

JLOD - What's New in JLOD V10.0

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Distribution statement A: Approved for public release: Distribution is unlimited

Conflict Simulation Laboratory
<https://csi.llnl.gov>



SysAdmin



- Operating Systems for V8.8 (default)
 - RHEL 8.7/8.9 are also supported



Enhancements & Improvements

- Sim / Workstation performances
- GUI easier access to menus
- Text/CSV file supports on GUIs
- JSJ7 Modernization Prep-work
- OBS 4.3 Importing / Exporting
- JLVC Modular FOM supports
- NETN ORG/ETR supports



Simulation Fixes and Improvements

- Fixed PEChar data sync issues
- Fixed TBM Flight times in the TEL Fire Plan Editor
- Fixed Emission Scheduler Restore
- Fixed Flyout Report not including impacting munitions as dead in report
- Saved/Restore Entity CBRN state
- Fixed Cruise Missile simulation hang on vertical dive
- Fixed restoring movement orders to Population Entities

Fix List Items

- JLOD-1717
- JLOD-1720
- JLOD-1726
- JLOD-1583
- JLOD-1758
- JLOD-1760
- JLOD-1788



Workstation Fixes and Improvements

- Fixed crash using Weapon Pane and using the Right-Button selection
- Fixed creation of ZERO sized Population Entities
- Fixed crash using Emission Scheduler and the “Cancel Plan” button
- Fixed crash using ACS engagement symbol after the combat has terminated

Fix List Items

- JLOD-1748
- JLOD-1784
- JLOD-1786
- JLOD-1087



Enhanced VISTA to import more OBS Class Data



- Updated MCL data importer
 - Imports DIA Equipment code, TAMCN, LIN, PWLIN, and 2525C Symbol
 - Can optionally updated each type of data

Fix List Items

- JLOD-1768



JLVC Modular FOM Improvements

- Two Year effort to migrate to Modular FOMs and upgrade to RPR3 base
 - Challenge since NATO's NETN FOM still uses RPR2 as its base
- RPR3 Base Conversion
 - Use WeightOnWheels instead of PowerPlantOn to denote "Flying" aircraft
 - Upgrade to use all SISO encoding/decoding standards
- Added Non-Human HLA Object Class usage
 - Supports JLVC, NETN and base RPR2/3 FOMed federations.

Fix List Items

- JLOD-1704
- JLOD-1727





Magic Shoot Improvement – Can use routes

- Cruise Missile shots can now support routes
 - Optionally support use of routes
 - Missiles will use route and then fly to target
- TBM and Harpy currently ignore route

Magic Shoot (In control)

Shooter Selections

Shooter Name: D 656 NORMANDIE Shooter OBS: U0000G00VAD

Designator Name: Designator OBS:

Mission Name:

Munition Selections

Bullet to Shoot

- AT 7 SAXHORN ATGM
- AT 8 SONGSTER ATGM
- AT 9 SPIRAL ATGM
- ATBIP FOAB
- BARAK
- BARAK 8
- BGM 109 TLAM 3D1 ZWO75**

Database Values

Selected Munition: BGM 109 TLAM 3D1 ZWO75

Munition Type: High Explosive

LockOn Type: GPSandInertialGuided

GuidanceLockType: No Lock On

Propulsion Type: Powered

Min Range (m): 1000

Max Range (m): 1000000

Flyout System Name: BGM 109 TLAM 3D1 ZWO75

DIS Type: 2,9,225,1,19,2,1

Warhead Type: 1000

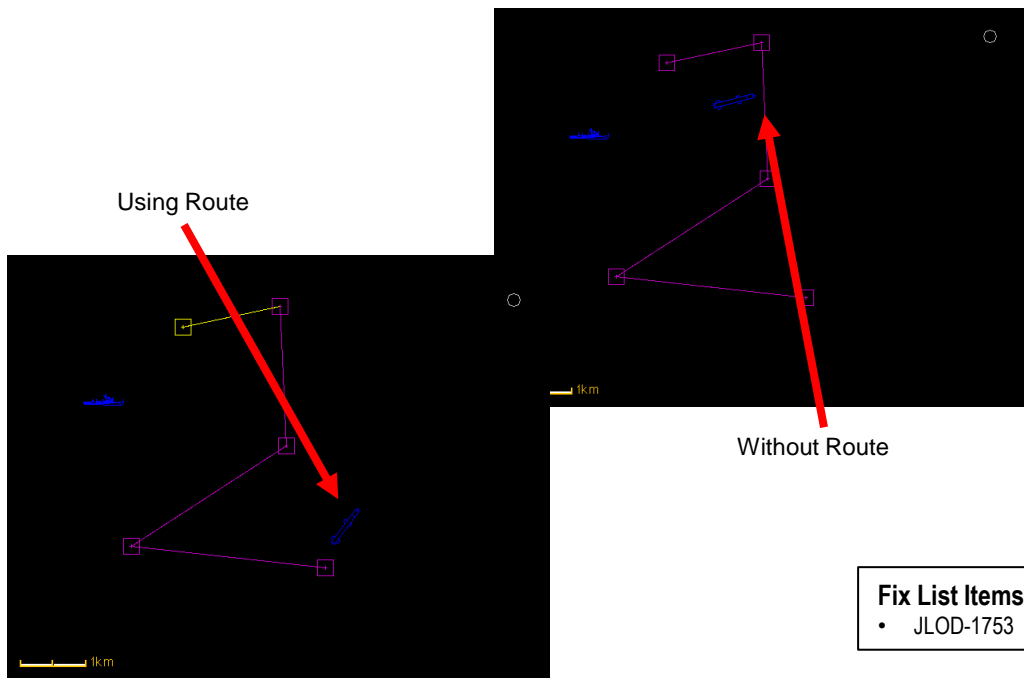
Target Selections

Target Name: Target OBS:

Target Location: 34:19:10.097N 34:52:44.696E Description:

Flight Path: Zig Zag To Target Select Path Clear Path Selection

Clear All Shoot at Entity SHOOT at Location



Fix List Items

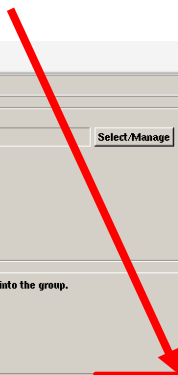
- JLOD-1753



TEL Fire Plan Improvement – TimeOnTarget

- Right-Button Select Time
- Option to adjust Time-On-Target for selection
- All Selected rows will adjust launch time to support the given Time-On-Target

Right-Click



Update Launch Time
Update Time-on-Target



Enter Simulation Zulu Time-On-Target

2021
January

Hours	Minutes	Seconds
17	4	42

17:04:42

Sun	Mon	Tue	Wed	Thu	Fri	Sat
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31						

Accept Dismiss

Fix List Items
• JLOD-1772

TEL Fire Plan Editor (In control)

Working Fire Plan Name: MRT1 - Lake Erie

Fire Plan State: Inactive - Able to Modify Plan

Launch Time Representation: Simulation Zulu

Notes

TOT/VOL Status	Guidance Type	Weapon Name	Munition Name	Ref Num	Launching Federate	Launching Entry Name	Launching OBS ID	Weather Radar OBS ID	Launch Time	Initial Hide Location
	Cruise Missile	CRUISE MISSILE LAUNCHER	TLAM109 MRT1	0	JLOD	USS LAKE ERIE CG 70	U0000000040		20210114T170503Z	29:30



Position & Tasking Tool Improvement

- Convert Navigation Path into Route
- Auto open Route Editor with contents
- Path converted and loaded into Route Editor

Position and Tasking Tool (In control)

File Repairs Orders

Time Offset (DD:HH:MM:SS) Adjust ALL Min Times Load Initial Position from Entity

OBS ID	HHQ	Entity	Initial Position	Order Type	Use Now?	Warnings
U0000FYSMM6	1357.417004000	PL 1 A WHL 1 188 ADA	36:58:20.274N 38:28:38.090E	No Plan No Plan	No No	No No

Add Remove Clone Inject Magic Move

Order Editor

Order Type: Navigate

Units: Kilometers Select Entity: PL 1 A WHL 1 188 ADA Initial Position: 36:58:20.274N 38:28:38.090E

Graph Road **Load into Route Editor**

Location	Stey Distance	Total Distance
36:54:52.395N 38:22:03.799E	15.9 km	15.9 km
36:51:11.635N 38:23:24.412E	10.6 km	26.5 km
36:49:34.051N 38:27:42.504E	8.8 km	35.1 km

Insert Row

Converted to Route

Route Editor (In control)

