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| Execute ADAPTOR as part of RESA | Is it possible that perceived problems with Hub/Wishbone connectivity are partially caused by, or exacerbated by, the fact that the ADAPTOR, which executes RESA's Local RTI Component (LRC), is controlled by the Federation Tech Control team rather than RESA's?  Several years ago, when CBS was the JLCCTC Army model, Sam Siri of JPL ran the CBS ADAPTOR on CBS hardware. The motivation, IIRC, was poor performance on a JIS machine (note that the JIS has been replaced by Insight in MRF 8.1). That set-up worked very well.  The ADAPTOR is simply a Java JAR file. It does rely on the RTI, so a license from Raytheon would be required. Of course, Java and the RTI would need to be installed.  By having the Hub, Wishbone, and ADAPTOR executed by the same team, RESA would appear, from the perspective of Federation Tech Control, like any other federate. All TCP/IP communication issues would be local.  I am not advocating that RESA developers maintain the ADAPTOR. That is currently a non-starter, as MITRE is reluctant to share the code, which, I am told, reflects many of the non-standard practices that were prevalent among early Java adopters in the late 1990s. |
| Minefield presentation | Either visually or through information from "pucking" upon the minefield, it would be beneficial to control stations to identify the side associated with minefields |
| Follow the leader | There is an actual naval term. Desire ability to follow other ships maintaining spacing and effectively turning at the same location. An order exists to maintain relative spacing and orientation, however the result is that as the lead ship changes the following ships move even further out of alignment trying to reorient on the lead vessel. Similar to "crack the whip" when skating |
| PH for torpedos cross model | "torpedo in the water" message isn't received for torpedoes fired cross model. The result is that controllers have no time or means to take evasive actions. SMEs should be consulted to determine if current PH values are appropriate, or if values should be modified to include 'implicit' countermeasures. |
| plot ghost side only for units | Erase/PLOT GHOST SIDE [ORANGE | BLUE | NEUTRAL ] only applies to units. The preference is that PLOT GHOST SIDE affect all objects types of specified side. |
| Plot Friendly only does RESA objects | The PLOT FRIENDLY only effects RESA objects. There is a desire that this include ALL friendly objects regardless if ghost or not. |
| Cancel All modification | Need further functional expert input. The cancel all orders is at times too lethal, removing all movement orders as well as planned air and artillery.  Perhaps either a 2 stage order (first time movement, second time "other") capability would be preferred, or additional values to the order itself.  In previous event, a cancel all to an aircraft carrier caused issues as all ATO launch orders were lost. |
| Document Enumeration update procedure | Update documentation for updating the enumeration list. The Enumeration list is currently maintained by adding items to the RESA database to correspond to any new item. This is not a long term tenable solution. |
| Duplicate tech control messages | When the tech controller responds to a gamer, other tech controllers are not notified. Gamer can broadcast to all controllers for help; however controllers are unaware if any or all have replied.  If possible, controller responses should go to each other when replying. If not possible to limit solely to responses then controller messages outbound to gamers should be duplicated |
| Select color for objects | Add ability to designate a color for the circles and rectangles. The Plot overlay allows circles, lines, rectangles and other items to be created for display. However the COLOR order only works on line and polygon. Expand COLOR to work upon more overlay graphics |
| Provide ASTAB sorting | Include a sort capability within the ASTAB. At a minimum sort the Damage ASTAB by Date and Time versus name. |