EXAMPLE OF USE FOR C2SIM SANDBOX 2.0

To demonstrate a simple example of C2SIM use, do this:

- Bring up BMLC2GUI using Sandbox desktop .bat icon and make sure you have a connection to the server. Use the Config tab in the GUI to install the server password if it is not already there. If the server does not connect or you need the server password, contact system@c4i.gmu.edu.
- Start VR-Forces using circular red Sandbox desktop icon; load scenario CWIX2019 which will establish the geographic area to use.
- Use the BMLC2GUI to initialize the server and VR-Forces with file C2SIMv9testInit2.xml which is distributed in the Initialize folder of the BMLC2GUIv2.7. This requires using the File menu to take the C2SIM Coalition to Initialized state by first sending the server an INITIALIZE command, then opening and pushing the file. (If the server was in some other state than UNINITIALIZED, get it to that state with server commands – see state diagram below.)
- Start the c2simVRFv2.1 interface module using the Sandbox desktop .bat icon. You should see a command window with text showing it connects to the server.
- Use the BMLC2GUI to send the server and then sending a SHARE command and then a START command. (If you need to reconnect the c2simVRF interface later, it will automatically run a "late joiner" sequence so you don't have to go through changing server states again, as long as the server continues to run with the initialization you have established.)
- You should see two icons on the VR-Forces map: an aircraft and a squad.
- Use the GUI to load and push order C2SIMv9testOrder2.xml. The aircraft will attack a presumed enemy at a Waypoint. The squad is supposed to follow up to ensure the attack was successful; at present that is not working.
- Select LISTEN TO XML and SHOW TRACKS buttons on the GUI top bar – you should see the aircraft icon move across the map and leave a track. When it works the squad will do the same. You can zoom the GUI map with you mouse wheel, and also can pan around the map by clicking on the small hand icon first.

UNINITIALIZED

INITIALIZE

RESET

SubmitInitialization

INITIALIZING

ObjectInitialization

InitializationComplete

SHARE

EDIT

INITIALIZED

C2SIMInitializationBody

START

STOP

StartScenario

RUNNING

Orders and Reports

PAUSE

START

PAUSED