485
	Signaal_LWOR	28530
	Signaal_M45	28575
	Signaal_MW_08	28620
	Signaal_SMART	28665
	Signaal_STING	28710
	Signaal_STIR	28755
	Signaal_WM_20/2	28800
	Signaal_WM_25	28845
	Signaal_WM_27	28890
	Signaal_WM_28	28935
	Signaal_ZW_01	28980
	Signaal_ZW_06	29025
	Ski_Pole	29070
	Skin_Head	29115
	Skip_Spin	29160
	SKYGUARD_TA	29185
	SKYGUARD_TT	29190
	Sky_Watch	29205
	SL	29250
	Slap_Shot_E	29295
	Slim_Net	29340
	Slot_Back_A	29385
	Slot_Back_ILL	29400
	Slot_Back_B	29430
	SMA_3_RM	29475
	SMA_3_RM_20	29520
	SMA_3RM_20A/SMG	29565
	SMA_BPS_704	29610
	SMA_SPIN_749_<V>_2	29655
	SMA_SPN_703	29700

Enumerated Datatype Table

Identifier	Enumerator	Representation
	SMA_SPN_751	29745
	SMA_SPOS_748	29790
	SMA_SPQ_2	29835
	SMA_SPQ_2D	29880
	SMA_SPQ_701	29925
	SMA_SPS_702_UPX	29970
	SMA_ST_2_OTOMAT_II_MH	30015
	SMA_718_Beacon	30060
	Snoop_Drift	30105
	Snoop_Head	30150
	Snoop_Pair	30195
	Snoop_Plate	30240
	Snoop_Slab	30285
	Snoop_Tray	30330
	Snoop_Tray_1	30375
	Snoop_Tray_2	30420
	Snoop_Watch	30465
	Snow_Drift	30470
	SO-1	30510
	SO_A_Communist	30555
	Sock_Eye	30600
	SOM_64	30645
	SPADA_TT	30670
	Sparrow <AIM/RIM-7>_ILL	30690
	SPG_53F	30735
	SPG_70 <RTN_10X>	30780
	SPG_74 <RTN_20X>	30825
	SPG_75 <RTN_30X>	30870
	SPG_76 <RTN_30X>	30915
	Spin_Scan_A	30960
	Spin_Scan_B	31005
	Spin_Trough	31050
	Splash_Drop	31095
	SPN_35A	31140
	SPN_41	31185
	SPN_42	31230
	SPN_43A	31275
	SPN_43B	31320
	SPN_44	31365
	SPN_46	31410
	SPN_703	31455
	SPN_728 <V>_1	31500
	SPN_748	31545
	SPN_750	31590
	Sponge_Cake	31635
	Spoon_Rest	31680
	SPQ_712 <RAN_12_L/X>	31725
	SPS_60	31770
	SPS_10F	31815
	SPS_12	31860
	SPS_58	31905
	SPS_64	31950
	SPS_768 <RAN_EL>	31995
	SPS_774 <RAN_10S>	32040
	SPY_790	32085
	Square_Head	32130
	Square_Pair	32175
	Square_Slot	32220
	Square_Tie	32265
	Squash_Dome	32310
	Squat_Eye	32330
	Squint_Eye	32355
	SRN_6	32400
	SRN_15	32445
	SRN_745	32490
	SRO_1	32535
	SRO_2	32580
	SS_C_2B_Samlet_MG	32625
	SS_N_2A_B_CSSC	32670
	SS_N_2A_B_CSSC_2A_3A2_MH	32715
	SS_N_2C_Seeker	32760
	SS_N_2C_D_Styx	32805
	SS_N_2C_D_Styx_C_D_MH	32850
	SS_N_3_SSC_SS_C_18_BN	32895
	SS_N_3B_Sepal_AL	32940
	SS_N_3B_Sepal_MH	32985
	SS_N_9_Siren	33030
	SS_N_9_Siren_AL	33075
	SS_N_9_Siren_MH	33120
	SS_N_12_Sandbox_AL	33165
	SS_N_12_Sandbox_MH	33210
	SS_N_19_Shipwreck	33255
	SS_N_19_Shipwreck_AL	33300
	SS_N_19_Shipwreck_MH	33345
	SS_N_21_AL	33390

Enumerated Datatype Table

Identifier	Enumerator	Representation
	SS_N_22_Sunburn	33435
	SS_N_22_Sunburn_MH	33480
	Stone_Cake	33525
	STR_41	33570
	Straight_Flush_TA	33590
	Straight_Flush_TT	33595
	Straight_Flush_ILL	33600
	Strike_Out	33615
	Strut_Curve	33660
	Strut_Pair	33705
	Strut_Pair_1	33750
	Strut_Pair_2	33795
	Sun_Visor	33840
	Superfledermaus	33860
	Swift_Rod_1	33885
	Swift_Rod_2	33930
	T1166	33975
	T1171	34020
	T6004	34065
	T6031	34110
	T8067	34155
	T8068	34200
	T8124	34245
	T8408	34290
	T8911	34335
	T8937	34380
	T8944	34425
	T8987	34470
	Tall_King	34515
	Tall_Mike	34560
	Tall_Path	34605
	Team_Work	34625
	THAAD_GBR	34640
	THD_225	34650
	THD_1940	34670
	THD_5500	34695
	Thin_Path	34740
	Thin_Skin	34785
	Thompson_CSF_TH_D_1040_Neptune	34830
	Thompson_CSF_Calypso	34875
	Thompson_CSF_CASTOR	34920
	Thompson_CSF_Castor_II	34965
	Thompson_CSF_DRBC_32A	35010
	Thompson_CSF_DRBJ_11_D/E	35055
	Thompson_CSF_DRBV_15A	35100
	Thompson_CSF_DRBV_15C	35145
	Thompson_CSF_DRBV_22D	35190
	Thompson_CSF_DRBV_23B	35235
	Thompson_CSF_DRUA_33	35280
	Thompson_CSF_Mars_DRBV_21A	35325
	Thompson_CSF_Sea_Tiger	35370
	Thompson_CSF_Triton	35415
	Thompson_CSF_Vega_with_DRBC_32E	35460
	TRS-2105	35480
	TRS-2100	35490
	Tie_Rods	35505
	Tin_Shield	35550
	Tin_Trap	35570
	Toad_Stool_1	35595
	Toad_Stool_2	35640
	Toad_Stool_3	35685
	Toad_Stool_4	35730
	Toad_Stool_5	35775
	Tomb_Stone	35800
	Top_Bow	35820
	Top_Dome	35865
	Top_Knot	35910
	Top_Mesh	35955
	Top_Pair	36000
	Top_Plate	36045
	Top_Sail	36090
	Top_Steer	36135
	Top_Trough	36180
	Scrum_Half_TA	36220
	Scrum_Half_TT	36225
	Scrum_Half_MG	36230
	Track_Dish	36270
	TORSO_M	36315
	Trap_Door	36360
	TRS_3033	36405
	TRS-N	36450
	TSE_5000	36495
	TSR_333	36540
	Tube_Arm	36585
	Twin_Eyes	36630

Enumerated Datatype Table

Identifier	Enumerator	Representation
	Twin Pill	36675
	Twin Scan	36720
	Twin Scan Ro	36765
	Two Spot	36810
	TYPE_262	36855
	TYPE_275	36900
	TYPE_293	36945
	TYPE_343_SUN_VISOR_B	36990
	TYPE_347B	37035
	Type_756	37080
	TYPE_903	37125
	TYPE_909_TI	37170
	TYPE_909_TT	37215
	TYPE_910	37260
	TYPE_965	37305
	TYPE_967	37350
	TYPE_968	37395
	TYPE_974	37440
	TYPE_975	37485
	TYPE_978	37530
	TYPE_992	37575
	TYPE_993	37620
	TYPE_994	37665
	TYPE_1006<1>	37710
	TYPE_1006<2>	37755
	TYPE_1022	37800
	UK_MK_10	37845
	UPX_1_10	37890
	UPX_27	37935
	URN_20	37980
	URN_25	38025
	VOLEX_III/IV	38045
	W8818	38070
	W8838	38115
	WAS-74S	38160
	Wasp Head	38205
	Watch Guard	38250
	Western_Electric_MK_10	38295
	Westinghouse_Electric_SPG_50	38340
	Westinghouse_Electric_W_120	38385
	Westinghouse_SPS_29C	38430
	Westinghouse_SPS_37	38475
	Wet_Eye	38520
	Wet_Eye_Mod	38565
	Whiff	38610
	Whiff_Brick	38655
	Whiff_Fire	38700
	Wild Card	38745
	Witch_Eight	38790
	Witch_Five	38835
	WM2X_Series	38880
	WM2X_Series_CAS	38925
	Wood Gage	38970
	Yard_Rake	39015
	Yew Loop	39060
	Yo-Yo	39105
	ZW_06	39150
EncodingTypeEnum32 [11]	Encoding_8-bit_mu-law	1
	CVSD_per_MIL-STD-188-113	2
	ADPCM_per_CCITT_G721	3
	Encoding_16-bit_linear_PCM	4
	Encoding_8-bit_linear_PCM	5
	VQ_<Vector_Quantization>	6
EnvironmentDataCoordinateSystemEnum16 [1]	EnvironmentDataCoordinateSystemUnknown	0
EnvironmentDataRepresentationEnum16 [10]	EnvironmentDataType0	0
	EnvironmentDataType1	1
	EnvironmentDataType2	2
EnvironmentDataSampleTypeEnum16 [10]	EnvironmentDataSampleTypeUnknown	0
EnvironmentGridAxisTypeEnum8 [9]	RegularGridAxisType	0
	IrregularGridAxisType	1
EnvironmentGridTypeEnum8 [9]	ConstantGrid	0
	UpdatedGrid	1
EnvironmentModelTypeEnum8 [9]	EnvironmentModelUnknown	0
EnvironmentObjectModifiedEnum32	EnvironmentObjectNotModified	0
	EnvironmentObjectLocationModified	1
	EnvironmentObjectOrientationModified	2
EnvironmentRecordTypeEnum32 [11]	COOMBICStateRecordType	256
	FlareStateRecordType	259
	BoundingSphereRecordType	65536
	UniformGeometryRecordType	327680
	PointRecord1Type	655360
	LineRecord1Type	786432
	SphereRecord1Type	851968
	EllipsoidRecord1Type	1048576
	ConeRecord1Type	3145728

Enumerated Datatype Table

Identifier	Enumerator	Representation
	RectangularVolRecord1Type	5242880
	PointRecord2Type	167772160
	LineRecord2Type	201326592
	SphereRecord2Type	218103808
	EllipsoidRecord2Type	268435456
	ConeRecord2Type	805306368
	RectangularVolRecord2Type	1342177280
	GaussianPlumeRecordType	1610612736
	GaussianPuffRecordType	1879048192
EventTypeEnum32 [11]	Other	0
	Unused	1
	RanOutOfAmmunition	2
	KilledInAction	3
	Damage	4
	MobilityDisabled	5
	FireDisabled	6
	RanOutOfFuel	7
	EntityInitialization	8
	RequestForIndirectFireOrCASMission	9
	IndirectFireOrCASMission	10
	MinefieldEntry	11
	MinefieldDetonation	12
	VehicleMasterPowerOn	13
	VehicleMasterPowerOff	14
ForceIdentifierEnum8 [9]	AggregateStateChangeRequested	15
	Other	0
	Friendly	1
	Opposing	2
	Neutral	3
FormationEnum32 [11]	Other	0
	Assembly	1
	Vee	2
	Wedge	3
	Line	4
FuseTypeEnum16 [10]	Column	5
	Other	0
	IntelligentInfluence	10
	Sensor	20
	SelfDestruct	30
	UltraQuick	40
	Body	50
	DeepIntrusion	60
	Multifunction	100
	PointDetonation_PD	200
	BaseDetonation_BD	300
	Contact	1000
	ContactInstantImpact	1100
	ContactDelayed	1200
	Contact10msDelay	1201
	Contact20msDelay	1202
	Contact50msDelay	1205
	Contact60msDelay	1206
	Contact100msDelay	1210
	Contact125msDelay	1212
	Contact250msDelay	1225
	ContactElectronicObliqueContact	1300
	ContactGrazed	1400
	ContactCrush	1500
	ContactHydrostatic	1600
	ContactMechanical	1700
	ContactChemical	1800
	ContactPiezoelectric	1900
	ContactPointInitiating	1910
	ContactPointInitiatingBaseDetonating	1920
	ContactBaseDetonating	1930
	ContactBallisticCapAndBase	1940
	ContactBase	1950
	ContactNose	1960
	ContactFittedInStandoffProbe	1970
	ContactNonAligned	1980
	Timed	2000
	TimedProgrammable	2100
	TimedBurnout	2200
	TimedPyrotechnic	2300
	TimedElectronic	2400
	TimedBaseDelay	2500
	TimedReinforcedNoseImpactDelay	2600
	TimedShortDelayImpact	2700
	Timed10msDelay	2701
	Timed20msDelay	2702
	Timed50msDelay	2705
	Timed60msDelay	2706
	Timed100msDelay	2710
	Timed125msDelay	2712
	Timed250msDelay	2725

Enumerated Datatype Table

Identifier	Enumerator	Representation
	TimedNoseMountedVariableDelay	2800
	TimedLongDelaySide	2900
	TimedSelectableDelay	2910
	TimedImpact	2920
	TimedSequence	2930
	Proximity	3000
	ProximityActiveLaser	3100
	ProximityMagneticMaggolarity	3200
	ProximityActiveDopplerRadar	3300
	ProximityRadioFrequencyRF	3400
	ProximityProgrammable	3500
	ProximityProgrammablePrefragmented	3600
	ProximityInfrared	3700
	Command	4000
	CommandElectronicRemotelySet	4100
	Altitude	5000
	AltitudeRadioAltimeter	5100
	AltitudeAirBurst	5200
	Depth	6000
	Acoustic	7000
	Pressure	8000
	PressureDelay	8010
	Inert	8100
	Dummy	8110
	Practice	8120
	PlugRepresenting	8130
	Training	8150
	Pyrotechnic	9000
	PyrotechnicDelay	9010
	ElectroOptical	9100
	ElectroMechanical	9110
	ElectroMechanicalNose	9120
	Strikerless	9200
	StrikerlessNoseImpact	9210
	StrikerlessCompressionIgnition	9220
	CompressionIgnition	9300
	CompressionIgnitionStrikerlessNoseImpact	9310
	Percussion	9400
	PercussionInstantaneous	9410
	Electronic	9500
	ElectronicInternallyMounted	9510
	ElectronicRangeSetting	9520
	ElectronicProgrammed	9530
	Mechanical	9600
	MechanicalNose	9610
	MechanicalTail	9620
HatchStateEnum32 [11]	NotApplicable	0
	PrimaryHatchIsClosed	1
	PrimaryHatchIsPopped	2
	PrimaryHatchIsPoppedAndPersonIsVisibleUnderHatch	3
	PrimaryHatchIsOpen	4
	PrimaryHatchIsOpenAndPersonIsVisible	5
IffAlternateMode4Enum8 [9]	Other	0
	Valid	1
	Invalid	2
	NoResponse	3
IffApplicableModesEnum8 [9]	Other	0
IffOperationalParameter1Enum8 [9]	Other	0
IffOperationalParameter2Enum8 [9]	Other	0
IffSystemNameEnum16 [10]	Other	0
	MarkX	1
	MarkXII	2
	ATCRBS	3
	Soviet	4
	ModeS	5
	MarkX-XII-ATCRBS	6
	Mark-X-XII-ATCRBS-ModeS	7
	ARI5954	8
	ARI5983	9
IffSystemTypeEnum16 [10]	Other	0
	MarkTransponder	1
	MarkInterrogator	2
	SovietTransponder	3
	SovietInterrogator	4
	RRBTTransponder	5
IntercomClassEnum8 [9]	SimulatedCommunicationsChannel	0
	SimulationSupportCommunicationsChannel	1
IntercomCommandEnum8 [9]	NoCommand	0
	Status	1
	Connect	2
	Disconnect	3
	Reset	4
	On	5
	Off	6
IntercomControlTypeEnum8 [9]	RequestAcknowledgeRequired	2

Enumerated Datatype Table

Identifier	Enumerator	Representation
IntercomLineStateEnum8 [9]	RequestedNoAcknowledge	3
	AcknowledgeRequestGranted	4
	AcknowledgeRequestDenied	5
	None	0
	SetLineStateTransmitting	1
IntercomParameterRecordTypeEnum16 [10]	SetLineStateNotTransmitting	2
	ReturnToLocalLineStateControl	3
	EntityDestination	1
	GroupDestination	2
	GroupAssignment	3
MajorRFModulationTypeEnum16 [10]	Other	0
	Amplitude	1
	AmplitudeAndAngle	2
	Angle	3
	Combination	4
MarkingEncodingEnum8 [9]	Pulse	5
	Unmodulated	6
	Other	0
	ASCII	1
	ArmyMarkingCCTT	2
MinefieldAlgaeEnum32 [11]	DigitChevron	3
	None	0
	Light	1
	Moderate	2
	Heavy	3
MinefieldFusingEnum32 [11]	NoFuse	0
	Other	1
	Pressure	2
	Magnetic	3
	TiltRod	4
MinefieldPaintSchemeEnum32 [11]	Command	5
	TripWire	6
	Other	0
	Standard	1
	CamouflageDesert	2
MinefieldProtocolEnum8 [9]	CamouflageJungle	3
	CamouflageSnow	4
	CamouflageGravel	5
	CamouflagePavement	6
	CamouflageSand	7
MinefieldSensorTypeEnum32 [11]	NaturalWood	8
	Clear	9
	Red	10
	Blue	11
	Green	12
MinefieldProtocolEnum8 [9]	Olive	13
	White	14
	Tan	15
	Black	16
	Yellow	17
MinefieldProtocolEnum8 [9]	Brown	18
	HearbeatMode	0
	QRPMode	1
MinefieldSensorTypeEnum32 [11]	Other	0
	UnaidedEyeActivelySearching	4096
	UnaidedEyeNotActivelySearching	4097
	Binoculars	4098
	ImageIntensifier	4099
MinefieldSensorTypeEnum32 [11]	HMMWVOccupantActivelySearching	4100
	HMMWVOccupantNotActivelySearching	4101
	TruckOccupantActivelySearching	4102
	TruckOccupantNotActivelySearching	4103
	TrackedVehicleOccupantClosedHatchActivelySearching	4104
MinefieldSensorTypeEnum32 [11]	TrackedVehicleOccupantClosedHatchNotActivelySearching	4105
	TrackedVehicleOccupantOpenHatchActivelySearching	4106
	TrackedVehicleOccupantOpenHatchNotActivelySearching	4107
	FLIR_Generic3_5	8192
	FLIR_Generic8_12	8193
MinefieldSensorTypeEnum32 [11]	FLIR_ASTAMIDS_I	8194
	FLIR_ASTAMIDS_II	8195
	FLIR_GSTAMIDS3_5	8196
	FLIR_GSTAMIDS8_12	8197
	FLIR_HSTAMIDS3_5	8198
MinefieldSensorTypeEnum32 [11]	FLIR_HSTAMIDS8_12	8199
	FLIR_COBRA3_5	8200
	FLIR_COBRA8_12	8201
	RADAR_Generic	12288
	RADAR_Generic_GPR	12289
MinefieldSensorTypeEnum32 [11]	RADAR_GSTAMIDS_I	12290
	RADAR_GSTAMIDS_II	12291
	RADAR_HSTAMIDS_I	12292
	RADAR_HSTAMIDS_II	12293
	Magnetic_Generic	16384
MinefieldSensorTypeEnum32 [11]	Magnetic_ANPSS_11	16385
	Magnetic_ANPSS_12	16386

