RPR-FOM
Version 0.9

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RPR FOM

Version 0.9

Category	Information
Name	Real-time Platform Reference FOM
Version	0.9
Date	05/06/1999
Purpose	Reference FOM
Application Domain	Real time, platform level simulations
Sponsor	Simulation Interoperability Standards Organisation (SISO)
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RPR FOM

Version 0.9

Class1	Class2	Class3	Class4	Class5
BaseEntity (S)	EnvironmentalEntity [1] (PS)			
	PhysicalEntity [1] (S)	MilitaryEntity (S)	MilitaryPlatform (S)	MilitaryAircraft (PS)
				MilitaryAmphibiousVehicle (PS)
				MilitaryGroundVehicle (PS)
				MilitarySpacecraft (PS)
				MilitarySurfaceVessel (PS)
				MilitarySubmersibleVessel (PS)
				MilitaryMultiDomainPlatform (PS)
			MilitaryLifeform (S)	HumanCombatant (PS)
				NonHumanCombatant (PS)
			MilitarySensor (PS)	
			MilitaryRadio (PS)	
			Munition (PS)	
		CivilEntity (S)	CivilPlatform (S)	CivilAircraft (PS)
				CivilAmphibiousVehicle (PS)
				CivilGroundVehicle (PS)
				CivilSpacecraft (PS)
				CivilSurfaceVessel (PS)
				CivilSubmersibleVessel (PS)
				CivilMultiDomainPlatform (PS)
			CivilLifeform (S)	Civilian (PS)
				CivilNonHuman (PS)
			CivilSensor (PS)	
			CivilRadio (PS)	
		CulturalFeature (PS)		
		Expendables (PS)		
		Supplies (PS)		
EmbeddedSystem (N)	Designator (PS)			
	EmitterSystem (PS)			
	RadioReceiver (PS)			
	RadioTransmitter (PS)			
EmitterBeam (S)	RadarBeam (PS)			
	JammerBeam (PS)			

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RPR FOM

Version 0.9

Interaction1	Interaction2
Acknowledge (IR)	
ActionRequest (IR)	
ActionResponse (IR)	
ActionRequestToObject (IR)	
ActionResponseFromObject (IR)	
AttributeChangeRequest (IR)	
AttributeChangeResult [3] (IR)	
Collision (IR)	
Comment (IR)	
CreateObjectRequest (IR)	
CreateObjectResult (IR)	
CreateEntity (IR)	
Data (IR)	
DataQuery (IR)	
EventReport (IR)	
MunitionDetonation (IR)	
RadioSignal (IR)	ApplicationSpecificRadioSignal (IR)
	DatabaseIndexRadioSignal (IR)
	EncodedAudioRadioSignal (IR)
	RawBinaryRadioSignal (IR)
RemoveObjectRequest (IR)	
RemoveObjectResult (IR)	
RemoveEntity (IR)	
RepairComplete (IR)	
RepairResponse (IR)	
ResupplyCancel (IR)	
ResupplyOffer (IR)	
ResupplyReceived (IR)	
ServiceRequest (IR)	
SetData (IR)	
StartResume (IR)	
StopFreeze (IR)	
WeaponFire (IR)	

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RPR FOM

Version 0.9

Object	Attribute	Datatype	Cardinality	Units	Resolution	Accuracy	Accuracy Condition	Update Type	Update Condition	Transferable/Acceptable	Updateable/Reflectable	Routing Space
BaseEntity	AccelerationVector	AccelerationVectorStruct	1	N/A	N/A	N/A	N/A	Conditional	AccelerationChange [38, 39]	N	UR	N/A
	AngularVelocityVector	AngularVelocityVectorStruct	1	N/A	N/A	N/A	N/A	Conditional	AngVelocityChange [39, 40]	N	UR	N/A
	DeadReckoningAlgorithm	DeadReckoningAlgorithmEnum8	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A
	EntityType	EntityTypeStruct	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A
	EntityIdentifier	EntityIdentifierStruct	1	N/A	N/A	N/A	N/A	Static	N/A	N	UR	N/A
	IsFrozen	boolean	1	TRUE/FALSE	N/A	perfect	always	Conditional	On change	N	UR	N/A
	Orientation	OrientationStruct	1	N/A	N/A	N/A	N/A	Conditional	OrientationChange [39, 41]	N	UR	N/A
	WorldLocation	WorldLocationStruct	1	N/A	N/A	N/A	N/A	Conditional	LocationChange [39, 42]	N	UR	N/A
	VelocityVector	VelocityVectorStruct	1	N/A	N/A	N/A	N/A	Conditional	VelocityChange [39, 43]	N	UR	N/A
Designator	CodeName	DesignatorCodeNameEnum16	1	N/A	N/A	N/A	N/A	Static	N/A	N	UR	N/A
	DesignatedObjectIdentifier [23]	RTIObjectIdStruct	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A
	DesignatorCode	DesignatorCodeEnum16	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A
	DesignatorEmissionWavelength	float	1	Microns		perfect	always	Static	N/A	N	UR	N/A
	DesignatorOutputPower	float	1	Watts		perfect	always	Conditional	> DS_PWR_THRSH [36]	N	UR	N/A
	DesignatorSpotLocation	WorldLocationStruct	1	N/A	N/A	N/A	N/A	Conditional	DesigPositionChange [39, 42]	N	UR	N/A
	DeadReckoningAlgorithm	DeadReckoningAlgorithmEnum8	1	N/A	N/A	N/A	N/A	Static	N/A	N	UR	N/A
	RelativeSpotLocation	RelativePositionStruct	1	N/A	N/A	N/A	N/A	Conditional	RelDesigPositionChange [39, 42]	N	UR	N/A
	SpotLinearAccelerationVector	AccelerationVectorStruct	1	N/A	N/A	N/A	N/A	Conditional	DesigAccelerationChange [38, 39	N	UR	N/A
EmbeddedSystem	EntityIdentifier	EntityIdentifierStruct	1	N/A	N/A	N/A	N/A	Static	N/A	N	UR	N/A
	HostObjectIdentifier [25]	RTIObjectIdStruct	1	N/A	N/A	N/A	N/A	Static	N/A	N	UR	N/A
	RelativePosition	RelativePositionStruct	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A
EmitterBeam	BeamAzimuthCenter	float	1	radians		perfect	always	Conditional	> EE AZ THRSH [36]	N	UR	N/A
	BeamAzimuthSweep	float	1	radians		perfect	always	Conditional	> EE AZ THRSH [36]	N	UR	N/A
	BeamElevationCenter	float	1	radians		perfect	always	Conditional	> EE EL THRSH [36]	N	UR	N/A
	BeamElevationSweep	float	1	radians		perfect	always	Conditional	> EE EL THRSH [36]	N	UR	N/A
	BeamFunctionCode	BeamFunctionCodeEnum8	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A
	BeamIdentifier	octet	1	N/A	N/A	perfect	always	Static	N/A	N	UR	N/A
	BeamParameterIndex	unsigned short	1	N/A	1	perfect	always	Conditional	On change	N	UR	N/A
	EffectiveRadiatedPower	float	1	dBm		perfect	always	Conditional	On change	N	UR	N/A
	EmissionFrequency	float	1	Hz		perfect	always	Conditional	> EE FREQ THRSH [36]	N	UR	N/A
	EmitterSystemIdentifier [25]	RTIObjectIdStruct	1	N/A	N/A	N/A	N/A	Static	N/A	N	UR	N/A
	EventIdentifier [27]	EventIdentifierStruct	1	N/A	N/A	N/A	N/A	Conditional	On change [28]	N	UR	N/A
	FrequencyRange	float	1	Hz		perfect	always	Conditional	> EE FRNG THRSH [36]	N	UR	N/A
	PulseRepetitionFrequency	float	1	Hz		perfect	always	Conditional	> EE PRF THRSH [36]	N	UR	N/A
	PulseWidth	float	1	microsec		perfect	always	Conditional	> EE PW THRSH [36]	N	UR	N/A
	SweepSynch	float	1	%		perfect	always	Periodic	HRT BEAT TIMER secs [37]	N	UR	N/A
EmitterSystem	EmitterFunctionCode	EmitterFunctionEnum8	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A
	EmitterType	EmitterTypeEnum16	1	N/A	N/A	N/A	N/A	Static	N/A	N	UR	N/A
	EmitterIndex	octet	1	N/A	1	perfect	always	Static	N/A	N	UR	N/A
	EventIdentifier [27]	EventIdentifierStruct	1	N/A	N/A	N/A	N/A	Conditional	On change [28]	N	UR	N/A
EnvironmentalEntity [1]	OpacityCode	OpacityCodeEnum32	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A
HumanCombatant	PrimaryWeaponState	HumanCombatantWeaponStateEnum32	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A
	SecondaryWeaponState	HumanCombatantWeaponStateEnum32	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A
JammerBeam	JammingModeSequence	unsigned long	1	N/A	N/A	perfect	always	Conditional	On change	N	UR	N/A
	JammedObjectIdentifiers [24, 32]	RTIObjectIdArrayStruct	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A
	HighDensityJam	boolean	1	TRUE/FALSE	N/A	perfect	always	Conditional	On change	N	UR	N/A
MilitaryEntity	AlternateEntityType	EntityTypeStruct	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A
	CamouflageType	CamouflageEnum32	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A
	FirePowerDisabled	boolean	1	TRUE/FALSE	N/A	perfect	always	Conditional	On change	N	UR	N/A
	ForceIdentifier	ForceIdentifierEnum8	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A
	IsConcealed	boolean	1	TRUE/FALSE	N/A	perfect	always	Conditional	On change	N	UR	N/A
MilitaryPlatform	AfterburnerOn	boolean	1	TRUE/FALSE	N/A	perfect	always	Conditional	On change	N	UR	N/A
	HasAmmunitionSupplyCap	boolean	1	TRUE/FALSE	N/A	perfect	always	Static	N/A	N	UR	N/A
	LauncherRaised	boolean	1	TRUE/FALSE	N/A	perfect	always	Conditional	On change	N	UR	N/A
Munition	LauncherFlashPresent	boolean	1	TRUE/FALSE	N/A	perfect	always	Conditional	On change	N	UR	N/A
PhysicalEntity [1]	ArticulatedParametersArray	ArticulatedParameterStruct	0+	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A
	DamageState	DamageStatusEnum32	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A
	EngineSmokeOn	boolean	1	TRUE/FALSE	N/A	perfect	always	Conditional	On change	N	UR	N/A
	FlamesPresent	boolean	1	TRUE/FALSE	N/A	perfect	always	Conditional	On change	N	UR	N/A
	HasFuelSupplyCap	boolean	1	TRUE/FALSE	N/A	perfect	always	Static	N/A	N	UR	N/A
	HasRecoveryCap	boolean	1	TRUE/FALSE	N/A	perfect	always	Static	N/A	N	UR	N/A

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RPR FOM
Version 0.9

Object	Attribute	Datatype	Cardinality	Units	Resolution	Accuracy	Accuracy Condition	Update Type	Update Condition	Transferable/Acceptable	Updateable/Reflectable	Routing Space
	HasRepairCap	boolean	1	TRUE/FALSE	N/A	perfect	always	Static	N/A	N	UR	N/A
	HatchState	HatchStateEnum32	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A
	Immobilized	boolean	1	TRUE/FALSE	N/A	perfect	always	Conditional	On change	N	UR	N/A
	LightsOperationIndicator	LightsOperationIndicatorEnum32	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A
	Marking	MarkingStruct	1	N/A	N/A	N/A	N/A	Static	N/A	N	UR	N/A
	PersonStanceCode	PersonStanceCodeEnum32	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A
	PowerPlantOn	boolean	1	TRUE/FALSE	N/A	perfect	always	Conditional	On change	N	UR	N/A
	RampDeployed	boolean	1	TRUE/FALSE	N/A	perfect	always	Conditional	On change	N	UR	N/A
	SmokePlumePresent	boolean	1	TRUE/FALSE	N/A	perfect	always	Conditional	On change	N	UR	N/A
	TentDeployed	boolean	1	TRUE/FALSE	N/A	perfect	always	Conditional	On change	N	UR	N/A
	TrailingEffectsCode	TrailingEffectsCodeEnum32	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A
RadarBeam	HighDensityTrack	boolean	1	TRUE/FALSE	N/A	perfect	always	Conditional	On change	N	UR	N/A
	TrackObjectIdentifiers [24, 33]	RTIObjectIdArrayStruct	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A
RadioReceiver	RadioIndex	unsigned short	1	N/A	N/A	perfect	always	Static	N/A	N	UR	N/A
	ReceivedPower	float	1	dB-milliwatts		perfect	always	Conditional	> RX PWR THRSH [36]	N	UR	N/A
	ReceivedTransmitterIdentifier [25]	RTIObjectIdStruct	1	N/A	N/A	N/A	N/A	Static	N/A	N	UR	N/A
	ReceiverOperationalStatus	ReceiverOperationalStatusEnum16	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A
RadioTransmitter	AntennaPatternData	AntennaPatternStruct	0+	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A
	CryptographicMode	CryptographicModeEnum32	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A
	CryptoSystem	CryptographicSystemTypeEnum16	1	N/A	N/A	N/A	N/A	Static	N/A	N	UR	N/A
	DetailedRFModulationType	DetailedRFModulationTypeEnum16	1	N/A	N/A	N/A	N/A	Static	N/A	N	UR	N/A
	EncryptionKeyIdentifier	unsigned short	1	N/A	N/A	perfect	always	Conditional	On change	N	UR	N/A
	Frequency	unsigned long long	1	Hz		perfect	always	Conditional	> RADIO FREQ THRSH [36]	N	UR	N/A
	FrequencyBandwidth	float	1	Hz		perfect	always	Conditional	> RADIO FBAND THRSH [36]	N	UR	N/A
	FrequencyHopInUse	boolean	1	TRUE/FALSE	N/A	perfect	always	Conditional	On change	N	UR	N/A
	ModulationParameters	ModulationStruct	0+	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A
	MajorRFModulationType	MajorRFModulationTypeEnum16	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A
	PsuedoNoiseSpectrumInUse	boolean	1	TRUE/FALSE	N/A	perfect	always	Conditional	On change	N	UR	N/A
	RadioIndex	unsigned short	1	N/A	N/A	perfect	always	Static	N/A	N	UR	N/A
	RadioInputSource	RadioInputSourceEnum8	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A
	RadioSystemType	RadioTypeStruct	1	N/A	N/A	N/A	N/A	Static	N/A	N	UR	N/A
	RFModulationSystemType	RFModulationSystemTypeEnum16	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A
	TimeHopInUse	boolean	1	TRUE/FALSE	N/A	perfect	always	Conditional	On change	N	UR	N/A
	TransmittedPower	float	1	dB-milliwatts		perfect	always	Conditional	> RADIO PWR THRSH [36]	N	UR	N/A
	TransmitterOperationalStatus	TransmitterOperationalStatusEnum8	1	N/A	N/A	N/A	N/A	Conditional	On change	N	UR	N/A
	WorldLocation	WorldLocationStruct	1	N/A	N/A	N/A	N/A	Conditional	> TRANS_POS_THRSH_DFLT [	N	UR	N/A

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RPR FOM
Version 0.9

Interaction	Parameter	Datatype	Cardinality	Units	Resolution	Accuracy	Accuracy Condition	Routing Space
Acknowledge	OriginatingEntity	EntityIdentifierStruct	1	N/A	N/A	N/A	N/A	N/A
	ReceivingEntity	EntityIdentifierStruct	1	N/A	N/A	N/A	N/A	
	RequestIdentifier	unsigned long	1	N/A	N/A	perfect	always	
	AcknowledgeFlag	AcknowledgeFlagEnum16	1	N/A	N/A	N/A	N/A	
	ResponseFlag	ResponseFlagEnum16	1	N/A	N/A	N/A	N/A	
ActionRequest	OriginatingEntity	EntityIdentifierStruct	1	N/A	N/A	N/A	N/A	N/A
	ReceivingEntity [19]	EntityIdentifierStruct	1	N/A	N/A	N/A	N/A	
	RequestIdentifier	unsigned long	1	N/A	N/A	perfect	always	
	ActionRequestCode	ActionEnum32	1	N/A	N/A	N/A	N/A	
	FixedDatums	FixedDatumStruct	0+	N/A	N/A	N/A	N/A	
	VariableDatumSet	VariableDatumSetStruct	0-1	N/A	N/A	N/A	N/A	
ActionRequestToObject	ObjectIdentifiers	RTIObjectIdArrayStruct	1	N/A	N/A	N/A	N/A	N/A
	ActionRequestCode	ActionEnum32	1	N/A	N/A	N/A	N/A	
ActionResponse	OriginatingEntity	EntityIdentifierStruct	1	N/A	N/A	N/A	N/A	N/A
	ReceivingEntity	EntityIdentifierStruct	1	N/A	N/A	N/A	N/A	
	RequestIdentifier [20]	unsigned long	1	N/A	N/A	perfect	always	
	RequestStatus	RequestStatusEnum32	1	N/A	N/A	N/A	N/A	
	FixedDatums	FixedDatumStruct	0+	N/A	N/A	N/A	N/A	
	VariableDatumSet	VariableDatumSetStruct	0-1	N/A	N/A	N/A	N/A	
ActionResponseFromObject	ActionResult	ActionResultEnum32	1	N/A	N/A	N/A	N/A	N/A
ApplicationSpecificRadioSignal	HostRadioIndex [25]	RTIObjectIdStruct	1	N/A	N/A	N/A	N/A	N/A
	DataRate	unsigned long	1	bits/second	1	perfect	always	
	SignalDataLength	unsigned short	1	N/A	1	perfect	always	
	SignalData	octet	1+	N/A	N/A	perfect	always	
	TacticalDataLinkType	TacticalDataLinkTypeEnum16	1	N/A	N/A	N/A	N/A	
	TDLMessageCount	unsigned short	1	N/A	1	perfect	always	
	UserProtocolID	UserProtocolEnum32	1	N/A	N/A	N/A	N/A	
AttributeChangeRequest	ObjectIdentifiers	RTIObjectIdArrayStruct	1	N/A	N/A	N/A	N/A	N/A
	AttributeValueSet	AttributeValueSetStruct	1	N/A	N/A	N/A	N/A	
AttributeChangeResult [3]	ObjectIdentifier	RTIObjectIdStruct	1	N/A	N/A	N/A	N/A	N/A
	AttributeChangeResult	ResponseFlagEnum16	1	N/A	N/A	N/A	N/A	
	AttributeValueSet	AttributeValueSetStruct	1	N/A	N/A	N/A	N/A	
Collision	CollidingObjectIdentifier [23]	RTIObjectIdStruct	1	N/A	N/A	N/A	N/A	N/A
	IssuingObjectMass	float	1	kilograms		perfect	always	
	IssuingObjectVelocityVector	VelocityVectorStruct	1	N/A	N/A	N/A	N/A	
	CollisionType	CollisionTypeEnum8	1	N/A	N/A	N/A	N/A	
	CollisionLocation	RelativePositionStruct	1	N/A	N/A	N/A	N/A	
	EventIdentifier	EventIdentifierStruct	1	N/A	N/A	N/A	N/A	
	IssuingObjectIdentifier [25]	RTIObjectIdStruct	1	N/A	N/A	N/A	N/A	
Comment	OriginatingEntity	EntityIdentifierStruct	1	N/A	N/A	N/A	N/A	N/A
	ReceivingEntity	EntityIdentifierStruct	1	N/A	N/A	N/A	N/A	
	VariableDatumSet	VariableDatumSetStruct	0-1	N/A	N/A	N/A	N/A	

