



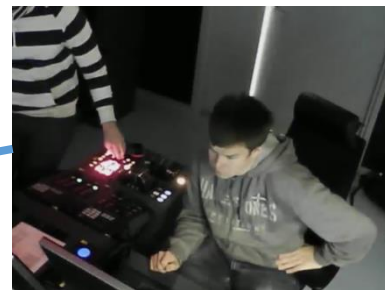
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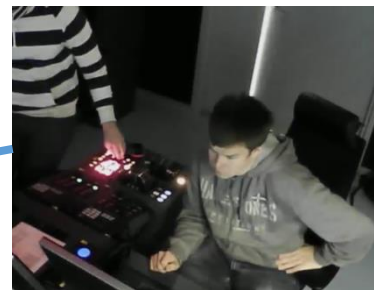
The background of the slide is an aerial, high-angle view of a container ship's deck. The ship is moving through a clear, blue sea under a bright blue sky with scattered white clouds. The deck is filled with numerous colorful shipping containers in shades of red, yellow, blue, and green, arranged in neat rows. The ship's wake is visible in the distance.

EMSN DEVELOPMENT A.K.A. SUMMER OF 69

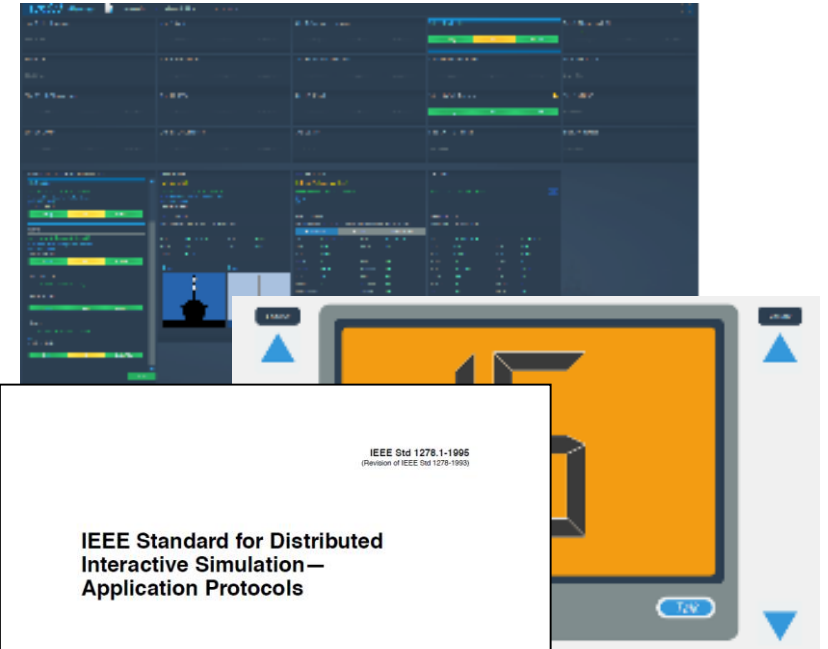
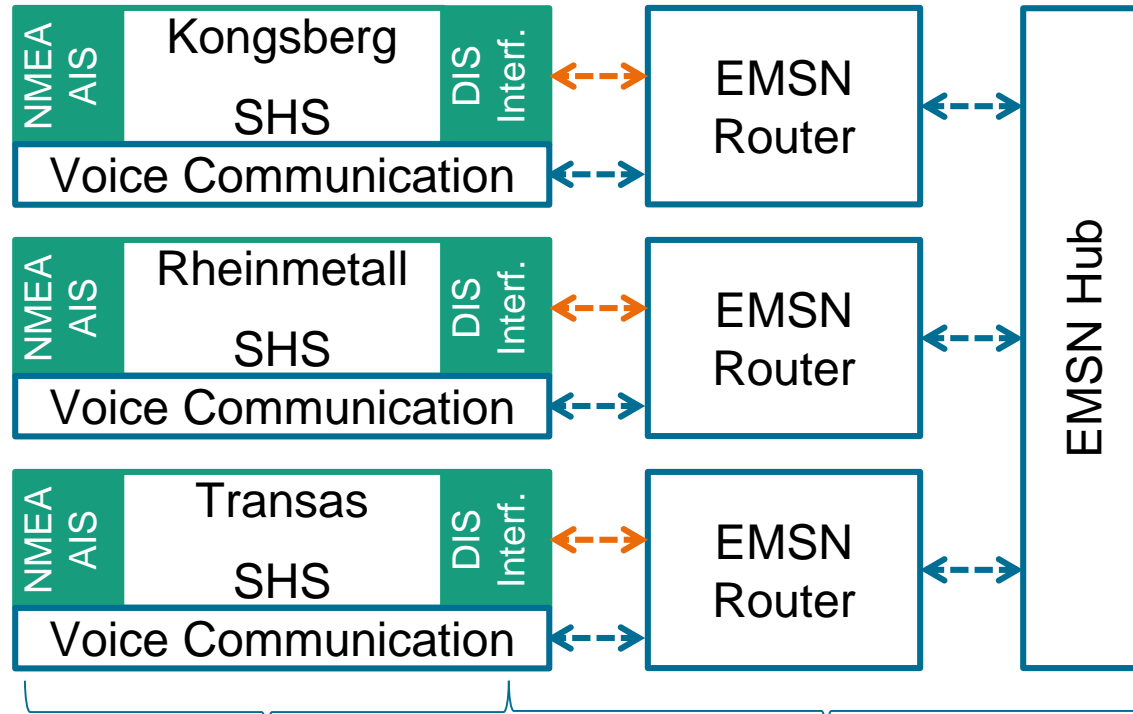
ML2.0: Hopes vs. Implementation