Enumerated Datatype Table

Identifier	Enumerator	Representation
	Magnetic GSTAMIDS	16389
	Laser_Generic	20480
	Laser_ASTAMIDS	20481
	SONAR_Generic	24576
	Physical_GenericProbe	28672
	Physical_ProbeMetalContent	28673
	Physical_ProbeNoMetalContent	28674
	Multispectral_Generic	32768
	MixedAntiPersonnelAntitank	0
	PureAntiPersonnel	1
MinefieldTypeEnum8 [9]	PureAntiTank	2
NomenclatureEnum16 [10]	Other	0
	Other	0
NomenclatureVersionEnum8 [9]	Other	0
OpacityCodeEnum32 [11]	Clear	0
	Hazy	1
	Dense	2
	VeryDense	3
	Opaque	4
	ArticulatedPart	0
ParameterTypeEnum32 [11]	AttachedPart	1
PassiveActivitiesEnum16 [10]	Dummy	0
PropulsionPlantEnum8 [9]	Dummy	0
PulseModulationTypeEnum16 [10]	Other	0
	Pulse	1
RadiolnputSourceEnum8 [9]	Other	0
	Pilot	1
	Copilot	2
	FirstOfficer	3
	Driver	4
	Loader	5
	Gunner	6
	Commander	7
	DigitalDataDevice	8
	Intercom	9
	Off	0
	OnButNotReceiving	1
	OnAndReceiving	2
ReferenceSystemEnum8 [9]	WorldCoordinates	1
	EntityCoordinates	2
RepairResultEnum8 [9]	Other	0
	RepairEnded	1
	InvalidRepair	2
	RepairInterrupted	3
	ServiceCanceledByTheSupplier	4
RepairTypeEnum16 [10]	NoRepairsPerformed	0
	AllRequestedRepairsPerformed	1
	MotorOrEngine	10
	Starter	20
	Alternator	30
	Generator	40
	Battery	50
	EngineCoolantLeak	60
	FuelFilter	70
	TransmissionOilLeak	80
	EngineOilLeak	90
	Pumps	100
	Filters	110
	Transmission	120
	Brakes	130
	SuspensionSystem	140
	OilFilter	150
	Hull	1000
	Airframe	1010
	TruckBody	1020
	TankBody	1030
	TrailerBody	1040
	Turret	1050
	Propeller	1500
	EnvironmentalFilters	1520
	Wheels	1540
	Tire	1550
	Track	1560
	GunElevationDrive	2000
	GunStabilizationSystem	2010
	GunneryPrimarySight<GPS>	2020
	CommandersExtensionToTheGPS	2030
	LoadingMechanism	2040
	GunneryAuxiliarySight	2050
	GunneryControlPanel	2060
	GunneryControlAssembly/Handle/Handles	2070
	CommandersControlHandles/Assembly	2090
	CommandersWeaponStation	2100
	CommandersIndependentThermalViewer<CTV>	2110
	GeneralWeapons	2120
	FuelTransferPump	4000

Enumerated Datatype Table

Identifier	Enumerator	Representation
	FuelLines	4010
	Gauges	4020
	GeneralFuelSystem	4030
	ElectronicWarfareSystems	4500
	DetectionSystems	4600
	ElectronicWarfareRadioFrequency	4610
	ElectronicWarfareMicrowave	4620
	ElectronicWarfareInfrared	4630
	ElectronicWarfareLaser	4640
	RangeFinders	4700
	Range-OnlyRadar	4710
	LaserRangeFinder	4720
	ElectronicSystems	4800
	ElectronicSystemsRadioFrequency	4810
	ElectronicSystemsMicrowave	4820
	ElectronicSystemsInfrared	4830
	ElectronicSystemsLaser	4840
	Radios	5000
	CommunicationSystems	5010
	Intercoms	5100
	Encoders	5200
	EncryptionDevices	5250
	Decoders	5300
	DecryptionDevices	5350
	Computers	5500
	NavigationAndControlSystems	6000
	FireControlSystems	6500
	AirSupply	8000
	LifeSupportFilters	8010
	LifeSupportWaterSupply	8020
	RefrigerationSystem	8030
	ChemicalBiologicalAndRadiologicalProtection	8040
	WaterWashDownSystems	8050
	DecontaminationSystems	8060
	HydraulicSystemWaterSupply	9000
	CoolingSystem	9010
	Winches	9020
	Catapults	9030
	Cranes	9040
	Launchers	9050
	LifeBoats	10000
	LandingCraft	10010
	EjectionSeats	10020
	OtherAuxiliaryCraftToBeDefined	10030
RequestStatusEnum32 [11]	Other	0
	Pending	1
	Executing	2
	PartiallyComplete	3
	Complete	4
	RequestRejected	5
	RetransmitRequestNow	6
	RetransmitRequestLater	7
	InvalidTimeParameters	8
	SimulationTimeExceeded	9
	RequestDone	10
	TACCSF_LOS_Reply-Type1	100
	TACCSF_LOS_Reply-Type2	101
	Join_Exercise_Request_Rejected	201
ResponseFlagEnum16 [10]	Other	0
	AbleToComply	1
	UnableToComply	2
RFModulationSystemTypeEnum16 [10]	Other	0
	Generic	1
	HQ	2
	HQII	3
	HQIIA	4
	SINCGARS	5
	CCTT_SINCGARS	6
	Other	0
ServiceTypeEnum8 [9]	Resupply	1
	Repair	2
SpreadSpectrumEnum16 [10]	None	0
	SINCGARSFrequencyHop	1
StanceCodeEnum32 [11]	NotApplicable	0
	UprightStandingStill	1
	UprightWalking	2
	UprightRunning	3
	Kneeling	4
	Prone	5
	Crawling	6
	Swimming	7
	Parachuting	8
	Jumping	9
	Sitting	10
	Squatting	11

Enumerated Datatype Table

Identifier	Enumerator	Representation
StartMessageEnum8 [9]	Crouching	12
	Wading	13
	NotStartOfMessage	0
StationEnum32 [11]	StartOfMessage	1
	Nothing_Empty	0
	Fuselage_Station1	512
	Fuselage_Station2	513
	Fuselage_Station3	514
	Fuselage_Station4	515
	Fuselage_Station5	516
	Fuselage_Station6	517
	Fuselage_Station7	518
	Fuselage_Station8	519
	Fuselage_Station9	520
	LeftWingStation1	640
	LeftWingStation2	641
	LeftWingStation3	642
	LeftWingStation4	643
	LeftWingStation5	644
	LeftWingStation6	645
	LeftWingStation7	646
	LeftWingStation8	647
	LeftWingStation9	648
	RightWingStation1	768
	RightWingStation2	769
	RightWingStation3	770
	RightWingStation4	771
	RightWingStation5	772
	RightWingStation6	773
	RightWingStation7	774
	RightWingStation8	775
	RightWingStation9	776
	M16A42_rifle	896
	M249_SAW	897
	M60_Machine_gun	898
	M203_Grenade_Launcher	899
	M136_AT4	900
	M47_Dragon	901
	AAWS_M_Javelin	902
	M18A1_Claymore_Mine	903
	MK19_Grenade_Launcher	904
	M2_Machine_Gun	905
	Other_attached_parts	906
StopFreezeReasonEnum8 [9]	Other	0
	Recess	1
	Termination	2
	SystemFailure	3
	SecurityViolation	4
	EntityReconstitution	5
	StopForReset	6
	StopForRestart	7
	AbortTrainingResumeTacOps	8
TacticalDataLinkTypeEnum16 [10]	Other	0
	Abbreviated_Command_and_Control	15
	GC3	99
TrailingEffectsCodeEnum32 [11]	NoTrail	0
	SmallTrail	1
	MediumTrail	2
	LargeTrail	3
TransmitterOperationalStatusEnum8 [9]	Off	0
	OnButNotTransmitting	1
	OnAndTransmitting	2
UnmodulatedTypeEnum16 [10]	Other	0
	ContinuousWaveEmission	1
	CSSL	1
UserProtocolEnum32 [11]	AZATD_SINGGARS_ERF	5
	A2ATD_CAC2	6
	Battle_Command	20
	ModSAF_Text_Radio	177
	CCTT_SINGGARS_ERF-LOCKOUT	200
	CCTT_SINGGARS_ERF-HOPSET	201
	CCTT_SINGGARS_OTAR	202
	CCTT_SINGGARS_DATA	203
	ModSAF_FWA_Forward_Air_Controller	546
	ModSAF_Threat_ADA_C3	832
	ModSAF_Artillery_Fire_Control	4570
	AGTS	5361
	GC3	6000
	WNCP_data	6010
VisibleSideLocationEnum32 [11]	LeftSideVisible	0
	RightSideVisible	1
	BothSideVisible	2
WarheadTypeEnum16 [10]	Other	0
	CargoVariableSubmunitions	10
	FuelAirExplosive	20

Enumerated Datatype Table

Identifier	Enumerator	Representation
	GlassBeads	30
	Warhead_1um	31
	Warhead_5um	32
	Warhead_10um	33
	HighExplosive	1000
	HE_Plastic	1100
	HE_Incendiary	1200
	HE_Fragmentation	1300
	HE_Antitank	1400
	HE_Bomblets	1500
	HE_ShapedCharge	1600
	HE_ContinuousRod	1610
	HE_TungstenBall	1615
	HE_BlastFragmentation	1620
	HE_SteerableDartswithHE	1625
	HE_Darts	1630
	HE_Flechettes	1635
	HE_DirectedFragmentation	1640
	HE_SemiArmorPiercing	1645
	HE_ShapedChargeFragmentation	1650
	HE_SemiArmorPiercingFragmentation	1655
	HE_HollowCharge	1660
	HE_DoubleHollowCharge	1665
	HE_GeneralPurpose	1670
	HE_BlastPenetrator	1675
	HE_RodPenetrator	1680
	HE_Antipersonnel	1685
	Smoke	2000
	Illumination	3000
	Practice	4000
	Kinetic	5000
	Mines	6000
	Nuclear	7000
	NuclearIMT	7010
	ChemicalGeneral	8000
	ChemicalBlisterAgent	8100
	HD_Mustard	8110
	ThickenedHD_Mustard	8115
	DustyHD_Mustard	8120
	ChemicalBloodAgent	8200
	AC_HCN	8210
	CK_CNCl	8215
	CG_Phosgene	8220
	ChemicalNerveAgent	8300
	VX	8310
	ThickenedVX	8315
	DustyVX	8320
	GA_Tabun	8325
	ThickenedGA_Tabun	8330
	DustyGA_Tabun	8335
	GB_Sarin	8340
	ThickenedGB_Sarin	8345
	DustyGB_Sarin	8350
	GD_Soman	8355
	ThickenedGD_Soman	8360
	DustyGD_Soman	8365
	GF	8370
	ThickenedGF	8375
	DustyGF	8380
	Biological	9000
	BiologicalVirus	9100
	BiologicalBacteria	9200
	BiologicalRickettsia	9300
	BiologicalGeneticallyModifiedMicroOrganisms	9400
	BiologicalToxin	9500
WeaponStateEnum32 [11]	NoWeapon	0
	Stowed	1
	Deployed	2
	FiringPosition	3
TransferTypeEnum8	Other	0
	EntityPush	1
	EntityPull	2
	EntitySwap	3
	EnvironmentalProcessPush	4
	EnvironmentalProcessPull	5
	EnvironmentalProcessSwap	6
ComplianceStateEnum32	Other	0
	Detained	1
	Surrender	2
	UsingFists	3
	VerbalAbuse1	4
	VerbalAbuse2	5
	VerbalAbuse3	6
	PassiveResistance1	7
	PassiveResistance2	8

Enumerated Datatype Table

Identifier	Enumerator	Representation
	PassiveResistance3	9
	NonLethalWeapon1	10
	NonLethalWeapon2	11
	NonLethalWeapon3	12
	NonLethalWeapon4	13
	NonLethalWeapon5	14
	NonLethalWeapon6	15

Complex Datatype Table

Complex Datatype	Field Name	Datatype	Cardinality	Units	Resolution	Accuracy	Accuracy Condition
AccelerationVectorStruct	XAcceleration	float	1	m/s/s		perfect	always
	YAcceleration	float	1	m/s/s		perfect	always
	ZAcceleration	float	1	m/s/s		perfect	always
AggregateMarkingStruct	MarkingEncodingType	MarkingEncodingEnum8	1	N/A	N/A	N/A	N/A
	MarkingData	octet	31	[2]	N/A	perfect	always
AngularVelocityVectorStruct	XAngularVelocity	float	1	radians/s		perfect	always
	YAngularVelocity	float	1	radians/s		perfect	always
	ZAngularVelocity	float	1	radians/s		perfect	always
AntennaPatternStruct [7, 8]	AntennaPatternType	AntennaPatternTypeEnum32	1	N/A	N/A	N/A	N/A
	BeamAntenna	BeamAntennaStruct	0-1 (AntennaPatternType = Beam)	N/A	N/A	N/A	N/A
	SphericalHarmonicAntenna	SphericalHarmonicAntennaStruct	0-1 (AntennaPatternType = SphericalHarmonic)	N/A	N/A	N/A	N/A
ArticulatedParameterStruct	ArticulatedParameterChange	octet	1	N/A	1	perfect	always
	Padding [48]	octet	1	N/A	N/A	perfect	always
	PartAttachedTo	unsigned short	1	N/A	1	perfect	always
ArticulatedPartsStruct	ParameterValue	ParameterValueStruct	1	N/A	N/A	N/A	N/A
	Class	ArticulatedPartsTypeEnum32	1	N/A	N/A	N/A	N/A
	TypeMetric	ArticulatedTypeMetricEnum32	1	N/A	N/A	N/A	N/A
AttachedPartsStruct	Value	float	1	[54]		perfect	always
	Station	StationEnum32	1	N/A	N/A	N/A	N/A
	StoreType	EntityTypeStruct	1	N/A	N/A	N/A	N/A
AttributePairStruct	AttributeHandle	unsigned long [29]	1	N/A	1	perfect	always
	ValueLength	unsigned long	1	N/A	1	perfect	always
	Value	any	1			perfect	always
AttributeValueSetStruct	AttributeSetCount	unsigned long	1	N/A	1	perfect	always
	AttributePairs	AttributePairStruct	1+	N/A	N/A	N/A	N/A
	StreamTag	long long	1	N/A	1	perfect	always
AudioData Type	EncodingType	EncodingTypeEnum32	1	N/A	N/A	N/A	N/A
	SampleRate	unsigned long	1	bits/second	1	perfect	always
	DataLength	unsigned short	1	bits	1	perfect	always
	SampleCount	unsigned long	1	N/A	1	perfect	always
	Data	octet	1+	N/A	N/A	perfect	always
BeamAntennaStruct	BeamOrientation	OrientationStruct	1	N/A	N/A	N/A	N/A
	BeamAzimuthBeamwidth	float	1	radians		perfect	always
	BeamElevationBeamwidth	float	1	radians		perfect	always
	ReferenceSystem	ReferenceSystemEnum8	1	N/A	N/A	N/A	N/A
	Padding [48]	octet	3	N/A	1	perfect	always
	Ez	float	1			perfect	always
	Ex	float	1			perfect	always
	BeamPhaseAngle	float	1			perfect	always
BreachableSegmentStruct	SegmentParameters	LinearSegmentStruct	1	N/A	N/A	N/A	N/A
	BreachedState	BreachedStatusEnum8	1	N/A	N/A	N/A	N/A
	Padding	octet	7	N/A	N/A	perfect	always
	BreachLength	unsigned long	1			perfect	always
	SegmentBreached [15]	BreachedStatusEnum8	8	N/A	N/A	N/A	N/A
	SegmentParameters	LinearSegmentStruct	1	N/A	N/A	N/A	N/A
BreachStruct	Hours	long	1	hours	1	perfect	always
ClockTimeStruct	TimePastTheHour	unsigned long	1	1.676 microseconds	1.676 microseconds	perfect	always
COMBICStateRecStruct [57]	TimeSinceCreation	unsigned long	1			perfect	always
	MunitionSource	EntityTypeStruct	1	N/A	N/A	N/A	N/A
	NumberOfSources	long	1			perfect	always
	GeometryIndex	unsigned short	1			perfect	always
	Padding1 [48]	octet	2	N/A	N/A	perfect	always
	SourceType	unsigned long	1			perfect	always
	BarrageRate	float	1			perfect	always
	BarrageDuration	float	1			perfect	always
	BarrageCrosswindLength	float	1			perfect	always
	BarrageDownwindLength	float	1			perfect	always
	DetonationVelocity	VelocityVectorStruct	1	N/A	N/A	N/A	N/A
	Padding2 [48]	octet	4	N/A	N/A	perfect	always
Cone1GeomRecStruct	VertexLocation	WorldLocationStruct	1	N/A	N/A	N/A	N/A
	Orientation	OrientationStruct	1	N/A	N/A	N/A	N/A
	Height	float	1			perfect	always
	PeakAngle	float	1			perfect	always
	Padding [48]	octet	4	N/A	N/A	perfect	always