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RPR FOM
Version 0.9

Interaction	Parameter	Datatype	Cardinality	Units	Resolution	Accuracy	Accuracy Condition	Routing Space
	FixedDatums	FixedDatumStruct	0+	N/A	N/A	N/A	N/A	
	VariableDatumSet	VariableDatumSetStruct	0-1	N/A	N/A	N/A	N/A	
StartResume	OriginatingEntity	EntityIdentifierStruct	1	N/A	N/A	N/A	N/A	N/A
	ReceivingEntity	EntityIdentifierStruct	1	N/A	N/A	N/A	N/A	
	RequestIdentifier [19]	unsigned long	1	N/A	N/A	perfect	always	
	RealWorldTime	ClockTimeStruct	1	N/A	N/A	N/A	N/A	
	SimulationTime	ClockTimeStruct	1	N/A	N/A	N/A	N/A	
StopFreeze	OriginatingEntity	EntityIdentifierStruct	1	N/A	N/A	N/A	N/A	N/A
	ReceivingEntity	EntityIdentifierStruct	1	N/A	N/A	N/A	N/A	
	RequestIdentifier [19]	unsigned long	1	N/A	N/A	perfect	always	
	RealWorldTime	ClockTimeStruct	1	N/A	N/A	N/A	N/A	
	Reason	StopFreezeReasonEnum8	1	N/A	N/A	N/A	N/A	
	ReflectValues	boolean	1	TRUE/FALS	N/A	perfect	always	
	RunInternalSimulationClock	boolean	1	TRUE/FALS	N/A	perfect	always	
	UpdateAttributes	boolean	1	TRUE/FALS	N/A	perfect	always	
WeaponFire	EventIdentifier	EventIdentifierStruct	1	N/A	N/A	N/A	N/A	N/A
	FireControlSolutionRange	float	1	metres		perfect	always	
	FireMissionIndex	unsigned long	1	N/A	N/A	perfect	always	
	FiringLocation	WorldLocationStruct	1	N/A	N/A	N/A	N/A	
	FiringObjectIdentifier [25]	RTIObjectIdStruct	1	N/A	N/A	N/A	N/A	
	FuseType	FuseTypeEnum16	1	N/A	N/A	N/A	N/A	
	InitialVelocityVector	VelocityVectorStruct	1	N/A	N/A	N/A	N/A	
	MunitionObjectIdentifier [23]	RTIObjectIdStruct	1	N/A	N/A	N/A	N/A	
	MunitionType	EntityTypeStruct	1	N/A	N/A	N/A	N/A	
	QuantityFired	unsigned short	1	N/A	N/A	perfect	always	
	RateOshort	1	N/A	N/A	perfect	always		
	TargetObjectIdentifier [23]	RTITITtldStruct						

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Identifier	Enumerator	Representation
AcknowledgeFlagEnum16 [10]	CreateEntity	1
	RemoveEntity	2
	StartResume	3
	StopFreeze	4
ActionEnum32 [11]	Other	0
	LocalStorageOfTheRequestedInformation	1
	InformSimulationManagerOfRanOutOfAmmunitionEvent	2
	InformSimulationManagerOfKilledInActionEvent	3
	InformSimulationManagerOfDamageEvent	4
	InformSimulationManagerOfMobilityDisabledEvent	5
	InformSimulationManagerOfFireDisabledEvent	6
	InformSimulationManagerOfRanOutOfFuelEvent	7
	RecallCheckpointData	8
	RecallInitialParameters	9
	InitiateTetherLead	10
	InitiateTetherFollow	11
	Untether	12
	InitiateServiceStationResupply	13
	InitiateTailgateResupply	14
	InitiateHitchLead	15
	InitiateHitchFollow	16
	Unhitch	17
	Mount	18
	Dismount	19
	StartDailyReadinessCheck	20
	StopDailyReadinessCheck	21
	DataQuery	22
	StatusRequest	23
	SendObjectStateData	24
	Reconstitute	25
	LockSiteConfiguration	26
	UnlockSiteConfiguration	27
	UpdateSiteConfiguration	28
	QuerySiteConfiguration	29
	TetheringInformation	30
	MountIntent	31
	AcceptSubscription	32
	Unsubscribe	33
	TeleportEntity	34
	ChangeAggregateState	35
	RequestStartPDU	36
	WakeupGetReadyForInitialization	37
	InitializeInternalParameters	38
	SendPlanData	39
	SynchronizeInternalClocks	40
	Run	41
	SaveInternalParameters	42
	SimulateMalfunction	43
	JoinExercise	44
	ResignExercise	45
	TimeAdvance	46
	TACCSF_LOS_Request-Type1	100
	TACCSF_LOS_Request-Type2	102
ActionResultEnum32 [11]	Other	0
	Pending	1
	Executing	2
	PartiallyComplete	3
	Complete	4
	RequestRejected	5
	RetransmitRequestNow	6
	RetransmitRequestLater	7
	InvalidTimeParameters	8
	SimulationTimeExceeded	9

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Identifier	Enumerator	Representation
	RequestDone	10
	TACCSF_LOS_Reply-Type1	100
	TACCSF_LOS_Reply-Type2	101
	Join_Exercise_Request_Rejected	201
AntennaPatternTypeEnum32 [11]	OmniDirectional	0
	Beam	1
	SphericalHarmonic	2
ArticulatedPartsTypeEnum32 [11]	Other	0
	Rudder	1024
	LeftFlap	1056
	RightFlap	1088
	LeftAileron	1120
	RightAileron	1152
	HelicopterMainRotor	1184
	HelicopterTailRotor	1216
	OtherAircraftControlSurfaces	1248
	Periscope	2048
	GenericAntenna	2080
	Snorkel	2112
	OtherExtendableParts	2144
	LandingGear	3072
	TailHook	3104
	SpeedBrake	3136
	LeftWeaponBayDoors	3168
	RightWeaponBayDoors	3200
	TankOrAPChatch	3232
	Wingsweep	3264
	BridgeLauncher	3296
	BridgeSection1	3328
	BridgeSection2	3360
	BridgeSection3	3392
	PrimaryBlade1	3424
	PrimaryBlade2	3456
	PrimaryBoom	3488
	PrimaryLauncherArm	3520
	OtherFixedPositionParts	3552
	PrimaryTurretNumber1	4096
	PrimaryTurretNumber2	4128
	PrimaryTurretNumber3	4160
	PrimaryTurretNumber4	4192
	PrimaryTurretNumber5	4224
	PrimaryTurretNumber6	4256
	PrimaryTurretNumber7	4288
	PrimaryTurretNumber8	4320
	PrimaryTurretNumber9	4352
	PrimaryTurretNumber10	4384
	PrimaryGunNumber1	4416
	PrimaryGunNumber2	4448
	PrimaryGunNumber3	4480
	PrimaryGunNumber4	4512
	PrimaryGunNumber5	4544
	PrimaryGunNumber6	4576
	PrimaryGunNumber7	4608
	PrimaryGunNumber8	4640
	PrimaryGunNumber9	4672
	PrimaryGunNumber10	4704
	PrimaryLauncher1	4736
	PrimaryLauncher2	4768
	PrimaryLauncher3	4800
	PrimaryLauncher4	4832
	PrimaryLauncher5	4864
	PrimaryLauncher6	4896
	PrimaryLauncher7	4928

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Identifier	Enumerator	Representation
	PrimaryLauncher8	4960
	PrimaryLauncher9	4992
	PrimaryLauncher10	5024
	PrimaryDefenseSystems1	5056
	PrimaryDefenseSystems2	5088
	PrimaryDefenseSystems3	5120
	PrimaryDefenseSystems4	5152
	PrimaryDefenseSystems5	5184
	PrimaryDefenseSystems6	5216
	PrimaryDefenseSystems7	5248
	PrimaryDefenseSystems8	5280
	PrimaryDefenseSystems9	5312
	PrimaryDefenseSystems10	5344
	PrimaryRadar1	5376
	PrimaryRadar2	5408
	PrimaryRadar3	5440
	PrimaryRadar4	5472
	PrimaryRadar5	5504
	PrimaryRadar6	5536
	PrimaryRadar7	5568
	PrimaryRadar8	5600
	PrimaryRadar9	5632
	PrimaryRadar10	5664
	SecondaryTurretNumber1	5696
	SecondaryTurretNumber2	5728
	SecondaryTurretNumber3	5760
	SecondaryTurretNumber4	5792
	SecondaryTurretNumber5	5824
	SecondaryTurretNumber6	5856
	SecondaryTurretNumber7	5888
	SecondaryTurretNumber8	5920
	SecondaryTurretNumber9	5952
	SecondaryTurretNumber10	5984
	SecondaryGunNumber1	6016
	SecondaryGunNumber2	6048
	SecondaryGunNumber3	6080
	SecondaryGunNumber4	6112
	SecondaryGunNumber5	6144
	SecondaryGunNumber6	6176
	SecondaryGunNumber7	6208
	SecondaryGunNumber8	6240
	SecondaryGunNumber9	6272
	SecondaryGunNumber10	6304
	SecondaryLauncher1	6336
	SecondaryLauncher2	6368
	SecondaryLauncher3	6400
	SecondaryLauncher4	6432
	SecondaryLauncher5	6464
	SecondaryLauncher6	6496
	SecondaryLauncher7	6528
	SecondaryLauncher8	6560
	SecondaryLauncher9	6592
	SecondaryLauncher10	6624
	SecondaryDefenseSystems1	6656
	SecondaryDefenseSystems2	6688
	SecondaryDefenseSystems3	6720
	SecondaryDefenseSystems4	6752
	SecondaryDefenseSystems5	6784
	SecondaryDefenseSystems6	6816
	SecondaryDefenseSystems7	6848
	SecondaryDefenseSystems8	6880
	SecondaryDefenseSystems9	6912
	SecondaryDefenseSystems10	6944

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Identifier	Enumerator	Representation
	SecondaryRadar1	6976
	SecondaryRadar2	7008
	SecondaryRadar3	7040
	SecondaryRadar4	7072
	SecondaryRadar5	7104
	SecondaryRadar6	7136
	SecondaryRadar7	7168
	SecondaryRadar8	7200
	SecondaryRadar9	7232
	SecondaryRadar10	7264
ArticulatedTypeMetricEnum32 [11]	Position	1
	PositionRate	2
	Extension	3
	ExtensionRate	4
	X	5
	XRate	6
	Y	7
	YRate	8
	Z	9
	ZRate	10
	Azimuth	11
	AzimuthRate	12
	Elevation	13
	ElevationRate	14
	Rotation	15
	RotationRate	16
BeamFunctionCodeEnum8 [9]	Other	0
	Search	1
	HeightFinder	2
	Acquisition	3
	Tracking	4
	AcquisitionAndTracking	5
	CommandGuidance	6
	Illumination	7
	RangeOnlyRadar	8
	MissileBeacon	9
	MissileFuze	10
	ActiveRadarMissileSeeker	11
	Jammer	12
CamouflageEnum32 [11]	UniformPaintScheme	0
	DesertCamouflage	1
	WinterCamouflage	2
	ForestCamouflage	3
	GenericCamouflage	4
CollisionTypeEnum8 [9]	Inelastic	0
	Elastic	1
CryptographicModeEnum32 [11]	BasebandEncryption	0
	DiphaseEncryption	1
CryptographicSystemTypeEnum16 [10]	Other	0
	KY_28	1
	KY_58	2
	NarrowSpectrumSecureVoice_NSVE	3
	WideSpectrumSecureVoice_WSVE	4
	SINCGARS_ICOM	5
DamageStatusEnum32 [11]	NoDamage	0
	SlightDamage	1
	ModerateDamage	2
	Destroyed	3
DatumIdentifierEnum32 [11]	Entity_Identification	10000
	Entity_Type	11000
	Concatenated	11100
	Entity_Type-Kind	11110
	Entity_Type-Domain	11120

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Identifier	Enumerator	Representation
	Entity_Type-Country	11130
	Entity_Type-Category	11140
	Entity_Type-Subcategory	11150
	Entity_Type-Specific	11160
	Entity_Type-Extra	11170
	Force_ID	11200
	Description	11300
	Alternative_Entity_Type	12000
	Alternative_Entity_Type-Kind	12110
	Alternative_Entity_Type-Domain	12120
	Alternative_Entity_Type-Country	12130
	Alternative_Entity_Type-Category	12140
	Alternative_Entity_Type-Subcategory	12150
	Alternative_Entity_Type-Specific	12160
	Alternative_Entity_Type-Extra	12170
	Alternative_Entity_Type-Description	12300
	Entity_Marking	13000
	Entity_Marking_Characters	13100
	Crew_ID	13200
	Task_Organization	14000
	Regiment_Name	14200
	Battalion_Name	14300
	Company_Name	14400
	Platoon_Name	14500
	Squad_Name	14520
	Team_Name	14540
	Bumper_Number	14600
	Vehicle_Number	14700
	Unit_Number	14800
	DIS_Identity	15000
	DIS_Site_ID	15100
	DIS_Host_ID	15200
	DIS_Entity_ID	15300
	Mount_Intent	15400
	Tether-Unthether_Command_ID	15500
	Teleport_Entity_Data_Record	15510
	Loads	20000
	Crew_Members	21000
	Crew_Member_ID	21100
	Health	21200
	Job_Assignment	21300
	Fuel	23000
	Fuel_Quantity-Liters	23100
	Fuel_Quantity-Gallons	23105
	Ammunition	24000
	Ammunition_quantity_120mm_HEAT	24001
	Ammunition_quantity_120mm_SABOT	24002
	Ammunition_quantity_12-7mm_M8	24003
	Ammunition_quantity_12-7mm_M20	24004
	Ammunition_quantity_7-62mm_M62	24005
	Ammunition_quantity_M250_UKL8A1	24006
	Ammunition_quantity_M250_UKL8A3	24007
	Ammunition_quantity_7-62mm_M80	24008
	Ammunition_quantity_12-7mm	24009
	Ammunition_quantity_7-62mm	24010
	Mines-quantity	24060
	Type	24100
	Mines-Kind	24110
	Mines-Domain	24120
	Mines-Country	24130
	Mines-Category	24140
	Mines-Subcategory	24150
	Mines-Extra	24160

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Identifier	Enumerator	Representation
	Mines-Description	24300
	Cargo	25000
	Vehicle_Mass	26000
	Supply_Quantity	27000
	Armament	28000
	Status	30000
	Subscription_State	30100
	Position	31000
	MilGrid10	31100
	Geocentric_Coordinates	31200
	Geocentric_Coordinate_X	31210
	Geocentric_Coordinate_Y	31220
	Geocentric_Coordinate_Z	31230
	Latitude	31300
	Longitude	31400
	Line_of_Sight	31500
	Line_of_Sight_X	31510
	Line_of_Sight_Y	31520
	Line_of_Sight_Z	31530
	Orientation	32000
	Hull_Heading_Angle	32100
	Hull_Pitch_Angle	32200
	Roll_Angle	32300
	Roll_Angle_X	32500
	Roll_Angle_Y	32600
	Roll_Angle_Z	32700
	Appearance	33000
	Ambient_Lighting	33100
	Lights	33101
	Paint_Scheme	33200
	Smoke	33300
	Trailing_Effects	33400
	Flaming	33500
	Marking	33600
	Mine_Plows_Attached	33710
	Mine_Rollers_Attached	33720
	Tank_Turret_Azimuth	33730
	Failures_and_Malfunctions	34000
	Age	34100
	Kilometers	34110
	Damage	35000
	Cause	35050
	Mobility_Kill	35100
	Fire-Power_Kill	35200
	Personnel_Casualties	35300
	Velocity	36000
	X-velocity	36100
	Y-velocity	36200
	Z-velocity	36300
	Acceleration	37000
	X-acceleration	37100
	Y-acceleration	37200
	Z-acceleration	37300
	Engine_Status	38100
	Exercise	40000
	Exercise_State	40010
	AFATDS_File_Name	40020
	Terrain_Database	41000
	Missions	42000
	Mission_ID	42100
	Mission_Type	42200
	Mission_Request_Time_Stamp	42300
	Exercise_Description	43000