File

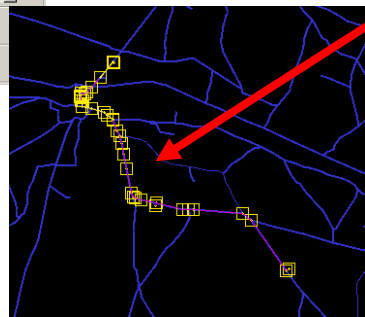
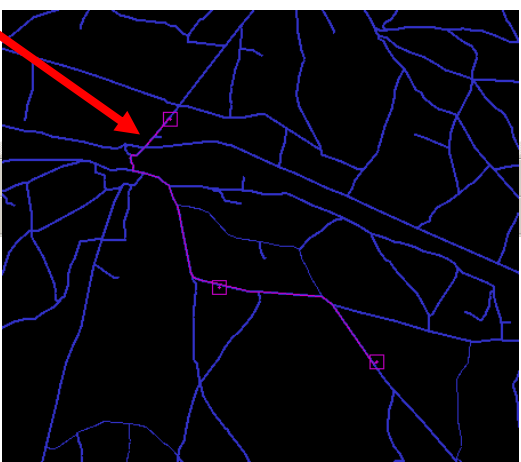
Route Editor

Working Route Name: Select/Manage Save Save As

Calculate Distances Clear Table

Location	Spacing Radius (m)	Vertical (m)	Type
36:54:52.395N 38:22:03.799E	0	0	MSL
36:54:52.395N 38:22:03.799E	0	0	MSL
36:54:53.884N 38:22:01.770E	0	0	MSL
36:54:29.166N 38:21:37.123E	0	0	MSL
36:54:29.136N 38:21:37.090E	0	0	MSL
36:54:14.294N 38:21:20.712E	0	0	MSL
36:54:14.203N 38:21:20.603E	0	0	MSL
36:54:06.591N 38:21:11.562E	0	0	MSL
36:54:06.561N 38:21:11.505E	0	0	MSL
36:54:04.297N 38:21:07.085E	0	0	MSL
36:54:05.190N 38:20:59.097E	0	0	MSL
36:54:05.044N 38:20:59.061E	0	0	MSL
36:54:01.208N 38:20:58.118E	0	0	MSL

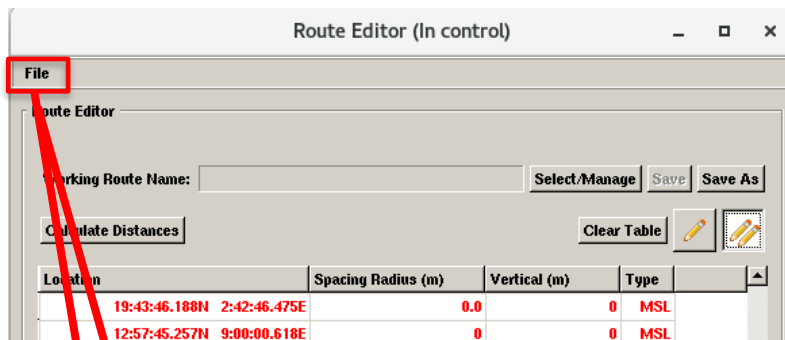
Insert Row Append Row Delete Row



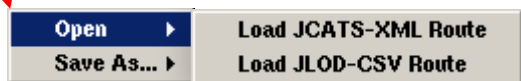
Fix List Items
• JLOD-1751



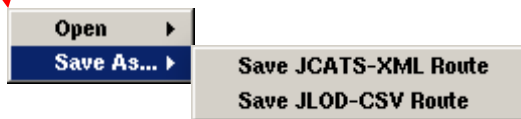
Route Editor Import Improvement



- Import CSV or Text files
 - Reads exported CSV file from window
 - Supports list of locations (one location per line)
 - Optionally consumes route location details
 - Spacing Radius
 - Vertical Offset (height)
 - Offset type (AGL or MSL)



- Export CSV (Text File)
 - Simple text file that contains all table fields
 - Can be imported or edited

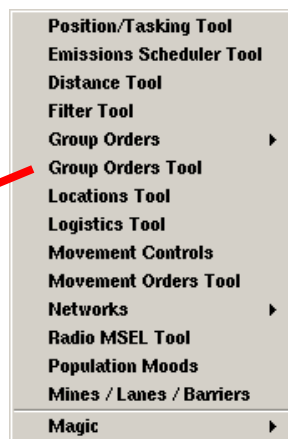


Fix List Items
• JLOD-1711



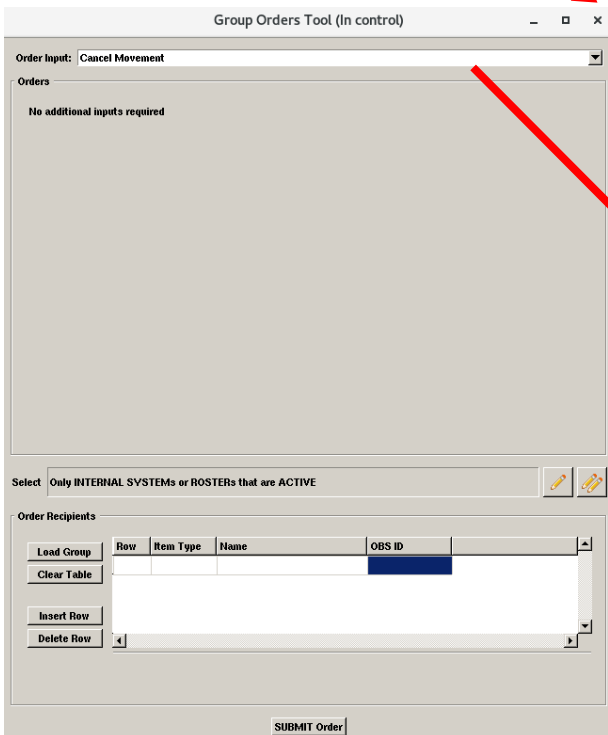
Group Order GUI Changes

- Removed Duplicate selection items
 - Removed Cancel and Set Speed selections
 - Features exist in Movement Controls GUI
 - Removed Set Position, exist in Magic Position
- Moved Controls for easy access
 - Split/Merge controls access from menu
 - Guise/Appearance controls access from menu
 - Radar Controls access from menu
 - Jammer Control access from menu
 - Radio Control access from menu



Fix List Items

- JLOD-1742
- JLOD-1740
- JLOD-1741
- JLOD-1743
- JLOD-1744
- JLOD-1745
- JLOD-1747





Position/Orient Group Order Improvement

Tool Menu

- Position/Tasking Tool
- Emissions Scheduler Tool
- Distance Tool
- Filter Tool
- Group Orders**
- Group Orders Tool
- Locations Tool
- Logistics Tool
- Movement Controls
- Movement Orders Tool
- Networks
- Radio MSEL Tool
- Population Moods
- Mines / Lanes / Barriers
- Magic
 - Position**
 - Health
 - Health (Implicit)
 - Shoot
 - Repair Status
 - Logistics Percent
 - CBRN Adjust

- Mount/Dismount
- Split/Merge
- Position/Orient**
- Guise/Appearance
 - Radars
 - Jammers

- Moved Controls for easy access
- Same functionality, removed combo selection

Magic Position/Orient (In control)

Enable Position Updates

Magic Move Location: 35:19:44.690N 34:39:24.836E Radius (m): 11911.6

Set ALTITUDE Values ALTITUDE Type: Surface Altitude: 0 Meters

Enable Orientation Updates Compass Orientation (deg): 35 Angle Jitter (deg): 5

Select ANY SYSTEMS or ROSTERS or POPULATIONs that are ACTIVE

Order Recipients

Load Group	Row	Item Type	Name	OBS ID
	0	Entity	LPD 979 TAI SHAN	U0000G085KC
	1	Entity	PC 1240 SHANGHAI III	U0000G085NJ
	2	Entity	DDG 150 CHANGCHUN	U0000G085KK
	3			

SUBMIT Order

Fix List Items

- JLOD-1741



Improved Magic Position GUI

Tool Menu

- Position/Tasking Tool
- Emissions Scheduler Tool
- Distance Tool
- Filter Tool
- Group Orders
- Group Orders Tool
- Locations Tool
- Logistics Tool
- Movement Controls
- Movement Orders Tool
- Networks
- Radio MSEL Tool
- Population Moods
- Mines / Lanes / Barriers
- Magic
 - Position**
 - Health
 - Health (Implicit)
 - Shoot
 - Repair Status
 - Logistics Percent
 - CBRN Adjust

- Each Entity can have Unique Position
- Table can be saved as CSV text file
 - Enables snap-shot of entities position
- Table can be restored from CSV text file
 - Enables repositioning from OBS Scenario update
 - File can be edited with EXCEL or text editor

Position from CSV (In control)

File Orders

Update Table Positions Load Selected Entity's Position

Table of Entity and Positions

Row	HHQ Name	Entity Name	Entity OBSID	Position	Notes
0		CIVILIANS	CESSNA172_2832	U0000000685 54:35:24.832N 17:20:03.232E	
1		CIVILIANS	CESSNA172_2819	U0000000671 54:33:26.800N 17:18:29.017E	
2		CIVILIANS	CESSNA172_2814	U0000000666 54:32:55.992N 17:16:43.734E	
3		CIVILIANS	CESSNA172_2826	U0000000679 54:31:35.704N 17:13:19.642E	
4					