10/11/01 13:02:59

2/7

Complex Datatype Table

Complex Datatype	Field Name	Datatype	Cardinality	Units	Resolution	Accuracy	Accuracy Condition
EnvironmentRecStruct	Padding [48]	octet	4	N/A	N/A	perfect	always
	EnvironmentRecords	EnvironmentRecStruct	0+	N/A	N/A	N/A	N/A
	Index	octet	1	N/A	1	perfect	always
	Padding [48]	octet	15	N/A	N/A	perfect	always
EnvironmentTypeStruct	DataVariant	EnvironmentRecVariant	1	N/A	N/A	N/A	N/A
	PaddingTo64 [48]	octet	0+	N/A	N/A	perfect	always
	EntityKind	octet	1	N/A	1	perfect	always
	Domain	octet	1	N/A	1	perfect	always
	Class	unsigned short	1	N/A	1	perfect	always
	Category	octet	1	N/A	1	perfect	always
	Subcategory	octet	1	N/A	1	perfect	always
	Specific	octet	1	N/A	1	perfect	always
	Extra	octet	1	N/A	1	perfect	always
	EventCount	unsigned short	1	N/A	N/A	perfect	always
EventIdentifierStruct	IssuingObjectIdentifier	RTIObjectIDStruct	1	N/A	N/A	N/A	N/A
ExhaustSmokeStruct	SegmentParameters	LinearSegmentStruct	1	N/A	N/A	N/A	N/A
	PercentOpacity	unsigned long	1	N/A		perfect	always
	Attached	boolean	1	TRUE/FALSE	N/A	perfect	always
	ChemicalContent	ChemicalContentEnum32	1	N/A	N/A	N/A	N/A
	Padding	octet	4	N/A	N/A	perfect	always
FederateIdentifierStruct	SiteID	unsigned short	1	N/A	N/A	perfect	always
	ApplicationID	unsigned short	1	N/A	N/A	perfect	always
FixedDatumStruct	FixedDatumIdentifier	DatumIdentifierEnum32	1	N/A	N/A	N/A	N/A
FlareStateRecStruct	FixedDatumValue	unsigned long	1	[55]		perfect	always
	TimeSinceCreation	unsigned long	1			perfect	always
	Source	EntityTypeStruct	1	N/A	N/A	N/A	N/A
	NumberIntensity	long	1			perfect	always
	NumberOfSources	long	1			perfect	always
	GeometryIndex	unsigned short	1			perfect	always
	Padding [48]	octet	2	N/A	N/A	perfect	always
FundamentalParameterDataStruct	ERP	float	1	dBm		perfect	always
	Frequency [84]	float	1	Hz		perfect	always
	PgRF	float	1	interrogations/second		perfect	always
	PulseWidth	float	1	microsec		perfect	always
	BurstLength	long	1	N/A	1	perfect	always
	ApplicableModes	IFApplicableModesEnum8	1	N/A	N/A	N/A	N/A
	Padding [48]	octet	3	N/A	N/A	perfect	always
	SourceLocation	WorldLocationStruct	1	N/A	N/A	N/A	N/A
	Orientation	OrientationStruct	1	N/A	N/A	N/A	N/A
	PlumeDimension	PlumeDimensionStruct	1	N/A	N/A	N/A	N/A
	PlumeDimensionRate	PlumeDimensionRateStruct	1	N/A	N/A	N/A	N/A
	LeadingEdge	float	1			perfect	always
GaussPlumeGeomRecStruct	LeadingEdgeVelocity	VelocityVectorStruct	1	N/A	N/A	N/A	N/A
	Padding [48]	octet	4	N/A	N/A	perfect	always
	PuffLocation	WorldLocationStruct	1	N/A	N/A	N/A	N/A
	OriginationLocation	WorldLocationStruct	1	N/A	N/A	N/A	N/A
	SigmaValue	DimensionStruct	1	N/A	N/A	N/A	N/A
	SigmaRate	DimensionRateStruct	1	N/A	N/A	N/A	N/A
	Orientation	OrientationStruct	1	N/A	N/A	N/A	N/A
	Velocity	VelocityVectorStruct	1	N/A	N/A	N/A	N/A
	AngularVelocity	AngularVelocityVectorStruct	1	N/A	N/A	N/A	N/A
	CentroidHeight	float	1			perfect	always
GridAxisStruct	InitialValue	double	1			perfect	always
	FinalValue	double	1			perfect	always
	TotalNumberOfPoints	unsigned short	1	N/A	1	perfect	always
	InterleafFactor	octet	1			perfect	always
	NumberOfPoints	unsigned short	1	N/A	1	perfect	always
	InitialIndex	unsigned short	1			perfect	always
	AxisType	EnvironmentGridAxisTypeEnum8	1	N/A	N/A	N/A	N/A
	Padding [48]	octet	7			perfect	always
	IrregularGridAxis	IrregularGridAxisStruct	0-1 (AxisType = IrregularGridAxisType)	N/A	N/A	N/A	N/A
	SampleType	EnvironmentDataSampleTypeEnum16	1	N/A	N/A	N/A	N/A
GridDataStruct	DataRepresentation	EnvironmentDataRepresentationEnum1	1	N/A	N/A	N/A	N/A
	Padding [48]	octet	2			perfect	always

Complex Datatype Table

Complex Datatype	Field Name	Datatype	Cardinality	Units	Resolution	Accuracy	Accuracy Condition
GridValueType0Struct	Type0	GridValueType0Struct	0-1 (DataRepresentation = EnvironmentDataType0)	N/A	N/A	N/A	N/A
	Type1	GridValueType1Struct	0-1 (DataRepresentation = EnvironmentDataType1)	N/A	N/A	N/A	N/A
	Type2	GridValueType2Struct	0-1 (DataRepresentation = EnvironmentDataType2)	N/A	N/A	N/A	N/A
	NumberOfBytes	unsigned short	1	N/A	1	perfect	always
GridValueType1Struct	Values	octet	1+			perfect	always
	PaddingTo16 [48, 60]	octet	0+	N/A	N/A	perfect	always
	Scale	float	1			perfect	always
	Offset	float	1	N/A	1	perfect	always
GridValueType2Struct	NumberOfValues	unsigned long	1	N/A	1	perfect	always
	Values	short	1+			perfect	always
	PaddingTo32 [48, 59]	octet	0+	N/A	N/A	perfect	always
	NumberOfValues	unsigned long	1	N/A	1	perfect	always
IntercomEntityDestinationStruct	Values	float	1+			perfect	always
	EntityIdentifier	EntityIdentifierStruct	1	N/A	N/A	N/A	N/A
	IntercomIndex	short	1	radians	1	perfect	always
	LineIdentifier	octet	1	N/A	1	perfect	always
IntercomGroupAssignmentStruct	Priority	octet	1	N/A	1	perfect	always
	LineState	IntercomLineStateEnum8	1	N/A	N/A	N/A	N/A
	Padding [48]	octet	1	N/A	N/A	perfect	always
	GroupBitField	long	1	N/A	N/A	perfect	always
IntercomGroupDestinationStruct	EntityIdentifier	EntityIdentifierStruct	1	N/A	N/A	N/A	N/A
	IntercomIndex	short	1	N/A	1	perfect	always
	LineIdentifier	octet	1	N/A	1	perfect	always
	Padding [48]	octet	3	N/A	N/A	perfect	always
IntercomParametersStruct [7, 24]	GroupBitField	long	1	N/A	N/A	perfect	always
	Priority	octet	1	N/A	1	perfect	always
	LineState	IntercomLineStateEnum8	1	N/A	N/A	N/A	N/A
	Padding [48]	octet	2	N/A	N/A	perfect	always
IrregularGridAxisStruct	RecordType	IntercomParameterRecordTypeEnum16	1	N/A	N/A	N/A	N/A
	Padding [48]	octet	2	N/A	N/A	perfect	always
	EntityDestination	IntercomEntityDestinationStruct	0-1 (RecordType = EntityDestination)	N/A	N/A	N/A	N/A
	GroupDestination	IntercomGroupDestinationStruct	0-1 (RecordType = GroupDestination)	N/A	N/A	N/A	N/A
IsPartOfStruct	GroupAssignment	IntercomGroupAssignmentStruct	0-1 (RecordType = GroupAssignment)	N/A	N/A	N/A	N/A
	CoordinateScale	double	1			perfect	always
	CoordinateOffset	double	1			perfect	always
	NumberOfGridLocations	unsigned long	1	N/A	N/A	perfect	always
LinearSegmentStruct	GridLocations	unsigned short	1+			perfect	always
	PaddingTo64 [48, 58]	octet	0+	N/A	N/A	perfect	always
	HostEntityIdentifier	EntityIdentifierStruct	1	N/A	N/A	N/A	N/A
	HostRTIObjectIdentifier	RTIObjectIDStruct	1	N/A	N/A	N/A	N/A
Line1GeomRecStruct	Relationship	ConstituentPartRelationshipStruct	1	N/A	N/A	N/A	N/A
	NamedLocation	NamedLocationStruct	1	N/A	N/A	N/A	N/A
	SegmentNumber	unsigned long	1			perfect	always
	PercentComplete	unsigned long	1	percent	1	perfect	always
Line2GeomRecStruct	Location	WorldLocationStruct	1	N/A	N/A	N/A	N/A
	Orientation	OrientationStruct	1	N/A	N/A	N/A	N/A
	Length	unsigned short	1			perfect	always
	Width	unsigned short	1			perfect	always
MarkingStruct	Height	unsigned short	1			perfect	always
	Depth	unsigned short	1			perfect	always
	Deactivated	boolean	1	TRUE/FALSE	N/A	perfect	always
	DamagedState	DamageStatusEnum32	1	N/A	N/A	N/A	N/A
MinefieldLaneMarkerStruct	Flaming	boolean	1	TRUE/FALSE	N/A	perfect	always
	ObjectPreDistributed	boolean	1	TRUE/FALSE	N/A	perfect	always
	Smoking	boolean	1	TRUE/FALSE	N/A	perfect	always
	StartPointLocation	WorldLocationStruct	1	N/A	N/A	N/A	N/A
MarkingEncodingType	EndPointLocation	WorldLocationStruct	1	N/A	N/A	N/A	N/A
	StartPointLocation	WorldLocationStruct	1	N/A	N/A	N/A	N/A
	EndPointLocation	WorldLocationStruct	1	N/A	N/A	N/A	N/A
	StartPointVelocity	VelocityVectorStruct	1	N/A	N/A	N/A	N/A
MarkingData	EndPointVelocity	VelocityVectorStruct	1	N/A	N/A	N/A	N/A
	MarkingEncodingType	MarkingEncodingEnum8	1	N/A	N/A	N/A	N/A
	MarkingData	octet	11	[2]		perfect	always
	SegmentParameters	LinearSegmentStruct	1	N/A	N/A	N/A	N/A

Complex Datatype Table

Complex Datatype	Field Name	Datatype	Cardinality	Units	Resolution	Accuracy	Accuracy Condition
MinefieldPaintSchemeStruct	VisibleSideLocation	VisibleSideLocationEnum32	1	N/A	N/A	N/A	N/A
	Padding	octet	4	N/A	N/A	perfect	always
	Algae	MinefieldAlgaeEnum32	1	N/A	N/A	N/A	N/A
MineFusingStruct	PaintScheme	MinefieldPaintSchemeEnum32	1	N/A	N/A	N/A	N/A
	Primary	MinefieldFusingEnum32	1	N/A	N/A	N/A	N/A
	Secondary	MinefieldFusingEnum32	1	N/A	N/A	N/A	N/A
NamedLocationStruct	AntiHandlingDevice	boolean	1			perfect	always
	StationNumber	short	1	N/A	1	perfect	always
	StationName	ConstituentPartStationNameEnum16	1	N/A	N/A	N/A	N/A
OrientationStruct	Padding [48]	octet	2			perfect	always
	RelativeLocation [75]	RelativePositionStruct	0-1 (StationName = OnStationXYZ)	N/A	N/A	N/A	N/A
	RelativeRangeAndBearing [76]	RelativeRangeBearingStruct	0-1 (StationName = OnStationRangeBearing)	N/A	N/A	N/A	N/A
ParameterValueStruct [7, 34]	Psi	float	1	radians		perfect	always
	Theta	float	1	radians		perfect	always
	Phi	float	1	radians		perfect	always
PerimeterPointStruct	ArticulatedParameterType	ParameterTypeEnum32	1	N/A	N/A	N/A	N/A
	ArticulatedParts	ArticulatedPartsStruct	0-1 (ArticulatedParameterType = ArticulatedPart)	N/A	N/A	N/A	N/A
	AttachedParts	AttachedPartsStruct	0-1 (ArticulatedParameterType = AttachedPart)	N/A	N/A	N/A	N/A
PlumeDimensionStruct	X	float	1	metres		perfect	always
	Y	float	1	metres		perfect	always
	Width	float	1	metres		perfect	always
PlumeDimensionRateStruct	Height	float	1	metres		perfect	always
	Length	float	1	metres		perfect	always
	Width	float	1	metres		perfect	always
Point2GeomRecStruct	Height	float	1	metres		perfect	always
	Location	WorldLocationStruct	1	N/A	N/A	N/A	N/A
	Velocity	VelocityVectorStruct	1	N/A	N/A	N/A	N/A
PropulsionSystemDataStruct	Padding [48]	octet	4	N/A	N/A	perfect	always
	PowerSetting	float	1	m/s/s		perfect	always
	EngineRPM	float	1	RPM		perfect	always
RadioTypeStruct [35]	EntityKind	octet	1	N/A	N/A	N/A	N/A
	Domain	octet	1	N/A	N/A	N/A	N/A
	CountryCode	unsigned short	1	N/A	N/A	N/A	N/A
RecordSetList	Category	octet	1	N/A	N/A	N/A	N/A
	NomenclatureVersion	NomenclatureVersionEnum8	1	N/A	N/A	N/A	N/A
	Nomenclature	NomenclatureEnum16	1	N/A	N/A	N/A	N/A
RecordSetStruct	NumberOfRecordSets	unsigned long	1	N/A	1	perfect	always
	RecordSets	RecordSetStruct	1+	N/A	N/A	N/A	N/A
	RecordSetIdentifier	DatumIdentifierEnum32	1	N/A	N/A	N/A	N/A
RecordStruct	RecordSetSerialNumber	unsigned long	1	N/A	N/A	perfect	always
	NumberOfRecords	unsigned long	1	N/A	N/A	perfect	always
	RecordValues	RecordStruct	0+	N/A	N/A	N/A	N/A
RectVol1GeomRecStruct	Length	unsigned long	1	N/A	N/A	perfect	always
	RecordData [80]	any	1	NA	NA	NA	always
	PaddingTo32 [48, 81]	octet	0+	N/A	N/A	perfect	always
RectVol2GeomRecStruct	CornerLocation	WorldLocationStruct	1	N/A	N/A	N/A	N/A
	Length	DimensionStruct	1	N/A	N/A	N/A	N/A
	Orientation	OrientationStruct	1	N/A	N/A	N/A	N/A
RelativePositionStruct	CornerLocation	WorldLocationStruct	1	N/A	N/A	N/A	N/A
	Dimensions	DimensionStruct	1	N/A	N/A	N/A	N/A
	LengthRate	DimensionRateStruct	1	N/A	N/A	N/A	N/A
RelativeRangeBearingStruct	Orientation	OrientationStruct	1	N/A	N/A	N/A	N/A
	Velocity	VelocityVectorStruct	1	N/A	N/A	N/A	N/A
	AngularVelocity	AngularVelocityVectorStruct	1	N/A	N/A	N/A	N/A
RFModulationTypeStruct [50]	Padding [48]	octet	4	N/A	N/A	perfect	always
	BodyXDistance	float	1	metres		perfect	always
	BodyYDistance	float	1	metres		perfect	always
RFModulationTypeStruct [50]	BodyZDistance	float	1	metres		perfect	always
	Range	float	1	metres		perfect	always
	Bearing	float	1	radians		perfect	always
RFModulationTypeStruct [50]	MajorModulationType	MajorRFModulationTypeEnum16	1	N/A	N/A	N/A	N/A
	AmplitudeModulationType	AmplitudeModulationTypeEnum16	0-1 (MajorModulationType = Amplitude)	N/A	N/A	N/A	N/A
	AmplitudeAngleModulationType	AmplitudeAngleModulationTypeEnum1	0-1 (MajorModulationType = AmplitudeAndAngle)	N/A	N/A	N/A	N/A

Complex Datatype Table

Complex Datatype	Field Name	Datatype	Cardinality	Units	Resolution	Accuracy	Accuracy Condition
	AngleModulationType	AngleModulationTypeEnum16	0-1 (MajorModulationType = Angle)	N/A	N/A	N/A	N/A
	CombinationModulationType	CombinationModulationTypeEnum16	0-1 (MajorModulationType = Combination)	N/A	N/A	N/A	N/A
	PulseModulationType	PulseModulationTypeEnum16	0-1 (MajorModulationType = Pulse)	N/A	N/A	N/A	N/A
	UnmodulatedType	UnmodulatedTypeEnum16	0-1 (MajorModulationType = Unmodulated)	N/A	N/A	N/A	N/A
RTIObjectIdArrayStruct [5]	Length	unsigned short	1	N/A	N/A	perfect	always
	ID	RTIObjectIdStruct	1+	N/A	N/A	N/A	N/A
RTIObjectIdStruct [4]	ID	string	1	N/A	N/A	perfect	always
ShaftDataStruct	CurrentShaftRate	short	1	RPM	1	perfect	always
	OrderedShaftRate	short	1	RPM	1	perfect	always
	ShaftRateOfChange	short	1	RPM/s	1	perfect	always
SilentAggregateStruct	AggregateType	EntityTypeStruct	1	N/A	N/A	N/A	N/A
	NumberOfAggregatesOfThisType	unsigned short	1	N/A	1	perfect	always
SilentEntityStruct	NumberOfEntitiesOfThisType	unsigned short	1	N/A	1	perfect	always
	NumberOfAppearanceRecords	unsigned short	1	N/A	N/A	perfect	always
	EntityType	EntityTypeStruct	1	N/A	N/A	N/A	N/A
SINCGARSModulationStruct	EntityAppearance	unsigned long [74]	1	N/A	N/A	perfect	always
	FHNetID [51]	short	1	N/A	N/A	perfect	always
	HopSetID [51]	short	1	N/A	N/A	perfect	always
	LockoutSetID [51]	short	1	N/A	N/A	perfect	always
	TransmissionSecurityKey [51]	short	1	N/A	N/A	perfect	always
	FHSSynchronizationTimeOffset [51]	long	1	seconds	1	perfect	always
SpatialFPStruct	WorldLocation	WorldLocationStruct	1	N/A	N/A	N/A	N/A
	IsFrozen [49, 79]	boolean	1	N/A	N/A	perfect	always
	Padding [48]	octet	3	N/A	N/A	perfect	always
	Orientation	OrientationStruct	1	N/A	N/A	N/A	N/A
SpatialFVStruct	VelocityVector	VelocityVectorStruct	1	N/A	N/A	N/A	N/A
	WorldLocation	WorldLocationStruct	1	N/A	N/A	N/A	N/A
	IsFrozen [49, 79]	boolean	1	N/A	N/A	perfect	always
	Padding [48]	octet	3	N/A	N/A	perfect	always
	Orientation	OrientationStruct	1	N/A	N/A	N/A	N/A
	VelocityVector	VelocityVectorStruct	1	N/A	N/A	N/A	N/A
SpatialRPStruct	AccelerationVector	AccelerationVectorStruct	1	N/A	N/A	N/A	N/A
	WorldLocation	WorldLocationStruct	1	N/A	N/A	N/A	N/A
	IsFrozen [49, 79]	boolean	1	N/A	N/A	perfect	always
	Padding [48]	octet	3	N/A	N/A	perfect	always
	Orientation	OrientationStruct	1	N/A	N/A	N/A	N/A
	VelocityVector	VelocityVectorStruct	1	N/A	N/A	N/A	N/A
SpatialRVStruct	AngularVelocity	AngularVelocityVectorStruct	1	N/A	N/A	N/A	N/A
	WorldLocation	WorldLocationStruct	1	N/A	N/A	N/A	N/A
	IsFrozen [49, 79]	boolean	1	N/A	N/A	perfect	always
	Padding [48]	octet	3	N/A	N/A	perfect	always
	Orientation	OrientationStruct	1	N/A	N/A	N/A	N/A
	VelocityVector	VelocityVectorStruct	1	N/A	N/A	N/A	N/A
SpatialStaticStruct	AccelerationVector	AccelerationVectorStruct	1	N/A	N/A	N/A	N/A
	AngularVelocity	AngularVelocityVectorStruct	1	N/A	N/A	N/A	N/A
	WorldLocation	WorldLocationStruct	1	N/A	N/A	N/A	N/A
	IsFrozen [49, 79]	boolean	1	N/A	N/A	perfect	always
	Padding [48]	octet	3	N/A	N/A	perfect	always
	Orientation	OrientationStruct	1	N/A	N/A	N/A	N/A
SpatialStruct	DeadReckoningAlgorithm	DeadReckoningAlgorithmEnum8	1	N/A	N/A	N/A	N/A
	Padding [48]	octet	7	N/A	N/A	perfect	always
	SpatialStatic	SpatialStaticStruct	0-1 (DeadReckoningAlgorithm = Static)	N/A	N/A	N/A	N/A
	SpatialFPW	SpatialFPStruct	0-1 (DeadReckoningAlgorithm = DRM_FPW)	N/A	N/A	N/A	N/A
	SpatialRPW	SpatialRPStruct	0-1 (DeadReckoningAlgorithm = DRM_RPW)	N/A	N/A	N/A	N/A
	SpatialRVW	SpatialRVStruct	0-1 (DeadReckoningAlgorithm = DRM_RVW)	N/A	N/A	N/A	N/A
	SpatialFVW	SpatialFVStruct	0-1 (DeadReckoningAlgorithm = DRM_FVW)	N/A	N/A	N/A	N/A
	SpatialFPB	SpatialFPStruct	0-1 (DeadReckoningAlgorithm = DRM_FPB)	N/A	N/A	N/A	N/A
	SpatialRPB	SpatialRPStruct	0-1 (DeadReckoningAlgorithm = DRM_RPB)	N/A	N/A	N/A	N/A
	SpatialRVB	SpatialRVStruct	0-1 (DeadReckoningAlgorithm = DRM_RVB)	N/A	N/A	N/A	N/A
	SpatialFVB	SpatialFVStruct	0-1 (DeadReckoningAlgorithm = DRM_FVB)	N/A	N/A	N/A	N/A
Sphere1GeomRecStruct	CentroidLocation	WorldLocationStruct	1	N/A	N/A	N/A	N/A
	Radius	float	1	meters		perfect	always
	Padding [48]	octet	4	N/A	N/A	perfect	always
Sphere2GeomRecStruct	CentroidLocation	WorldLocationStruct	1	N/A	N/A	N/A	N/A

