

Table 134—Entity State PDU (continued)

Field size (bits)	Entity State PDU fields	
64	Entity Type	Entity Kind—8-bit enumeration
		Domain—8-bit enumeration
		Country—16-bit enumeration
		Category—8-bit enumeration
		Subcategory—8-bit enumeration
		Specific—8-bit enumeration
		Extra—8-bit enumeration
64	Alternate Entity Type	Entity Kind—8-bit enumeration
		Domain—8-bit enumeration
		Country—16-bit enumeration
		Category—8-bit enumeration
		Subcategory—8-bit enumeration
		Specific—8-bit enumeration
		Extra—8-bit enumeration
96	Entity Linear Velocity	x-component—32-bit floating point
		y-component—32-bit floating point
		z-component—32-bit floating point
192	Entity Location	X-component—64-bit floating point
		Y-component—64-bit floating point
		Z-component—64-bit floating point
96	Entity Orientation	Psi (ψ)—32-bit floating point
		Theta (θ)—32-bit floating point
		Phi (ϕ)—32-bit floating point
32	Entity Appearance	32-bit record
320	Dead Reckoning Parameters	Dead Reckoning Algorithm—8-bit enumeration
		Other Parameters—120 bits
		Entity Linear Acceleration—3 × 32-bit floating point
		Entity Angular Velocity—3 × 32-bit floating point
96	Entity Marking	Character Set—8-bit enumeration
		11, 8-bit unsigned integers
32	Capabilities	32-bit record
128	Variable Parameter record #1	Record Type—8-bit enumeration
		Record-Specific fields—120 bits