Insert Row Append Row Delete Row

Fix List Items

- JLOD-1774



Split/Merge Group Order Improvement

Tool Menu

- Position/Tasking Tool
- Emissions Scheduler Tool
- Distance Tool
- Filter Tool
- Group Orders**
- Group Orders Tool
- Locations Tool
- Logistics Tool
- Movement Controls
- Movement Orders Tool
- Networks
- Radio MSEL Tool
- Population Moods
- Mines / Lanes / Barriers
- Magic

- Mount/Dismount
- Split/Merge**
- Position/Orient
- Guise/Appearance
- Radars
- Jammers

Group Orders Tool (In control)

Order Input: Cancel Movement

Orders

- Cancel Movement
- Set Speed
- Set Position
- Set Radars
- Set Jammers
- Set Appearance
- Radio Settings
- VPOL Order
- Movement Orders
- Split / Merge**

- Moved Controls for easy access
- Example: Split Systems from Unit
 - Three Systems split from parent Unit
- Can recurse down TOE tree
 - Include Sub-Units/Systems in order

Split/Merge Group (In control)

Split/Merge Orders

Split Merge

Include Sub-Units

Include Sub-Systems

Select ANY SYSTEMS or ROSTERS or POPULATIONs that are ACTIVE

Split Entity List

Load Group	Row	Rem Type	Name	OBS ID
	0	Entity	RAH66_1995	U0000002508
	1	Entity	RAH66_1996	U0000002509
	2	Entity	RAH66_1997	U0000002510
	3			

SUBMIT Order

Fix List Items

- JLOD-1740



Guise/Appearance Group Order Improvement

- Moved Controls for easy access
- Same Functionality, removed combo selection

Tool Menu

- Position/Tasking Tool
- Emissions Scheduler Tool
- Distance Tool
- Filter Tool
- Group Orders**
- Group Orders Tool
- Locations Tool
- Logistics Tool
- Movement Controls
- Movement Orders Tool
- Networks
- Radio MSEL Tool
- Population Moods
- Mines / Lanes / Barriers
- Magic

- Mount/Dismount
- Split/Merge
- Position/Orient
- Guise/Appearance**
- Radars
- Jammers

Group Orders Tool (In control)

Order Input: Cancel Movement

Orders

No additional inputs require

- Cancel Movement
- Set Speed
- Set Position
- Set Radars
- Set Jammers
- Set Appearance**
- Radio Settings
- VPOL Order
- Movement Orders
- Split / Merge

Guise/Appearance Group (In control)

Guise / Appearance Settings

Unset Guise
 Set Guise

Mobility Type: Water Craft
Name: 2 YU SHUIN LARGE FISHING TRAWLER
Force ID: Enemy(2)

Update Concealment State: Set Unconcealed
 Update Launcher State: Set Lowered
 Update Power Plant State: Set On
 Update Camouflage Type: Uniform Paint
 Update Stance Code: Not Applicable
 Update Compliance States: Other
 Update Primary Weapon States: No Weapon
 Update Secondary Weapon States: No Weapon

Select ANY SYSTEMS or ROSTERS or POPULATIONS that are ACTIVE

Guise & Appearance orders to Entity List

Load Group	Row	Item Type	Name	OBS ID
	0	Entity	LARGE BOAT_2823	U0000000675
	1			

Insert Row
Delete Row

SUBMIT Order

Fix List Items
• JLOD-1743



Radar Group Order Improvement

Tool Menu

- Position/Tasking Tool
- Emissions Scheduler Tool
- Distance Tool
- Filter Tool
- Group Orders** ▶
- Group Orders Tool
- Locations Tool
- Logistics Tool
- Movement Controls
- Movement Orders Tool
- Networks
- Radio MSEL Tool
- Population Moods
- Mines / Lanes / Barriers
- Magic ▶

Group Orders Tool (In control)

Order Input: Cancel Movement

Orders: No additional inputs required

- Cancel Movement
- Set Speed
- Set Position
- Set Radars**
- Set Jammers
- Set Appearance
- Radio Settings
- VPOL Order
- Movement Orders
- Split / Merge

Mount/Dismount

- Split/Merge
- Position/Orient
- Guise/Appearance
- Radars**
- Jammers

- Moved Controls for easy access
- Same Functionality, removed extra combo selection

Update Radar Group (In control)

Radar Orders

- Set Radar Mode: Radar Mode: On
- Update Emission Plan: Selected Name: [] Select Emission Plan
- Start ASAP: Start Time: []
- Update Radar Direction: Direction (angle): 45
- Add Defense Area: Selected Name: [] Select Defense Area

Select ANY SYSTEMs or ROSTERS or POPULATIONs that are ACTIVE

Order Recipients

Load Group	Row	Item Type	Name	OBS ID
Clear Table	0	Entity	SHIP MEDIUM_2822	U0000000674
Insert Row	1			
Delete Row				

SUBMIT Order

Fix List Items

- JLOD-1744



Jammer Group Order Improvement

Tool Menu

- Position/Tasking Tool
- Emissions Scheduler Tool
- Distance Tool
- Filter Tool
- Group Orders**
- Group Orders Tool
- Locations Tool
- Logistics Tool
- Movement Controls
- Movement Orders Tool
- Networks
- Radio MSEL Tool
- Population Moods
- Mines / Lanes / Barriers
- Magic

- Mount/Dismount
- Split/Merge
- Position/Orient
- Guise/Appearance
- Radars
- Jammers**

Group Orders Tool (In control)

Order Input: Cancel Movement

Orders

No additional inputs required

- Cancel Movement
- Set Speed
- Set Position
- Set Radars
- Set Jammers**
- Set Appearance
- Radio Settings
- VPOL Order
- Movement Orders
- Split / Merge

- Moved Controls for easy access
- Same functionality, removed extra combo selection

Update Jammer Group (In control)

Jammer Orders

Set Jammer Mode Jammer Mode: On

Update Emission Plan Selected Name: Select Emission Plan

Start ASAP Start Time

Update Jammer Direction Direction (angle): 135

Add Defense Area Selected Name: Select Defense Area

Select ANY SYSTEMS or ROSTERS or POPULATIONS that are ACTIVE

All JAMMER orders to Entity List

Load Group	Row	Item Type	Name	OBS ID
Clear Table	0	Entity	LPD 979 TAI SHAN	U0000G085KC
	1	Entity	PC 2327 SHANGHAI III	U0000G085NK
Insert Row	2			
Delete Row				

SUBMIT Order

Fix List Items

- JLOD-1745



Radio Group Order Improvement

Tool Menu

- Position/Tasking Tool
- Emissions Scheduler Tool
- Distance Tool
- Filter Tool
- Group Orders
- Group Orders Tool
- Locations Tool
- Logistics Tool
- Movement Controls
- Movement Orders Tool
- Networks
- Radio Orders**
- Population Moods
- Mines / Lanes / Barriers
- Magic

Radio Orders

- Radio State**
- Radio MSEL Tool

Group Orders Tool (In control)

Order Input: Cancel Movement

Orders

- Cancel Movement
- Set Speed
- Set Position
- Set Radars
- Set Jammers
- Set Appearance
- Radio Settings**
- VPOL Order
- Movement Orders
- Split / Merge

- Moved Controls for easy access
- Same functionality, removed extra combo selection

Update Radio Group (In control)

Radio Orders

Radio State

Select ANY SYSTEMs or ROSTERs or POPULATIONs that are ACTIVE

RADIO orders to Entity List

Load Group	Row	Item Type	Name	OBS ID
	0	Entity	LPD 979 TAI SHAN	U0000G085KC
	1			

Buttons: Load Group, Clear Table, Insert Row, Delete Row

SUBMIT Order

Fix List Items

- JLOD-1747



Added CBRN Group Order Window

Tool Menu

- Position/Tasking Tool
- Emissions Scheduler Tool
- Distance Tool
- Filter Tool
- Group Orders
- Group Orders Tool
- Locations Tool
- Logistics Tool
- Movement Controls
- Movement Orders Tool
- Networks
- Radio MSEL Tool
- Population Moods
- Mines / Lanes / Barriers
- Magic
 - Position
 - Health
 - Health (Implicit)
 - Shoot
 - Repair Status
 - Logistics Percent
 - CBRN Adjust**

- Added ability to adjust CBRN values
 - Magic CBRN values on Entities

Update CBRN Group (In control)

CBRN Selection Orders

Agent Class: Exposure:

CBRN Agent Type: Contamination:

Select:

CBRN orders to Entity List

Row	Item Type	Name	OBS ID
0	Entity	DDG 150 CHANGCHUN	U0000G085KK
1	Entity	FF 523 PUTIAN	U0000G085KJ
2			