Complex Datatype Table

Complex Datatype	Field Name	Datatype	Cardinality	Units	Resolution	Accuracy	Accuracy Condition
	Radius	float	1	meters		perfect	always
	RadiusRate	float	1	m/s		perfect	always
	Velocity	VelocityVectorStruct	1	N/A	N/A	N/A	N/A
	AngularVelocity	AngularVelocityVectorStruct	1	N/A	N/A	N/A	N/A
SphericalHarmonicAntennaStruct [12]	Order	unsigned long	1	N/A	1	perfect	always
	Coefficients	float	1+			perfect	always
	ReferenceSystem	ReferenceSystemEnum8	1	N/A	N/A	N/A	N/A
SpreadSpectrumStruct [89]	SpreadSpectrumType	SpreadSpectrumEnum16	1	N/A	N/A	N/A	N/A
	Padding [48]	octet	2			perfect	always
	SINCGARSModulation	SINCGARSModulationStruct	0-1 (SpreadSpectrumType = SINCGARSFrequencyHoc	N/A	N/A	N/A	N/A
SupplyStruct	SupplyType	EntityTypeStruct	1	N/A	N/A	N/A	N/A
	Quantity	float	1	N/A	N/A	perfect	always
UniformGeomRecStruct [90]	Padding [48]	octet	8	N/A	N/A	perfect	always
	NumberOfVariableDatums	unsigned long	1	N/A	1	perfect	always
VariableDatumSetStruct	Padding [48]	octet	4	N/A	N/A	perfect	always
	VariableDatums	VariableDatumStruct	0+	N/A	N/A	N/A	N/A
VariableDatumStruct	DatumID	DatumIdentifierEnum32	1	N/A	N/A	N/A	N/A
	DatumLength [46]	unsigned long	1	N/A	1	perfect	always
	DatumValue	any [53]	1			perfect	always
	PaddingTo64 [47, 48]	octet	0+	N/A	N/A	perfect	always
VectoringNozzleSystemDataStruct	HorizontalDeflectionAngle	float	1	degrees		perfect	always
	VerticalDeflectionAngle	float	1	degrees		perfect	always
VelocityVectorStruct	XVelocity	float	1	m/s		perfect	always
	YVelocity	float	1	m/s		perfect	always
	ZVelocity	float	1	m/s		perfect	always
WorldLocationStruct	X	double	1	meters		perfect	always
	Y	double	1	meters		perfect	always
	Z	double	1	meters		perfect	always

Routing Space Table

Routing Space	Dimension	Dimension Type	Dimension Range/Set	Range/Set Units	Normalization Function

Term	Definition
ActiveSonar	Describes the state of an active sonar system.
ActiveSonarBeam	A sector of concentrated energy from a device that radiates an active sonar signal.
AdditionalPassiveActivities	Describes the steady state component of non-propulsion passive emissions such as those held in the Additional Narrowband Database (ANDB).
AggregateEntity	A group of one or more separate objects that operate together as part of an organization. These objects may be discrete, may be other aggregate objects, or may be a mixture of both.
Aircraft	A platform entity that operates mainly in the air, such as aircraft, balloons, etc. This includes the entities when they are on the ground.
AmphibiousVehicle	A platform entity that can operate both on the land and the sea.
ArealObject	A synthetic environment object that is geometrically anchored to the terrain with a set of three or more points, which come to a closure.
BaseEntity	A base class of aggregate and discrete scenario domain participants. The BaseEntity class is characterised by being located at a particular location in space and independently movable, if capable of movement at all. It specifically excludes elements normally considered to be a component of another element. The BaseEntity class is intended to be a container for common attributes for entities of this type. Since it lacks sufficient class specific attributes that are required for simulation purposes it is not expected that any federate shall publish objects of this class. Certain simulation management federates, e.g. viewers, may subscribe to this class. Simulation federates will normally subscribe to one of the subclasses, to gain the extra information required to properly simulate the entity. (See section 6.1 of the GRIM)
BreachableLinearObject	A linear object that can be broken or ruptured.
BreachablePointObject	A point object that can be broken or ruptured.
BreachObject	An environment object that has had a break or a rupture created.
BurstPointObject	A burst point object
CraterObject	A pit, depression, or cavity formed in the surface of the earth by an explosion. The depression's shape can range from saucer to conical, depending largely of the depth of burst.
CulturalFeature	Engineering and natural effects such as craters, bridges, vehicle tracks, etc.
Designator	A system used to designate or mark a location or object, such as a laser designator which supports a laser-guided weapon engagement.
EmbeddedSystem	A base class used to associate sensor and emitting systems with their parent entity object.
EmitterBeam	A sector of concentrated energy from a device that radiates an electromagnetic signal. See also IEEE 1278.1-1995 Section 5.4.7.1.
EmitterSystem	A device that radiates an electromagnetic signal, such as a radar or jammer.
EnvironmentalEntity	An object which has physical extent but not necessarily fixed size and shape, such as meteorological effects such as clouds.
EnvironmentObject	A base class of environment point, linear, or areal object classes.
EnvironmentProcess	Communicates information about environmental processes and effects.
ExhaustSmokeObject	An exhaust smoke object.
Expendables	Countermeasures devices that are dispensed from another entity. The devices may be active emitters or passive reflectors of energy.
GriddedData	Depict global, spatially varying environmental effects
GroundVehicle	A platform entity that operates wholly on the surface of the earth.
Human	A human lifeform
IFF	Interrogator Friend or Foe (IFF) system, Air Traffic Control Beacon and Transponder system, collision avoidance and navigational aids systems
JammerBeam	An emitter beam that is designed to jam or otherwise interfere or confuse another emitter system
Lifeform	A living military platform (human or not)
LinearObject	A synthetic environment object that has size and an orientation and is geometrically anchored to the terrain with one point.
Minefield	An area of ground or water containing mines laid with or without a pattern.
MinefieldData	Provides information on individual mines contained within a minefield
MinefieldLaneMarkerObject	A visible marker showing a cleared lane through a specific minefield.
MinefieldObject	A mine, mine weapon, mine row, mine strip, mine lane, or mine marker.
MultiDomainPlatform	A platform entity that operates in more than one domain (excluding those combinations explicitly defined as subclasses of the superclass of this class).
Munition	A complete device charged with explosives, propellants, pyrotechnics, initiating composition, or nuclear, biological or chemical material for use in military operations, including demolitions.
NatolIFF	NATO Identification Friend or Foe (IFF) system that uses electromagnetic transmissions to which friendly forces' equipment automatically responds.
NatolIFFInterrogator	The part of an IFF system that first transmits electromagnetic signals.
NatolIFFTransponder	The part of a specific IFF system that responds (for example by emitting pulses) to the electromagnetic signals.
NonHuman	An animal or other non-human lifeform
OtherArealObject	Areal objects other than Minefield objects.
OtherLinearObject	Linear objects other than Breachable, Breach, Exhaust Smoke, or MinefieldLaneMarker objects.
OtherPointObject	Point objects other than Breachable, Bursts, Crater, RibbonBridge, or Structure objects.
PhysicalEntity	A base class of all discrete platform scenario domain participants.
Platform	A physical object under the control of armed forces upon which sensor, communication, or weapon systems may be mounted.
PointObject	A synthetic environment object that is geometrically anchored to the terrain with a single point.
PropulsionNoise	Describes the steady state component of unintended passive emissions that are normally associated with the power plant
RadarBeam	A sector of concentrated energy from a device that radiates an electromagnetic signal.

Object Class Definitions

Term	Definition
Radio	Electronic devices for the communication of both audio and data, operated by entities belonging to armed forces.
RadioReceiver	A device that converts incoming electromagnetic waves in the radio frequency range into information.
RadioTransmitter	A device that sends out information encoded in electromagnetic waves in the radio frequency range.
RibbonBridgeObject	A ribbon bridge object
RRB	RRB IFF transponder system
Sensor	Sensors and emitters, such as stand-alone radars, jammers, and detection systems, that are not part of another platform or system described by another Physical Entity, and are operated by armed forces.
SovietIFF	Soviet type IFF system
SovietIFFInterrogator	Soviet IFF Interrogator
SovietIFFTransponder	Soviet IFF Transponder
Spacecraft	A platform entity that operates mainly in space.
StructureObject	A structure object
Supplies	Supplies other than munitions, such as fuel, food and personnel.
SubmersibleVessel	A platform entity that operates either on the surface of the sea, or beneath it.
SurfaceVessel	A platform entity that operates wholly on the surface of the sea.
UnderwaterAcousticsEmission	The underwater acoustic classes used to communicate underwater acoustic active, intentional emissions and Passive Signature or Unintentional Emissions information. These emissions are used during undersea warfare scenarios to detect, classify, and track hostile forces when electronic warfare mechanisms are unavailable.

Term	Definition
Acknowledge	A Simulation Management (SIMAN) interaction designed to acknowledge receipt of a SIMAN PDU from a Simulation Manager federate and to inform the Simulation Manager federate whether the federate has implemented the request.
AcknowledgeR	A Simulation Management (SIMAN) interaction designed to acknowledge receipt of a SIMAN PDU, with a specified acknowledgement protocol, from a Simulation Manager federate and to inform the Simulation Manager federate whether the federate has implemented the request.
AcousticTransient	Specifies the occurrence of a transient acoustic event such as torpedo tube floodings, hatch slams, and wrench drops.
ActionRequest	A Simulation Management (SIMAN) interaction sent from a Simulation Manager federate to one or more federates to request that they perform a specified action.
ActionRequestR	A Simulation Management (SIMAN) interaction sent from a Simulation Manager federate to one or more federates to request that they perform a specified action. The Simulation Manager federate specifies the acknowledgement protocol to be used.
ActionRequestToObject	A Simulation Management (SIMAN) interaction sent from a Simulation Manager federate to one or more specific object instances to request that they perform a specified action.
ActionRequestToObjectR	A Simulation Management (SIMAN) interaction sent from a Simulation Manager federate to one or more specific object instances to request that they perform a specified action. The Simulation Manager federate specifies the acknowledgement protocol to be used.
ActionResponse	A Simulation Management (SIMAN) interaction designed to acknowledge receipt of an ActionResponse interaction from a Simulation Manager federate and to inform the Simulation Manager federate whether the federate has implemented the request.
ActionResponseFromObject	A Simulation Management (SIMAN) interaction designed to acknowledge receipt of an ActionResponseToObject interaction from a Simulation Manager federate and to inform the Simulation Manager federate whether the object has implemented the request.
ActionResponseFromObjectR	A Simulation Management (SIMAN) interaction designed to acknowledge receipt of an ActionResponseToObjectR interaction from a Simulation Manager federate and to inform the Simulation Manager federate whether the object has implemented the request.
ActionResponseR	A Simulation Management (SIMAN) interaction designed to acknowledge receipt of an ActionResponseR interaction from a Simulation Manager federate and to inform the Simulation Manager federate whether the federate has implemented the request.
ApplicationSpecificRadioSignal	A form of radio signal, which uses an application specific encoding scheme.
ArealObjectTransaction	An interaction for modifying instances of the Areal Object class.
AttributeChangeRequest	A Simulation Management (SIMAN) interaction, sent from a Simulation Manager federate to ask that a specified attribute be set to a specified value.
AttributeChangeRequestR	A Simulation Management (SIMAN) interaction, sent from a Simulation Manager federate to ask that a specified attribute be set to a specified value. The Simulation Manager federate specifies the acknowledgement protocol to be used.
AttributeChangeResult	A Simulation Management (SIMAN) interaction designed to acknowledge receipt of an AttributeChangeRequest interaction from a Simulation Manager federate, and to inform the Simulation Manager federate whether the attribute was set to the specified value or not.
AttributeChangeResultR	A Simulation Management (SIMAN) interaction designed to acknowledge receipt of an AttributeChangeRequest interaction from a Simulation Manager federate, and to inform the Simulation Manager federate whether the attribute was set to the specified value or not. The Simulation Manager federate specifies the acknowledgement protocol to be used.
BreachableLinearObjectTransaction	An interaction for modifying instances of the BreachableLinearObject class.
BreachablePointObjectTransaction	An interaction for modifying instances of the BreachablePointObject class.
BreachObjectTransaction	An interaction for modifying instances of the BreachObject class.
BurstPointObjectTransaction	An interaction for modifying instances of the BurstPointObject class.
Collision	The act or instance of coming together with solid impact.
CollisionElastic	The act or instance of coming together with solid impact in an elastic manner. An elastic collision allows a higher fidelity collision to be modeled, taking into account linear and rotational momentum transfer, variable elasticity, and momentum transfer that is dependent on surface orientation.
Comment	A Simulation Management (SIMAN) interaction designed to allow data to be inserted onto the network.
CraterObjectTransaction	An interaction for modifying instances of the CraterObject class.
CreateEntity	A Simulation Management (SIMAN) interaction, sent from a Simulation Manager to request that an application creates an entity. See DIS 4.5.5.4.1 and DIS 5.3.6 for details.
CreateEntityR	A Simulation Management (SIMAN) interaction, sent from a Simulation Manager to request that an application creates an entity, using a specified acknowledgement service. See DIS 4.5.11.3.1 and DIS 5.3.12.1 for details.
CreateObjectRequest	A Simulation Management (SIMAN) interaction, sent from a Simulation Manager federate to another federate requesting that it create an object instance of a particular type.
CreateObjectRequestR	A Simulation Management (SIMAN) interaction, sent from a Simulation Manager federate to another federate requesting that it create an object instance of a particular type. The Simulation Manager federate specifies the acknowledgement protocol to be used.
CreateObjectResult	A Simulation Management (SIMAN) interaction designed to acknowledge receipt of a CreateObjectRequest from a Simulation Manager federate and to inform the Simulation Manager federate whether the object creation was successful or not.
CreateObjectResultR	A Simulation Management (SIMAN) interaction designed to acknowledge receipt of a CreateObjectRequest from a Simulation Manager federate and to inform the Simulation Manager federate whether the object creation was successful or not. The Simulation Manager federate specifies the acknowledgement protocol to be used.
Data	A Simulation Management (SIMAN) interaction designed to acknowledge either a) a DataQuery interaction (in which case the Data interaction contains the results of the query) or b) a SetData interaction (in which case the Data interaction contains the data that the federate was able to set).

