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Trick High Level Architecture MODEL User Guide

Simulation and Graphics Branch (ER7)
Software, Robotics and Simulation Division
Engineering Directorate

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Document Revision 1.0 DATE

National Aeronautics and Space Administration
Lyndon B. Johnson Space Center
Houston, Texas

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Abstract

This is the abstract of the MODEL.

Contents

Chapter 1

Introduction

MODEL introduction.

1.1 Identification of Document

This document describes the use of the MODEL developed for use in the Trick Simulation Environment. This document adheres to the documentation standards defined in NASA Software Engineering Requirements Standard [?].

1.2 Scope of Document

This document provides information on the use of the MODEL.

1.3 Purpose and Objectives of Document

The purpose of this document is to describe how to incorporate the MODEL into a dynamic Trick simulation and used by other simulation models.

1.4 Documentation Status and Schedule

The information in this document is current with the TrickHLA v2.9.0 implementation of the MODEL. Updates will be kept current with module changes.

Author	Date	Description
YOUR NAME	DATE	Initial Version

Revised by	Date	Description

1.5   Document Contents

This document is organized into the following sections:

Chapter ??: Introduction - Identifies this document, defines the scope and purpose, present status, and provides a description of each major section.

Chapter ??: Related Documentation - Lists the related documentation that is applicable to this project.

Chapter ??: User Guide - Describes how to use the MODEL.

Bibliography - Informational references associated with this document.

Chapter 2

Related Documentation

2.1   Parent Documents

The following documents are parent to this document:

- *Trick High Level Architecture ()* [**?**]
- *MODEL* [**?**]

2.2   Applicable Documents

The following documents are referenced herein and are directly applicable to this document:

- *MODEL Product Requirements* [**?**]
- *MODEL Product Specification* [**?**]
- *MODEL Inspection, Verification, and Validation* [**?**]
- *The Trick User's Guide: Trick 2005.0 Release* [**?**]
- *Trick Simulation Environment: User Training Materials: Trick 2005.0 Release* [**?**]
- *Trick Simulation Environment: Version Description: Trick 2005.0 Release* [**?**]
- *The Trick Design Document: Trick 2005.0 Release* [**?**]
- *NASA Software Engineering Requirements* [**?**]

Chapter 3

User Guide

This section describes how to use the MODEL in a simulation and in other models.

3.1   Simulation

3.1.1   S_define File

USE SNIPPETS OF AN S_DEFINE TO ILLUSTRATE HOW THE MODEL CAN BE INCOR-
PORATED INTO A SIMULATION.

3.1.2   Input Files

DESCRIBE WHICH MODEL DATA ARE TYPICALLY CHANGED IN AN INPUT FILE. USE
EXAMPLES IF APPLICABLE.

3.1.3   Log Files

DESCRIBE WHICH MODEL DATA ARE TYPICALLY LOGGED. USE EXAMPLES IF APPLI-
CABLE.

Appendix A

Model Data

Appendix B

Model Functions