Buttons: Load Group, Clear Table, Insert Row, Delete Row

SUBMIT Order

Fix List Items

- JLOD-1757



Damage Play Improvements

- Added ability to partially play Enhanced Casualties
 - Munition effects can cause enhanced casualties
 - Simulation Control to dynamically enable/display casualty play
 - Simulation supports “Time to Die” for Lifeforms
- Added Damages/Casualty Controller panes to display damages
 - Removed “Damage Info” pane, replaced with new panes
 - Lifeforms will now have “Casualty” pane to display health and any casualties
 - Non-Lifeforms will now have “Damages” pane to display health and any damages
- **Simulation supported REPAIRs are not complete**
 - Currently only supports manual magic fix/repair
 - Planned completion in a future patch

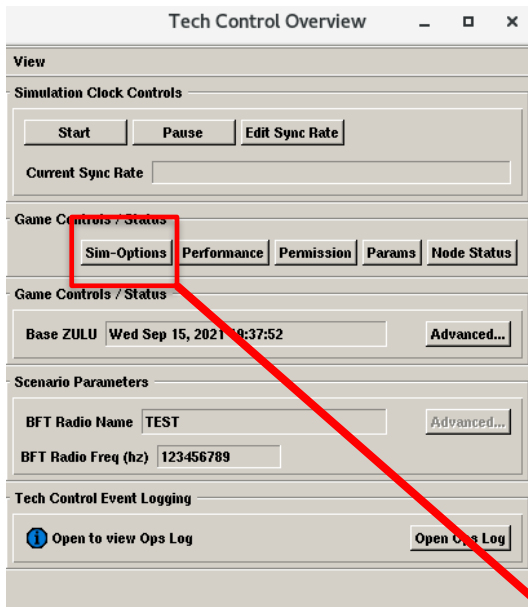
Fix List Items

- JLOD-1698
- JLOD-1695
- JLOD-1692
- JLOD-1766

NOTE: Simulation support REPAIRs are not complete, only manual actions supported

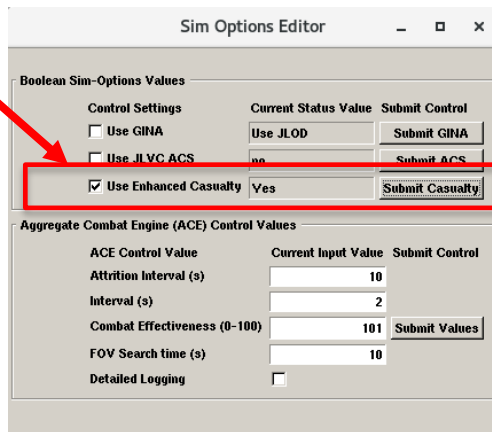


Damage Play – Tech Control Sim Options

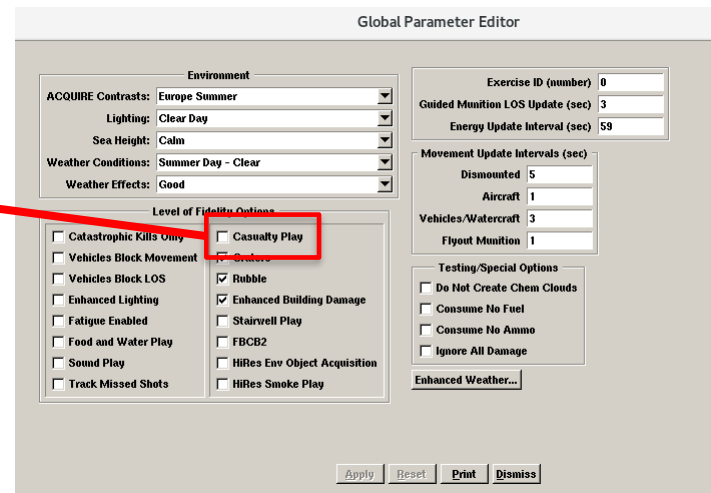


- New ability to change Simulation Options
- Dynamic Control of Enhanced Damage Play
 - Turn on/off JLOD Enhanced Casualty Play
 - GUIs will always show federated Casualty Play
- Load Initial State from Param File

Fix List Items
• JLOD-1695



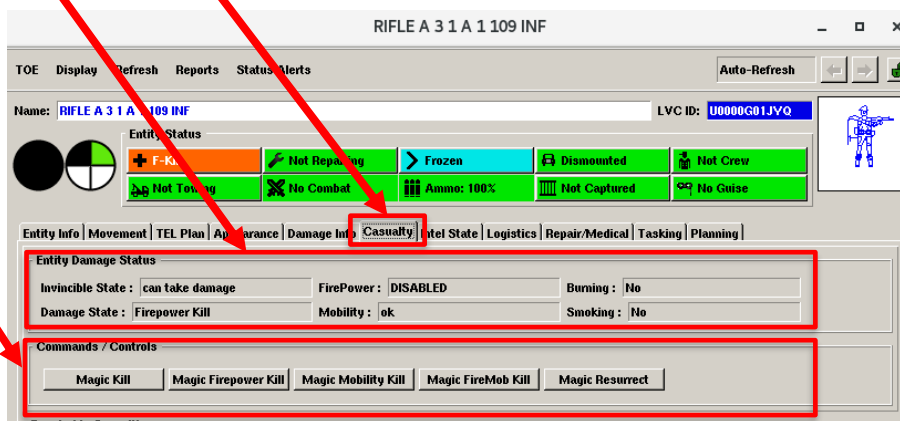
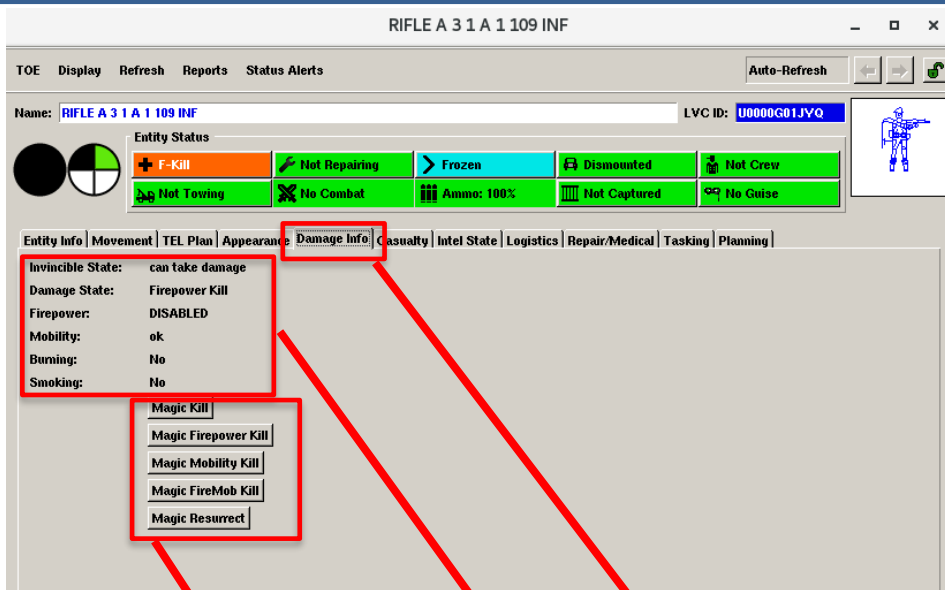
Vista Global Parameters





Damage Play – Damages Pane

- Replaced “Damage Info” Pane
 - Damages Pane for non-lifeform wounds
- Added Enhanced Casualty Info
 - New “Casualty” Tab for Lifeforms
 - New “Damages” Tab for Non-Lifeforms



Fix List Items
• JLOD-1692



Damage Play – New Casualty Pane

RIFLE A 3 1 A 1 109 INF

TOE Display Refresh Reports Status Alerts Auto-Refresh

Name: RIFLE A 3 1 A 1 109 INF LVC ID: U0000G01JYQ

Entity Status

- F-Kill
- Not Repairing
- Frozen
- Dismounted
- Not Crew
- Not Towing
- No Combat
- Ammo: 100%
- Not Captured
- No Guise

Entity Info | Movement | TEL Plan | Appearance | Damage Inf | **Casualty** | Intel State | Logistics | Repair/Medical | Tasking | Planning

Entity Damage Status

Invincible State : can take damage FirePower : DISABLED Burning : No

Damage State : Firepower Kill Mobility : ok Smoking : No

Commands / Controls

Magic Kill Magic Firepower Kill Magic Mobility Kill Magic FireMob Kill Magic Resurrect

Repairable Casualties

Right-Click in Table for Options

Description	Effect	Level	Care Required	Care Time	Must Start By	Repair Status	Medical Staff
DISLOCATED SHOULDER	F-Kill	0	Untrained	00:15:00	00:41:08	Untreated	