Term	Definition
DatabaseIndexRadioSignal	A form of radio signal, which encodes the signal as an index to a (pre-determined) database.
DataQuery	A Simulation Management (SIMAN) interaction, sent from a Simulation Manager federate to request that a federate supply the current values of specified data.
DataQueryR	A Simulation Management (SIMAN) interaction, sent from a Simulation Manager federate to request that a federate supply the current values of specified data. The Simulation Manager federate specifies the acknowledgement protocol to be used.
DataR	A Simulation Management (SIMAN) interaction designed to acknowledge either a) a DataQueryR interaction (in which case the DataR interaction contains the results of the query) or b) a SetDataR interaction (in which case the DataR interaction contains the data that the federate was able to set).
EncodedAudioRadioSignal	A form of radio signal, where the signal is voice/audio data encoded according to a standard encoding scheme.
EnvironmentObjectTransaction	A base interaction for modifying instances of the point, linear, and areal environment object classes.
EventReport	A Simulation Management (SIMAN) interaction designed to allow a federate to alert a Simulation Manager federate that a particular event has occurred.
ExhaustSmokeObjectTransaction	An interaction for modifying instances of the ExhaustSmokeObject class.
LinearObjectTransaction	An interaction for modifying instances of the LinearObject class.
MinefieldData	Provides information on individual mines contained within a minefield.
MinefieldLaneMarkerObjectTransaction	An interaction for modifying instances of the MinefieldLaneMarkerObject class.
MinefieldObjectTransaction	An interaction for modifying instances of the MinefieldObject class.
MinefieldQuery	Provides the means by which a federate shall query a minefield simulation for information on the individual mines within the minefield operating in QRP mode.
MinefieldResponseNACK	A response to a MinefieldQuery providing information on individual mines within a minefield.
MunitionDetonation	Communicates information associated with the impact or detonation of a munition.
OtherArealObjectTransaction	An interaction for modifying instances of the OtherArealObject class.
OtherLinearObjectTransaction	An interaction for modifying instances of the OtherLinearObject class.
OtherPointObjectTransaction	An interaction for modifying instances of the OtherPointObject class.
PointObjectTransaction	An interaction for modifying instances of the PointObject class.
RadioSignal	The wireless transmission and reception of audio or digital data by means of electromagnetic waves.
RawBinaryRadioSignal	A form of radio signal, which the signal is not encoded in any way.
RecordQueryR	A Simulation Management (SIMAN) interaction designed to allow a Simulation Manager federate to request data, in record format, from another federate.
RecordR	A Simulation Management (SIMAN) interaction designed to acknowledge receipt of a RecordQueryR or SetRecordR interaction from a Simulation Manager federate and to inform the Simulation Manager federate whether the federate has implemented the request.
RemoveEntity	A Simulation Management (SIMAN) interaction, sent from a Simulation Manager to request that a specified entity be removed from the simulation.
RemoveEntityR	A Simulation Management (SIMAN) interaction, sent from a Simulation Manager to request that a specified entity be removed from the simulation.
RemoveObjectRequest	A Simulation Management (SIMAN) interaction, sent from a Simulation Manager to request that one or more specified objects be removed from the simulation.
RemoveObjectRequestR	A Simulation Management (SIMAN) interaction, sent from a Simulation Manager to request that one or more specified objects be removed from the simulation.
RemoveObjectResult	A Simulation Management (SIMAN) interaction designed to acknowledge receipt of a RemoveObjectRequest interaction, and to inform the Simulation Manager federate whether the removal was successful or not.
RemoveObjectResultR	A Simulation Management (SIMAN) interaction designed to acknowledge receipt of a RemoveObjectRequestR interaction, and to inform the Simulation Manager federate whether the removal was successful or not.
RepairComplete	Notifies the requesting entity that the requested repair has been completed.
RepairResponse	Acknowledges the notification of the completion of a repair.
ResupplyCancel	Communicates the canceling of a service function by either the receiving or the supplying entity.
ResupplyOffer	Communicates the offer of supplies from a supplying entity to a receiving entity.
ResupplyReceived	Acknowledges the receipt of supplies.
RibbonBridgeObjectTransaction	An interaction for modifying instances of the RibbonBridgeObject class.
ServiceRequest	A request for logistics support. The requesting entity issues the interaction to the supplying entity asking for repair or specific supplies.
SetData	A Simulation Management (SIMAN) interaction, sent from a Simulation Manager federate to request that a federate sets the values of specified data to specified values.
SetDataR	A Simulation Management (SIMAN) interaction, sent from a Simulation Manager federate to request that a federate sets the values of specified data to specified values. The Simulation Manager federate specifies the acknowledgement protocol to be used.
SetRecordR	A Simulation Management (SIMAN) interaction, sent from a Simulation Manager federate to request that a federate sets the values of specified data to specified values (provided in record format).
StartResume	A Simulation Management (SIMAN) interaction, sent from a Simulation Manager federate to either a) start simulating one or more entities or b) resume simulation of one or more entities after a pause.
StartResumeR	A Simulation Management (SIMAN) interaction, sent from a Simulation Manager federate to either a) start simulating one or more entities or b) resume simulation of one or more entities after a pause. The Simulation Manager federate specifies the acknowledgement protocol to be used.
StopFreeze	A Simulation Management (SIMAN) interaction, sent from a Simulation Manager federate to request that one or more entities either a) pause their simulation or b) stop their simulation.
StopFreezeR	A Simulation Management (SIMAN) interaction, sent from a Simulation Manager federate to request that one or more entities either a) pause their simulation or b) stop their simulation. The Simulation Manager federate specifies the acknowledgement protocol to be used.
StructureObjectTransaction	An interaction for modifying instances of the StructureObject class.

Object Interaction Definitions

Term	Definition
TransferControl	A Simulation Management (SIMAN) interaction, sent to initiate the transfer of control of an entity.
WeaponFire	Communicates information associated with the firing or launch of a munition.

Class	Term	Definition
ActiveSonar	AcousticName	Name of the electronic devices for the collection of information including sound-recording, sound-receiving, or sound-transmitting equipment.
	FunctionCode	TBD
	AcousticsIdentifier	TBD
ActiveSonarBeam	ActiveEmissionParameterIndex	An index into the database of active (intentional) underwater acoustics emissions.
	AzimuthBeamwidth	The horizontal beam width of the main beam (as opposed to any side lobes) measured at the 3 dB down point of peak radiated power level. Omni directional beams shall have a beam width of 0 radians.
	AzimuthCenter	The center azimuthal bearing of the main beam (as opposed to side lobes) in relation to the emitter coordinate system. Omnidirectional beams shall have an azimuthal center of 0 radians.
	BeamIdentifier	The identification of the active sonar beam, which must be unique on the active sonar system.
	ElevationBeamwidth	TBD
	ElevationCenter	TBD
	ScanPattern	The pattern that describes the movement of the sonar beam of the emitter.
AdditionalPassiveActivities	ActivityCode	TBD
	ActivityParameter	TBD
AggregateEntity	IsSilent	Whether or not passive is silent.
	AggregateMarking	A unique marking or combination of characters used to distinguish the aggregate from other aggregates.
	AggregateState	An indicator of the extent of association of objects form an operating group.
	Dimensions	The size of the area covered by the units in the aggregate.
	EntityIdentifiers	The identification of entities that are contained within the aggregate.
	ForceIdentifier	The identification of the force that the aggregate belongs to.
	Formation	The category of positional arrangement of the entities within the aggregate.
	NumberOfSilentEntities	The number of elements in the SilentEntities list.
	NumberOfVariableDatums	The number of records in the Variable Datum structure.
	SilentAggregates	The numbers and types, of silent aggregates contained in the aggregate. Silent aggregates are sub-aggregates that are in the aggregate, but that are not separately represented in the virtual world.
	SilentEntities	The numbers and types, of silent entities in the aggregate. Silent entities are entities that are in the aggregate, but that are not separately represented in the virtual world.
	SubAggregateIdentifiers	The identifications of aggregates represented in the virtual world that are contained in the aggregate.
ArealObject	VariableDatums	Extra data that describes the aggregate.
	PointsData	The point locations that define the object.
	PercentComplete	Percent that the object is complete.
	DamagedAppearance	Amount of damage, from none to destroyed.
	ObjectPreDistributed	Specifies whether or not the object was distributed before the state of the exercise.
	Deactivated	Whether the object has been deactivated
BaseEntity	Smoking	Whether the object is smoking
	Flaming	Whether the object is flaming
	EntityType	The category of the entity.
	EntityIdentifier	The unique identifier for the entity instance.
	IsPartOf	Defines if the entity if a constituent part of another entity (denoted the host entity). If the entity is a constituent part of another entity then the ParentEntityID shall be set to the EntityID of the host entity and the ParentRTIObjectID shall be set to the RTO object ID of the host entity. If the entity is not a constituent part of another entity then the ParentEntityID shall be set to 0.0.0 and the ParentRTIObjectID shall be set to the empty string.
	Spatial	Spatial state stored in one variant record attribute
BreachableLinearObject	RelativeSpatial	Relative spatial state stored in one variant record attribute
	SegmentRecords	TBD
BreachablePointObject	BreachedStatus	Amount of breaching, from NoBreaching to Cleared.
BreachObject	SegmentRecords	TBD
BurstPointObject	PercentOpacity	Object's opacity
	CylinderSize	A specific circular area with assigned height components.
	CylinderHeight	The assigned height for the cylinder.
	NumberOfBursts	TDB
CraterObject	ChemicalContent	TDB
	CraterSize	TDB
CulturalFeature	ExternalLightsOn	Whether the cultural feature's external lights are on or not.
	InternalHeatSourceOn	Whether the cultural feature's internal heat source is on or not.
	InternalLightsOn	Whether the cultural feature's internal lights are on or not.
Designator	CodeName	The code name of the designator system.
	DesignatedObjectIdentifier	The object, if any, being designated.
	DesignatorCode	The designator code, if any, in the designator beam.
	DesignatorEmissionWavelength	The wavelength of the designator system.
	DesignatorOutputPower	The output power of the designator system.
	DesignatorSpotLocation	The location, in the world coordinate system, of the designator spot.
	DeadReckoningAlgorithm	Dead reckoning algorithm used by the issuing object.
	RelativeSpotLocation	The location of the designator spot, relative to the object being designated (if any).
	SpotLinearAccelerationVector	The rate of change in linear velocity of the designator spot over time.
	EntityIdentifier	The Entity Identifier of the object which this embedded system is a part of.
EmbeddedSystem	HostObjectIdentifier	The ID of the object of which this embedded system is part of.
	RelativePosition	The position of the embedded system, relative to the host object's position.
EmitterBeam	BeamAzimuthCenter	The angle, in azimuth, of the centre of the emitter beam's scan volume relative to the emitter system.
	BeamAzimuthSweep	The angle, relative to the emitter system, indicating the half angle that the emitter beam sweeps through, in azimuth.
	BeamElevationCenter	The angle, in elevation, of the centre of the emitter beam's scan volume relative to the emitter system.
	BeamElevationSweep	The angle, relative to the emitter system, indicating the half angle that the emitter beam sweeps through, in elevation.
	BeamFunctionCode	The function of the emitter beam.
	BeamIdentifier	The identification of the emitter beam (must be unique on the emitter system).
	BeamParameterIndex	The index, into the federation specific emissions database, of the current operating mode of the emitter beam.
	EffectiveRadiatedPower	The effective radiated power of the emitter beam.
	EmissionFrequency	The centre frequency of the emitter beam.
	EmitterSystemIdentifier	The identification of the emitter system that is generating this emitter beam.
	EventIdentifier	The EventIdentifier is used by the generating federate to associate related events. The event number shall start at one at the beginning of the exercise, and be incremented by one for each event.
	FrequencyRange	The bandwidth of the frequencies covered by the emitter beam.

Class	Term	Definition
EmitterSystem	PulseRepetitionFrequency	The Pulse Repetition Frequency of the emitter beam.
	PulseWidth	The pulse width of the emitter beam.
	SweepSynch	The percentage of the way through the scan of the emitter beam.
	EmitterFunctionCode	The function of the emitter system.
	EmitterType	The name of the emitter system.
	EmitterIndex	A unique number, which uniquely identifies the emitter system from other on the same host entity.
EnvironmentalEntity EnvironmentObject	EventIdentifier	The EventIdentifier is used by the generating federate to associate related events. The event number shall start at one at the beginning of the exercise, and be incremented by one for each event.
	OpacityCode	The density of the environment entity.
	ObjectIdentifier	Identifies the Environment Object (point, linear, or area).
	ReferencedObjectIdentifier	Identifies the object referencing the Environment Object.
	ForceIdentifier	Identifies the force as friendly, opposing, or neutral.
EnvironmentProcess	ObjectIdentifier	TDB
	ProcessIdentifier	Identify which process issued the update.
	Type	Environmental Process Type. Encoded Bit Values Document (EBV-DOC) 12.3
	ModelType	Model used for generating this condition or entity
	EnvironmentProcessActive	Inactive process that should not be removed since it may become active.
	SequenceNumber	Optional. If not used, set to EP_NO_DESEQUENCE. Begins at zero and is incremented by one for each update sent.
ExhaustSmokeObject GriddedData	EnvironmentRecData	List of State and Geometry records.
	SegmentRecords	A description of exhaust smoke.
	GridIdentifier	Identification of the environmental simulation application.
	CoordinateSystem	Encoded Bit Values Document (EBV-DOC) Sec. 12.
	NumberOfGridAxes	Number of attached grid axis records
	ConstantGrid	Signal whether these axes are identical to those sent in previous update
	EnvironmentType	Encoded Bit Values Document (EBV-DOC) Sec. 4.12.
	Orientation	Orientation of grid
	SampleTime	Time when this information is current.
	TotalValues	Number of values that make up this grid
	VectorDimension	Number of elements stored at each grid position
	GridAxisInfo	Attached information about axes.
	GridDataInfo	Attached data records
IFF	BeamAzimuthCenter	The angle, in azimuth, of the centre of the IFF beam's scan volume relative to the IFF system.
	BeamAzimuthSweep	The angle, relative to the IFF system, indicating the half angle that the IFF beam sweeps through, in azimuth.
	BeamElevationCenter	The angle, in elevation, of the centre of the IFF beam's scan volume relative to the IFF system.
	BeamElevationSweep	The angle, relative to the IFF system, indicating the half angle that the IFF beam sweeps through, in elevation.
	BeamSweepSync	The percentage of the scan of the emitter beam.
	EventIdentifier	Used to associate related events
	FundamentalParameterData	The fundamental energy radiation characteristics of the IFF/ATC/NAVAIDS system
	Layer2DataAvailable	Specifies if level 2 data is available for this IFF system. If level 2 data is available then the BeamAzimuthCenter, BeamAzimuthSweep, BeamElevationCenter, BeamElevationSweep, BeamSweepSync, FundamentalParameterData, SecondaryOperationalDataParameter1, and SecondaryOperationalDataParameter2 attributes shall be generated
	SecondaryOperationalDataParameter1	Additional characteristics of the IFF/ATC/NAVAIDS emitting system.
	SecondaryOperationalDataParameter2	Additional characteristics of the IFF/ATC/NAVAIDS emitting system.
	SystemMode	The technique used to determine friend or foe identification. Modes may be 1-4, C or S.
	SystemName	Name of the IFF system in use.
	SystemType	Type of IFF system in use.
	SystemsOn	Whether or not the system is on.
	SystemsOperational	Whether or not the system is operational.
JammerBeam	JammingModeSequence	The jamming mode technique or series of techniques being applied.
	JammedObjectIdentifiers	Identification of the objects (emitter beams) being jammed.
	HighDensityJam	When TRUE the receiving simulation should assume that all emitter beams, that are in the scan pattern of the jammer beam, are being jammed
Lifeform	FlashLightsOn	Whether the lifeform's flash lights are on or not.
	StanceCode	The stance of the lifeform.
	PrimaryWeaponState	The state of the soldier's primary weapon system.
	SecondaryWeaponState	The state of the soldier's secondary weapon system.
Minefield	ComplianceState	The compliance of the lifeform.
	ActiveStatus	Identifies the active status of the minefield
	ForceIdentifier	Identifies the force to which the minefield belongs
	Lane	Identifies whether the minefield has an active lane
	MinefieldAppearanceType	Specifies the appearance information needed for displaying the symbology of the minefield as a doctrinal minefield graphic
	MinefieldIdentifier	Uniquely identifies the minefield in association with the federate's site and host
	MinefieldLocation	Indicates the location of the center of the minefield
	MinefieldOrientation	Identifies the orientation of the minefield
	MinefieldSequenceNumber	Specifies a change in state of the minefield as a result of a change in minefield information or a change in the state.
	MinefieldType	Identifies the minefield type
	MineTypes	Specifies the type of each mine contained within the minefield
	PerimeterPointCoordinates	Specifies the location of each perimeter point, relative to the minefield location
	ProtocolMode	Specifies the mode being used to communicate data about the minefield.
	State	Whether or not the minefield has been deactivated.
	GroundBurialDepthOffset	Specifies the offset of the origin of the mine coordinate system with respect to the ground surface. This offset can be used in conjunction with the mine orientation to determine the actual ground burial depth of the surfaces of a mine. Ground burial depth offset is specified as a positive measurement in meters below the wale surface along the up vector.
MinefieldData	Fusing	Specifies the primary and secondary fuse and anti-handling device for each mine.
	MineEmplacementTime	Specifies the real-world (UTC) emplacement time of the mine.
	MineEntityIdentifier	Specifies the mine entity identifier number. The mine ID in conjunction with the MinefieldID form the unique identifier for each mine.
	MinefieldIdentifier	Identifies the minefield to which the mines belong
	MineLocation	Specifies the location of the relative to the minefield location.
	MineOrientation	Specifies the orientation of the center axis direction of fire of the mine, relative to the minefield Coordinate System. If any of the three burial depth offsets is sent in the Record, this field shall also be sent.
	MineType	Specifies the type of each mine contained within the minefield interaction
	NumberTripDetonationWires	Specifies the number of trip detonation wires that exist for each mine. I sub n designates the trip wire count for mine n of N.
	NumberWireVertices	Specifies the number of vertices are in each trip wire. A set of I sub n vertex counts is given for each mine n of N, if I sub n > 0. If I sub n is 0, the vertex count set is empty. Each non empty set of vertex counts (I sub n > 0) follows the previous non empty set. J sub I designates the vertex count of tripwire i of I sub n.