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Identifier	Enumerator	Representation
	Name	43100
	Entities	43200
	Version	43300
	Guise_Mode	43410
	Simulation_Application_Active_Status	43420
	Simulation_Application_Role_Record	43430
	Simulation_Application_State	43440
	Visual_Output_Mode	44000
	Simulation_Manager_Role	44100
	Simulation_Manager_Site_ID	44110
	Simulation_Manager_Application_ID	44120
	Simulation_Manager_Entity_ID	44130
	Simulation_Manager_Active_Status	44140
	After_Active_Review_Role	44200
	After_Active_Review_Site_ID	44210
	After_Active_Application_ID	44220
	After_Active_Review_Entity_ID	44230
	After_Active_Review_Active_Status	44240
	Exercise_Logger_Role	44300
	Exercise_Logger_Site_ID	44310
	Exercise_Logger_Application_ID	44320
	Exercise_Entity_ID	44330
	Exercise_Logger_Active_Status	44340
	Synthetic_Environment_Manager_Role	44400
	Synthetic_Environment_Manager_Site_ID	44410
	Synthetic_Environment_Manager_Application_ID	44420
	Synthetic_Environment_Manager_Entity_ID	44430
	Synthetic_Environment_Manager_Active_Status	44440
	SIMNET-DIS_Translator_Role	44500
	SIMNET-DIS_Translator_Site_ID	44510
	SIMNET-DIS_Translator_Application_ID	44520
	SIMNET-DIS_Translator_Entity_ID	44530
	SIMNET-DIS_Translator_Active_Status	44540
	Application_Rate	45000
	Application_Time	45005
	Application_Timestep	45010
	Feedback_Time	45020
	Simulation_Rate	45030
	Simulation_Time	45040
	Simulation_Timestep	45050
	Time_Interval	45060
	Time_Latency	45070
	Time_Scheme	45080
	Environment	50000
	Weather	51000
	Thermal_Condition	51100
	Time	52000
	Time_of_Day-Discrete	52100
	Time_of_Day-Continuous	52200
	Time_Mode	52300
	Time_Scene	52305
	Current_Hour	52310
	Current_Minute	52320
	Current_Second	52330
	Azimuth	52340
	Maximum_Elevation	52350
	Time_Zone	52360
	Time_Sunrise_Enabled	52400
	Sunrise_Hour	52410
	Sunrise_Minute	52420
	Sunrise_Second	52430
	Sunrise_Azimuth	52440
	Time_Sunset_Enabled	52500

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Identifier	Enumerator	Representation
	Sunset_Hour	52510
	Sunset_Hour_2	52511
	Sunset_Minute	52520
	Sunset_Second	52530
	Date	52600
	Month	52610
	Day	52620
	Year	52630
	Clouds	53000
	Cloud_Layer_Enable	53050
	Cloud_Layer_Selection	53060
	Cloud_Visibility	53100
	Base_Altitude-Meters	53200
	Base_Altitude-Feet	53250
	Ceiling-Meters	53300
	Ceiling-Feet	53350
	Characteristics	53400
	Concentration_Length	53410
	Transmittance	53420
	Radiance	53430
	Precipitation	54000
	Rain	54100
	Fog	55000
	Visibility-Meters	55100
	Visibility-Miles	55105
	Fog_Density	55200
	Base	55300
	View_Layer_from_above	55401
	Transition_Range	55410
	Bottom-Meters	55420
	Bottom-Feet	55425
	Fog_Ceiling-Meters	55430
	Fog_Ceiling-Feet	55435
	Heavenly_Bodies	56000
	Sun	56100
	Sun-Position	56110
	Sun-Position_Azimuth	56120
	Sun-Position_Elevation	56130
	Sun-Position_Intensity	56140
	Moon	56200
	Moon-Position	56210
	Moon-Position_Azimuth	56220
	Moon-Position_Elevation	56230
	Moon-Position_Intensity	56240
	Horizon	56310
	Horizon_Azimuth	56320
	Horizon_Elevation	56330
	Horizon_Heading	56340
	Horizon_Intensity	56350
	Humidity	57200
	Visibility	57300
	Winds	57400
	Speed	57410
	Rainsoak	57500
	Haze	58000
	Haze_Visibility-Meters	58100
	Haze_Visibility-Miles	58105
	Haze_Density	58200
	Haze_Ceiling-Meters	58430
	Haze_Ceiling-Feet	58435
	Contaminants_and_Obscurants	59000
	Contaminant/Obscurant_Type	59100
	Persistence	59110

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Identifier	Enumerator	Representation
	Chemical_Dosage	59115
	Chemical_Air_Concentration	59120
	Chemical_Ground_Deposition	59125
	Chemical_Maximum_Ground_Deposition	59130
	Chemical_Dosage_Threshold	59135
	Biological_Dosage	59140
	Biological_Air_Concentration	59145
	Biological_Dosage_Threshold	59150
	Biological_Binned_Particle_Count	59155
	Radiological_Dosage	59160
	Communications	60000
	Channel_Type	61100
	Channel_Type_2	61101

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Identifier	Enumerator	Representation
	Articulated_Parts-Y-rate	90800
	Articulated_Parts-Z	90900
	Articulated_Parts-Z-rate	91000
	Articulated_Parts-Azimuth	91100
	Articulated_Parts-Azimuth_Rate	91200
	Articulated_Parts-Elevation	91300
	Articulated_Parts-Elevation_Rate	91400
	Articulated_Parts-Rotation	91500
	Articulated_Parts-Rotation_Rate	91600
	DRA_Angular_X-Velocity	100001
	DRA_Angular_Y-Velocity	100002
	DRA_Angular_Z-Velocity	100003
	Appearance-Trailing_Effects	100004
	Appearance-Hatch	100005
	Appearance-Character_Set	100008
	Capability-Ammunition_Supplier	100010
	Capability-Miscellaneous_Supplier	100011
	Capability-Repair_Provider	100012
	Articulation_Parameter	100014
	Articulation_Parameter_Type	100047
	Articulation_Parameter_Value	100048
	Time_of_Day-Scene	100058
	Latitude-North_<Location_of_weather_cell>	100061
	Longitude-East_<Location_of_weather_cell>	100063
	Tactical_Driver_Status	100068
	Sonar_System_Status	100100
	Latitude-South_<Location_of_weather_cell>	100162
	Longitude-West_<location_of_weather_cell>	100164
	Accomplished	100165
	CD-ROM-Number_<Disk_ID_for_terrain>	100165
	Altitude	100167
	Tactical_System_Status	100169
	JTIDS_Status	100170
	TADIL-J_Status	100171
	DSDD_Status	100172
	Weapon_System_Status	100200
	Entity/Track/Update_Data	100300
	Local/Force_Training	100400
	Entity/Track_Identity_Data	100500
	Engagement_Data	100600
	Entity/Track_Equipment_Data	100700
	Emission/EW_Data	100800
	Appearance_Data	100900
	Command/Order_Data	101000
	Environmental_Data	101100
	Significant_Event_Data	101200
	Operator_Action_Data	101300
	Time_Synchronization	101400
	Tomahawk_Data	101500
	Number_of_Detonations	102100
	Number_of_Intercepts	102200
	OBT_Control_MT-201	200201
	Sensor_Data_MT-202	200202
	Environmental_Data_MT-203	200203
	Ownship_Data_MT-204	200204
	Acoustic_Contact_Data_MT-205	200205
	Sonobuoy_Data_MT-207	200207
	Sonobuoy_Contact_Data_MT-210	200210
	Helo_Control_MT-211	200211
	ESM_Control_Data	200213
	ESM_Contact_Data_MT-214	200214
	ESM_Emitter_Data_MT-215	200215
	Weapon_Definition_Data_MT-217	200216

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Identifier	Enumerator	Representation
	Weapon_Preset_Data_MT-217	200217
	OBT_Control_MT-301	200301
	Sensor_Data_MT-302	200302
	Environmental_Data_MT-303m	200303
	Ownship_Data_MT-304	200304
	Acoustic_Contact_Data_MT-305	200305
	Sonobuoy_Data_MT-307	200307
	Sonobuoy_Contact_Data_MT-310	200310
	Helo_Scenario_/_Equipment_Status	200311
	ESM_Control_Data_MT-313	200313
	ESM_Contact_Data_MT-314	200314
	ESM_Emitter_Data_MT-315	200315
	Weapon_Definition_Data_MT-316	200316
	Weapon_Preset_Data_MT-317	200317
	Pairing/Association_<eMT-56>	200400
	Pointer_<eMT-57>	200401
	Reporting_Responsibility_<eMT-58>	200402
	Track_Number_<eMT-59>	200403
	ID_for_Link-11_Reporting_<eMT-60>	200404
	Remote_Track_<eMT-62>	200405
	Link-11_Error_Rate_<eMT-63>	200406
	Track_Quality_<eMT-64>	200407
	Gridlock_<eMT-65>	200408
	Kill_<eMT-66>	200409
	Track_ID_Change_/_Resolution_<eMT-68>	200410
	Weapons_Status_<eMT-69>	200411
	Link-11_Operator_<eMT-70>	200412
	Force_Training_Transmit_<eMT-71>	200413
	Force_Training_Receive_<eMT-72>	200414
	Interceptor_Amplification_<eMT-75>	200415
	Consumables_<eMT-78>	200416
	Link-11_Local_Track_Quality_<eMT-95>	200417
	DLRP_<eMT-19>	200418
	Force_Order_<eMT-52>	200419
	Wilco_/_Cantco_<eMT-53>	200420
	EMC_Bearing_<eMT-54>	200421
	Change_Track_Eligibility_<eMT-55>	200422
	Land_Mass_Reference_Point	200423
	System_Reference_Point	200424
	PU_Amplification	200425
	Set/Drift	200426
	Begin_Initialization_<MT-1>	200427
	Status_and_Control_<MT-3>	200428
	Scintillation_Change_<MT-39>	200429
	Link_11_ID_Control_<MT-61>	200430
	PU_Guard_List	200431
	Winds_Aloft_<MT-14>	200432
	Surface_Winds_<MT-15>	200433
	Sea_State_<MT-17>	200434
	Magnetic_Variation_<MT-37>	200435
	Track_Eligibility_<MT-29>	200436
	Training_Track_Notification	200437
	Other	240000
	Mass_Of_The_Vehicle	240001
	Force_ID_2	240002
	Entity_Type_Kind	240003
	Entity_Type_Domain	240004
	Entity_Type_Country	240005
	Entity_Type_Category	240006
	Entity_Type_Sub_Category	240007
	Entity_Type_Specific	240008
	Entity_Type_Extra	240009
	Alternative_Entity_Type_Kind	240010

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Identifier	Enumerator	Representation
	Alternative_Entity_Type_Domain	240011
	Alternative_Entity_Type_Country	240012
	Alternative_Entity_Type_Category	240013
	Alternative_Entity_Type_Sub_Category	240014
	Alternative_Entity_Type_Specific	240015
	Alternative_Entity_Type_Extra	240016
	Entity_Location_X	240017
	Entity_Location_Y	240018
	Entity_Location_Z	240019
	Entity_Linear_Velocity_X	240020
	Entity_Linear_Velocity_Y	240021
	Entity_Linear_Velocity_Z	240022
	Entity_Orientation_Psi	240023
	Entity_Orientation_Theta	240024
	Entity_Orientation_Phi	240025
	Dead_Reckoning_Algorithm	240026
	Dead_Reckoning_Linear_Acceleration_X	240027
	Dead_Reckoning_Linear_Acceleration_Y	240028
	Dead_Reckoning_Linear_Acceleration_Z	240029
	Dead_Reckoning_Angular_Velocity_X	240030
	Dead_Reckoning_Angular_Velocity_Y	240031
	Dead_Reckoning_Angular_Velocity_Z	240032
	Entity_Appearance	240033
	Entity_Marking_Character_Set	240034
	Entity_Marking_11_Bytes	240035
	Capability	240036
	Number_Articulation_Parameters	240037
	Articulation_Parameter_ID	240038
	Articulation_Parameter_Type_2	240039
	Articulation_Parameter_Value_2	240040
	Type_Of_Stores	240041
	Quantity_Of_Stores	240042
	Fuel_Quantity	240043
	Radar_System_Status	240044
	Radio_Communication_System_Status	240045
	Default_Time_For_Radio_Transmission_For_Stationary_Transmitters	240046
	Default_Time_For_Radio_Transmission_For_Moving_Transmitters	240047
	Body_Part_Damaged_Ratio	240048
	Name_Of_The_Terrain_Database_File	240049
	Name_Of_Local_File	240050
	Aimpoint_Bearing	240051
	Aimpoint_Elevation	240052
	Aimpoint_Range	240053
	Air_Speed	240054
	Altitude_2	240055
	Application_Status	240056
	Auto_Iff	240057
	Beacon_Delay	240058
	Bingo_Fuel_Setting	240059
	Cloud_Bottom	240060
	Cloud_Top	240061
	Direction	240062
	End_Action	240063
	Frequency	240064
	Freeze	240065
	Heading	240066
	Identification	240067
	Initial_Point_Data	240068
	Latitude_2	240069
	Lights_2	240070
	Linear	240071
	Longitude_2	240072
	Low_Altitude	240073

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Identifier	Enumerator	Representation
	Mfd_Formats	240074
	Nctr	240075
	Number_Projectiles	240076
	Operation_Code	240077
	Pitch	240078
	Profiles	240079
	Quantity	240080
	Radar_Modes	240081
	Radar_Search_Volume	240082
	Roll	240083
	Rotation	240084
	Scale_Factor_X	240085
	Scale_Factor_Y	240086
	Shields	240087
	Steerpoint	240088
	Spare1	240089
	Spare2	240090
	Team	240091
	Text	240092
	Time_Of_Day	240093
	Trail_Flag	240094
	Trail_Size	240095
	Type_Of_Projectile	240096
	Type_Of_Target	240097
	Type_Of_Threat	240098
	Uhf_Frequency	240099
	Utm_Altitude	240100
	Utm_Latitude	240101
	Utm_Longitude	240102
	Vhf_Frequency	240103
	Visibility_Range	240104
	Void_Aaa_Hit	240105
	Void_Collision	240106
	Void_Earth_Hit	240107
	Void_Friendly	240108
	Void_Gun_Hit	240109
	Void_Rocket_Hit	240110
	Void_Sam_Hit	240111
	Weapon_Data	240112
	Weapon_Type	240113
	Weather_2	240114
	Wind_Direction	240115
	Wind_Speed	240116
	Wing_Station	240117
	Yaw	240118
	Memory_Offset	240119
	Memory_Data	240120
	VASI	240121
	Beacon	240122
	Strobe	240123
	Culture	240124
	Approach	240125
	Runway_End	240126
	Obstruction	240127
	Runway_Edge	240128
	Ramp_Taxiway	240129
	Laser_Bomb_Code	240130
	Rack_Type	240131
	HUD	240132
	RoleFileName	240133
	PilotName	240134
	PilotDesignation	240135
	Model_Type	240136

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Identifier	Enumerator	Representation
	DIS_Type	240137
	Class	240138
	Channel	240139
	Entity_Type_2	240140
	Alternative_Entity_Type_2	240141
	Entity_Location	240142
	Entity_Linear_Velocity	240143
	Entity_Orientation	240144
	Dead_Reckoning	240145
	Failure_Symptom	240146
	Max_Fuel	240147
	Refueling_Boom_Connect	240148
	Altitude_AGL	240149
	Calibrated_Airspeed	240150
	TACAN_Channel	240151
	TACAN_Band	240152
	TACAN_Mode	240153
DeadReckoningAlgorithmEnum8 [9]	Other	0
	Static	1
	DRM_FPW	2
	DRM_RPW	3
	DRM_RVW	4
	DRM_FVW	5
	DRM_FPB	6
	DRM_RPB	7
	DRM_RVB	8
	DRM_FVB	9
DesignatorCodeEnum16 [10]	Other	0
	TBD	1
DesignatorCodeNameEnum16 [10]	Other	0
	TBD	1
DetailedRFModulationTypeEnum16 [10]	Dummy	0
DetonationResultCodeEnum8 [9]	Other	0
	EntityImpact	1
	EntityProximateDetonation	2
	GroundImpact	3
	GroundProximateDetonation	4
	Detonation	5
	None	6
	HE_hit_Small	7
	HE_hit_Medium	8
	HE_hit_Large	9
	ArmorPiercingHit	10
	DirtBlast_Small	11
	DirtBlast_Medium	12
	DirtBlast_Large	13
	WaterBlast_Small	14
	WaterBlast_Medium	15
	WaterBlast_Large	16
	AirHit	17
	BuildingHit_Small	18
	BuildingHit_Medium	19
	BuildingHit_Large	20
	MineClearingLineCharge	21
	EnvironmentObjectImpact	22
	EnvironmentObjectProximateDetonation	23
	WaterImpact	24
	AirBurst	25
EmitterFunctionEnum8 [9]	Other	0
	MultiFunction	1
	EarlyWarningSurveillance	2
	HeightFinding	3
	FireControl	4