Filter Codes: F-Kill Select Damage: DISLOCATED SHOULDER Add Damage

- New Casualty Pane support Lifeforms Only
- Contains old Damage info and controls
- Adds optional Enhanced Casualty play
- Enhanced Casualty Support
 - Requires permission to add/remove effects
 - Table contains current wound and status info
 - Can inject wound at any time
 - Use Filter codes to limit damage choices

Filter Codes

- <All>
- Maintenance
- F-Kill
- M-Kill
- MF-Kill

Right-Click

- Magic Delete
- Magic Repair

Fix List Items

- JLOD-1692



Damage Play – New Damages Pane

PL FUEL AND WATER A WHL 128 SPT

TOE Display Refresh Reports Status Alerts Auto-Refresh

Name: PL FUEL AND WATER A WHL 128 SPT LVC ID: U0000G01M6P

Entity Status

- M-Kill
- Not Repairing
- Frozen
- Disassembled
- Not Crew
- Towing
- Unhitched
- No Combat
- Ammo: 100%
- Not Captured
- No Guise

Entity Info | Movement | TEL Plan | Appearance | Damage Info | **Damages** | Intel State | Logistics | Repair/Medical | Mounting | Tasking | Planning

Entity Damage Status

Invincible State : can take damage FirePower : ok Burning : No

Damage State : Mobility Kill Mobility : DISABLED Smoking : No

Commands / Controls

- Magic Kill
- Magic Firepower Kill
- Magic Mobility Kill
- Magic FireMob Kill
- Magic Resurrect

Repairable Damages

Right-Click in Table for Options

Description	Effect	Repair Required	Repair Time	Must Start By	Repair Status	Mechanic	OBSID
LMTV ENGINE	M-Kill	D.S.	06:00:00	N/A	Untreated		None

Filter Codes: M-Kill Select Damage: LMTV ENGINE Add Damage

- New Damages Pane supports Non-Lifeforms
 - Contains old Damage info and controls
 - Adds optional Enhanced Casualty play
- Enhanced Casualty Support
 - Requires permission to add/remove effects
 - Table contains current damage and status info
 - Can inject damages at any time
 - Use Filter codes to limit damage choices

Filter Codes

- <All>
- Maintance
- F-Kill
- M-Kill
- MF-Kill

Right-Click

- Magic Delete
- Magic Repair

Fix List Items
• JLOD-1692



JLOD Master Fixes/Improvements

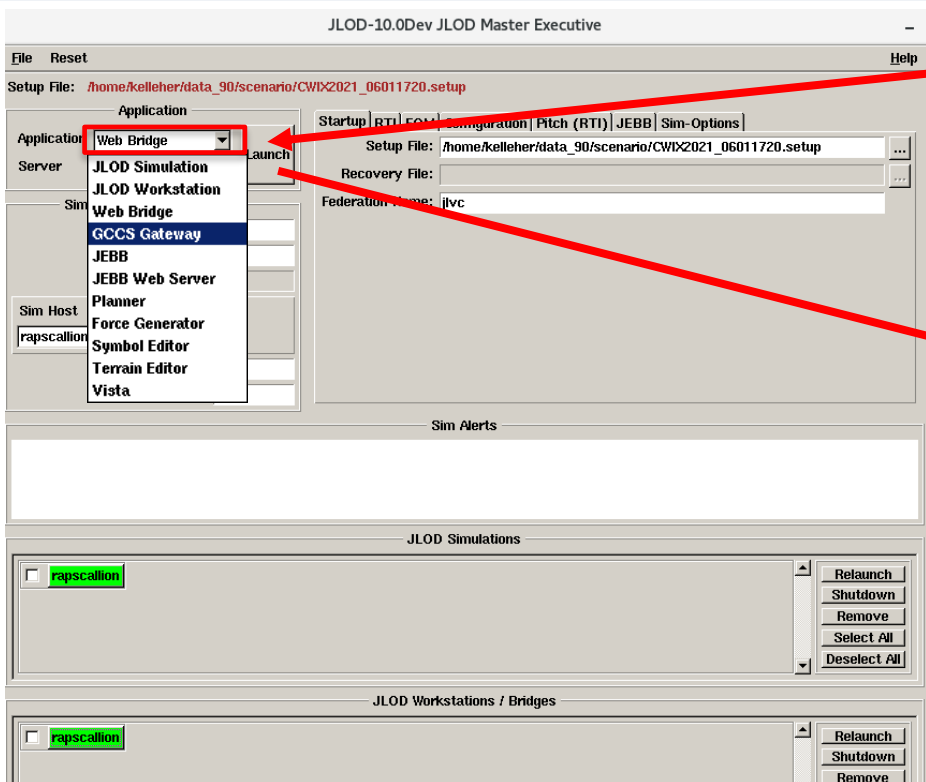
- Renamed EXIS Gateway into “Web Bridge”
- Added GCCS Gateway application to stim GCCS-J
- Removed GINA Gateway application, effort was completed

Fix List Items

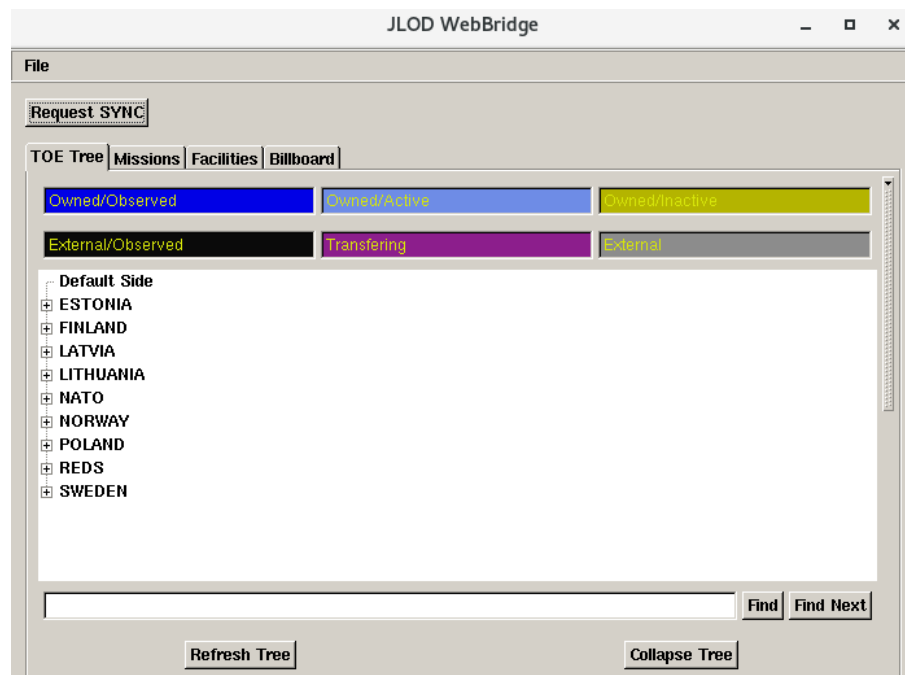
- JLOD-1739
- JLOD-1778
- JLOD-1714



Renamed EXIS Bridge to Web Bridge



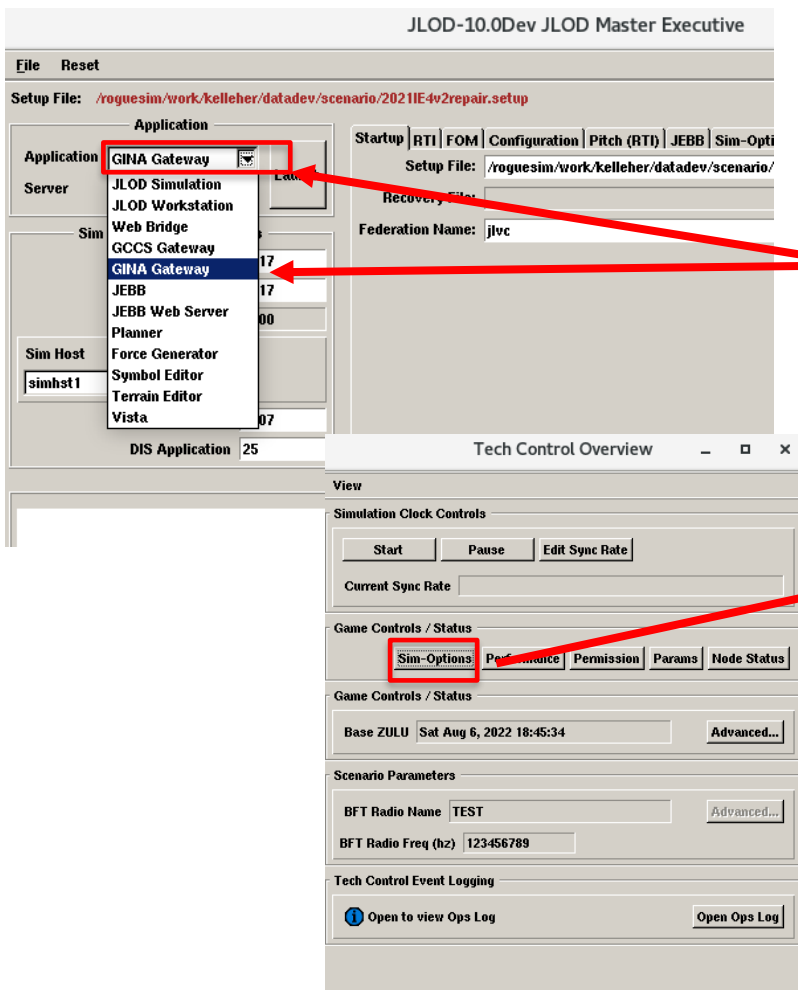
- Renamed tool to support future JFTC directions
- Same functionality, new name