Class	Term	Definition
	PaintScheme	Specifies the camouflage scheme/color of the mine.
	Reflectance	Specifies the local dielectric difference between the mine and the surrounding soil.
	ScalarDetectionCoefficient	Specifies the coefficient to be utilized to insure proper correlation between detectors located on different simulation platforms. In statistically based detection system applications, the detection system simulation will generally compare a random number against an internally calculated probability of detection. There are M (number of sensors) coefficients for each of the N mines. Question: all of type 1 first then all of type 2 OR all of mine 1 first then mine 2.
	SensorTypes	In QRP mode, specifies the requesting sensor types which were specified in the minefield query. In heartbeat mode, specifies the sensor types that are being served by the minefield.
	SnowBurialDepthOffset	Specifies the offset of the origin of the mine coordinate system with respect to the snow surface. This offset can be used in conjunction with the mine orientation to determine the actual snow burial depth of the surfaces of a mine. Snow burial depth offset is specified as a positive measurement in meters below the snow surface along the up vector.
	ThermalContrast	Specifies the temperature difference between the mine and the surrounding soil in degrees Centigrade. In the case of a buried mine, the delta temperature shall be measured between the ground surface above the mine and the surrounding ground surface temperature.
	WaterBurialDepthOffset	Specifies the offset of the origin of the mine coordinate system with respect to the water surface. This offset can be used in conjunction with the mine orientation to determine the actual water burial depth of the surfaces of a mine. Water burial depth offset is specified as a positive measurement in meters below the water surface along the up vector.
	WireVertices	Specifies the vertices in a trip wire. A set of J sub i vertices is given for each trip wire i of I sub n, iff I sub n is > 0 and J sub i > 0. If I sub n is 0 or J sub i is 0, the vertex set is empty. Each non empty set of vertices (J sub i > 0) follows the previous non empty set.
MinefieldLaneMarkerObject	SegmentRecords	A visible object that marks a clear lane through the minefield.
MinefieldObject	BreachedStatus	Amount of breaching, from NoBreaching to Cleared.
	MineCount	Number of mines in the minefield.
Munition	LauncherFlashPresent	Whether the flash of the munition being launched is present or not.
NatoIFF	AlternateMode4	TBD
	Mode1Enabled	TBD
	Mode1IsDamaged	TBD
	Mode1IsMalfunctioning	TBD
	Mode1IsOn	TBD
	Mode2Enabled	TBD
	Mode2IsDamaged	TBD
	Mode2IsMalfunctioning	TBD
	Mode2IsOn	TBD
	Mode3Enabled	TBD
	Mode3IsDamaged	TBD
	Mode3IsMalfunctioning	TBD
	Mode3IsOn	TBD
	Mode4Enabled	TBD
	Mode4IsDamaged	TBD
	Mode4IsMalfunctioning	TBD
	Mode4IsOn	TBD
	Mode4PseudoCrypto	TBD
	Mode4PseudoCryptoAvailable	TBD
	Mode5CEnabled	TBD
	Mode5CIsDamaged	TBD
	Mode5CIsMalfunctioning	TBD
	Mode5CIsOn	TBD
	Mode5Enabled	TBD
	Mode5IsDamaged	TBD
	Mode5IsMalfunctioning	TBD
	Mode5IsOn	TBD
	Mode5IsTcasI	TBD
NatoIFFTransponder	EmergencyOn	TBD
	IdentSquawkFlashOn	TBD
	Mode1Code	TBD
	Mode2Code	TBD
	Mode3Code	TBD
	Mode5CAltitude	TBD
	Mode5CAltitudeAvailable	TBD
	StiOn	TBD
PhysicalEntity	AcousticSignatureIndex	Index used to obtain the acoustics (sound through air) signature state of the entity.
	AlternateEntityType	The category of entity to be used when viewed by entities on the "opposite" side.
	ArticulatedParametersArray	Identification of the visible parts, and their states, of the entity which are capable of independent motion.
	CamouflageType	The type of camouflage in use (if any).
	DamageState	The state of damage of the entity.
	EngineSmokeOn	Whether the entity's engine is generating smoke or not.
	FirePowerDisabled	Whether the entity's main weapon system has been disabled or not.
	FlamesPresent	Whether the entity is on fire (with visible flames) or not.
	ForceIdentifier	The identification of the force that the entity belongs to.
	HasAmmunitionSupplyCap	Whether the entity has the capability to supply other entities with ammunition.
	HasFuelSupplyCap	Whether the entity has the capability to supply other entities with fuel or not.
	HasRecoveryCap	Whether the entity has the capability to recover other entities or not.
	HasRepairCap	Whether the entity has the capability to repair other entities or not.
	Immobilized	Whether the entity is immobilized or not.
	InfraredSignatureIndex	Index used to obtain the infra-red signature state of the entity.
	IsConcealed	Whether the entity is concealed or not.
	LiveEntityMeasuredSpeed	The entity's own measurement of speed (e.g. air speed for aircraft).
	Marking	A unique marking or combination of characters used to distinguish the entity from other entities.
	PowerPlantOn	Whether the entity's power plant is on or not.
	PropulsionSystemsData	The basic operating data of the propulsion systems aboard the entity.
	RadarCrossSectionSignatureIndex	Index used to obtain the radar cross section signature state of the entity.
	SmokePlumePresent	Whether the entity is generating smoke or not (intentional or unintentional).
	TentDeployed	Whether the entity has deployed tent or not.
	TrailingEffectsCode	The type and size of any trail that the entity is making.
	VectoringNozzleSystemData	The basic operational data for the vectoring nozzle systems aboard the entity.
Platform	AfterburnerOn	Whether the entity's afterburner is on or not.
	AntiCollisionLightsOn	Whether the entity's anti-collision lights are on or not.
	BlackOutBrakeLightsOn	Whether the entity's black out brake lights are on or not.
	BlackOutLightsOn	Whether the entity's black out lights are on or not.
	BrakeLightsOn	Whether the entity's brake lights are on or not.

Class	Term	Definition
PointObject	FormationLightsOn	Whether the entity's formation lights are on or not.
	HatchState	The state of the entity's (main) hatch.
	HeadLightsOn	Whether the entity's headlights are on or not.
	InteriorLightsOn	Whether the entity's internal lights are on or not.
	LandingLightsOn	Whether the entity's landing lights are on or not.
	LauncherRaised	Whether the entity's weapon launcher is in the raised position.
	NavigationLightsOn	Whether the entity's navigation lights are on or not.
	RampDeployed	Whether the entity has deployed a ramp or not.
	RunningLightsOn	Whether the entity's running lights are on or not.
	SpotLightsOn	Whether the entity's spotlights are on or not.
PropulsionNoise	TailLightsOn	Whether the entity's tail lights are on or not.
	Location	The location of a specific entity based on x, y and z.
	Orientation	The angles of rotation around the coordinate axis between the entity's attitude and the reference coordinate system axes. These are calculated as the Tait-Bryan Euler angles, specifying the successive rotations needed to transform from the world coordinate system to the entity coordinate system.
	PercentComplete	Percent mission is complete.
	DamagedAppearance	Amount of damage, from none to destroyed.
	ObjectPreDistributed	Specifies whether or not the object was distributed before the state of the exercise.
	Deactivated	Specifies whether or not the object is deactivated.
	Smoking	Specifies whether or not the object is smoking.
	Flaming	Specifies whether or not the object is flaming.
	HullMaskerOn	Whether or not a specific Hull Masker is on.
RadarBeam	PassiveParameterIndex	TBD
	PropulsionPlantConfiguration	TBD
	ShaftRateData	Information about each of the propulsion shafts associated with the entity. Shafts are defined from port to starboard, when looking from the stern to the bow.
	ShaftSpeedRatio	TBD
	HighDensityTrack	When TRUE the receiving simulation should assume that all targets, that are in the scan pattern of the radar beam, are being tracked.
	TrackObjectIdentifiers	Identification of the objects (emitter beams) being tracked.
	RadioIndex	A number that uniquely identifies this radio receiver from other receivers on the host entity.
	ReceivedPower	The power of the received transmission.
	ReceivedTransmitterIdentifier	The identification of the transmitter that generated the received radio signal.
	ReceiverOperationalStatus	The state of the radio receiver.
RadioTransmitter	AntennaPatternData	The radiation pattern of the radio's antenna.
	CryptographicMode	The mode that the crypto system is in.
	CryptoSystem	The type of crypto system in use.
	EncryptionKeyIdentifier	The identification of the key used to encrypt the radio signals being transmitted.
	Frequency	The radio frequency of transmitted radio signals.
	FrequencyBandwidth	The bandwidth of radio frequencies of transmitted radio signals.
	RadioIndex	A number that uniquely identifies this radio transmitter from other transmitters on the host entity.
	RadioInputSource	The source of input of the transmitted radio signals.
	RadioSystemType	The type of radio transmitter.
	RFModulationSystemType	The type of modulation system applied to the transmitted radio signal.
RibbonBridgeObject RRB	RFModulationType	The type of modulation applied to the transmitted radio signal.
	SpreadSpectrum	Describes the spread spectrum characteristics of the transmission, such as frequency hopping or other spread spectrum transmission modes.
	StreamTag	A globally unique identifier for the associated audio stream.
	TimeHopInUse	Whether the radio is using time hopping or not.
	TransmittedPower	The power of the transmitted radio signals.
	TransmitterOperationalStatus	The state of the radio transmitter.
	WorldLocation	The location of the radio transmitter in the world coordinate system.
	NumberOfSegments	TBD
	Code	RRB Code (range 0-16)
	PowerReduction	TBD
Sensor	IsDamaged	TBD
	IsMalfunctioning	TBD
	IsOn	TBD
	RadarEnhancement	TBD
	AntennaRaised	Whether the sensor/emitter's antenna is raised or not.
	BlackoutLightsOn	Whether the sensor/emitter's blackout lights are on or not.
	LightsOn	Whether the sensor/emitter's lights are on or not.
	InteriorLightsOn	Whether the sensor/emitter's interior lights are on or not.
	MissionKill	Whether the sensor/emitter has sustained damage that will prevent it carrying out its mission or not (ew.g. damaged antenna).
	Parameter1Enabled	TBD
SovietIFF	Parameter1IsDamaged	TBD
	Parameter1IsMalfunctioning	TBD
	Parameter1IsOn	TBD
	Parameter2Enabled	TBD
	Parameter2IsDamaged	TBD
	Parameter2IsMalfunctioning	TBD
	Parameter2IsOn	TBD
	Parameter3Enabled	TBD
	Parameter3IsDamaged	TBD
	Parameter3IsMalfunctioning	TBD
UnderwaterAcousticsEmission	Parameter3IsOn	TBD
	Parameter4Enabled	TBD
	Parameter4IsDamaged	TBD
	Parameter4IsMalfunctioning	TBD
	Parameter4IsOn	TBD
	Parameter5Enabled	TBD
	Parameter5IsDamaged	TBD
	Parameter5IsMalfunctioning	TBD
	Parameter5IsOn	TBD
	Parameter6Enabled	TBD
EventIdentifier	Parameter6IsDamaged	TBD
	Parameter6IsMalfunctioning	TBD
	Parameter6IsOn	TBD
	EventIdentifier	The generating federate uses the Event Identifier to associate related events. The event number begins at one at the beginning of the exercise and is incremented by one for each event.

Parameter Definitions

Interaction	Term	Definition
Acknowledge	OriginatingEntity	The DIS entity ID of the entity or application sending the interaction.
	ReceivingEntity	The DIS entity ID of the entity or application which is the intended recipient of the interaction.
	RequestIdentifier	This field matches this response with the specific StartResume, StopFreeze, CreateEntity or RemoveEntity interaction sent by the simulation manager.
	AcknowledgeFlag	The type of interaction being acknowledged.
	ResponseFlag	The type of response made to the interaction by the recipient.
AcousticTransient	ActivityCode	TBD
	ActivityParameter	TBD
	HostObjectIdentifier	TBD
	RelativePosition	TBD
	ReceivingEntity	The DIS entity ID of the entity or application which is the intended recipient of the interaction.
ActionRequest	OriginatingEntity	The DIS entity ID of the entity or application sending the interaction.
	ReceivingEntity	The DIS entity ID of the entity or application which is the intended recipient of the interaction.
	RequestIdentifier	The Request ID is a monotonically increasing integer identifier inserted by the Simulation Manager into all Simulation management interactions. It is used as a unique identifier to identify the latest in a series of competing requests and identifying acknowledgements.
	ActionRequestCode	The action that the recipient(s) are requested to perform.
	FixedDatums	Optional additional data items (types and values).
ActionRequestR	VariableDatumSet	Optional additional data items (types and values). These data items are not of fixed length.
	AcknowledgementProtocol	The acknowledgement protocol to be used for a transaction
	ObjectIdentifiers	The list of objects that are the intended recipients of this interaction.
	ActionRequestCode	The action that the recipient(s) are intended to perform.
	AcknowledgementProtocol	The acknowledgement protocol to be used for this transaction
ActionRequestToObj	OriginatingEntity	The DIS entity ID of the entity or application sending the interaction.
	ReceivingEntity	The DIS entity ID of the entity or application which is the intended recipient of the interaction.
	RequestIdentifier	This field matches this response with the specific ActionRequest interaction sent by the simulation manager.
	RequestStatus	The status of the request that the recipient has been asked to perform.
	FixedDatums	Additional, fixed length data items (types and values).
ActionRequestToObjR	VariableDatumSet	Additional, non fixed length, data items (types and values).
	ActionResult	The status of the request that the recipient has been asked to perform.
	HostRadioIndex	The ID of the radio transmitting this signal.
	DataRate	The rate at which the data is being transmitted.
	SignalDataLength	The length of the signal data.
ActionResponse	SignalData	The signal data.
	TacticalDataLinkType	The type of tactical data link used to transmit this signal (if any).
	TDLMessageCount	The number of tactical data link messages contained in this signal.
	UserProtocolID	The ID of the user protocol in use.
	PointsData	The point locations that define the object
ActionResponseFromObj	PercentComplete	Percent that the object is complete
	DamagedAppearance	Damage appearance
	ObjectPreDistributed	Whether or not the object was pre-distributed.
	Deactivated	Whether or not the object has been deactivated.
	Smoking	Whether or not the object is smoking.
ApplicationSpecificRadioSignal	Flaming	Whether or not the object is flaming.
	ObjectIdentifiers	The list of objects that are the intended recipients of this interaction.
	AttributeDataSet	The set of attributes and their values, that the recipients are asked to update.
	AcknowledgementProtocol	The acknowledgement protocol to be used for a transaction
	ObjectIdentifier	The ID of the object replying to the AttributeChangeRequest interaction.
AttributeChangeRequest	AttributeChangeResult	The result of the attribute change request.
	AttributeDataSet	The set of attributes and their values that the recipient has been able to update.
	AcknowledgementProtocol	The acknowledgement protocol to be used for this transaction
	SegmentRecords	TBD
	BreachedStatus	Amount of breaching, from NoBreaching to Cleared.
AttributeChangeResultR	SegmentRecords	TBD
	PercentOpacity	The opacity of the object.
	CylinderSize	A specific circular area with assigned height components.
	CylinderHeight	The assigned height for the cylinder.
	NumberOfBursts	TBD
BreachableObjectTransaction	ChemicalContent	TBD
	CollidingObjectIdentifier	The ID of the object that the issuing object has collided with.
	IssuingObjectMass	The mass of the issuing object.
	IssuingObjectVelocityVector	The velocity vector of the issuing object at the moment of impact.
	CollisionType	The type of collision.
BreachPointObjectTransaction	CollisionLocation	The location of the collision relative to the object that the issuing object has collided with.
	EventIdentifier	An ID assigned by the issuing object to associate related collision events.
	IssuingObjectIdentifier	The ID of the object that has detected the collision and issued the collision interaction.
	CoefficientOfRestitution	The degree that energy is conserved in a collision.
	IntermediateResultXX	X-X Component of the positive semi-definite Collision Intermediate Result matrix
BurstPointObjectTransaction	IntermediateResultXY	X-Y Component of the positive semi-definite Collision Intermediate Result matrix
	IntermediateResultXZ	X-Z Component of the positive semi-definite Collision Intermediate Result matrix
	IntermediateResultYY	Y-Y Component of the positive semi-definite Collision Intermediate Result matrix
	IntermediateResultYZ	Y-Z Component of the positive semi-definite Collision Intermediate Result matrix
	IntermediateResultZZ	Z-Z Component of the positive semi-definite Collision Intermediate Result matrix
Collision	UnitSurfaceNormal	The normal vector to the surface at the point of collision detection.
	OriginatingEntity	The DIS entity ID of the entity or application sending the interaction.
	ReceivingEntity	The DIS entity ID of the entity or application which is the intended recipient of the interaction.
	VariableDatumSet	The set of data items (types and values) associated with the interaction.
	CraterSize	TBD
CollisionElastic	OriginatingEntity	The DIS entity ID of the entity or application sending the interaction.
	ReceivingEntity	The DIS entity ID of the entity or application which is the intended recipient of the interaction.
	RequestIdentifier	The Request ID is a monotonically increasing integer identifier inserted by the Simulation Manager into all Simulation management interactions. It is used as a unique identifier to identify the latest in a series of competing requests and identifying acknowledgements.
	AcknowledgementProtocol	The acknowledgement protocol to be used for a transaction
	ObjectClass	The class of object to be created.
CreateEntity	AttributeDataSet	The set of attributes, and associated values, to be used to initialise the object.
	OriginatingEntity	The DIS entity ID of the entity or application sending the interaction.
	ReceivingEntity	The DIS entity ID of the entity or application which is the intended recipient of the interaction.
	RequestIdentifier	The Request ID is a monotonically increasing integer identifier inserted by the Simulation Manager into all Simulation management interactions. It is used as a unique identifier to identify the latest in a series of competing requests and identifying acknowledgements.
	AcknowledgementProtocol	The acknowledgement protocol to be used for a transaction
CreateEntityR	ObjectClass	The class of object to be created.
	AttributeDataSet	The set of attributes, and associated values, to be used to initialise the object.
	OriginatingEntity	The DIS entity ID of the entity or application sending the interaction.
	ReceivingEntity	The DIS entity ID of the entity or application which is the intended recipient of the interaction.
	RequestIdentifier	The Request ID is a monotonically increasing integer identifier inserted by the Simulation Manager into all Simulation management interactions. It is used as a unique identifier to identify the latest in a series of competing requests and identifying acknowledgements.

Parameter Definitions

Interaction	Term	Definition
	RequestIdentifier	The Request ID is a monotonically increasing integer identifier inserted by the Simulation Manager into all Simulation management interactions. It is used as a unique identifier to identify the latest in a series of competing requests and identifying acknowledgements.
CreateObjectRequestR	AcknowledgementProtocol	The acknowledgement protocol to be used for a transaction.
CreateObjectResult	CreateObjectResult	The result of the create object request.
	RequestIdentifier	This field matches this response with the specific CreateObject interaction sent by the simulation manager.
Data	OriginatingEntity	The DIS entity ID of the entity or application sending the interaction.
	ReceivingEntity	The DIS entity ID of the entity or application which is the intended recipient of the interaction.
	RequestIdentifier	This field matches this response with the specific SetData or DataQuery interaction sent by the simulation manager.
	FixedDatums	The set of data items (types and values), of fixed length, that the recipient can return for this interaction.
	VariableDatumSet	The set of data items (types and values), of variable length, that the recipient can return for this interaction.
DatabaseIndexRadioSignal	HostRadiolIndex	The ID of the radio transmitting this signal.
	DatabaseIndex	The index into the federation specific database of stored signals.
	Duration	The duration of the stored signal to be replayed.
	StartOffset	The offset, from the start of the stored signal, that the signal is replayed from.
	TacticalDataLinkType	The type of tactical data link used to transmitted this signal (if any).
	TDLMessageCount	The number of tactical data link messages contained in this signal.
DataQuery	OriginatingEntity	The DIS entity ID of the entity or application sending the interaction.
	ReceivingEntity	The DIS entity ID of the entity or application which is the intended recipient of the interaction.
	RequestIdentifier	The Request ID is a monotonically increasing integer identifier inserted by the Simulation Manager into all Simulation management interactions. It is used as a unique identifier to identify the latest in a series of competing requests and identifying acknowledgements.
	TimeInterval	The interval between regular updates of the requested data. If this field is zero then the recipient should only issue a single Data interaction in response to this interaction.
	FixedDatumIdentifiers	The set of fixed length data items (types) that the recipient is requested to supply data for.
	VariableDatumIdentifiers	The set of variable length data items (types) that the recipient is requested to supply data for.
DataQueryR	AcknowledgementProtocol	The acknowledgement protocol to be used for a transaction.
DataR	AcknowledgementProtocol	The acknowledgement protocol to be used for a transaction.
EncodedAudioRadioSignal	AudioData	The data associated with the encoded audio radio signal.
EnvironmentObjectTransaction	ObjectIdentifier	TDB
	ReferencedObjectIdentifier	TDB
	ForceIdentifier	TDB
	ObjectType	TDB
	RequestorIdentifier	TDB
	ReceivingIdentifier	TDB
EventReport	OriginatingEntity	The DIS entity ID of the entity or application sending the interaction.
	ReceivingEntity	The DIS entity ID of the entity or application which is the intended recipient of the interaction.
	EventType	The type of event being reported.
	FixedDatums	The set of fixed size data items (types and values) associated with this event.
	VariableDatumSet	The set of variable size data items (types and values) associated with this event.
ExhaustSmokeObjectTransaction	SegmentRecords	TDB
MinefieldData	GroundBurialDepthOffset	Specifies the offset of the origin of the mine coordinate system with respect to the ground surface. This offset can be used in conjunction with the mine orientation to determine the actual ground burial depth of the surfaces of a mine. Ground burial depth offset is specified as a positive measurement in meters below the wate surface along the up vector.
	Fusing	Specifies the primary and secondary fuse and anti-handling device for each mine.
	MineEmplacementTime	Specifies the real-world, coordinated universal time (UTC) emplacement time of a mine.
	MineEntityIdentifier	Specifies the mine entity identifier number. The mine identification in conjunction with the MinefieldID form the unique identifier for each mine.
	MinefieldIdentifier	Identifies the minefield to which the mines belong.
	MineLocation	Specifies the location of the relative to the minfield location.
	MineOrientation	Specifies the orientation of the center axis direction of fire of the mine, relative to the minefield Coordinate System. If any of the three burial depth offsets is sent in the Record , this field shall also be sent.
	MineType	Specifies the type of each mine contained within the minefield interaction.
	NumberOfRecords	Specifies the total number of minefield records being sent in response to a minefield Query interaction.
	NumberTripDetonationWires	Specifies the number of trip detonation wires that exist for each mine. I sub n designates the trip wire count for mine n of N.
	NumberWireVertices	Specifies the number of vertices are in each trip wire. A set of I sub n vertex counts is given for each mine n of N, iff I sub n > 0. If I sub n is 0, the vertex count set is empty. Each non empty set of vertex counts (I sub n > 0) follows the previous non empty set. J sub I designates the vertex count of tripwire I of I sub n.
	PaintScheme	Specifies the camouflage scheme and color of the mine.
	RecordSequenceNumber	Specifies the number of the current record in a sequence of minefield records sent in response to a query interaction.
	Reflectance	Specifies the local dielectric difference between the mine and the surrounding soil.
	RequestIdentifier	Identifies the matching response to a request for mine information from the minefield simulation made by means of a Query interaction.
	RequestingEntityIdentifier	Identifies the matching response to a request for mine information from the associated minefield object state.
	ScalarDetectionCoefficient	Specifies the coefficient to be utilized to insure proper correlation between detctors located on different simulation platforms. In statistically based detection system applications, the detection system simulation will generally compare a random number against an internally calculated probability of detection. There are M (number of sensors) coefficients for each of the N mines. Question: all of type 1 first then all of type 2 OR all of mine 1 first then mine 2.
	SensorTypes	In QRP mode, specifies the requesting sensor types which were specified in the minefield query. In heartbeat mode, specifies the sensor types that are bein served by the minefield.
	SnowBurialDepthOffset	Specifies the offset of the origin of the mine coordinate system with respect to the snow surface. This offset can be used in conjunction with the mine orientation to determine the actual snow baurial depth of the surfaces of a mine. Snow burial depth offset is specified as a positive measurement in meters below the snow surface along the up vector.
	ThermalContrast	Specifies the temperature difference between the mine and the surround soil in degrees Centigrade. In the case of a buried mine, the delta temperature shall be measured between the ground surface above the mine and the surrounding ground surface temperature.

