Client Meeting Notes Summary – 23 Apr 20

Things we asked Sura about/told Sura:

- Tran suggested we include the EspduSender.cs code by importing it as a library to our Bird scripts

- With the Boids simulation, do you want there to be a certain minimum amount of Boids that the sim should work for?

    * With less Boids, the forces get a little weaker and they are less likely to flock & behave a little differently as of nows

To Do:

- adjust the weightings of the cohesion and separation forces to give cohesion a lil higher weighting
    - open a config file and use it to adjust the weighting of the forces
- DIS uses the Easy EF co-ordinate model of coordinates to map entities from Unity to simulator
    - have to convert between Unity's (x, y, z) and Easy EF
    - give lat and long vals for eg in Unity, and convert to Easy EF, which then maps to whatever simulator's version (e.g. lat long)
- Also have latitude/longitude/altitude value for spawn point adjustable in a config file
- We need to provide a configurable a lat/long/alt point, which is where the simulated entities will spawn
- Easy EF converts our coord into the coord of the simulator (only worry about our side)
    - Make sure that the entities don't "spawn" out of the map range (make sure spawn point is in range)
- Add threshold values for orientation changes to avoid having a sudden "snap" in a simulation tick
    - Have to test if our entities can do these sudden snaps; may need to add threshold e.g. in 1 tic, do max 1 degree of change

Also "LLA" = latitude, longitude, altitude