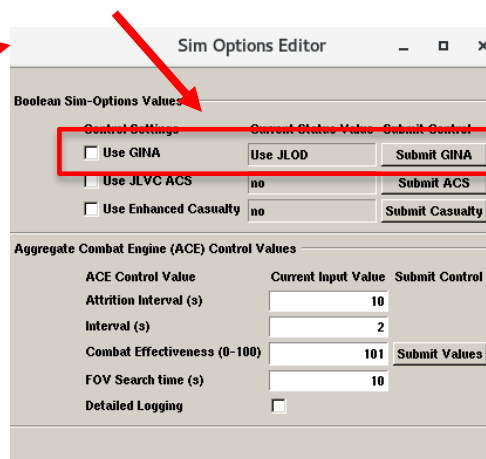
Fix List Items
• JLOD-1739



Removed GINA Gateway (Proof-of-Concept)



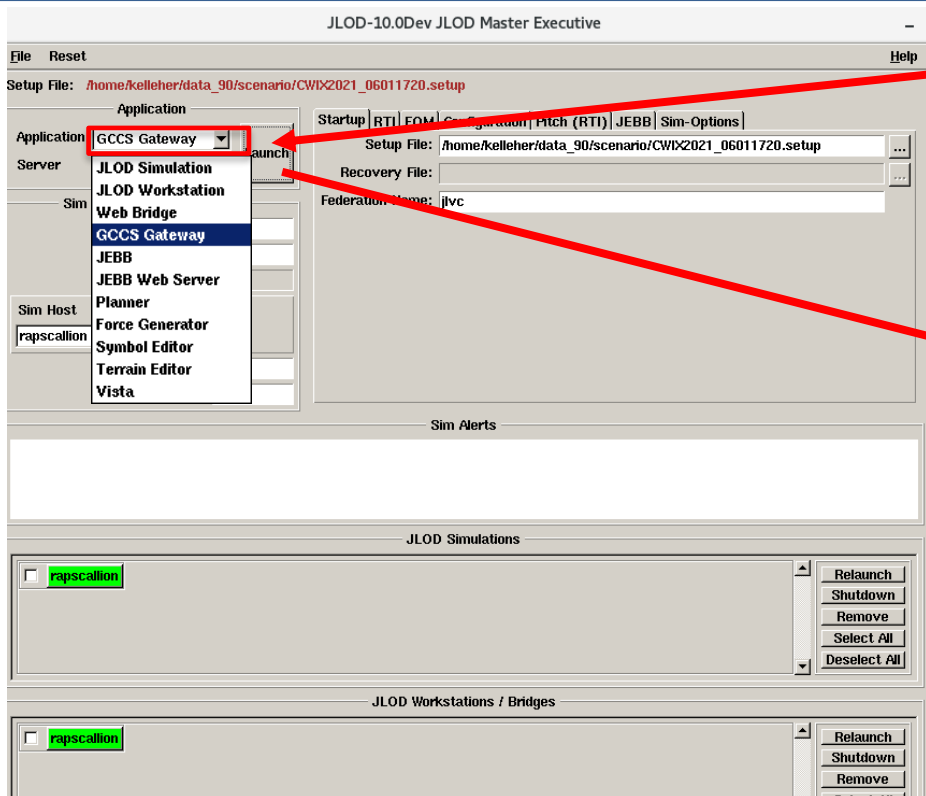
- Removed GINA Gateway Application
 - Tool was a Proof of Concept
 - Experiment has ended
- Removed for JLODMaster
 - Removed option
- Removed Dynamic Simulation Control
 - Removed option from Workstation controls



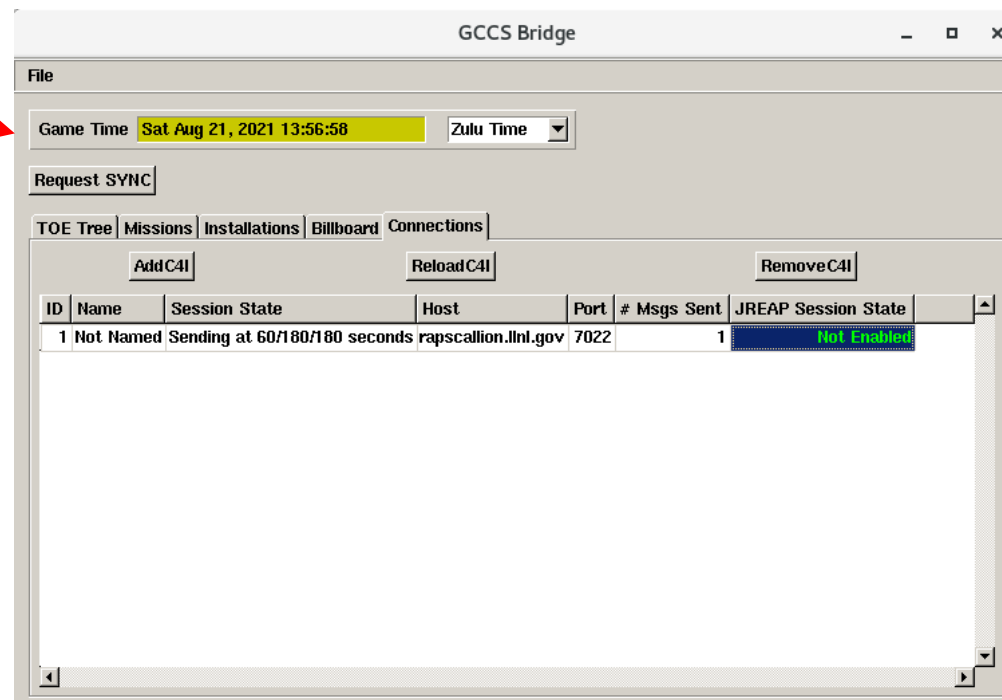
Fix List Items
• JLOD-1778



GCCS / Link-16 Bridge (Proof-of-Concept)



- Proof of Concept GCCS C4I feed
- Simple GCCS-J JUNIT/JPOS messages

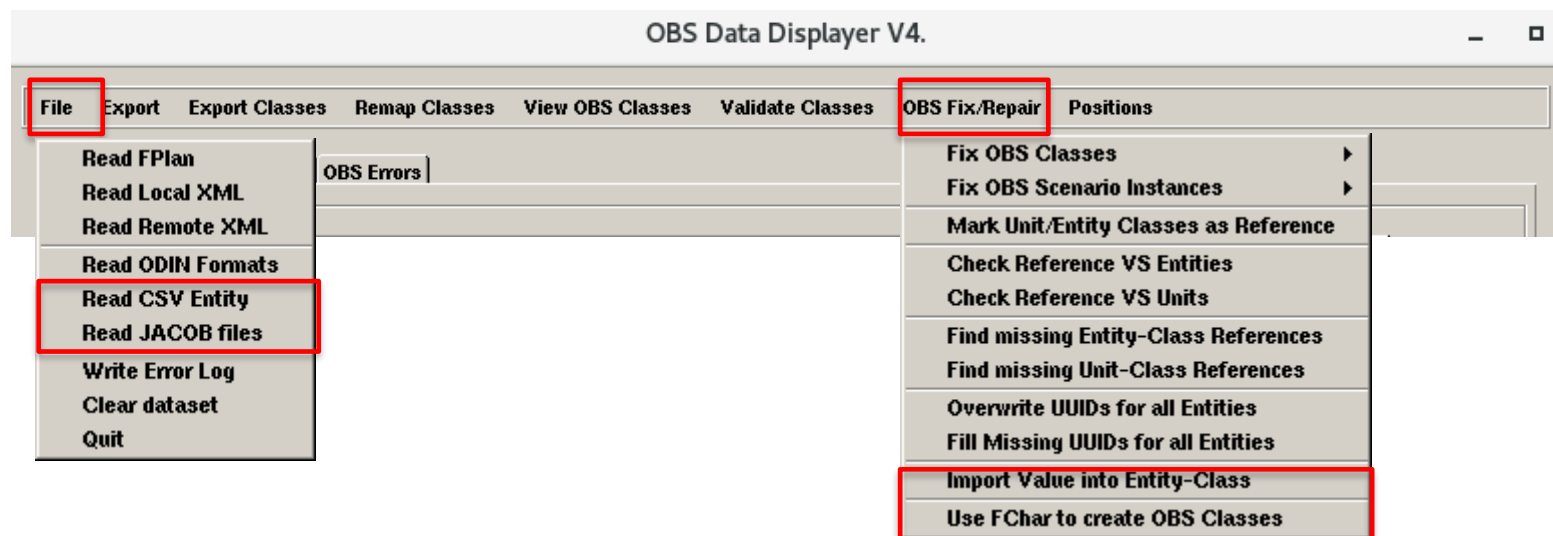


Fix List Items
• JLOD-1714



ForceGen Fixes and Improvements

- Main ForceGen Window
 - Removed duplicate OBS V2/V3 importers, capability in OBS V4.x importer
- OBS Data Importer V4.x Window
 - Read CSV text file to inject Entities into a given scenario
 - Read JACOB produced CSV text files to inject Units/Entities into a given scenario
 - Fixed generation of UUIDs to ensure they are unique
 - Use CSV text file to import (update) OBS Entity Composition Class Data
 - Moved “Use Fchar to create OBS Classes” to “OBS Fix/Repair” menu