Parameter Definitions

Interaction	Term	Definition
	WaterBurialDepthOffset	Specifies the offset of the origin of the mine coordinate system with respect to the water surface. This offset can be used in conjunction with the mine orientation to determine the actual water burial depth of the surfaces of a mine. Water burial depth offset is specified as a positive measurement in meters below the water surface along the up vector.
	WireVertices	Specifies the vertices in a trip wire. A set of J sub i vertices is given for each trip wire i of I sub n, if I sub n is > 0 and J sub i > 0. If I sub n is 0 or J sub i is 0, the vertex set is empty. Each non empty set of vertices (J sub i > 0) follows the previous non empty set.
MinefieldLaneMarkerObjectTransaction	SegmentRecords	TDB
MinefieldObjectTransaction	BreachedStatus	Amount of breaching, from NoBreaching to Cleared.
	MineCount	Number of mines in the minefield.
MinefieldQuery	MinefieldIdentifier	Identifies the minefield to which this query is addressed.
	PerimeterPoints	Specify the location of each perimeter point in the requested area relative to the minefield location.
	QueryFusing	Specifies whether or not fusing is requested.
	QueryMineOrientation	Specifies whether or not orientation is requested.
	QueryGroundBurialDepthOffset	Specifies whether or not ground burial depth offset is requested.
	QueryMineEmplacementAge	Specifies whether or not emplacement age is requested.
	QueryPaintScheme	Specifies whether or not paint scheme is requested.
	QueryReflectance	Specifies whether or not reflectance is requested.
	QueryScalarDetectionCoefficient	Specifies whether or not scalar detection coefficient is requested.
	QuerySnowBurialDepthOffset	Specifies whether or not snow burial depth offset is requested.
	QueryThermalContrast	Specifies whether or not thermal contrast is requested.
	QueryTripDetonationWire	Specifies whether or not trip detonation wire is requested.
	QueryWaterBurialDepthOffset	Specifies whether or not water burial depth offset is requested.
	RequestingEntityIdentifier	Identifies the entity requesting the information from the minefield federate.
	RequestIdentifier	Identifies the minefield query request.
	RequestedMineType	Specifies the type of mine being queried by the requesting federate.
	SensorTypes	Specifies the types of sensors requesting the data.
MinefieldResponseNACK	GroundBurialDepthOffset	Specifies the offset of the origin of the mine coordinate system with respect to the ground surface. This offset can be used in conjunction with the mine orientation to determine the actual ground burial depth of the surfaces of a mine. Ground burial depth offset is specified as a positive measurement in meters below the water surface along the up vector.
	Fusing	Specifies the primary and secondary fuse and anti-handling device for each mine.
	MineEmplacementTime	Specifies the real-world coordinated universal time (UTC) emplacement time of the mine.
	MineEntityIdentifier	Specifies a mine entity identifier number. The mine identification in conjunction with the MinefieldID form the unique identifier for each mine.
	MinefieldIdentifier	Identifies the minefield to which the mines belong.
	MinefieldSequenceNumber	Identifies the matching minefield sequence number from the associated Minefield Object State.
	MineLocation	Specifies the location of the relative to the minefield location.
	MineOrientation	Specifies the orientation of the center axis direction of fire of the mine, relative to the minefield Coordinate System. If any of the three burial depth offsets is sent in the Record, this field shall also be sent.
	MineType	Specifies the type of each mine contained within the minefield interaction.
	NumberOfRecords	Specifies the total number of minefield records being sent in response to a minefield Query interaction.
	NumberTripDetonationWires	Specifies the number of trip detonation wires that exist for each mine. I sub n designates the trip wire count for mine n of N.
	NumberWireVertices	Specifies the number of vertices in each trip wire. A set of I sub n vertex counts is given for each mine n of N, if I sub n > 0. If I sub n is 0, the vertex count set is empty. Each non empty set of vertex counts (I sub n > 0) follows the previous non empty set. J sub i designates the vertex count of tripwire i of I sub n.
	PaintScheme	Specifies the camouflage scheme and color of the mine.
	RecordSequenceNumber	Specifies the number of the current record in a sequence of minefield records sent in response to a query interaction.
	Reflectance	Specifies the local dielectric difference between the mine and the surrounding soil.
	RequestIdentifier	Identifies the matching response to a request for mine information from the minefield simulation made by means of a Query interaction.
	RequestingEntityIdentifier	Identifies the matching response to a request for mine information from the associated minefield object state.
	ScalarDetectionCoefficient	Specifies the coefficient to be utilized to insure proper correlation between detectors located on different simulation platforms. In statistically based detection system applications, the detection system simulation will generally compare a random number against an internally calculated probability of detection. There are M (number of sensors) coefficients for each of the N mines. Question: all of type 1 first then all of type 2 OR all of mine 1 first then mine 2.
	SensorTypes	In ORP mode, specifies the requesting sensor types which were specified in the minefield query. In heartbeat mode, specifies the sensor types that are being served by the minefield.
	SnowBurialDepthOffset	Specifies the offset of the origin of the mine coordinate system with respect to the snow surface. This offset can be used in conjunction with the mine orientation to determine the actual snow burial depth of the surfaces of a mine. Snow burial depth offset is specified as a positive measurement in meters below the snow surface along the up vector.
	ThermalContrast	Specifies the temperature difference between the mine and the surrounding soil in degrees Centigrade. In the case of a buried mine, the delta temperature shall be measured between the ground surface above the mine and the surrounding ground surface temperature.
	WaterBurialDepthOffset	Specifies the offset of the origin of the mine coordinate system with respect to the water surface. This offset can be used in conjunction with the mine orientation to determine the actual water burial depth of the surfaces of a mine. Water burial depth offset is specified as a positive measurement in meters below the water surface along the up vector.
	WireVertices	Specifies the vertices in a trip wire. A set of J sub i vertices is given for each trip wire i of I sub n, if I sub n is > 0 and J sub i > 0. If I sub n is 0 or J sub i is 0, the vertex set is empty. Each non empty set of vertices (J sub i > 0) follows the previous non empty set.
MunitionDetonation	ArticulatedPartData	The set of articulated parts affected by the detonation (including where on the articulated part the detonation has affected).
	DetonationLocation	The location, in the world coordinate system, of the detonation.
	DetonationResultCode	The type of detonation (including no detonation).
	EventIdentifier	An ID, generated by the issuing federate, used to associated related fire and detonation events.
	FiringObjectIdentifier	The ID of the object firing the munition.
	FinalVelocityVector	The velocity vector of the munition at the moment of the detonation.
	FuseType	The type of fuse on the munition.

Parameter Definitions

Interaction	Term	Definition
	MunitionObjectIdentifier	The ID of the associated munition object (if any).
	MunitionType	The type of munition that is detonating.
	QuantityFired	The quantity of rounds fired in a burst.
	RateOfFire	The rate of fire, in rounds per minute, of the munitions in the burst.
	RelativeDetonationLocation	The location of the detonation, relative to the target object (if any).
	TargetObjectIdentifier	The ID of the object that the munition has detonated on.
PointObjectTransaction	WarheadType	The type of warhead on the munition.
	Location	The location of the entity based on x,y and z.
	Orientation	The angles of rotation around the coordinate axis between the entity's attitude and the reference coordinate system axes, which are calculated as the Tail-Bryan Euler angles specifying the successive rotations needed to transform from the world coordinate system to the entity coordinate system.
	PercentComplete	Percent mission is complete.
	DamagedAppearance	Amount of damage, from none to destroyed.
	ObjectPreDistributed	Specifies whether or not the object was distributed before the state of the exercise.
RawBinaryRadioSignal	Deactivated	Specifies whether or not the object is deactivated.
	Smoking	Specifies whether or not the object is smoking.
	Flaming	Specifies whether or not the object is flaming.
	HostRadioIndex	The ID of the radio transmitting this signal.
	DataRate	The rate at which the data is being transmitted.
	SignalDataLength	The length of the signal data.
RecordQueryR	SignalData	The signal data.
	TacticalDataLinkType	The type of tactical data link used to transmit this signal (if any).
	TDLMessageCount	The number of tactical data link messages contained in this signal.
	OriginatingEntity	The DIS entity ID of the entity or application sending the interaction.
	ReceivingEntity	The DIS entity ID of the entity or application which is the intended recipient of the interaction.
	RequestIdentifier	The Request ID is a monotonically increasing integer identifier inserted by the Simulation Manager into all Simulation management interactions. It is used as a unique identifier to identify the latest in a series of competing requests and identifying acknowledgements.
RecordR	TimeInterval	The interval between regular updates of the requested data. If this field is zero then the recipient should only issue a single RecordR interaction in response to this interaction.
	EventType	Specifies the type of event that the receiving entity or application should use to trigger the issue of a RecordR interaction in response to this query. If this is zero, then reporting shall be periodic based upon the value of the TimeInterval parameter.
	AcknowledgementProtocol	The acknowledgement protocol to be used for the transaction.
	RecordIdentifiers	Identifies the records for which information is requested.
	OriginatingEntity	The DIS entity ID of the entity or application sending the interaction.
	ReceivingEntity	The DIS entity ID of the entity or application which is the intended recipient of the interaction.
RemoveEntity	RequestIdentifier	This field matches this response with the specific RecordQueryR or SetRecordR interaction sent by the simulation manager.
	EventType	The type of event that caused the RecordR interaction to be issued.
	ResponseSerialNumber	Used to identify the serial number of the RecordR interaction when more than one interaction is used to report record values.
	RecordSetData	The set of records containing the information requested.
	OriginatingEntity	The DIS entity ID of the entity or application sending the interaction.
	ReceivingEntity	The DIS entity ID of the entity or application which is the intended recipient of the interaction.
RemoveEntityR	RequestIdentifier	The Request ID is a monotonically increasing integer identifier inserted by the Simulation Manager into all Simulation management interactions. It is used as a unique identifier to identify the latest in a series of competing requests and identifying acknowledgements.
	AcknowledgementProtocol	The acknowledgement protocol to be used for a transaction.
	ObjectIdentifiers	The IDs of the objects to be removed.
	RequestIdentifier	The Request ID is a monotonically increasing integer identifier inserted by the Simulation Manager into all Simulation management interactions. It is used as a unique identifier to identify the latest in a series of competing requests and identifying acknowledgements.
	RemoveObjectRequestR	The result of the remove object request.
	RequestIdentifier	This field matches this response with the specific RemoveObject interaction sent by the simulation manager.
RepairComplete	ReceivingObject	Object requesting repairs.
	RepairingObject	Object that is able to perform the requested repair.
	RepairType	Repair performed.
	ReceivingObject	Object requesting repairs.
	RepairingObject	Object that is able to perform the requested repair.
	RepairResultCode	Result of repair.
ResupplyCancel	ReceivingObject	Object that is receiving supplies.
	SupplyingObject	Object that has offered supplies.
	ReceivingObject	Object that the supplies are being offered to.
	SupplyingObject	Object that is offering the supplies.
	SuppliesData	List of supplies that are offered. If the supplying entity cannot provide the requested supplies, then this parameter shall be omitted.
	ReceivingObject	Object that is receiving the supplies.
ResupplyReceived	SupplyingObject	Object that is providing the supplies.
	SuppliesData	List of supplies taken by receiving object.
	NumberOfSegments	TDB
	RequestingObject	Object requesting service.
	ServicingObject	Object that is able to provide the requested service.
	ServiceType	Type of requested service.
SetData	SuppliesData	For a service of resupply, the list of supplies to be exchanged. If the service requested is not resupply, then this parameter shall be omitted.
	OriginatingEntity	The DIS entity ID of the entity or application sending the interaction.
	ReceivingEntity	The DIS entity ID of the entity or application which is the intended recipient of the interaction.
	RequestIdentifier	The Request ID is a monotonically increasing integer identifier inserted by the Simulation Manager into all Simulation management interactions. It is used as a unique identifier to identify the latest in a series of competing requests and identifying acknowledgements.
	FixedDatums	The set of fixed length data items (types and values) that the recipient is requested to set.
	VariableDatumSet	The set of variables length data items (types and values) that the recipient is requested to set.
SetDataR	AcknowledgementProtocol	The acknowledgement protocol to be used for a transaction.
	OriginatingEntity	The DIS entity ID of the entity or application sending the interaction.
	ReceivingEntity	The DIS entity ID of the entity or application which is the intended recipient of the interaction.
	RequestIdentifier	The Request ID is a monotonically increasing integer identifier inserted by the Simulation Manager into all Simulation management interactions. It is used as a unique identifier to identify the latest in a series of competing requests and identifying acknowledgements.
	FixedDatums	The set of fixed length data items (types and values) that the recipient is requested to set.
	VariableDatumSet	The set of variables length data items (types and values) that the recipient is requested to set.
SetRecordR	AcknowledgementProtocol	The acknowledgement protocol to be used for a transaction.
	OriginatingEntity	The DIS entity ID of the entity or application sending the interaction.
	ReceivingEntity	The DIS entity ID of the entity or application which is the intended recipient of the interaction.
	RequestIdentifier	The Request ID is a monotonically increasing integer identifier inserted by the Simulation Manager into all Simulation management interactions. It is used as a unique identifier to identify the latest in a series of competing requests and identifying acknowledgements.
	FixedDatums	The set of fixed length data items (types and values) that the recipient is requested to set.
	VariableDatumSet	The set of variables length data items (types and values) that the recipient is requested to set.

Parameter Definitions

Interaction	Term	Definition
StartResume	RequestIdentifier	The Request ID is a monotonically increasing integer identifier inserted by the Simulation Manager into all Simulation management interactions. It is used as a unique identifier to identify the latest in a series of competing requests and identifying acknowledgements.
	AcknowledgementProtocol	The acknowledgement protocol to be used for a transaction.
	RecordSetData	Specifies the information, in record format, to be set by the receiving entity.
	OriginatingEntity	The DIS entity ID of the entity or application sending the interaction.
	RealWorldTime	The real world time that the entity or entities should start/resume.
StartResumeR	ReceivingEntity	The DIS entity ID of the entity or application which is the intended recipient of the interaction.
	RequestIdentifier	The Request ID is a monotonically increasing integer identifier inserted by the Simulation Manager into all Simulation management interactions. It is used as a unique identifier to identify the latest in a series of competing requests and identifying acknowledgements.
	SimulationTime	The simulation time that the entity or entities should use when they start/resume.
	AcknowledgementProtocol	The acknowledgement protocol to be used for a transaction.
	OriginatingEntity	The DIS entity ID of the entity or application sending the interaction.
StopFreeze	ReceivingEntity	The DIS entity ID of the entity or application which is the intended recipient of the interaction.
	RequestIdentifier	The Request ID is a monotonically increasing integer identifier inserted by the Simulation Manager into all Simulation management interactions. It is used as a unique identifier to identify the latest in a series of competing requests and identifying acknowledgements.
	RealWorldTime	The real world time that the entity or entities should stop/freeze.
	Reason	The reason for the stop or freeze.
	ReflectValues	Whether the entity or entities being stopped/frozen should continue to reflect values when stopped/frozen.
StopFreezeR	RunInternalSimulationClock	Whether the entity or entities being stopped/frozen should continue to run their internal simulation clock when stopped/frozen.
	UpdateAttributes	Whether the entity or entities being stopped/frozen should continue to update attributes when stopped/frozen.
	AcknowledgementProtocol	The acknowledgement protocol to be used for a transaction.
	OriginatingEntity	The DIS entity ID of the entity or application sending the interaction.
	ReceivingEntity	The DIS entity ID of the entity or application which is the intended recipient of the interaction.
TransferControl	RequestIdentifier	The Request ID is a monotonically increasing integer identifier inserted by the Simulation Manager into all Simulation management interactions. It is used as a unique identifier to identify the latest in a series of competing requests and identifying acknowledgements.
	TransferType	The type of transfer to be performed.
	TransferEntity	The ID of the object to be transferred.
	RecordSetData	Specifies the information, in record format, to be set by the receiving entity.
	EventIdentifier	An ID, generated by the issuing federate, used to associated related fire and detonation events.
WeaponFire	FireControlSolutionRange	The range used in the fire control solution. Zero if the range is unknown or inapplicable.
	FireMissionIndex	A unique index to identify the fire mission (used to associated weapon fire interactions in a single fire mission).
	FiringLocation	The location, the world coordinate system, of the weapon fire.
	FiringObjectIdentifier	The ID of the object firing the munition.
	FuseType	The type of fuse on the munition.
	InitialVelocityVector	The velocity vector of the munition when fired.
	MunitionObjectIdentifier	The ID of the associated munition object (if any).
	MunitionType	The type of munition being fired.
	QuantityFired	The number of rounds fired in the fire event.
	RateOfFire	The rate of fire at which the munitions in the burst described in the fire event.
	TargetObjectIdentifier	The ID of the object being fired at (if any).
	WarheadType	The type of warhead fitted to the munition being fired.