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Identifier	Enumerator	Representation
	AcquisitionDetection	5
	Tracking	6
	GuidanceIllumination	7
	FiringPointLaunchPointLocation	8
	Ranging	9
	RadarAltimeter	10
	Imaging	11
	MotionDetection	12
	Navigation	13
	Weather	14
	Instrumentation	15
	IdentificationClassification	16
	JammingNoise	64
	JammingDeception	65
	Decoy	66
	WeaponNonLethal	96
	WeaponLethal	97
EmitterTypeEnum16 [10, 31]	Emitter_1226_DECCA_MIL	45
	Emitter_9GR600	90
	Emitter_9LV_200_TA	135
	Emitter_9LV_200_TV	180
	A310Z	225
	A325A	270
	A346Z	315
	A353B	360
	A372A	405
	A372B	450
	A372C	495
	A377A	540
	A377B	585
	A380Z	630
	A381Z	675
	A398Z	720
	A403Z	765
	A409A	810
	A418A	855
	A419Z	900
	A429Z	945
	A432Z	990
	A434Z	1035
	A401A	1080
	AGRION_15	1125
	AI_MK_23	1170
	AIDA_II	1215
	Albatros_MK2	1260
	ANA_SPS_502	1305
	ANRITSU_Electric_AR-30A	1350
	Antilope_V	1395
	AN/ALQ_99	1440
	AN/ALQ-100	1485
	AN/ALQ-101	1530
	AN/ALQ-119	1575
	AN/ALQ-126A	1620
	AN/APD_10	1665
	AN/APG_53	1710
	AN/APG_59	1755
	AN/APG-63AB	1800
	AN/APG_65	1845
	AN/APG_68	1890
	AN/APG_70	1935
	AN/APG-502	1980
	AN/APN-1	2025
	AN/APN-22	2070

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Identifier	Enumerator	Representation
	AN/APN_59	2115
	AN/APN-69	2160
	AN/APN-81	2205
	AN/APN-117	2250
	AN/APN-118	2295
	AN/APN-130	2340
	AN/APN-131	2385
	AN/APN-133	2430
	AN/APN-134	2475
	AN/APN-147	2520
	AN/APN-150	2565
	AN/APN-153	2610
	AN/APN_154	2655
	AN/APN-155	2700
	AN/APN-159	2745
	AN/APN-182	2790
	AN/APN-187	2835
	AN/APN-190	2880
	AN/APN_194	2925
	AN/APN-195	2970
	AN/APN-198	3015
	AN/APN-200	3060
	AN/APN_202	3105
	AN/APN-217	3150
	AN/APN-506	3195
	AN/APQ-72	3240
	AN/APQ-99	3285
	AN/APQ_100	3330
	AN/APQ-102	3375
	AN/APQ-109	3420
	AN/APQ_113	3465
	AN/APQ_120	3510
	AN/APQ_126	3555
	AN/APQ-128	3600
	AN/APQ-129	3645
	AN/APQ_148	3690
	AN/APQ-153	3735
	AN/APQ_159	3780
	AN/APS-42	3825
	AN/APS_80	3870
	AN/APS-88	3915
	AN/APS_115	3960
	AN/APS_116	4005
	AN/APS-120	4050
	AN/APS_121	4095
	AN/APS_124	4140
	AN/APS_125	4185
	AN/APS-128	4230
	AN/APS_130	4275
	AN/APS_133	4320
	AN/APS-134	4365
	AN/APS_137	4410
	AN/APS-138	4455
	AN/APW_22	4500
	AN/APW_23	4545
	AN/APX-6	4590
	AN/APX_7	4635
	AN/APX_39	4680
	AN/APX-72	4725
	AN/APX_76	4770
	AN/APX_78	4815
	AN/APX_101	4860
	AN/APY_2	4905

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Identifier	Enumerator	Representation
	AN/APY_3	4950
	AN/ARN_21	4995
	AN/ARN_52	5040
	AN/ARN_84	5085
	AN/ARN_118	5130
	AN/ARW_73	5175
	AN/ASB_1	5220
	AN/ASG_21	5265
	AN/AWG_9	5310
	AN/BPS-9	5355
	AN/BPS_15	5400
	AN/DSQ_26_Phoenix_MH	5445
	AN/DSQ_28_Harpoon_MH	5490
	AN/GPX_8	5535
	AN/SPG-34	5580
	AN/SPG_50	5625
	AN/SPG_51	5670
	AN/SPG-51_CWI_TI	5715
	AN/SPG-51_FC	5760
	AN/SPG_52	5805
	AN/SPG-53	5850
	AN/SPG_55B	5895
	AN/SPG_60	5940
	AN/SPG_62	5985
	AN/SPN_35	6030
	AN/SPN_43	6075
	AN/SPQ-2	6120
	AN/SPQ_9	6165
	AN/SPS-4	6210
	AN/SPS-5	6255
	AN/SPS-5C	6300
	AN/SPS-6	6345
	AN/SPS_10	6390
	AN/SPS_21	6435
	AN/SPS-28	6480
	AN/SPS-37	6525
	AN/SPS-39A	6570
	AN/SPS_40	6615
	AN/SPS-41	6660
	AN/SPS_48	6705
	AN/SPS-48C	6750
	AN/SPS_49	6795
	AN/SPS_52	6840
	AN/SPS_53	6885
	AN/SPS_55	6930
	AN/SPS-55_SS	6975
	AN/SPS-58	7020
	AN/SPS_59	7065
	AN/SPS_64	7110
	AN/SPS_65	7155
	AN/SPS_67	7200
	AN/SPY_1	7245
	AN/SPY-1A	7290
	AN/ULQ-6A	7335
	AN/UPN_25	7380
	AN/UPS_1	7425
	AN/UPX_1	7470
	AN/UPX_5	7515
	AN/UPX_11	7560
	AN/UPX_12	7605
	AN/UPX_17	7650
	AN/UPX_23	7695
	AN/VPS_2	7740

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Identifier	Enumerator	Representation
	Apelco_AD_7_7	7785
	APG_71	7830
	APN_148	7875
	APN_227	7920
	APQ_113	7965
	APQ_120	8010
	APQ_148	8055
	APS_504_V3	8100
	AR_M31	8145
	ARI_5954	8190
	ARI_5955	8235
	ARI_5979	8280
	ARINC_564_BNDX/KING_RDR_1E	8325
	ARINC_700_BNDX/KING_RDR_1E	8370
	AS_2_Kipper	8415
	AS_2_Kipper_MH	8460
	AS_4_Kitchen	8505
	AS_4_Kitchen_MH	8550
	AS_5_Kelt_MH	8595
	AS_6_Kingfish_MH	8640
	AS_7_Kerry	8685
	AS_7_Kerry_MG	8730
	ASR_O	8775
	AT_2_Swatter_MG	8820
	Atlas_Elektronk_TRS_N	8865
	AVG_65	8910
	AVH_7	8955
	AVQ_20	9000
	AVQ30X	9045
	AVQ_70	9090
	AWS_5	9135
	AWS_6	9180
	Back_Net_A_B	9225
	Back_Trap	9270
	Ball_End	9315
	Ball_Gun	9360
	Band_Stand	9405
	Bar_Lock	9450
	Bass_Tilt	9495
	Beacon	9540
	Bean_Sticks	9585
	Bee_Hind	9630
	Big_Bulge	9675
	Big_Bulge_A	9720
	Big_Bulge_B	9765
	Big_Mesh	9810
	Big_Net	9855
	Bill_Fold	9900
	Blue_Silk	9945
	Blue_Parrot	9990
	Blue_Orchid	10035
	Boat_Sail	10080
	Bofors_Electronic_9LV_331	10125
	Bofors_Ericsson_Sea_Giraffe_50_HC	10170
	Bowl_Mesh	10215
	Box_Brick	10260
	Box_Tail	10305
	BPS_11A	10350
	BPS_14	10395
	BPS_15A	10440
	BR-15_Tokyo_KEIKI	10485
	Bread_Bin	10530
	BT_271	10575

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Identifier	Enumerator	Representation
	BX_732	10620
	Buzz_Stand	10665
	C_5A_Multi_Mode_Radar	10710
	Caiman	10755
	Cake_Stand	10800
	Calypso_C61	10845
	Calypso_Ii	10890
	Castor_Ii	10935
	Cat_House	10980
	Cheese_Brick	11025
	Clam_Pipe	11070
	Clamshell	11115
	Collins_WXR-700X	11160
	Collins_DN_101	11205
	Contraves_Sea_Hunter_MK_4	11250
	Cross_Bird	11295
	Cross_Dome	11340
	Cross_Legs	11385
	Cross_Out	11430
	Cross_Slot	11475
	Cross_Sword	11520
	Cross_Up	11565
	Cross_Sword_FC	11610
	Crotale_Acquisition_TA	11655
	Crotale_Missile_System	11700
	CSS_C_3C_CAS_1M1_M2_MH	11745
	CSS_C_2B_HY_1A_MH	11790
	CWS_2	11835
	Cylinder_Head	11880
	Cyrano_II	11925
	Cyrano_IV	11970
	DA_05_00	12015
	Dawn	12060
	Dead_Duck	12105
	DECCA_45	12150
	DECCA_50	12195
	DECCA_110	12240
	DECCA_170	12285
	DECCA_202	12330
	DECCA_D202	12375
	DECCA_303	12420
	DECCA_626	12465
	DECCA_629	12510
	DECCA_914	12555
	DECCA_916	12600
	DECCA_1226_Commercial	12645
	DECCA_1626	12690
	DECCA_2459	12735
	DECCA_AWS_1	12780
	DECCA_RM_416	12825
	DECCA_RM_914	12870
	DECCA_RM_1690	12915
	DECCA_Super_101_MK_3	12960
	DISS_1	13005
	DN_181	13050
	Dog_Ear	13095
	Dog_House	13140
	Don_2	13185
	Don_A/B/2/Kay	13230
	Donets	13275
	Down_Beat	13320
	DRAA_2A	13365
	DRAA_2B	13410

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Identifier	Enumerator	Representation
	DRAC_39	13455
	DRBC_30B	13500
	DRBC_31A	13545
	DRBC_32A	13590
	DRBC_32D	13635
	DRBC_33A	13680
	DRBI_10	13725
	DRBI_23	13770
	DRBJ_11B	13815
	DRBN_30	13860
	DRBN_32	13905
	DRBR_51	13950
	DRBV_20B	13995
	DRBV_22	14040
	DRBV_26C	14085
	DRBV_30	14130
	DRBV_50	14175
	DRBV_51	14220
	DRBV_51A	14265
	DRBV_51B	14310
	DRBV_51C	14355
	Drop_Kick	14400
	DRUA_31	14445
	Drum_Tilt	14490
	Drum_Tilt_A	14535
	Dumbo	14580
	Egg_Cup_A/B	14625
	EKCO_190	14670
	EL_M_2001B	14715
	EL_M_2207	14760
	ELTA_EL/M_2221_GM_STGR	14805
	EMD_2900	14850
	End_Tray	14895
	Exocet_1	14940
	Exocet_1_MH	14985
	Exocet_2	15030
	Eye_Bowl	15075
	Eye_Shield	15120
	Fan_Song_A	15165
	Fan_Song_B	15210
	Fan_Song_F_MG	15255
	Fan_Tail	15300
	Fin_Curve	15345
	Fire_Can	15390
	Fire_Dish	15435
	Fire_Dome_TI	15480
	Fire_Iron	15525
	Fire_Wheel	15570
	Fish_Bowl	15615
	Flap_Lid	15660
	Flap_Truck	15705
	Flap_Wheel	15750
	Flash_Dance	15795
	Flat_Face_A_B_C_D	15840
	Flat_Screen	15885
	Flat_Spin	15930
	Slat_Twin	15975
	Fledermaus	16020
	Fly_Screen	16065
	Fly_Screen_A&B	16110
	Fly_Trap_B	16155
	Fog_Lamp_MG	16200
	Fog_Lamp_TT	16245

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Identifier	Enumerator	Representation
	Foil_Two	16290
	Fox_Hunter	16335
	Fox_Fire_AL	16380
	Front_Dome	16425
	Front_Door	16470
	Front_Piece	16515
	Furuno	16560
	Furuno_701	16605
	Furuno_711_2	16650
	Furuno_2400	16695
	GA_01_00	16740
	Gage	16785
	Garpin	16830
	GEM_BX_132	16875
	Gin_Sling	16920
	Green_Stain	16965
	Grid_Bow	17010
	Guardsman	17055
	Hair_Net	17100
	Half_Plate_A	17145
	Half_Plate_B	17190
	Hawk_Screech	17235
	Head_Light_A	17280
	Head_Lights	17325
	Head_Lights_C	17370
	Head_Lights_MG_A	17415
	Head_Lights_MG_B	17460
	Head_Lights_TT	17505
	Head_Net	17550
	Hen_Egg	17595
	Hen_House	17640
	Hen_Nest	17685
	Hen_Roost	17730
	High_Brick	17775
	High_Fix	17820
	High_Lark_TI	17865
	High_Lark_1	17910
	High_Lark_2	17955
	High_Lark_4	18000
	High_Lune	18045
	High_Pole_A&B	18090
	High_Scoop	18135
	High_Sieve	18180
	Home_Talk	18225
	Horn_Spoon	18270
	Hot_Flash	18315
	IFF_MK_XII_AIMS_UPX_29	18360
	IFF_MK_XV	18405
	Jay_Bird	18450
	Jupiter	18495
	Jupiter_II	18540
	K376Z	18585
	Kelvin_Hughes_2A	18630
	Kelvin_Hughes_14/9	18675
	Kelvin_Hughes_type_1006	18720
	Kelvin_Hughes_type_1007	18765
	Kite_Screech	18810
	Kite_Screech_A	18855
	Kite_Screech_B	18900
	Kivach	18945
	Knife_Rest	18990
	Knife_Rest_B	19035
	KSA_SRN	19080

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Identifier	Enumerator	Representation
	KSA_TSR	19125
	Land_Fall	19170
	Land_Roll_MG	19215
	Land_Roll_TA	19260
	Land_Roll_TT	19305
	Leningraf	19350
	Light_Bulb	19395
	LN_55	19440
	Ln_66	19485
	Long_Bow	19530
	Long_Brick	19575
	Long_Bull	19620
	Long_Eye	19665
	Long_Head	19710
	Long_Talk	19755
	Long_Track	19800
	Long_Trough	19845
	Look_Two	19890
	LORAN	19935
	Low_Sieve	19980
	Low_Trough	20025
	LW_08	20070
	M22-40	20115
	M44	20160
	M401Z	20205
	M585Z	20250
	M588Z	20295
	MA_1_IFF_Portion	20340
	MA_Type_909#	20385
	Marconi_1810	20430
	Marconi_Canada_HC_75	20475
	Marconi_S_1802	20520
	Marconi_S_810	20565
	Marconi_type_967	20610
	Marconi_type_968	20655
	Marconi_type_992	20700
	Marconi/signaal_type_1022	20745
	Marconi/signaal_type_910	20790
	Marconi/signaal_type_911	20835
	Marconi/signaal_type_992R	20880
	Mesh_Brick	20925
	MK_15_CIWS	20970
	MK-23	21015
	MK_23_TAS	21060
	MK_25	21105
	MK-35_M2	21150
	MK_92	21195
	MK-92_CAS	21240
	MK-92_STIR	21285
	MK_95	21330
	MM_APS_705	21375
	MM_SPG_74	21420
	MM_SPG_75	21465
	MM_SPS_702	21510
	MM_SPS_768	21555
	MM_SPS_774	21600
	Moon_4	21645
	MPDR_18_X	21690
	Muff_Cob	21735
	Mushroom	21780
	Mushroom_1	21825
	Mushroom_2	21870
	Nayada	21915

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Identifier	Enumerator	Representation
	Neptun	21960
	NRBA_50	22005
	NRBA_51	22050
	NRBF_20A	22095
	Nysa_B	22140
	O524A	22185
	O580B	22230
	O625Z	22275
	O626Z	22320
	Odd_Lot	22365
	Odd_Pair	22410
	Oka	22455
	OKEAN	22500
	OKINXE_12C	22545
	OMEGA	22590
	Omera_ORB32	22635
	One_Eye	22680
	OPS-16B	22725
	OR-2	22770
	ORB_32	22815
	Orion_Rtn_10X	22860
	Otomat_MK_II_Teseo	22905
	Owl_Screech	22950
	Palm_Frond	22995
	Palm_Frond_AB	23040
	Pat_Hand	23085
	Patty_Cake	23130
	Pawn_Cake	23175
	PBR_4_Rubin	23220
	Pea_Sticks	23265
	Peel_Cone	23310
	Peel_Group	23355
	Peel_Group_A	23400
	Peel_Group_B	23445
	Peel_Pair	23490
	Philips_9LV_200	23535
	Philips_9LV_331	23580
	Philips_LV_223	23625
	Philips_Sea_Giraffe_50_HC	23670
	Plank_Shave	23715
	Plank_Shave_A	23760
	Plank_Shave_B	23805
	Plate_Steer	23850
	Plessey_AWS_1	23895
	Plessey_AWS_4	23940
	Plessey_AWS_6	23985
	Plessey_type_996	24030
	Plinth_Net	24075
	POLLUX	24120
	Pop_Group	24165
	Pop_Group_MG	24210
	Pop_Group_TA	24255
	Pop_Group_TT	24300
	Pork_Trough	24345
	Post_Bow	24390
	Post_Lamp	24435
	Pot_Drum	24480
	Pot_Head	24525
	PRIMUS_40_WXD	24570
	PRIMUS_300SL	24615
	PS_46_A	24660
	PS_70_R	24705
	Puff_Ball	24750