Fix List Items

- JLOD-1722
- JLOD-1763
- JLOD-1765
- JLOD-1767
- JLOD-1780



ForceGen – Update OBS Entity Class Data via CSV

File

CSV File Info Box

The CSV text file can contain ad-hoc columns.
Each column is displayed with the header Import value-X, where X is the given column position in the CSV file.

The user has two basic forms of control, a LOOKUP key, and a SET value.
The LOOKUP key will attempt to find the given Entity Class, while the SET key will determine what field in the Entity Class to update.

The LOOKUP inputs are the TYPE of key, and then the column that contains the key.
The SET inputs are the TYPE of data to be replaced, and then the column that contains the new replacement value.

Update Entity Composition Class List

Lookup Value Type: MCLID Lookup Value Column: Import Value-0

Import Value Type: DIA Code Select Value Column: Import Value-1

Row	Match Entity Class	Match Import Value	Import Value-0	Import Value-1	Import Value-2	Import Value-3
0	M1117 ASV AMBULANCE		N02333	Code_1	WHL , ASV,M1117,TEST SPACE,MULTI SPACES,	M1117 ASV AMBU
1	AVLB M60 TRKD		N02249	Code_2	TRKD,M60,MLC70	AVLB M60
2	AEV M113 TRCKD VOLCAHO		N02280	Code_3	TRKD,M113 FAMILV,M1066	AEV M113 TRCKD VOL
3	M992 FAASV		N02688	Code_4	TRKD,M1093,M992	M992 I
4	M1A1		N02232	Code_5	TRKD,M1 TANK,M1A1	
5	M1A2		N02233	Code_6	TRKD,M1 TANK,M1A2	
6				Code_7	TRKD,M113 FAMILV,M973E1	
7	FISTV M981 TRKD		N02310	Code_8	TRKD,M113 FAMILV,M981	FISTV M98
8	APC M1059 TRKD SMK		N02353	Code_9	TRKD,M113 FAMILV,M1059A3	APC M1059 TRK
9				Code_10	TRKD,M113 FAMILV,M1067	
10	AAMB M113 TRKD FMC		N02352	Code_11	TRKD,M113 FAMILV,M113A3	AAMB M113 TRK
11	HMMWV ARMORED M1152 SPG9		N02477	Code_12	WHL,HMMWV,M1152	HMMWV ARMORED M115:
12	HMMWV ARMORED AMBULANCE M996		N02442	Code_13	WHL,HMMWV,M996	HMMWV ARMORED AMBULANCI
13				Code_14	WHL,HMMWV,M996A1	
14	TRK CGO M35A2 WHL 2.5T WINCH		N02538	Code_15	WHL,M35-SERIES,M35A2	TRK CGO M35A2 WHL 2.5T
15				Code_16	zzzzz	

Load Table w/Lookup Key Clear Table Update OBS Classes Dismiss

- Read a CSV text file
 - Uses MCLID or System Name as matching key
 - Follow on columns are user defined items
- Supports Updating a few Data Items
 - Replace DIA Equipment Code
 - Replace 2525C Symbol Code
 - Replace NSN value
- Use GUI to select type and selected column
 - Dynamically selects column of data in text file
- Use the “OBS Fix/Repair” Menu
 - Found on OBS Data Displayer GUI

Fix List Items
• JLOD-1763



ForceGen – Use CSV Text file to inject Entities

- Read a CSV text file
 - Assumes NAME, Lat, Lon, or Lat/Lon present
 - Follow on columns are user defined items
 - Simple way to inject a table of entities
- Use GUI to select type and selected column
 - Right-click in column will auto-fill the combo box

Right-Click Menu

use for NAME
use for Entity-Class
use for LAT
use for LON
use for Filter-1
Deselect Filter-1
use for Filter-2

Fix List Items
• JLOD-1767



NATO NETN FOM Improvements

- NETN-ORG and Msg-201 Support

- NETN-ORG Support
 - JLOD Sim starts with NO sides or Units/Systems
 - Dynamic support of Sides
 - Dynamic creation of scenario from federation
 - Dynamic support of owned Units/Systems/Installations
 - Minor Test Rig to test that uses OBS file as scenario source

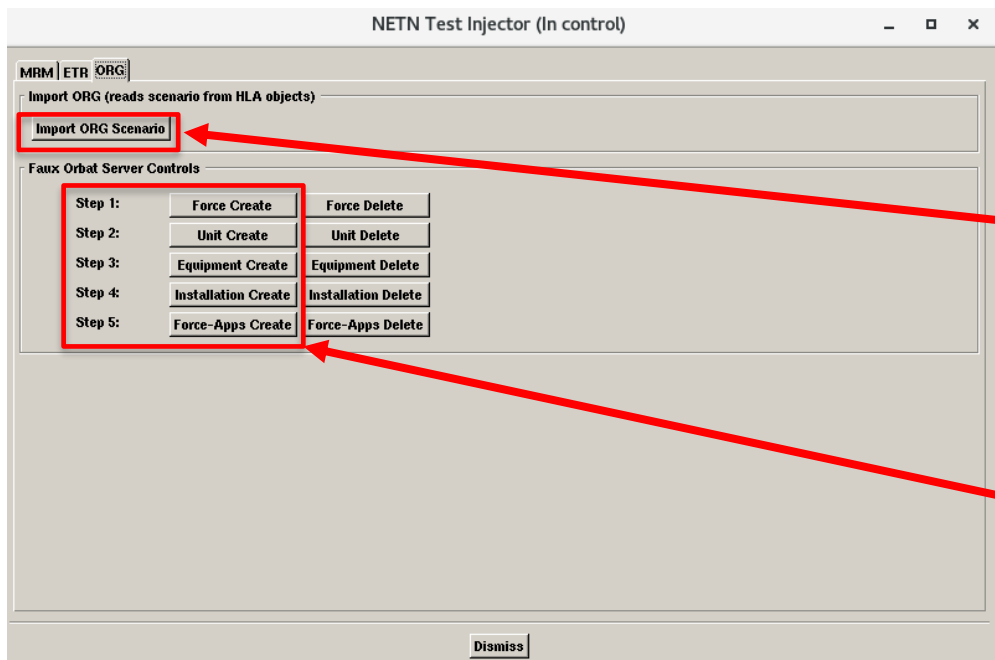
- NETN-ETR Support
 - Minimum Viable Product – Reports capabilities supported.