ID	Text
1	Value is integer percent from 1 to 100
2	The units for the MarkingData are specified by the value of the MarkingEncodingType.
3	<p>The AttributeChangeResult interaction should be sent in response to an AttributeChangeRequest interaction by any object that is mentioned in the associated object list. The AttributeChangeResult parameter should indicate the success or failure of the object to implement the requested changes. If the object can implement the changes then the AttributeChangeResult parameter should be set to successful and the AttributeValueSet shall be empty.</p> <p>If the object cannot immediately comply with the request, but is likely to be able to comply in the future then the AttributeChangeRequest parameter shall be set to pending and the AttributeValueSet shall be empty. When the object complies with the request (or fails to implement the request) then another AttributeChangeResult interaction shall be sent informing the initiating federate of the result of the request.</p> <p>If the object cannot comply with the request then the AttributeChangeResult parameter shall indicate the reason why the object cannot comply with the request. The AttributeValueSet shall contain the attributes which have been not been set and the current values of those attributes.</p>
4	<p>This is the unique ObjectName associated with each object instance. The user can define the name to be used in the registerObjectInstance RTI call. If user does not define the name then the RTI will generate a unique name for the object. RTI generated names may be fairly long, so federations wishing to conserve bandwidth may wish to implement their own object naming scheme.</p> <p>The ObjectName is provided by the RTI in the discoverObjectInstance call. The user can also obtain the ObjectName for a particular object instance using the getObjectInstanceName call.</p>
5	The ID field contains a packed array of ObjectName strings. The packed array shall be constructed such that each string starts immediately following the NULL character (ASCII 0) of the preceding string. An additional NULL character is added after the last string in the array (i.e., the array has two NULL characters at the end, one to terminate the last string and one to terminate the array). The total length of the ID field (including the NULL characters) is stored in the length field. Storing a single NULL in the ID field and the value 1 in the length field shall indicate an empty array.
6	Currently the entity type record is a variant record as in DIS (the meaning of the enumerations in each field depends on the enumerations in the fields preceding it). In the future it is intended to flatten the structure so that there is a single set of enumerations for each field. This may be achieved by offsetting the start of each block of enumerations, using different offsets for each block.
7	The current OMT standard does not allow the definition of variant records in complex data types, i.e. where a field may be present or absent according to the state of another variable (although the RTI does not disallow this, since the application is responsible for the data marshalling of complex data types). The RPR-FOM uses the convention that a cardinality of 0-1 denotes a variant record field.
8	<p>The contents of the AntennaPatternStruct complex datatype depends on the value of the AntennaPatternType attribute as follows:</p> <p>Values: "Other" or "OmniDirectional"</p> <p>Structure is empty</p>
9	This is an 8-bit enumeration
10	This is a 16-bit enumeration
11	This is a 32-bit enumeration
12	This structure is taken directly from the IEEE 1278.1-1995 (DIS) definition of the Spherical Harmonic Antenna Pattern record (section 5.2.4.3). It does not comply with the DIS field alignment rules (which is an error in the DIS standard). Therefore some federates may not be able to process this structure directly, but must copy the contents a field at a time to an equivalent structure that does comply with the DIS field alignment rules.
13	The Acknowledge interaction is issued in response to the CreateEntity, RemoveEntity, StartResume, and StopFreeze interactions. See (DIS 4.4.5.4.5 Acknowledge PDU) and (DIS 5.4.6.5 Acknowledge PDU).
14	This is a timestamp record (see DIS 5.2.31)
15	Each element i indicates whether the portion of the segment beginning at the segment origin + (i*Breach Length) and extending i*Breach Length meters is breached or not.
16	The AcknowledgeR interaction is issued in response to the CreateEntityR, RemoveEntityR, StartResumeR, and StopFreezeR interactions. See (DIS 4.4.11.3.5 Acknowledge-R PDU) and (DIS 5.3.12.5 Acknowledge-R PDU).
17	See DIS 4.5.11 for a description of the acknowledgement protocols (called reliability services in that document).
18	If the EntityNumber field is set to RQST_ASSIGN_ID (hex FFFE) then the receiving application should assign the entity number. Entity identifications shall be in accordance with DIS 5.2.14.2.
19	The Request ID is a monotonically increasing integer identifier inserted by the Simulation Manager into all Simulation management interactions. It is used as a unique identifier to identify the latest in a series of competing requests and identifying acknowledgements.
20	This field matches this response with the specific ActionRequest interaction sent by the simulation manager.

ID	Text
21	This field matches this response with the specific SetData or DataQuery interaction sent by the simulation manager.
22	This field matches this response with the specific RemoveObject interaction sent by the simulation manager.
23	If there is no object instance associated with the attribute, then this should be set to the empty string (no characters).
24	Only one of the variant record types is included in each intercom parameter structure. The particular structure included is determined by the value of the RecordType field
25	This must reference a valid Object instance.
26	<p>Federates shall send the time at which the data is valid in the user defined tag with every attribute values update and interaction. The time shall be in the first 8 bytes (octets) of the user defined tag, using the DIS timestamp field format (see section 5.2.31 of IEEE 1278.1-1995) converted into hexadecimal ASCII character representation (0-9 and A-F). The ordering of the characters shall be in accordance with section 5.1.1 of IEEE 1278.1-1995, that is most significant octet first, with the most significant bits first (i.e. the character for bits 4-7 precedes the character for bits 0-3).</p> <p>All federates shall transmit this field, even if they do not use it themselves, so that other federates can use its value to compensate for network transport delays.</p>
27	<p>The EventIdentifier attribute is used to link together updates arising from a common event. For example an emitter function change can be linked to a frequency change in one of its associated emitter beams, by using the same event ID in the attribute updates to the appropriate EmitterSystem and EmitterBeam classes.</p> <p>It is important to note that in order that the EventIdentifier is delivered in the same reflect attribute values call in the receiving federates as the associated attributes, then all the attributes, including the EventIdentifier, must share the same transport type.</p>
28	The federate should change the value of the EventIdentifier when associating changes between two or more emitter beams and/or emitter systems. It is not necessary to update the EventIdentifier field with every attribute update if the change is not associated with changes in other instances of other classes.
29	Warning - this data type corresponds with the definition of attribute handles in the current RTI specification (v1.3). The RTI specification does not guarantee that the attribute handle will continue to use this data type in future versions of the standard.
30	All fields in the entity type struct are enumerations. The values for the individual fields are defined in section for of "Enumeration and Bit-Encoded Values for use with IEEE 1278.1-1995" (EBV-DOC). The values used in this structure should comply with the requirements specified in section 5.2.16 of IEEE 1278.1-1995 (for platform and environmental entities) and section 5.2.39 of IEEE 1278.1A-1998 (for aggregate entities).
31	<p>The emitter names have been generated from the names in the enumeration document (EBV-DOC) according to the following rules:</p> <p>a) The emitter name is the National Nomenclature name if there is one. If not then the emitter name is the NATO Reporting Name, if there is one. If not then then the emitter name is the Commercial Designation.</p> <p>b) All spaces have been replaced by underscores.</p> <p>c) If emitter name starts with a digit, then prepend "Emitter_".</p> <p>d) The round back characters "(" and ")" have been replaced with angle brackets "<" and ">" respectively.</p>
32	The object IDs in this structure shall refer to EmitterBeam objects (or subclasses of EmitterBeam)
33	The object IDs in this structure shall refer to PhysicalEntity objects (or subclasses of PhysicalEntity)
34	<p>The contents of the ParameterValueStruct complex datatype depends on the value of the ParameterType attribute as follows:</p> <p>Values: "ArticulatedPart" Structure contains 1 "ArticulatedParts" field and 0 "AttachedParts" fields</p> <p>Value: "AttachedPart" Structure contains 0 "ArticulatedParts" field and 1 "AttachedParts" fields</p>
35	All the fields in the radio type struct are enumerations. The values for the individual fields (that do not use enumeration datatypes from within the RPR FOM) are defined in section for of "Enumeration and Bit-Encoded Values for use with IEEE 1278.1-1995" (EBV-DOC). The values used in this structure should comply with the requirements specified in section 5.2.16 of IEEE 1278.1-1995.
36	This attribute is updated if the current value differs from the previously updated value by more than the value specified by the symbolic name (see section 5.1.4 of IEE 1278.1-1995 for the actual values of the symbolic names)
37	See section 5.1.4 of IEEE 1278.1-1995 for the values of the symbolic name
38	This condition is TRUE when TSPL_Change is TRUE and the actual acceleration differs from the last transmitted acceleration by more than a threshold value in any direction. The default threshold shall be DRA_ACCEL_EPSILON_DFLT (see note 44)

ID	Text
39	<p>The TSPI_Change condition shall be evaluated as follows:</p> <p>The owner of a base entity object shall maintain two state models of the object in support of the dead reckoning process. One model shall be the internal model used by the simulation application to represent that object. The other shall be a dead reckoning model of the object. Certain thresholds shall be established as criteria for determining if the object's actual TSPI data has varied by an allowable amount from the dead reckoned TSPI data.</p> <p>TSPI_Change is TRUE when either:-</p> <p>a) the objects actual position differs from the dead reckoned position by more than DRA_POS_THRSH_DFLT</p> <p>b) the objects actual orientation differs from the dead reckoned orientation by more than DRA_ORIENT_THRSH_DFLT</p> <p>See section 5.1.4 of IEEE 1278.1-1995 for the value of these symbolic constants</p>
40	This condition is TRUE when TSPI_Change is TRUE and the actual angular velocity differs from the last transmitted angular velocity by more than a threshold value in any direction. The default threshold shall be DRA_ANG_VEL_EPSILON_DFLT (see note 44)
41	This condition is TRUE when TSPI_Change is TRUE and the actual orientation differs from the last transmitted orientation by more than a threshold value in any orientation. The default threshold shall be DRA_ORIENT_EPSILON_DFLT (see note 44)
42	This condition is TRUE when TSPI_Change is TRUE and the actual position differs from the last transmitted position by more than a threshold value in any direction. The default threshold shall be DRA_POS_EPSILON_DFLT (see note 44)
43	This condition is TRUE when TSPI_Change is TRUE and the actual velocity differs from the last transmitted velocity by more than a threshold value in any direction. The default threshold shall be DRA_VEL_EPSILON_DFLT (see note 44)
44	<p>The values of the default update conditions is as follows:-</p> <p>DRA_POS_EPSILON_DFLT 0.001 m</p> <p>DRA_ORIENT_EPSILON_DFLT 0.00001 radians</p>
45	The value of DS_WAVELENGTH shall be 0.0000001 microns
46	The DatumLength equals the length in bits of the DatumValue only. The total size of a VariableDatumStruct record must account for the padding length
47	The number of padding octets added to the VariableDatumStruct shall make the sum of the DatumValue field length and the Padding field length an even multiple of 64 bits. This number can be formulated as $P = (\text{ceiling}(v/64) * 64 - v) / 8$ where v is the actual length of the DatumValue data type in bits and $\text{ceiling}(x)$ is 1 plus the largest integer less than x .
48	All padding fields shall be set to the value 0
49	Frozen entities should not be dead-reckoned, i.e. should be displayed as fixed at the current location even if non-zero velocity, acceleration or rotation data received from the frozen entity
50	The value of the MajorModulationType determines which of the remaining modulation type fields are used to described the modulation detail.
51	These fields are only used when the SINCGARS radio is in FH mode. They determine the hopping pattern of the SINCGARS radio. If any one of these fields is different, except FH Synchronization Time Offset, the hopping pattern is different. Radios on different hopping patterns shall not communicate.
52	This optional field shall be included (cardinality 1) when the RFModulationSystemType is equal to CCTT_SINCGARS. It shall be excluded (cardinality 0) when the RFModulationSystemType is equal to any other value.
53	The type of the DatumValue field is determined by the value of the DatumID field. Document EBV 99-01, section 7.1, defines the types and associated units, etc., for each of the DatumID enumeration values.
54	The units of the value field depends on the value of the TypeMetric field. The units are defined in section A.2.1.4 of IEEE 1278.1-1995
55	The units of the FixedDatumValue field is determined by the value of the FixedDatumIdentifier field. Document EBV 99-01, section 7.1, defines the units, etc., for each of the FixedDatumIdentifier enumeration values.
56	One and only one of its component data is contained in this data structure. Variants are supposed to have better support in next HLA revision
57	The structure of this complex data type follows that defined in EBV-DOC (section 12.3.5.1).
58	The size of the padding field (i.e. its cardinality) is calculated so that the total size of the parent complex data type in bits is a multiple of 64
59	The size of the padding field (i.e. its cardinality) is calculated so that the total size of the parent complex data type in bits is a multiple of 32
60	The size of the padding field (i.e. its cardinality) is calculated so that the total size of the parent complex data type in bits is a multiple of 16

ID	Text
61	<p>The AttributeChangeResultR interaction should be sent in response to an AttributeChangeRequestR interaction by any object that is mentioned in the associated object list. The AttributeChangeResult parameter should indicate the success or failure of the object to implement the requested changes. If the object can implement the changes then the AttributeChangeResult parameter should be set to successful and the AttributeValueSet shall be empty.</p> <p>If the object cannot immediately comply with the request, but is likely to be able to comply in the future then the AttributeChangeRequest parameter shall be set to pending and the AttributeValueSet shall be empty. When the object complies with the request (or fails to implement the request) then another AttributeChangeResultR interaction shall be sent informing the initiating federate of the result of the request.</p> <p>If the object cannot comply with the request then the AttributeChangeResult parameter shall indicate the reason why the object cannot comply with the request. The AttributeValueSet shall contain the attributes which have been not been set and the current values of those attributes.</p>
62	The CreateObjectResult interaction should be sent in response to an CreateObjectRequest interaction by the receiving federate.
63	The CreateObjectResultR interaction should be sent in response to an CreateObjectRequestR interaction by the receiving federate.
64	The ActionResponse interaction should be sent in response to an ActionRequest interaction by the receiving federate.
65	The ActionResponseR interaction should be sent in response to an ActionRequestR interaction by the receiving federate.
66	The ActionResponseFromObject interaction should be sent in response to an ActionRequestToObject interaction by the receiving federate.
67	The ActionResponseFromObjectR interaction should be sent in response to an ActionRequestToObjectR interaction by the receiving federate.
68	The Data interaction should be sent in response to a DataQuery interaction by the receiving federate.
69	The DataR interaction should be sent in response to a DataQueryR interaction by the receiving federate.
70	The Data interaction should be sent in response to a SetData interaction by the receiving federate.
71	The DataR interaction should be sent in response to a SetDataR interaction by the receiving federate.
72	The RemoveObjectResult interaction should be sent in response to an RemoveObjectRequest interaction by the receiving federate.
73	The standard acknowledgement protocol is identical to the requirements of SIMAN in DIS 1278.1-1995 (i.e. it acts identically to the parent interaction) - see DIS 4.5.5. The other acknowledgement protocols are described in DIS 4.5.11 (they are called reliability services in that document).
74	This is an entity appearance record (see section 4.3 of the DIS enumeration document). The reason that this has not been split out into separate fields (as has been done for the subclasses of BaseEntity) is the difficulty of providing an efficient manner of defining an array of such appearance fields. IEEE 1516 provides facilities to define bit-encoded fields - it is intended that, as part of the upgrade to IEEE1516, a suitable datatype for the appearance structure will be defined for use with this field.
75	This field is present if the StationName enumerated value is equal to OnStationXYZ. If the StationName field contains any other enumerated value then this field is not present
76	This field is present if the StationName enumerated value is equal to OnStationRangeBearing. If the StationName field contains any other enumerated value then this field is not present
77	The relationship and named location fields are not included in this datatype if the entity is not a constituent part of another entity (denoted by the HostEntityIdentifier being set to 0.0.0 and the HostRTIObjectIdentifier being set to the empty string). If the entity is a constituent part of another entity (denoted by the HostEntityIdentifier being set to a valid entity identifier and the HostRTIObjectIdentifier being set to the RTI object identifier of the host entity) then the Relationship and NamedLocation fields shall be present in this datatype.
78	If the entity is a constituent part of another entity (denoted by the IsPartOf attribute being set appropriately) then the Spatial attribute is not updated. A federate wishing to determine any of the spatial attribute values for this entity should calculate them from the appropriate host entity values, taking into account the relationship specified in the IsPartOf attribute and making use of the RelativeSpatial attribute.
79	If the entity is a constituent part of another entity (denoted by the IsPartOf attribute being set appropriately) then the IsFrozen attribute is no longer updated. The frozen status of the entity is the same as the frozen status of the host entity.
80	The type of RecordData is determined by the value of the RecordSetIdentifier field. Document EBV2000, section 7.1, defines the units, etc. for each of the RecordIdentifier enumeration values.

ID	Text
81	The number of padding octets added to the RecordSetStruct shall make the sum of the RecordValues field length and the PaddingTo32 field length an even multiple of 32 bits. This number can be formulated as $P = (\text{ceiling}(v/32) * 32 - v) / 8$ where v is the actual length of the RecordValues data type in bits and $\text{ceiling}(x)$ is 1 plus the largest integer less than x .
82	This field matches this response with the specific SetRecord or RecordQuery interaction sent by the simulation manager.
83	If this field is zero and the EventType is set to zero then the receiving entity or application shall set a single RecordR interaction containing the requested data.
84	Frequency modulation shall be derived from database parameters stored for the particular emitting system and specified mode
85	If layer 2 data is available (determined by the state of the Layer2DataAvailable attribute) then this field shall be transmitted by the federate. If layer 2 data is not available then this field shall not be transmitted by the federate.
86	The RRB system is a transponder only system
87	The RecordR interaction should be sent in response to a SetRecordR interaction by the receiving federate.
88	The RecordR interaction should be sent in response to a RecordQueryR interaction by the receiving federate.
89	The value of the SpreadSpectrumType determines which of the remaining fields are used to described the spread spectrum detail.
90	There is no data associated with the uniform geometry complex data type. However, to correctly align fields within the EnvironmentRecStruct complex data type all environmental record data types (including this data type) must have a size which is a multiple of 64 bits. Hence 64 bits of padding are included in this record.