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Identifier	Enumerator	Representation
	Racal_1229	24795
	Racal_AC_2690_BT	24840
	Racal_Decca_1216	24885
	Racal_Decca_360	24930
	Racal_Decca_AC_1290	24975
	Racal_Decca_TM_1229	25020
	Racal_Decca_TM_1626	25065
	Racal_DRBN_34A	25110
	Radar_24	25155
	RAN_7S	25200
	RAN_11_LX	25245
	Raytheon_1220	25290
	Raytheon_1500	25335
	Raytheon_1645	25380
	Raytheon_1650	25425
	Raytheon_1900	25470
	Raytheon_2502	25515
	Raytheon_TM_1650/6X	25560
	Raytheon_TM_1660/12S	25605
	Ray_2900	25650
	Raypath	25695
	RDM	25740
	RDN_72	25785
	RDR_1A	25830
	RDR_1200	25875
	Rice_Lamp	25920
	Rice_Pad	25965
	Rice_Screen	26010
	ROLAND_BN	26055
	ROLAND_MG	26100
	ROLAND_TA	26145
	ROLAND_TT	26190
	Round_Ball	26235
	Round_House	26280
	Round_House_B	26325
	RV2	26370
	RV3	26415
	RV5	26460
	RV10	26505
	RV17	26550
	RV18	26595
	RV_UM	26640
	SA_2_Guideline	26685
	SA_3_Goa	26730
	SA_8_Gecko_DT	26775
	SA_N_7_Gadfly_TI	26820
	SA_N_11_Cads_1_UN	26865
	Salt_Pot_A&B	26910
	SATURNE_II	26955
	Scan_Can	27000
	Scan_Fix	27045
	Scan_Odd	27090
	Scan_Three	27135
	Scoup_Plate	27180
	Sea_Archer_2	27225
	Sea_Hunter_4_MG	27270
	Sea_Hunter_4_TA	27315
	Sea_Hunter_4_TT	27360
	Sea_Gull	27405
	Sea_Net	27450
	Sea_Spray	27495
	Sea_Tiger	27540
	Selenia_Orion_7	27585

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Identifier	Enumerator	Representation
	Selenia_type_912	27630
	Selennia_RAN_12_L/X	27675
	Selennia_RTN_10X	27720
	Selinia_ARP_1645	27765
	SGR_102_00	27810
	SGR_103/02	27855
	Sheet_Bend	27900
	Sheet_Curve	27945
	Ship_Globe	27990
	Ship_Wheel	28035
	SGR_114	28080
	Shore_Walk_A	28125
	Short_Horn	28170
	Shot_Dome	28215
	Side_Globe_JN	28260
	Side_Walk_A	28305
	Signaal_DA_02	28350
	Signaal_DA_05	28395
	Signaal_DA_08	28440
	Signaal_LW_08	28485
	Signaal_LWOR	28530
	Signaal_M45	28575
	Signaal_MW_08	28620
	Signaal_SMART	28665
	Signaal_STING	28710
	Signaal_STIR	28755
	Signaal_WM_20/2	28800
	Signaal_WM_25	28845
	Signaal_WM_27	28890
	Signaal_WM_28	28935
	Signaal_ZW_01	28980
	Signaal_ZW_06	29025
	Ski_Pole	29070
	Skin_Head	29115
	Skip_Spin	29160
	Sky_Watch	29205
	SL	29250
	Slap_Shot_E	29295
	Slim_Net	29340
	Slot_Back_A	29385
	Slot_Back_B	29430
	SMA_3_RM	29475
	SMA_3_RM_20	29520
	SMA_3RM_20A/SMG	29565
	SMA_BPS_704	29610
	SMA_SPIN_749_<V>_2	29655
	SMA_SPN_703	29700
	SMA_SPN_751	29745
	SMA_SPOS_748	29790
	SMA_SPQ_2	29835
	SMA_SPQ_2D	29880
	SMA_SPQ_701	29925
	SMA_SPS_702_UPX	29970
	SMA_ST_2_OTOMAT_II_MH	30015
	SMA_718_Beacon	30060
	Snoop_Drift	30105
	Snoop_Head	30150
	Snoop_Pair	30195
	Snoop_Plate	30240
	Snoop_Slab	30285
	Snoop_Tray	30330
	Snoop_Tray_1	30375
	Snoop_Tray_2	30420

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Identifier	Enumerator	Representation
	Snoop_Watch	30465
	SO-1	30510
	SO_A_Communist	30555
	Sock_Eye	30600
	SOM_64	30645
	Sparrow	30690
	SPG_53F	30735
	SPG_70_<RTN_10X>	30780
	SPG_74_<RTN_20X>	30825
	SPG_75_<RTN_30X>	30870
	SPG_76_<RTN_30X>	30915
	Spin_Scan_A	30960
	Spin_Scan_B	31005
	Spin_Trough	31050
	Splash_Drop	31095
	SPN_35A	31140
	SPN_41	31185
	SPN_42	31230
	SPN_43A	31275
	SPN_43B	31320
	SPN_44	31365
	SPN_46	31410
	SPN_703	31455
	SPN_728_<V>_1	31500
	SPN_748	31545
	SPN_750	31590
	Sponge_Cake	31635
	Spoon_Rest	31680
	SPQ_712_<RAN_12_L/X>	31725
	SPS_6C	31770
	SPS_10F	31815
	SPS_12	31860
	SPS_58	31905
	SPS_64	31950
	SPS_768_<RAN_EL>	31995
	SPS_774_<RAN_10S>	32040
	SPY_790	32085
	Square_Head	32130
	Square_Pair	32175
	Square_Slot	32220
	Square_Tie	32265
	Squash_Dome	32310
	Squint_Eye	32355
	SRN_6	32400
	SRN_15	32445
	SRN_745	32490
	SRO_1	32535
	SRO_2	32580
	SS_C_2B_Samlet_MG	32625
	SS_N_2A_B_CSSC	32670
	SS_N_2A_B_CSSC_2A_3A2_MH	32715
	SS_N_2C_Seeker	32760
	SS_N_2C_D_Styx	32805
	SS_N_2C_D_Styx_C_D_MH	32850
	SS_N_3_SSC_SS_C_18_BN	32895
	SS_N_3B_Sepal_AL	32940
	SS_N_3B_Sepal_MH	32985
	SS_N_9_Siren	33030
	SS_N_9_Siren_AL	33075
	SS_N_9_Siren_MH	33120
	SS_N_12_Sandbox_AL	33165
	SS_N_12_Sandbox_MH	33210
	SS_N_19_Shipwreck	33255

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Identifier	Enumerator	Representation
	SS_N_19_Shipwreck_AL	33300
	SS_N_19_Shipwreck_MH	33345
	SS_N_21_AL	33390
	SS_N_22_Sunburn	33435
	SS_N_22_Sunburn_MH	33480
	Stone_Cake	33525
	STR_41	33570
	Strike_Out	33615
	Strut_Curve	33660
	Strut_Pair	33705
	Strut_Pair_1	33750
	Strut_Pair_2	33795
	Sun_Visor	33840
	Swift_Rod_1	33885
	Swift_Rod_2	33930
	T1166	33975
	T1171	34020
	T6004	34065
	T6031	34110
	T8067	34155
	T8068	34200
	T8124	34245
	T8408	34290
	T8911	34335
	T8937	34380
	T8944	34425
	T8987	34470
	Tall_King	34515
	Tall_Mike	34560
	Tall_Path	34605
	THD_225	34650
	THD_5500	34695
	Thin_Path	34740
	Thin_Skin	34785
	Thompson_CSF_TH_D_1040_Neptune	34830
	Thompson_CSF_Calypso	34875
	Thompson_CSF_CASTOR	34920
	Thompson_CSF_Castor_II	34965
	Thompson_CSF_DRBC_32A	35010
	Thompson_CSF_DRBJ_11_D/E	35055
	Thompson_CSF_DRBV_15A	35100
	Thompson_CSF_DRBV_15C	35145
	Thompson_CSF_DRBV_22D	35190
	Thompson_CSF_DRBV_23B	35235
	Thompson_CSF_DRUA_33	35280
	Thompson_CSF_Mars_DRBV_21A	35325
	Thompson_CSF_Sea_Tiger	35370
	Thompson_CSF_Triton	35415
	Thompson_CSF_Vega_with_DRBC_32E	35460
	Tie_Rods	35505
	Tin_Shield	35550
	Toad_Stool_1	35595
	Toad_Stool_2	35640
	Toad_Stool_3	35685
	Toad_Stool_4	35730
	Toad_Stool_5	35775
	Top_Bow	35820
	Top_Dome	35865
	Top_Knot	35910
	Top_Mesh	35955
	Top_Pair	36000
	Top_Plate	36045
	Top_Sail	36090

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Identifier	Enumerator	Representation
	Top_Steer	36135
	Top_Trough	36180
	Tor	36225
	Track_Dish	36270
	TORSO_M	36315
	Trap_Door	36360
	TRS_3033	36405
	TRS-N	36450
	TSE_5000	36495
	TSR_333	36540
	Tube_Arm	36585
	Twin_Eyes	36630
	Twin_Pill	36675
	Twin_Scan	36720
	Twin_Scan_Ro	36765
	Two_Spot	36810
	TYPE_262	36855
	TYPE_275	36900
	TYPE_293	36945
	TYPE_343_SUN_VISOR_B	36990
	TYPE_347B	37035
	Type_756	37080
	TYPE_903	37125
	TYPE_909_TI	37170
	TYPE_909_TT	37215
	TYPE_910	37260
	TYPE_965	37305
	TYPE_967	37350
	TYPE_968	37395
	TYPE_974	37440
	TYPE_975	37485
	TYPE_978	37530
	TYPE_992	37575
	TYPE_993	37620
	TYPE_994	37665
	TYPE_1006<1>	37710
	TYPE_1006<2>	37755
	TYPE_1022	37800
	UK_MK_10	37845
	UPX_1_10	37890
	UPX_27	37935
	URN_20	37980
	URN_25	38025
	W8818	38070
	W8838	38115
	WAS-74S	38160
	Wasp_Head	38205
	Watch_Guard	38250
	Western_Electric_MK_10	38295
	Westinghouse_Electric_SPG_50	38340
	Westinghouse_Electric_W_120	38385
	Westinghouse_SPS_29C	38430
	Westinghouse_SPS_37	38475
	Wet_Eye	38520
	Wet_Eye_Mod	38565
	Whiff	38610
	Whiff_Brick	38655
	Whiff_Fire	38700
	Wild_Card	38745
	Witch_Eight	38790
	Witch_Five	38835
	WM2X_Series	38880
	WM2X_Series_CAS	38925

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Identifier	Enumerator	Representation
	Wood_Gage	38970
	Yard_Rake	39015
	Yew_Loop	39060
	Yo-Yo	39105
	ZW_06	39150
EncodingTypeEnum32 [11]	Encoding_8-bit_mu-law	1
	CVSD_per_MIL-STD-188-113	2
	ADPCM_per_CCITT_G721	3
	Encoding_16-bit_linear_PCM	4
	Encoding_8-bit_linear_PCM	5
	VQ_<Vector_Quantization>	6
EventTypeEnum32 [11]	Other	0
	Unused	1
	RanOutOfAmmunition	2
	KilledInAction	3
	Damage	4
	MobilityDisabled	5
	FireDisabled	6
	RanOutOfFuel	7
	EntityInitialization	8
	RequestForIndirectFireOrCASMission	9
	IndirectFireOrCASMission	10
	MinefieldEntry	11
	MinefieldDetonation	12
	VehicleMasterPowerOn	13
	VehicleMasterPowerOff	14
	AggregateStateChangeRequested	15
ForceIdentifierEnum8 [9]	Other	0
	Friendly	1
	Opposing	2
	Neutral	3
FuseTypeEnum16 [10]	Other	0
	IntelligentInfluence	10
	Sensor	20
	SelfDestruct	30
	UltraQuick	40
	Body	50
	DeepIntrusion	60
	Multifunction	100
	PointDetonation_PD	200
	BaseDetonation_BD	300
	Contact	1000
	ContactInstantImpact	1100
	ContactDelayed	1200
	Contact10msDelay	1201
	Contact20msDelay	1202
	Contact50msDelay	1205
	Contact60msDelay	1206
	Contact100msDelay	1210
	Contact125msDelay	1212
	Contact250msDelay	1225
	ContactElectronicObliqueContact	1300
	ContactGraze	1400
	ContactCrush	1500
	ContactHydrostatic	1600
	ContactMechanical	1700
	ContactChemical	1800
	ContactPiezoelectric	1900
	ContactPointInitiating	1910
	ContactPointInitiatingBaseDetonating	1920
	ContactBaseDetonating	1930
	ContactBallisticCapAndBase	1940
	ContactBase	1950

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Identifier	Enumerator	Representation
	ContactNose	1960
	ContactFittedInStandoffProbe	1970
	ContactNonAligned	1980
	Timed	2000
	TimedProgrammable	2100
	TimedBurnout	2200
	TimedPyrotechnic	2300
	TimedElectronic	2400
	TimedBaseDelay	2500
	TimedReinforcedNoseImpactDelay	2600
	TimedShortDelayImpact	2700
	Timed10msDelay	2701
	Timed20msDelay	2702
	Timed50msDelay	2705
	Timed60msDelay	2706
	Timed100msDelay	2710
	Timed125msDelay	2712
	Timed250msDelay	2725
	TimedNoseMountedVariableDelay	2800
	TimedLongDelaySide	2900
	TimedSelectableDelay	2910
	TimedImpact	2920
	TimedSequence	2930
	Proximity	3000
	ProximityActiveLaser	3100
	ProximityMagneticMagpolarity	3200
	ProximityActiveDopplerRadar	3300
	ProximityRadioFrequencyRF	3400
	ProximityProgrammable	3500
	ProximityProgrammablePrefragmented	3600
	ProximityInfrared	3700
	Command	4000
	CommandElectronicRemotelySet	4100
	Altitude	5000
	AltitudeRadioAltimeter	5100
	AltitudeAirBurst	5200
	Depth	6000
	Acoustic	7000
	Pressure	8000
	PressureDelay	8010
	Inert	8100
	Dummy	8110
	Practice	8120
	PlugRepresenting	8130
	Training	8150
	Pyrotechnic	9000
	PyrotechnicDelay	9010
	ElectroOptical	9100
	ElectroMechanical	9110
	ElectroMechanicalNose	9120
	Strikerless	9200
	StrikerlessNoseImpact	9210
	StrikerlessCompressionIgnition	9220
	CompressionIgnition	9300
	CompressionIgnitionStrikerlessNoseImpact	9310
	Percussion	9400
	PercussionInstantaneous	9410
	Electronic	9500
	ElectronicInternallyMounted	9510
	ElectronicRangeSetting	9520
	ElectronicProgrammed	9530
	Mechanical	9600
	MechanicalNose	9610

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Identifier	Enumerator	Representation
	MechanicalTail	9620
HatchStateEnum32 [11]	NotApplicable	0
	PrimaryHatchIsClosed	1
	PrimaryHatchIsPopped	2
	PrimaryHatchIsPoppedAndPersonIsVisibleUnderHatch	3
	PrimaryHatchIsOpen	4
	PrimaryHatchIsOpenAndPersonIsVisible	5
HumanCombatantWeaponStateEnum32 [11]	NoWeapon	0
	Stowed	1
	Deployed	2
	FiringPosition	3
LightsOperationIndicatorEnum32 [11]	Other	0
MajorRFModulationTypeEnum16 [10]	Other	0
	Amplitude	1
	AmplitudeAndAngle	2
	Angle	3
	Combination	4
	Pulse	5
	Unmodulated	6
MarkingEncodingEnum8 [9]	Other	0
	ASCII	1
	ArmyMarkingCCTT	2
	DigitChevron	3
RFModulationSystemTypeEnum16 [10]	Other	0
	Generic	1
	HQ	2
	HQII	3
	HQIIA	4
	SINCGARS	5
	CCTT_SINCGARS	6
NomenclatureEnum16 [10]	Other	0
NomenclatureVersionEnum8 [9]	Other	0
OpacityCodeEnum32 [11]	Clear	0
	Hazy	1
	Dense	2
	VeryDense	3
	Opaque	4
ParameterTypeEnum32 [11]	ArticulatedPart	0
	AttachedPart	1
PersonStanceCodeEnum32 [11]	NotApplicable	0
	UprightStandingStill	1
	UprightWalking	2
	UprightRunning	3
	Kneeling	4
	Prone	5
	Crawling	6
	Swimming	7
	Parachuting	8
	Jumping	9
	Sitting	10
	Squatting	11
	Crouching	12
	Wading	13
RadioInputSourceEnum8 [9]	Other	0
	Pilot	1
	Copilot	2
	FirstOfficer	3
	Driver	4
	Loader	5
	Gunner	6
	Commander	7
	DigitalDataDevice	8
	Intercom	9

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Identifier	Enumerator	Representation
ReceiverOperationalStatusEnum16 [10]	Off	0
	OnButNotReceiving	1
	OnAndReceiving	2
ReferenceSystemEnum8 [9]	WorldCoordinates	1
	EntityCoordinates	2
RepairResultEnum8 [9]	AllRequestedRepairsPerformed	0
	NoRepairsPerformed	1
RepairTypeEnum16 [10]	MotorOrEngine	10
	Starter	20
	Alternator	30
	Generator	40
	Battery	50
	EngineCoolantLeak	60
	FuelFilter	70
	TransmissionOilLeak	80
	EngineOilLeak	90
	Pumps	100
	Filters	110
	Transmission	120
	Brakes	130
	SuspensionSystem	140
	OilFilter	150
RequestStatusEnum32 [11]	Other	0
	Pending	1
	Executing	2
	PartiallyComplete	3
	Complete	4
	RequestRejected	5
	RetransmitRequestNow	6
	RetransmitRequestLater	7
	InvalidTimeParameters	8
	SimulationTimeExceeded	9
	RequestDone	10
ResponseFlagEnum16 [10]	Other	0
	AbleToComply	1
	UnableToComply	2
ServiceTypeEnum8 [9]	Other	0
	Resupply	1
	Repair	2
StationEnum32	Nothing_Empty	0
	Fuselage_Station1	512
	Fuselage_Station2	513
	Fuselage_Station3	514
	Fuselage_Station4	515
	Fuselage_Station5	516
	Fuselage_Station6	517
	Fuselage_Station7	518
	Fuselage_Station8	519
	Fuselage_Station9	520
	LeftWingStation1	640
	LeftWingStation2	641
	LeftWingStation3	642
	LeftWingStation4	643
	LeftWingStation5	644
	LeftWingStation6	645
	LeftWingStation7	646
	LeftWingStation8	647
	LeftWingStation9	648
	RightWingStation1	768
	RightWingStation2	769
	RightWingStation3	770
	RightWingStation4	771
	RightWingStation5	772