Fix List Items

- JLOD-1708
- JLOD-1107



NETN Organization (ORG) FOM



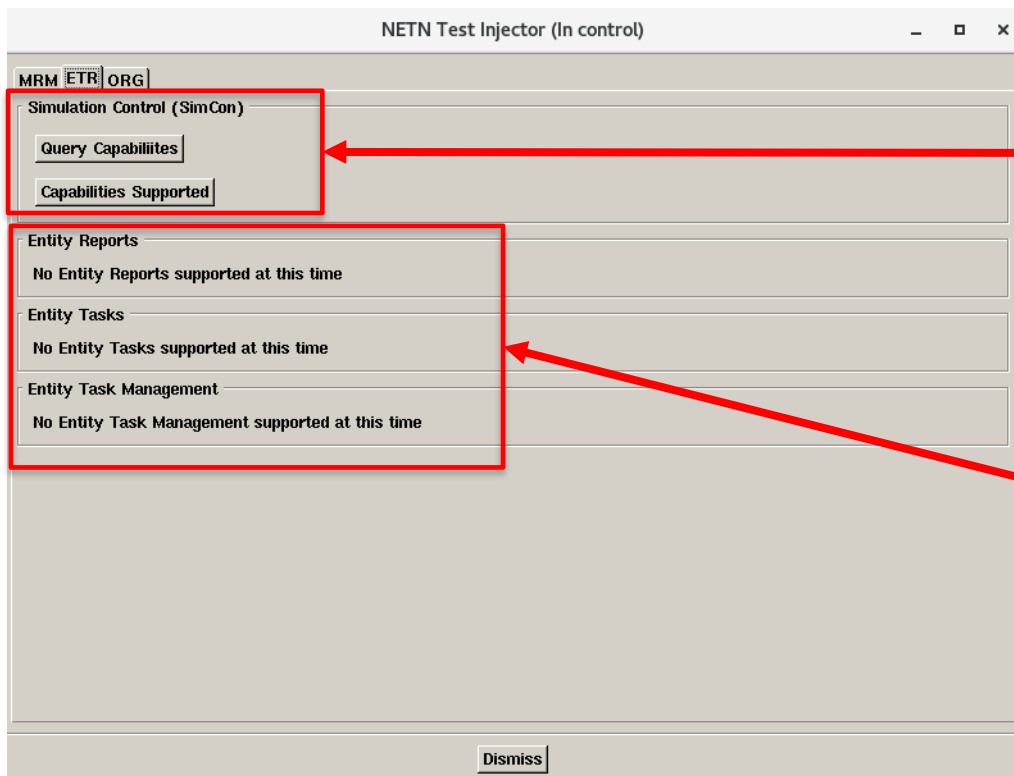
- ORG Tab Support Two Functions
 - Import Scenario from Federation
 - Faux ORBAT Server functionality
- Federation Inject of Scenario
 - JLOD starts with NO scenario data
 - Press Import ORG to inject scenario
- Faux ORBAT Server - Testing Rig
 - Uses OBS to mimic Orbat Server
 - Must use another JLOD instance
 - Takes OBS file and creates ORG objects

Fix List Items

- JLOD-1708
- JLOD-1107



NETN Organization (ETR) FOM



- ETR Tab Support One Function
 - Response to ETR capabilities supported
 - No ETR additional feature supported
- Entity Tasking / Report Placeholders
 - Did not expose cross model commands

Fix List Items

- JLOD-1708
- JLOD-1107



NETN Organization (MRM) FOM

- MRM Tab Support Two Functions
 - Report Capabilities supported
 - Test Rig to inject MRM Commands
- Report Capabilities Supported
 - Toggle Response capabilities
- MRM Command Inject Test-Rig
 - Enter both Unit ID and Federate
 - Select command to inject
 - Optional arguments
- UUID Clipboard
 - Generate / Reset / Enter ID
 - Select Unit and use its UUID

Fix List Items

- JLOD-1708
- JLOD-1107



Improve Simulation Report for NETN


Simulation Report (In control)

File TOE Display

Name: FA-18_2689

JLOD Data | JLVF Federation | OBS Data | JLOD Internal | JLOD BaseData

Status	Active
Side Name	NORWAY
OBS ID	U0000001279
UUID	23380e1a-b037-becf-85bd-4568ba8eb5a6
UIC	
URN	
Faction ID	9
OBS Owner	JCATS/1
Sim Owner	JLOD/1



- Reporting of UUID of Entity
 - Displays human readable string
- Entity Reports can Search on ID

Fix List Items

- JLOD-1721



JLVC Modernization Supports

- Added Flight Path Name to TEL Fire Plan I/O
- Save/Restore CBRN Entity States
- Save/Restore Entity Enhanced Casualty/Damage States
- Added simple Tag/Value data for unplanned I/O on Entities and Scenario
- Added Named Lists to Defense Area I/O stream
- Added optional MSEL Symbol Modifier to Entities

Enables new Capabilities / Features via a Patch

Fix List Items

- JLOD-1764
- JLOD-1758
- JLOD-1766
- JLOD-1777
- JLOD-1770
- JLOD-1782



Added Damage-Code Editor

Damage Codes Editor (In control)

Breakage Damage-Codes

WorkingName

Random Damage Codes Table

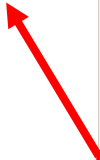
FilterCode DamageCodes

Code	Description	pDraw (0-100)	Time Multiplier
106	LMTV WINDSHIELD	56	1
145	STRYKER IMAGING MODULE	23	1
101	LMTV ENGINE	33	1

- JSJ7 Modernization Effort
 - Supports table of specific damages
- Builds Table of Damages
 - Probability of drawing a given code

Editors Menu

- Itinerary Editor
- Route Editor
- Navigation Graph
- Road Segment
- Alarm Editor
- Defense Area Editor
- Emission Editor
- Chem/Bio Area Editor
- Group Editor
- IAD Editor
- Convoy Template Editor
- TEL Fire Plan Editor
- Damage-Codes Editor



Fix List Items

- JLOD-1706



Batch Mode supported in Planner

- Supports optionally display of Planner GUI
 - Planner batch mode defaults to NO GUI use
 - Use command line argument “-useGUI” to enable Planner GUI

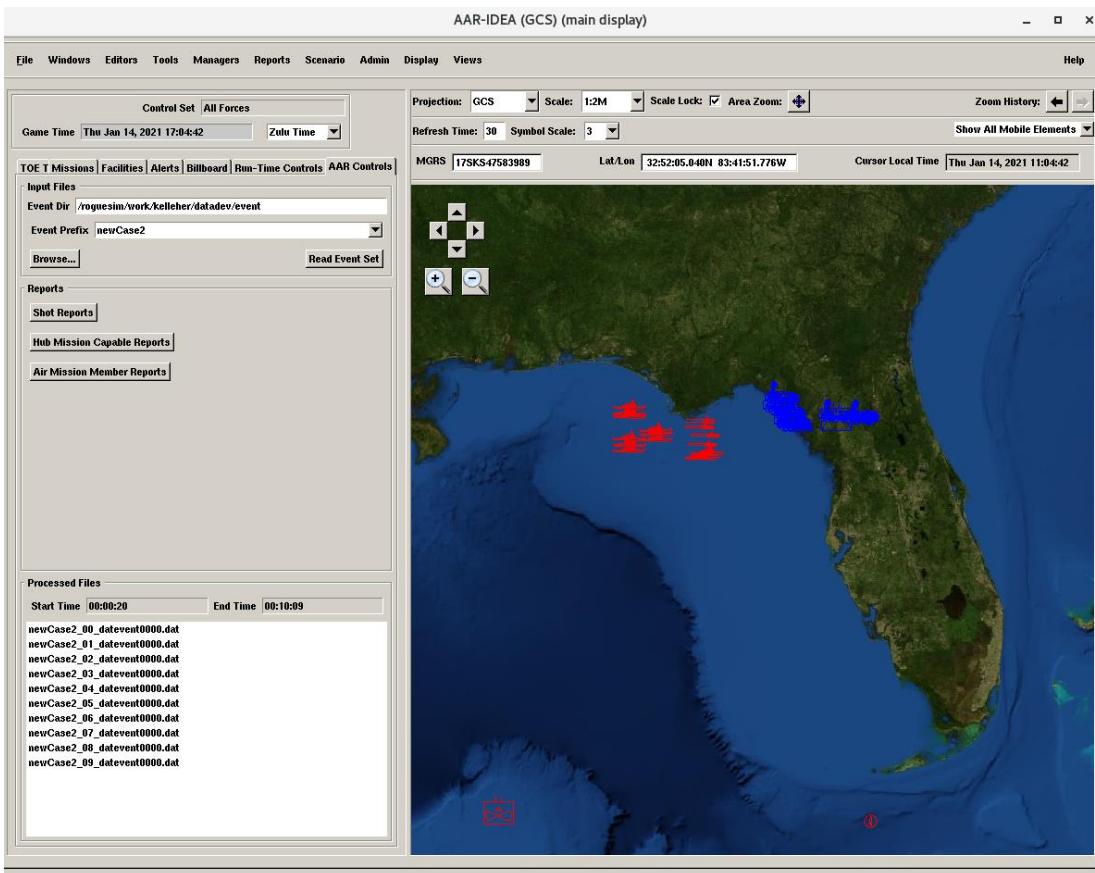
Fix List Items

- JLOD-1734

Batch Execution only Supported via Command Line



Experimental After Action Tool - AAR Idea



- Experimental AAR Tool
 - Uses a Planner Engine as base
 - Internal LLNL tool
 - Used to examine batch Event Files
 - Very Limited Shot Reports only
- Event Files – Still evolving
 - Format and content are in flux
 - Expect to change over patches until final
 - Sim Engines built to log across federations
- Experimental Event Records
 - Air Force ACE Study Event Records

Only Supported via Command Line

Fix List Items

- JLOD-1707
- JLOD-1703
- JLOD-1702
- JLOD-1701



New Filter Attributes

- Filter Attributes used in Reports, Raster Displays, TOE filtering

Grouping	Attribute	Description	Range of Values
Capabilities			
	Has Repair/Damages Capabilities	Entity can repair Equipment	Has capability or Not
	Has Repair/Treatment Capabilities	Entity can treat Lifeforms	Has capability or Not

Fix List Items
• JLOD-1771

Questions?



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Backups

