OMNeT++

Discrete Event Simulator

OMNeT++ is an extensible, modular, component-based C++ simulation library and framework, primarily for building network simulators.

OMNeT++ 5.2 Released (https://omnetpp.org/)

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We are happy to announce the release of OMNeT++ 5.2. Highlights of this release are the fine-tuning of result recording and processing (especially around weighted statistics); many bug fixes and improvements in Qtenv; makefile changes to allow DEBUG and RELEASE builds of models to co-exist, and several related changes in the IDE.

Download: https://omnetpp.org/omnetpp

Exercises

https://www.youtube.com/watch?v=GR8kb5dlIPA
https://www.youtube.com/watch?v=y9UzdEkCC2s
https://www.youtube.com/watch?v=bgWQs90ga5w
https://www.youtube.com/watch?v=suN0-xanJ6I
https://www.youtube.com/watch?v=f384tvYF184

INET 3.4 Released

We are happy to announce the latest version of the INET Framework. INET 3.4 requires OMNeT++ 5.0 or later.

One of the highlights of this release is a Wireless Tutorial (also available online), which is a recommended read for everyone into wireless simulations with INET. An animated screenshot from the tutorial can be seen below.

INET 3.4 also features advanced visualization. Visualizer modules are decoupled from the rest of the simulation, and can display physical objects (obstacles), movement trails, discovered network connectivity, discovered network routes, ongoing transmissions and receptions, radio signals, statistics, and much more. Nearly all visualizers support both the Canvas (2D) and OSG (3D) graphics. Instrument figures that can display statistics and other variables during simulation have also been added.

OMNeT++ Simulation Manual – https://omnetpp.org/doc/omnetpp/manual/