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Identifier	Enumerator	Representation
	RightWingStation6	773
	RightWingStation7	774
	RightWingStation9	775
	RightWingStation8	775
	M16A42_rifle	896
	M249_SAW	897
	M60_Machine_gun	898
	M203_Grenade_Launcher	899
	M136_AT4	900
	M47_Dragon	901
	AAWS_M_Javelin	902
	M18A1_Claymore_Mine	903
	MK19_Grenade_Launcher	904
	M2_Machine_Gun	905
	Other_attached_parts	906
StopFreezeReasonEnum8 [9]	Other	0
	Recess	1
	Termination	2
	SystemFailure	3
	SecurityViolation	4
	EntityReconstitution	5
	StopForReset	6
	StopForRestart	7
	AbortTrainingResumeTacOps	8
TacticalDataLinkTypeEnum16 [10]	Other	0
	Abbreviated_Command_and_Control	15
	GC3	99
TrailingEffectsCodeEnum32 [11]	NoTrail	0
	SmallTrail	1
	MediumTrail	2
	LargeTrail	3
TransmitterOperationalStatusEnum8 [9]	Off	0
	OnButNotTransmitting	1
	OnAndTransmitting	2
UserProtocolEnum32 [11]	CCSIL	1
	A2ATD_SINCGARS_ERF	5
	A2ATD_CAC2	6
	Battle_Command	20
	ModSAF_Text_Radio	177
	CCTT_SINCGARS_ERF-LOCKOUT	200
	CCTT_SINCGARS_ERF-HOPSET	201
	CCTT_SINCGARS_OTAR	202
	CCTT_SINCGARS_DATA	203
	ModSAF_FWA_Forward_Air_Controller	546
	ModSAF_Threat_ADA_C3	832
	ModSAF_Artillery_Fire_Control	4570
	AGTS	5361
	GC3	6000
	WNCP_data	6010
WarheadTypeEnum16 [10]	Other	0
	CargoVariableSubmunitions	10
	FuelAirExplosive	20
	GlassBeads	30
	Warhead_1um	31
	Warhead_5um	32
	Warhead_10um	33
	HighExplosive	1000
	HE_Plastic	1100
	HE_Incendiary	1200
	HE_Fragmentation	1300
	HE_Antitank	1400
	HE_Bomblets	1500
	HE_ShapedCharge	1600

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Identifier	Enumerator	Representation
	HE_ContinuousRod	1610
	HE_TungstenBall	1615
	HE_BlastFragmentation	1620
	HE_SteerableDartswithHE	1625
	HE_Darts	1630
	HE_Flechettes	1635
	HE_DirectedFragmentation	1640
	HE_SemiArmorPiercing	1645
	HE_ShapedChargeFragmentation	1650
	HE_SemiArmorPiercingFragmentation	1655
	HE_HollowCharge	1660
	HE_DoubleHollowCharge	1665
	HE_GeneralPurpose	1670
	HE_BlastPenetrator	1675
	HE_RodPenetrator	1680
	HE_Antipersonnel	1685
	Smoke	2000
	Illumination	3000
	Practice	4000
	Kinetic	5000
	Mines	6000
	Nuclear	7000
	NuclearIMT	7010
	ChemicalGeneral	8000
	ChemicalBlisterAgent	8100
	HD_Mustard	8110
	ThickenedHD_Mustard	8115
	DustyHD_Mustard	8120
	ChemicalBloodAgent	8200
	AC_HCN	8210
	CK_CNCI	8215
	CG_Phosgene	8220
	ChemicalNerveAgent	8300
	VX	8310
	ThickenedVX	8315
	DustyVX	8320
	GA_Tabun	8325
	ThickenedGA_Tabun	8330
	DustyGA_Tabun	8335
	GB_Sarin	8340
	ThickenedGB_Sarin	8345
	DustyGB_Sarin	8350
	GD_Soman	8355
	ThickenedGD_Soman	8360
	DustyGD_Soman	8365
	GF	8370
	ThickenedGF	8375
	DustyGF	8380
	Biological	9000
	BiologicalVirus	9100
	BiologicalBacteria	9200
	BiologicalRickettsia	9300
	BiologicalGeneticallyModifiedMicroOrganisms	9400
	BiologicalToxin	9500

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Version 0.9

Complex Datatype	Field Name	Datatype	Cardinality	Units	Resolution	Accuracy	Accuracy Condition
AccelerationVectorStruct	XAcceleration	float	1	m/s/s		perfect	always
	YAcceleration	float	1	m/s/s		perfect	always
	ZAcceleration	float	1	m/s/s		perfect	always
AngularVelocityVectorStruct	XAngularVelocity	float	1	radians/s		perfect	always
	YAngularVelocity	float	1	radians/s		perfect	always
	ZAngularVelocity	float	1	radians/s		perfect	always
AntennaPatternStruct [7, 8]	AntennaPatternType	AntennaPatternTypeEnum32	1	N/A	N/A	N/A	N/A
	BeamAntenna	BeamAntennaStruct	0-1	N/A	N/A	N/A	N/A
	SphericalHarmonicAntenna	SphericalHarmonicAntennaStruct	0-1	N/A	N/A	N/A	N/A
ArticulatedParameterStruct	ArticulatedParameterChange	octet	1	N/A	1	perfect	always
	Padding	octet	1	N/A	N/A	perfect	always
	PartAttachedTo	unsigned short	1	N/A	1	perfect	always
	ParameterValue	ParameterValueStruct	1	N/A	N/A	N/A	N/A
ArticulatedPartsStruct	Class	ArticulatedPartsTypeEnum32	1	N/A	N/A	N/A	N/A
	TypeMetric	ArticulatedTypeMetricEnum32	1	N/A	N/A	N/A	N/A
	Value	float	1			perfect	always
AttachedPartsStruct	Station	StationEnum32	1	N/A	N/A	N/A	N/A
	StoreType	EntityTypeStruct	1	N/A	N/A	N/A	N/A
AttributePairStruct	AttributeHandle	unsigned long [29]	1	N/A	1	perfect	always
	ValueLength	unsigned long	1	N/A	1	perfect	always
	Value	octet	1+			perfect	always
AttributeValueSetStruct	AttributeSetCount	unsigned long	1	N/A	1	perfect	always
	AttributePairs	AttributePairStruct	1+	N/A	N/A	N/A	N/A
BeamAntennaStruct	BeamOrientation	OrientationStruct	1	N/A	N/A	N/A	N/A
	BeamAzimuthBeamwidth	float	1	radians		perfect	always
	BeamElevationBeamwidth	float	1	radians		perfect	always
	ReferenceSystem	ReferenceSystemEnum8	1	N/A	N/A	N/A	N/A
	Padding1	octet	1	N/A	1	perfect	always
	Padding2	short	1	N/A	1	perfect	always
	Ez	float	1			perfect	always
	Ex	float	1			perfect	always
	BeamPhaseAngle	float	1			perfect	always
ClockTimeStruct	Hours	long	1	hours	1	perfect	always
	TimePastTheHour	unsigned long	1	1.626 microseconds	1.626 microseconds	perfect	always
EntityTypeStruct [6, 30]	EntityKind	octet	1	N/A	1	perfect	always
	Domain	octet	1	N/A	1	perfect	always
	CountryCode	unsigned short	1	N/A	1	perfect	always

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RPR FOM

Version 0.9

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	Category	octet	1	N/A	1	perfect	always
	Subcategory	octet	1	N/A	1	perfect	always
	Specific	octet	1	N/A	1	perfect	always
	Extra	octet	1	N/A	1	perfect	always
EntityIdentifierStruct	FederateIdentifier	FederateIdentifierStruct	1	N/A	N/A	N/A	N/A
	EntityNumber	unsigned short	1	N/A	1	perfect	always
EventIdentifierStruct	EventCount	unsigned short	1	N/A	N/A	perfect	always
	IssuingObjectIdentifier	RTIObjectIdStruct	1	N/A	N/A	N/A	N/A
FederateIdentifierStruct	SiteID	unsigned short	1	N/A	N/A	perfect	always
	ApplicationID	unsigned short	1	N/A	N/A	perfect	always
FixedDatumStruct	FixedDatumIdentifier	DatumIdentifierEnum32	1	N/A	N/A	N/A	N/A
	FixedDatumValue	unsigned long	1			perfect	always
MarkingStruct	MarkingEncodingType	MarkingEncodingEnum8	1	N/A	N/A	N/A	N/A
	MarkingData	octet	11	_ [2]		perfect	always
ModulationStruct	DummyModulation	any	1			perfect	always
OrientationStruct	Psi	float	1	radians		perfect	always
	Theta	float	1	radians		perfect	always
	Phi	float	1	radians		perfect	always
ParameterValueStruct [7, 34]	ArticulatedParameterType	ParameterTypeEnum32	1	N/A	N/A	N/A	N/A
	ArticulatedParts	ArticulatedPartsStruct	0-1	N/A	N/A	N/A	N/A
	AttachedParts	AttachedPartsStruct	0-1	N/A	N/A	N/A	N/A
RadioTypeStruct [35]	EntityKind	octet	1	N/A	N/A	N/A	N/A
	Domain	octet	1	N/A	N/A	N/A	N/A
	CountryCode	unsigned short	1	N/A	N/A	N/A	N/A
	Category	octet	1	N/A	N/A	N/A	N/A
	NomenclatureVersion	NomenclatureVersionEnum8	1	N/A	N/A	N/A	N/A
	Nomenclature	NomenclatureEnum16	1	N/A	N/A	N/A	N/A
RelativePositionStruct	BodyXDistance	float	1	metres		perfect	always
	BodyYDistance	float	1	metres		perfect	always
	BodyZDistance	float	1	metres		perfect	always
RTIObjectIdArrayStruct [5]	Length	unsigned short	1	N/A	N/A	perfect	always
	ID	RTIObjectIdStruct	1+	N/A	N/A	N/A	N/A
RTIObjectIdStruct [4]	ID	string	1	N/A	N/A	perfect	always
SphericalHarmonicAntennaStruct [12]	Order	char	1	N/A	1	perfect	always
	Coefficients	float	1+			perfect	always
	ReferenceSystem	ReferenceSystemEnum8	1	N/A	N/A	N/A	N/A
SupplyStruct	SupplyType	EntityTypeStruct	1	N/A	N/A	N/A	N/A
	Quantity	float	1	N/A	N/A	perfect	always

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Version 0.9

Complex Datatype	Field Name	Datatype	Cardinality	Units	Resolution	Accuracy	Accuracy Condition
VariableDatumSetStruct	NumberOfVariableDatums	unsigned long	1	N/A	1	perfect	always
	VariableDatums	VariableDatumStruct	1+	N/A	N/A	N/A	N/A
VariableDatumStruct	DatumID	DatumIdentifierEnum32	1	N/A	N/A	N/A	N/A
	DatumLength	unsigned long	1	N/A	1	perfect	always
	DatumValue	any	1			perfect	always
VelocityVectorStruct	XVelocityMagnitude	float	1	m/s		perfect	always
	YVelocityMagnitude	float	1	m/s		perfect	always
	ZVelocityMagnitude	float	1	m/s		perfect	always
WorldLocationStruct	X	double	1	metres		perfect	always
	Y	double	1	metres		perfect	always
	Z	double	1	metres		perfect	always

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Routing Space	Dimension	Dimension Type	Dimension Range/Set	Range/Set Units	Normalization Function

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Version 0.9

Term	Definition
BaseEntity	A base class of aggregate and discrete scenaro domain participants. The BaseEntity class is characterised by being located at a particular location in space and independently movable, if capable of movement at all. It specifically excludes elements normally considered to be a component of another element. The BaseEntity class is intended to be a container for common attributes for entities of this type. Since it lacks sufficient class specific attributes that are required for simulation purposes it is not expected that any federate shall publish objects of this class. Certain simulation management federates, e.g. viewers, may subscribe to this class. Simulation federates will normally subscribe to one of the subclasses, to gain the extra information required to properly simulate the entity. (See section 6.1 of the GRIM)
CivilAircraft	A civilian platform entity that operates mainly in the air, such as aircraft, balloons, etc. This includes the entities when they are on the ground.
CivilAmphibiousVehicle	A civilian platform entity that can operate both on the land and the sea.
CivilEntity	An object which has position and fixed size and shape which is not under the control of armed forces.
CivilGroundVehicle	A civilian platform entity that operates wholy on the surface of the earth.
Civilian	A civilian (human).
CivilLifeform	A living organisation that is not a member of a military organisation
CivilMultiDomainPlatform	A civilian platform entity that operates in more than one domain (excluding those combinations explicitly defined as subclasses of the superclass of this class).
CivilNonHuman	An animal or other non-human lifeform, that is not employed in a military role
CivilPlatform	A civilan platform entity.
CivilRadio	Electronic devices for the communication of both audio and data, operated by entities that do not belong to armed forces.
CivilSensor	Sensors and emitters, such as stand-alone radars, jammers, and detection systems, that are not part of another platform or system described by another Physical Entity and are not operated by military organisations
CivilSpacecraft	A civilian platform entity that operates mainly in space.
CivilSubmersibleVessel	A civilian platform entity that operates either on the surface of the sea, or beneath it.
CivilSurfaceVessel	A civilian platform entity that operates wholly on the surface of the sea.
CulturalFeature	Engineering and natural effects such as craters, bridges, vehicle tracks, etc.
Designator	A system used to designate or mark a location or object, such as a laser designator which supports a laser-guided weapon engagement.
EmbeddedSystem	A base class used to associate sensor and emitting systems with their parent entity object.
EmitterBeam	A sector of concentrated energy from a device that radiates an electromagnetic signal. See also IEEE 1278.1-1995 Section 5.4.7.1.
EmitterSystem	A device that radiates an electromagnetic signal, such as a radar or jammer.
EnvironmentalEntity	An object which has physical extent but not necessarily fixed size and shape, such as meteorological effects such as clouds.
Expendables	Countermeasures devices that are dispensed from another entity. The devices may be active emitters or passive reflectors of energy.
HumanCombatant	A human who is a member of an armed force.
JammerBeam	An emitter beam that is designed to jam or otherwise interfere or confuse another emitter system
MilitaryAircraft	A military platform entity that operates mainly in the air, such as aircraft, balloons, etc. This includes the entities when they are on the ground
MilitaryAmphibiousVehicle	A military platform entity that can operate both on the land and the sea.
MilitaryEntity	An object which has position and fixed size and shape and is under the control of armed forces.
MilitaryGroundVehicle	A military platform entity that operates wholy on the surface of the earth.
MilitaryLifeform	A living miltary platform (human or not)

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Term	Definition
MilitaryMultiDomainPlatform	A military platform entity that operates in more than one domain (excluding those combinations explicitly defined as subclasses of the superclass of this class).
MilitaryPlatform	A physical object under the control of armed forces upon which sensor, communication, or weapon systems may be mounted.
MilitaryRadio	Electronic devices for the communication of both audio and data, operated by entities belonging to armed forces.
MilitarySensor	Sensors and emitters, such as stand-alone radars, jammers, and detection systems, that are not part of another platform or system described by another Physical Entity, and are operated by armed forces.
MilitarySpacecraft	A military platform entity that operates mainly in space.
MilitarySubmersibleVessel	A military platform entity that operates either on the surface of the sea, or beneath it.
MilitarySurfaceVessel	A military platform entity that operates wholy on the surface of the sea.
Munition	A complete device charged with explosives, propellants, pyrotechnics, initiating composition, or nuclear, biological or chemical material for use in military operations, including demolitions.
NonHumanCombatant	An animal or other non-human lifeform that is employed in a military role
PhysicalEntity	A base class of all discrete platform scenario domain participants.
RadarBeam	A sector of concentrated energy from a device that radiates an electromagnetic signal.
RadioReceiver	A device that converts incoming electromagnetic waves in the radio frequency range into information.
RadioTransmitter	A device that sends out information encoded in electromagnetic waves in the radio frequency range.
Supplies	Supplies other than munitions, such as fuel, food and personnel.

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Term	Definition
Acknowledge	A Simulation Managent (SIMAN) interaction designed to acknowledge receipt of a SIMAN PDU from a Simulation Manager federate and to inform the Simulation Manager federate whether the federate has implemented the request.
ActionRequest	A Simulation Management (SIMAN) interaction sent from a Simulation Manager federate to one or more federates to request that they perform a specified action.
ActionRequestToObject	A Simulation Management (SIMAN) interaction sent from a Simulation Manager federate to one or more specific object instances to request that they perform a specified action.
ActionResponse	A Simulation Management (SIMAN) interaction designed to acknowledge receipt of an ActionResponse interaction from a Simulation Manager federate and to inform the Simulation Manager federate whether the federate has implemented the request.
ActionResponseFromObject	A Simulation Management (SIMAN) interaction designed to acknowledge receipt of an ActionResponseToObject interaction from a Simulation Manager federate and to inform the Simulation Manager federate whether the object has implemented the request.
ApplicationSpecificRadioSignal	A form of radio signal, which uses an application specific encoding scheme.
AttributeChangeRequest	A Simulation Management (SIMAN) interaction, sent from a Simulation Manager federate to ask that a specified attribute be set to a specified value.
AttributeChangeResult	A Simulation Management (SIMAN) interaction designed to acknowledge receipt of an AttributeChangeRequest interaction from a Simulation Manager federate, and to inform the Simulation Manager federate whether the attribute was set to the specified value or not.
Collision	The act or instance of coming together with solid impact.
Comment	A Simulation Management (SIMAN) interaction designed to allow data to be inserted onto the network.
CreateEntity	A Simulation Management (SIMAN) interaction, sent from a Simulation Manager to request that an application creates an entity. See DIS 4.5.5.4.1 and DIS 5.3.6 for details.
CreateObjectRequest	A Simulation Management (SIMAN) interaction, sent from a Simulation Manager federate to another federate requesting that it create an object instance of a particular type.
CreateObjectResult	A Simulation Management (SIMAN) interaction designed to acknowledge receipt of a CreateObjectRequest from a Simulation Manager federate and to infrom the Simulation Manager federate whether the object creation was successful or not.
Data	A Simulation Management (SIMAN) interaction designed to acknowledge either a) a DataQuery interaction (in which case the Data interaction contains the results of the query) or b) a SetData interaction (in which case the Data interaction contains the data that the federate was able to set).
DatabaseIndexRadioSignal	A form of radio signal, which encodes the signal as an index to a (pre-determined) database.
DataQuery	A Simulation Management (SIMAN) interaction, sent from a Simulation Manager federate to request that a federate supply the current values of specified data.
EncodedAudioRadioSignal	A form of radio signal, where the signal is voice/audio data encoded according to a standard encoding scheme.
EventReport	A Simulation Management (SIMAN) interaction designed to allow a federate to alert a Simulation Manager federate that a particular event has occurred.
MunitionDetonation	Communicates information associated with the impact or detonation of a munition

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Term	Definition
RadioSignal	The wireless transmission and reception of audio or digital data by means of electromagnetic waves.
RawBinaryRadioSignal	A form of radio signal, which the signal is not encoded in any way.
RemoveEntity	A Simulation Management (SIMAN) interaction, sent from a Simulation Manager to request that a specified entity be removed from the simulation.
RemoveObjectRequest	A Simulation Management (SIMAN) interaction, sent from a Simulation Manager to request that one or more specified objects be removed from the simulation.
RemoveObjectResult	A Simulation Management (SIMAN) interaction designed to acknowledge receipt of a RemoveObjectRequest interaction, and to inform the Simulation Manager federate whether the removal was successful or not.
RepairComplete	Notifies the requesting entity that the requested repair has been completed.
RepairResponse	Acknowledges the notification of the completion of a repair.
ResupplyCancel	Communicates the canceling of a service function by either the receiving or the supplying entity.
ResupplyOffer	Communicates the offer of supplies from a supplying entity to a receiving entity.
ResupplyReceived	Acknowledge the receipt of supplies.
ServiceRequest	A request for logistics support. The requesting entity issues the interaction to the supplying entity asking for repair or specific supplies.
SetData	A Simulation Management (SIMAN) interaction, sent from a Simulation Manager federate to request that a federate sets the values of specified data to specified values.
StartResume	A Simulation Management (SIMAN) interaction, sent from a Simulation Manager federate to either a) start simulating one or more entities or b) resume simulation of one or more entities after a pause.
StopFreeze	A Simulation Management (SIMAN) interaction, sent from a Simulation Manager federate to request that one or more entities either a) pause their simulation or b) stop their simulation.
WeaponFire	Communicates information associated with the firing or launch of a munition.

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RPR FOM

Version 0.9

Class	Term	Definition
BaseEntity	AccelerationVector	The magnitude of the change in linear velocity of an object over time.
	AngularVelocityVector	The rate at which an entity's orientation is changing over time.
	DeadReckoningAlgorithm	Dead reckoning algorithm used by the issuing object.
	EntityType	The category of the entity.
	EntityIdentifier	The unique identifier for the entity instance.
	IsFrozen	Whether the entity is frozen or not.
	Orientation	The yaw, pitch and roll angles between the entity's attitude and the reference coordinate system axes (calculated as the Tait-Bryan Euler angles specifying the successive rotations needed to transform from the world coordinate system to the entity coordinate system).
	WorldLocation	Location of the entity.
	VelocityVector	The rate at which an entity's position is changing over time
Designator	CodeName	The code name of the designator system.
	DesignatedObjectIdentifier	The object, if any, being designated.
	DesignatorCode	The designator code, if any, in the designator beam.
	DesignatorEmissionWavelength	The wavelength of the designator system.
	DesignatorOutputPower	The output power of the designator system.
	DesignatorSpotLocation	The location, in the world coordinate system, of the designator spot.
	DeadReckoningAlgorithm	Dead reckoning algorithm used by the issuing object.
	RelativeSpotLocation	The location of the designator spot, relative to the object being designated (if any).
	SpotLinearAccelerationVector	The rate of change in linear velocity of the designator spot over time.
EmbeddedSystem	EntityIdentifier	The unique ID of the entity (which entity?).
	HostObjectIdentifier	The ID of the object of which this embedded system is part of.
	RelativePosition	The position of the embedded system, relative to the host object's position.
EmitterBeam	BeamAzimuthCenter	The angle, in azimuth, of the centre of the emitter beam's scan volume relative to the emitter system.
	BeamAzimuthSweep	The angle, relative to the emitter system, indicating the half angle that the emitter beam sweeps through, in azimuth.
	BeamElevationCenter	The angle, in elevation, of the centre of the emitter beam's scan volume relative to the emitter system.
	BeamElevationSweep	The angle, relative to the emitter system, indicating the half angle that the emitter beam sweeps through, in elevation.
	BeamFunctionCode	The function of the emitter beam.
	BeamIdentifier	The identification of the emitter beam (must be unique on the emitter system).
	BeamParameterIndex	The index, into the federation specific emissions database, of the current operating mode of the emitter beam.
	EffectiveRadiatedPower	The effective radiated power of the emitter beam.
	EmissionFrequency	The centre frequency of the emitter beam.
	EmitterSystemIdentifier	The identification of the emitter sysytem that is generating this emitter beam.
	EventIdentifier	The EventIdentifier is used by the generating federate to associate related events. The event number shall start at one at the beginning of the exercise, and be incremented by one for each event.
	FrequencyRange	The bandwidth of the frequencies covered by the emitter beam.
	PulseRepetitionFrequency	The Pulse Repetition Frequency of the emitter beam.
	PulseWidth	The pulse width of the emitter beam.
	SweepSynch	The percentage of the way through the scan of the emitter beam.
EmitterSystem	EmitterFunctionCode	The function of the emitter system.
	EmitterType	The name of the emitter system.
	EmitterIndex	A unique number, which uniquely identifies the emitter system from other on the same host entity.
	EventIdentifier	The EventIdentifier is used by the generating federate to associate related events. The event number shall start at one at the beginning of the exercise, and be incremented by one for each event.
EnvironmentalEntity	OpacityCode	The density of the environment entity.
HumanCombatant	PrimaryWeaponState	The state of the soldier's primary weapon system.
	SecondaryWeaponState	The state of the soldier's secondary weapon system.

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Class	Term	Definition
JammerBeam	JammingModeSequence	The jamming mode technique or series of techniques being applied.
	JammedObjectIdentifiers	Identification of the objects (emitter beams) being jammed.
	HighDensityJam	When TRUE the receiving simulation should assume that all emitter beams, that are in the scan pattern of the jammer beam, are being jammed
MilitaryEntity	AlternateEntityType	The category of entity to be used when viewed by entities on the "opposite" side.
	CamouflageType	The type of camouflage in use (if any).
	FirePowerDisabled	Whether the entity's main weapon system has been disabled or not.
	ForceIdentifier	The identification of the force that the entity belongs to.
	IsConcealed	Whether the entity is concealed or not.
MilitaryPlatform	AfterburnerOn	Whether the entity's afterburner is on or not.
	HasAmmunitionSupplyCap	Whether the entity has the capability to supply other entities with ammunition.
	LauncherRaised	Whether the entity's weapon launcher is in the raised position.
Munition	LauncherFlashPresent	Whether the flash of the munition being launched is present or not.
PhysicalEntity	ArticulatedParametersArray	Identification of the visible parts, and their states, of the entity which are capable of independent motion.
	DamageState	The state of damage of the entity.
	EngineSmokeOn	Whether the entity's engine is generating smoke or not.
	FlamesPresent	Whether the entity is on fire (with visible flames) or not.
	HasFuelSupplyCap	Whether the entity has the capability to supply other entities with fuel or not.
	HasRecoveryCap	Whether the entity has the capability to recover other entities or not.
	HasRepairCap	Whether the entity has the capability to repair other entities or not.
	HatchState	The state of the entity's (main) hatch.
	Immobilized	Whether the entity is immobilized or not.
	LightsOperationIndicator	The state of the entity's lights
	Marking	A unique marking or combination of characters used to distinguish the entity from other entities.
	PersonStanceCode	The state of the lifeform (if the entity is a lifeform).
	PowerPlantOn	Whether the entity's power plant is on or not.
	RampDeployed	Whether the entity has deployed a ramp or not.
	SmokePlumePresent	Whether the entity is generating smoke or not (intentional or unintentional).
	TentDeployed	Whether the entity has deployed tent or not.
	TrailingEffectsCode	The type and size of any trail that the entity is making.
RadarBeam	HighDensityTrack	When TRUE the receiving simulation should assume that all tqargets, that are in the scan pattern of the radar beam, are being tracked
	TrackObjectIdentifiers	Identification of the objects (emitter beams) being tracked.
RadioReceiver	RadioIndex	A number that uniquely identifies this radio receiver from other receivers on the host entity.
	ReceivedPower	The power of the received transmission.
	ReceivedTransmitterIdentifier	The identification of the transmitter that generated the received radio signal.
	ReceiverOperationalStatus	The state of the radio receiver.
RadioTransmitter	AntennaPatternData	The radiation pattern of the radio's antenna.
	CryptographicMode	The mode that the crypto system is in
	CryptoSystem	The type of crypto system in use.
	DetailedRFModulationType	The type of detailed modulation applied to the transmitted radio signals.
	EncryptionKeyIdentifier	The identification of the key used to encrypt the radio signals being transmitted.
	Frequency	The radio frequency of transmitted radio signals.
	FrequencyBandwidth	The bandwidth of radio frequencies of transmitted radio signals.
	FrequencyHopInUse	Whether the radio is using frequency hopping or not.
	ModulationParameters	Parameters defining the modulation applied to the transmitted radio signals.
	MajorRFModulationType	The type of major modulation applied to the transmitted radio signal.

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Class	Term	Definition
	PsuedoNoiseSpectrumInUse	Whether the transmitted radio signal is using a psuedo noise spectrum encoding.
	RadioIndex	A number that uniquely identifies this radio transmitter from other transmitters on the host entity.
	RadioInputSource	The source of input of the transmitted radio signals.
	RadioSystemType	The type of radio transmitter.
	RFModulationSystemType	The type of modulation system applied to the transmitted radio signal.
	TimeHopInUse	Whether the radio is using time hopping or not.
	TransmittedPower	The power of the transmitted radio signals.
	TransmitterOperationalStatus	The state of the radio transmitter.
	WorldLocation	The location of the radio transmitter in the world coordinate system.

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Interaction	Term	Definition
Acknowledge	OriginatingEntity	The DIS entity ID of the entity or application sending the interaction.
	ReceivingEntity	The DIS entity ID of the entity or application which is the intended recipient of the interaction.
	RequestIdentifier	This field matches this response with the specific StartResume, StopFreeze, CreateEntity or RemoveEntity interaction sent by the simulation manager.
	AcknowledgeFlag	The type of interaction being ackowledged.
	ResponseFlag	The type of response made to the interaction by the recipient.
ActionRequest	OriginatingEntity	The DIS entity ID of the entity or application sending the interaction.
	ReceivingEntity	The DIS entity ID of the entity or application which is the intended recipient of the interaction.
	RequestIdentifier	The Request ID is a monotonically increasing integer identifier inserted by the Simulation Manager into all Simulation management interactions. It is used as a unique identifier to identify the latest in a series of competing requests and identifying acknowledgements.
	ActionRequestCode	The action that the recipient(s) are requested to perform.
	FixedDatums	Optional additional data items (types and values)
	VariableDatumSet	Optional additional data items (types and values). These data items are not of fixed length.
ActionRequestToObject	ObjectIdentifiers	The list of objects that are the intended recipients of this interaction.
	ActionRequestCode	The action that the recipient(s) are intended to perform.
ActionResponse	OriginatingEntity	The DIS entity ID of the entity or application sending the interaction.
	ReceivingEntity	The DIS entity ID of the entity or application which is the intended recipient of the interaction.
	RequestIdentifier	This field matches this response with the specific ActionRequest interaction sent by the simulation manager.
	RequestStatus	The status of the request that the recipient has been asked to perform.
	FixedDatums	Additional, fixed length data items (types and values).
	VariableDatumSet	Additional, non fixed length, data items (types and values).
ActionResponseFromObject	ActionResult	The status of the request that the recipient has been asked to perform.
ApplicationSpecificRadioSignal	HostRadioIndex	The ID of the radio transmitting this signal.
	DataRate	The rate at which the data is being transmitted.
	SignalDataLength	The length of the signal data.
	SignalData	The signal data.
	TacticalDataLinkType	The type of tactical data link used to transmitted this signal (if any).
	TDLMessageCount	The number of tactical data link messages contained in this signal.
	UserProtocolID	The ID of the user protocol in use.
AttributeChangeRequest	ObjectIdentifiers	The list of objects that are the intended recipients of this interaction.
	AttributeValueSet	The set of attributes and their values, that the recipients are asked to update.
AttributeChangeResult	ObjectIdentifier	The ID of the object replying to the AttributeChangeRequest interaction.
	AttributeChangeResult	The result of the attribute change request.
	AttributeValueSet	The set of attributes and their values that the recipient has been able to update.
Collision	CollidingObjectIdentifier	The ID of the object that the issuing object has collided with.
	IssuingObjectMass	The mass of the issuing object.
	IssuingObjectVelocityVector	The velocity vector of the issuing object at the moment of impact.
	CollisionType	The type of collision.
	CollisionLocation	The location of the collision relative to the object that the issuing object has collided with.
	EventIdentifier	An ID assigned by the issuing object to associate related collision events.
	IssuingObjectIdentifier	The ID of the object that has detected the collision and issued the collision interaction.
Comment	OriginatingEntity	The DIS entity ID of the entity or application sending the interaction.
	ReceivingEntity	The DIS entity ID of the entity or application which is the intended recipient of the interaction.
	VariableDatumSet	The set of data items (types and values) associated with the interaction.
CreateEntity	OriginatingEntity	The DIS entity ID of the entity or application sending the interaction.
	ReceivingEntity	The FederateIdentifier field identifies the federate that is responsible for creating the entity (if possible). The complete parameter defines the entity ID of the new entity (see also note [18]).

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Interaction	Term	Definition
	RequestIdentifier	The Request ID is a monotonically increasing integer identifier inserted by the Simulation Manager into all Simulation management interactions. It is used as a unique identifier to identify the latest in a series of competing requests and identifying acknowledgements.
CreateObjectRequest	ObjectClass	The class of object to be created.
	AttributeValueSet	The set of attributes, and associated values, to be used to initialise the object.
	RequestIdentifier	The Request ID is a monotonically increasing integer identifier inserted by the Simulation Manager into all Simulation management interactions. It is used as a unique identifier to identify the latest in a series of competing requests and identifying acknowledgements.
CreateObjectResult	CreateObjectResult	The result of the create object request.
	RequestIdentifier	This field matches this response with the specific CreateObject interaction sent by the simulation manager.
Data	OriginatingEntity	The DIS entity ID of the entity or application sending the interaction.
	ReceivingEntity	The DIS entity ID of the entity or application which is the intended recipient of the interaction.
	RequestIdentifier	This field matches this response with the specific SetData or DataQuery interaction sent by the simulation manager.
	FixedDatums	The set of data items (types and values), of fixed length, that the recipient can return for this interaction.
	VariableDatumSet	The set of data items (types and values), of variable length, that the recipient can return for this interaction.
DatabaseIndexRadioSignal	HostRadioIndex	The ID of the radio transmitting this signal.
	DatabaseIndex	The index into the federation spe ific database of stored signals.
	Duration	The duration of the stored signal to be replayed.
	StartOffset	The offset, from the start of the stored signal, that the signal is replayed from.
	TacticalDataLinkType	The type of tactical data link used to transmitted this signal (if any).
	TDLMessageCount	The number of tactical data link messages contained in this signal.
DataQuery	OriginatingEntity	The DIS entity ID of the entity or application sending the interaction.
	ReceivingEntity	The DIS entity ID of the entity or application which is the intended recipient of the interaction.
	RequestIdentifier	The Request ID is a monotonically increasing integer identifier inserted by the Simulation Manager into all Simulation management interactions. It is used as a unique identifier to identify the latest in a series of competing requests and identifying acknowledgements.
	TimeInterval	The interval between regular updates of the requested data. If this field is zero then the recipient should only issue a single Data interaction in response to this interaction.
	FixedDatumIdentifiers	The set of fixed length data items (types) that the recipient is requested to supply data for.
	VariableDatumIdentifiers	The set of variable length data items (types) that the recipient is requested to supply data for.
EncodedAudioRadioSignal	HostRadioIndex	The ID of the radio transmitting this signal.
	TransmitterSignalEncodingType	The type of encoding used to encode the audio data.
	SignalSampleRate	The number of samples per second in the signal data.
	SampleCount	The number of samples in this transmission.
	SignalDataLength	The length of the signal data.
	SignalData	The signal data.
EventReport	OriginatingEntity	The DIS entity ID of the entity or application sending the interaction.
	ReceivingEntity	The DIS entity ID of the entity or application which is the intended recipient of the interaction.
	EventType	The type of event being reported.
	FixedDatums	The set of fixed size data items (types and values) associated with this event.
	VariableDatumSet	The set of variable size data items (types and values) associated with this event.
MunitionDetonation	ArticulatedPartData	The set of articulated parts affected by the detonation (including where on the articulated part the detonation has affected).
	DetonationLocation	The location, in the world coordinate system, of the detonation.
	DetonationResultCode	The type of detonation (including no detonation).
	EventIdentifier	An ID, generated by the issuing federate, used to associated related fire and detonation events.
	FiringObjectIdentifier	The ID of the object firing the munition.
	FinalVelocityVector	The velocity vector of the munition at the moment of the detonation.

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Interaction	Term	Definition
	FuseType	The type of fuse on the munition.
	MunitionObjectIdentifier	The ID of the associated munition object (if any).
	MunitionType	The type of munition that is detonating.
	QuantityFired	The quantity of rounds fired in a burst.
	RateOfFire	The rate of fire, in rounds per minute, of the munitions in the burst.
	RelativeDetonationLocation	The location of the detonation, relative to the target object (if any).
	TargetObjectIdentifier	The ID of the object that the munition has detonated on.
	WarheadType	The type of warhead on the munition.
RawBinaryRadioSignal	HostRadioIndex	The ID of the radio transmitting this signal.
	DataRate	The rate at which the data is being transmitted.
	SignalDataLength	The length of the signal data.
	SignalData	The signal data.
	TacticalDataLinkType	The type of tactical data link used to transmitted this signal (if any).
	TDLMessageCount	The number of tactical data link messages contained in this signal.
RemoveEntity	OriginatingEntity	The DIS entity ID of the entity or application sending the interaction.
	ReceivingEntity	The DIS entity ID of the entity or application which is the intended recipient of the interaction.
	RequestIdentifier	The Request ID is a monotonically increasing integer identifier inserted by the Simulation Manager into all Simulation management interactions. It is used as a unique identifier to identify the latest in a series of competing requests and identifying acknowledgements.
RemoveObjectRequest	ObjectIdentifiers	The IDs of the objects to be removed.
	RequestIdentifier	The Request ID is a monotonically increasing integer identifier inserted by the Simulation Manager into all Simulation management interactions. It is used as a unique identifier to identify the latest in a series of competing requests and identifying acknowledgements.
RemoveObjectResult	RemoveObjectResult	The result of the remove object request.
	RequestIdentifier	This field matches this response with the specific RemoveObject interaction sent by the simulation manager.
RepairComplete	ReceivingObject	Object requesting repairs
	RepairingObject	Object that is able to perform the requested repair
	RepairType	Repair performed
RepairResponse	ReceivingObject	Object requesting repairs
	RepairingObject	Object that is able to perform the requested repair
	RepairResultCode	Result of repair
ResupplyCancel	ReceivingObject	Object that is receiving supplies
	SupplyingObject	Object that has offered supplies
ResupplyOffer	ReceivingObject	Object that the supplies are being offered to.
	SupplyingObject	Object that is offering the supplies
	SuppliesData	List of supplies that are offered. If the supplying entity cannot provide the requested supplies, then this parameter shall be omitted.
ResupplyReceived	ReceivingObject	Object that is receiving the supplies
	SupplyingObject	Object that is providing the supplies.
	SuppliesData	List of supplies taken by receiving object.
ServiceRequest	RequestingObject	Object requesting service
	ServicingObject	Object that is able to provide the requested service
	ServiceType	Type of requested service
	SuppliesData	For a service of resupply, the list of supplies to be exchanged. If the service requested is not resupply, then this parameter shall be omitted.
SetData	OriginatingEntity	The DIS entity ID of the entity or application sending the interaction.
	ReceivingEntity	The DIS entity ID of the entity or application which is the intended recipient of the interaction.
	RequestIdentifier	The Request ID is a monotonically increasing integer identifier inserted by the Simulation Manager into all Simulation management interactions. It is used as a unique identifier to identify the latest in a series of competing requests and identifying acknowledgements.
	FixedDatums	The set of fixed length data items (types and values) that the recipient is requested to set.
	VariableDatumSet	The set of variables length data items (types and values) that the recipient is requested to set.
StartResume	OriginatingEntity	The DIS entity ID of the entity or application sending the interaction.
	ReceivingEntity	The DIS entity ID of the entity or application which is the intended recipient of the interaction.

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Interaction	Term	Definition
	RequestIdentifier	The Request ID is a monotonically increasing integer identifier inserted by the Simulation Manager into all Simulation management interactions. It is used as a unique identifier to identify the latest in a series of competing requests and identifying acknowledgements.
	RealWorldTime	The real world time that the entity or entities should start/resumed.
	SimulationTime	The simulation time that the entity or entities should use when they start/resume.
StopFreeze	OriginatingEntity	The DIS entity ID of the entity or application sending the interaction.
	ReceivingEntity	The DIS entity ID of the entity or application which is the intended recipient of the interaction.
	RequestIdentifier	The Request ID is a monotonically increasing integer identifier inserted by the Simulation Manager into all Simulation management interactions. It is used as a unique identifier to identify the latest in a series of competing requests and identifying acknowledgements.
	RealWorldTime	The real world time that the entity or entities should stop/freeze.
	Reason	The reason for the stop or freeze.
	ReflectValues	Whether the entity or entities being stopped/frozen should continue to reflect values when stopped/frozen.
	RunInternalSimulationClock	Whether the entity or entities being stopped/frozen should continue to run their internal simulation clock when stopped/frozen.
	UpdateAttributes	Whether the entity or entities being stopped/frozen should continue to update attributes when stopped/frozen.
WeaponFire	EventIdentifier	An ID, generated by the issuing federate, used to associated related fire and detonation events.
	FireControlSolutionRange	The range used in the fire control solution. Zero if the range is unknown or inapplicable.
	FireMissionIndex	A unique index to identify the fire mission (used to associated weapon fire interactions in a single fire mission).
	FiringLocation	The location, the world coordinate system, of the weapon fire.
	FiringObjectIdentifier	The ID of the object ffiring the munition.
	FuseType	The type of fuse on the munition.
	InitialVelocityVector	The velocity vector of the munition when fired.
	MunitionObjectIdentifier	The ID of the associated munition object (if any).
	MunitionType	The type of munition being fired.
	QuantityFired	The number of rounds fired in the fire event.
	RateOfFire	The rate of fire at which the munitions in the burst described in the fire event.
	TargetObjectIdentifier	The ID of the object being fired at (if any).
	WarheadType	The type of warhead fitted to the munition being fired.

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ID	Text
1	The choice of whether an entity is a physical entity rather than an environmental entity, boils down to whether the entity has a fixed size and shape (i.e. can simulations which need a model of the entity as seen by a sensor, for instance the human eyeball, perform a look up into a model database). If the entity does have a fixed size and shape then it is a PhysicalEntity. If it doesn't, then further information is required to define its size and shape and it is an environment entity. Articulated and attached parts should not be taken into account when determining whether the entity has a fixed size. The terms Physical and Environment are not exclusive. They have been chosen because they best describe the majority of entities that they contain.
10	This is a 16-bit enumeration
11	This is a 32-bit enumeration
12	This structure is taken directly from the IEEE 1278.1-1995 (DIS) definition of the Spherical Harmonic Antenna Pattern record (section 5.2.4.3). It does not comply with the DIS field alignment rules (which is an error in the DIS standard). Therefore some federates may not be able to process this structure directly, but must copy the contents a field at a time to an equivalent structure that does comply with the DIS field alignment rules.
13	The Acknowledge interaction is issued in response to the CreateEntity, RemoveEntity, StartResume, and StopFreeze interactions. See (DIS 4.4.5.4.5 Acknowledge PDU) and (DIS 5.4.6.5 Acknowledge PDU).
14	This is a timestamp record (see DIS 5.2.31)
15	Or any attribute or private data identified by a DatumID enumeration.
16	This comment has been deleted!
17	IEEE 1278.1-1995 specifies that the comment PDU (upon which the Comment interaction is based) contains a field specifying the number of fixed datums, but has no fields for the fixed datums themselves (the PDU size calculation does, however, include a term for the fixed datum fields). It is assumed that this is an error and, therefore, this field is included.
18	If the EntityNumber field is set to RQST_ASSIGN_ID (hex FFFE) then the receiving application should assign the entity number. Entity identifications shall be in accordance with DIS 5.2.14.2.
19	The Request ID is a monotonically increasing integer identifier inserted by the Simulation Manager into all Simulation management interactions. It is used as a unique identifier to identify the latest in a series of competing requests and identifying acknowledgements.
2	The units for the MarkingData are specified by the value of the MarkingEncodingType.
20	This field matches this response with the specific ActionRequest interaction sent by the simulation manager.
21	This field matches this response with the specific SetData or DataQuery interaction sent by the simulation manager.
22	This field matches this response with the specific RemoveObject interaction sent by the simulation manager.
23	If there is no object instance associated with the attribute, then this should be set to the empty string (no characters).
24	If there are no objects to be referenced in the array then the count should be set to zero, and the ID should be set to the empty string.
25	This must reference a valid Object instance.
26	Federates should send the time at which the data is valid in the user defined tag with every attribute values update and interaction. The time should be in the first 8 bytes (octets) of the user defined tag, using the DIS timestamp field format (see section 5.2.31 of IEEE 1278.1-1995) converted into hexadecimal ASCII character representation (0-9 and A-F). The ordering of the characters shall be in accordance with section 5.1.1 of IEEE 1278.1-1995, that is most significant octet first, with the most significant bits first (i.e. the character for bits 4-7 precedes the character for bits 0-3). All federates are encouraged to transmit this field, even if they do not use it themselves, so that other federates can use its value to compensate for network transport delays.

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ID	Text
27	The EventIdentifier attribute is used to link together updates arising from a common event. For example an emitter function change can be linked to a frequency change in one of its associated emitter beams, by using the same event ID in the attribute updates to the appropriate EmitterSystem and EmitterBeam classes. It is important to note that in order that the EventIdentifier is delivered in the same reflect attribute values call in the receiving federates as the associated attributes, then all the attributes, including the EventIdentifier, must share the same transport type.
28	The federate should change the value of the EventIdentifier when associating changes between two or more emitter beams and/or emitter systems. It is not necessary to update the EventIdentifier field with every attribute update if the change is not associated with changes in other instances of other classes.
29	Warning - this data type corresponds with the definition of attribute handles in the current RTI specification (v1.3). The RTI specification does not guarantee that the attribute handle will continue to use this data type in future versions of the standard.
3	The AttributeChangeResult interaction should be sent in response to an AttributeChangeRequest interaction by any object that is mentioned in the associated object list. The AttributeChangeResult parameter should indicate the success or failure of the object to implement the requested changes. If the object can implement the changes then the AttributeChangeResult parameter should be set to successful and the AttributeValueSet shall be empty. If the object cannot immediately comply with the request, but is likely to be able to comply in the future then the AttributeChangeRequest parameter shall be set to pending and the AttributeValueSet shall be empty. When the object complies with the request (or fails to implement the request) then another AttributeChangeResult interaction shall be sent informing the initiating federate of the result of the request. If the object cannot comply with the request then the AttributeChangeResult parameter shall indicate the reason why the object cannot comply with the request, The AttributeValueSet shall contain the attributes which have been not been set and the current values of those attributes.
30	All fields in the entity type struct are enumerations. The values for the individual fields are defined in section for of "Enumeration and Bit-Encoded Values for use with IEEE 1278.1-1995" (EBV-DOC). The values used in this structure should comply with the requirements specified in section 5.2.16 of IEEE 1278.1-1995.
31	The emitter names have been generated from the names in the enumeration document (EBV-DOC) according to the following rules: a) The emitter name is the National Nomenclature name if there is one. If not then the emitter name is the NATO Reporting Name, if there is one. If not then then the emitter name is the Commercial Designation. b) All spaces have been replaced by underscores. c) If emitter name starts with a digit, then prepend "Emitter_". d) The round barck characters, "(" and ")" have been replaced with angle brackets, "<" and ">" respectively.
32	The object IDs in this structure shall refer to EmitterBeam objects (or subclasses of EmitterBeam)
33	The object IDs in this structure shall refer to PhysicalEntity objects (or subclasses of PhysicalEntity)
34	The contents of the ParameterValueStruct complex datatype depends on the value of the ParameterType attribute as follows: Values: "ArticulatedPart" Structure contains 1 "ArticulatedParts" field and 0 "AttachedParts" fields Value: "AttachedPart" Structure contains 0 "ArticulatedParts" field and 1 "AttachedParts" fields The active field is located immediately after the ParameterType field (i.e. both the ArticulatedParts field and AttachedParts field start at an offset of 4 bytes from the start of the ParameterValueStruct).

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ID	Text
35	All the fields in the radio type struct are enumerations. The values for the individual fields (that do not use enumeration datatypes from within the RPR FOM) are defined in section for of "Enumeration and Bit-Encoded Values for use with IEEE 1278.1-1995" (EBV-DOC). The values used in this structure should comply with the requirements specified in section 5.2.16 of IEEE 1278.1-1995.
36	This attribute is updated if the current value differs from the previously updated value by more than the value specified by the symbolic name (see section 5.1.4 of IEE 1278.1-1995 for the actual values of the symbolic names)
37	See section 5.1.4 of IEEE 1278.1-1995 for the values of the symbolic name
38	This condition is TRUE when TSPI_Change is TRUE and the actual accleration differs from the last transmitted acceleration by more than a threshold value in any direction. The default threshold shall be DRA_ACCEL_EPSILON_DFLT (see note 45)
39	The TSPI_Change condition shall be evaluated as follows: The owner of a base entity object shall maintain two state models of the object in support of the dead reckoning process. One model shall be the internal model used by the simulation application to represent that object. The other shall be a dead reckoning model of the object. Certain thresholds shall be established as criteria for determining if the object's actual TSPI data has varied by an allowable amount from the dead reckoned TSPI data. TSPI_Change is TRUE when either:- a) the objects actual position differs from the dead reckoned position by more than DRA_POS_THRSH_DFLT b) the objects actual orientation differs from the dead reckoned orientation by more than DRA_ORIENT_THRSH_DFLT See section 5.1.4 of IEEE 1278.1-1995 for the value of these symbolic constants
4	This is the unique ObjectName associated with each object instance. The user can define the name to be used in the registerObjectInstance RTI call. If user does not define the name then the RTI will generate a unique name for the object. RTI generated names may be fairly long, so federations wishing to conserve bandwidth may wish to implement their own object naming scheme. The ObjectName is provided by the RTI in the discoverObjectInstance call. The user can also obtain the ObjectName for a particular object instance using the getObjectInstanceName call.
40	This condition is TRUE when TSPI_Change is TRUE and the actual accleration differs from the last transmitted acceleration by more than a threshold value in any direction. The default threshold shall be DRA_ANG_VEL_EPSILON_DFLT (see note 44)
41	This condition is TRUE when TSPI_Change is TRUE and the actual orientation differs from the last transmitted position by more than a threshold value in any orientation. The default threshold shall be DRA_ORIENT_EPSILON_DFLT (see note 44)
42	This condition is TRUE when TSPI_Change is TRUE and the actual position differs from the last transmitted positition by more than a threshold value in any direction. The default threshold shall be DRA_POS_EPSILSON_DFLT (see note 44)
43	This condition is TRUE when TSPI_Change is TRUE and the actual orientation differs from the last transmitted position by more than a threshold value in any orientation. The default threshold shall be DRA_VEL_EPSILON_DFLT (see note 44)
44	The values of the default update conditions is as follows:- DRA_POS_EPSILON_DFLT 0.001 m DRA_ORIENT_EPSILON_DFLT 0.00001 radians DRA_VEL_EPSILON_DFLT 0.001 m/s DRA_ACCEL_EPSILON_DFLT 0.001 m/s/s DRA_ANG_VEL_EPSILON_DFLT 0.00001 radians/s
5	The ID field contains a series of ObjectName strings, each string terminated by by a NULL character (ASCII 0). A final terminating NULL character is add after the final name (i.e. there ID field has two NULL characters at the end). The total length of the ID field (including the NULL characters) is stored in the length field.

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ID	Text
6	Currently the entity type record is a variant record as in DIS (the meaning of the enumerations in each field depends on the enumerations in the fields preceding it). In the future it is intended to flatten the structure so that there is a single set of enumerations for each field. This may be achieved by offsetting the start of each block of enumerations, using different offsets for each block.
7	The current OMT standard does not allow the definition of variant records in complex data types, i.e. where a field may be present or absent according to the state of another variable (although the RTI does not disallow this, since the application is responsible for the data marshalling of complex data types). The RPR-FOM uses the convention that a cardinality of 0-1 denotes a variant record field.
8	The contents of the AntennaPatternStruct complex datatype depends on the value of the AntennaPatternType attribute as follows: Values: "Other" or "OmniDirectional" Structure is empty Value: "Beam" Structure contains 1 "BeamAntenna" field and 0 SphericalHarmonicAntenna" fields Value: "SphericalHarmonic" Structure contains 0 "BeamAntenna" field and 1 SphericalHarmonicAntenna" fields
9	This is an 8-bit enumeration

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