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Technical Coordinator established



IEEE Std 1278.1-1995
(Revision of IEEE Std 1278-1995)

IEEE Standard for Distributed Interactive Simulation— Application Protocols

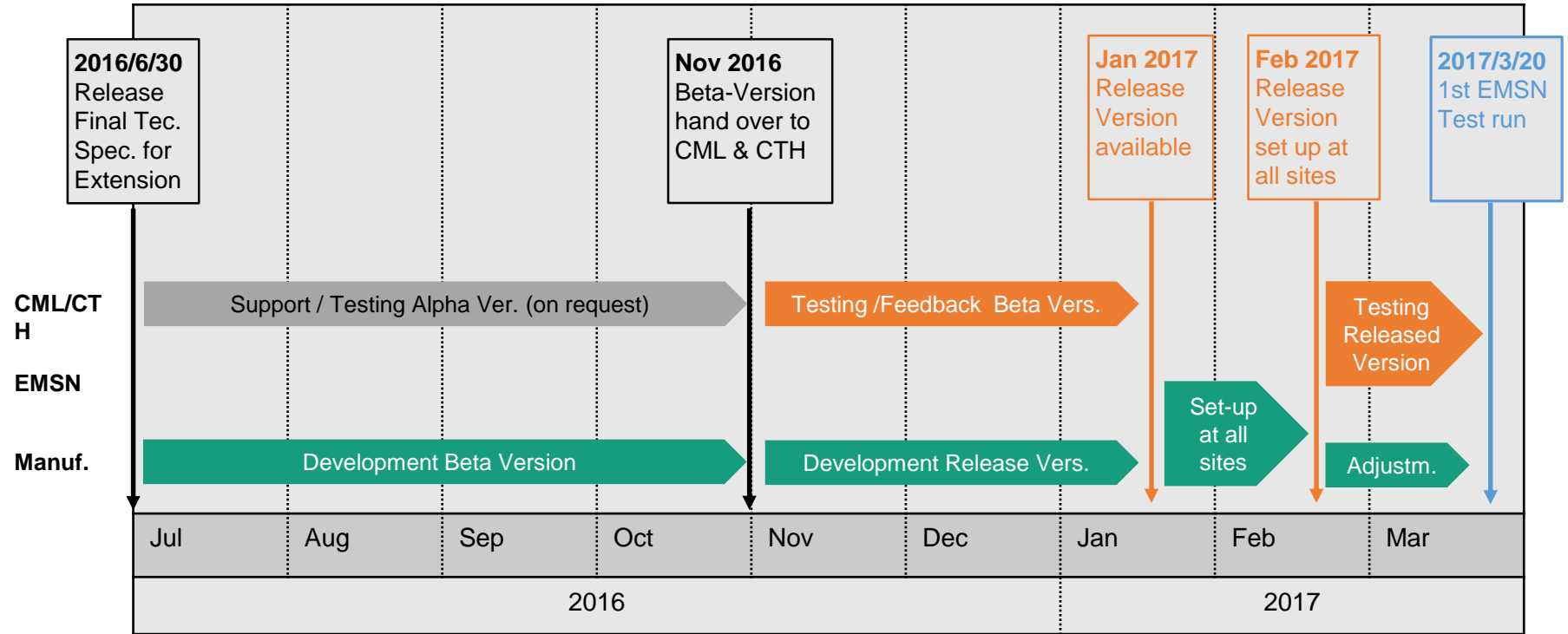
Sponsor
Standards Committee on Interactive Simulation (SCIS)
of the
IEEE Computer Society

Approved September 21, 1995
IEEE Standards Board

Abstract: Data messages, known as protocol data units (PDUs), that are exchanged on a network between simulation applications are defined. These PDUs are for interactions that take place within specified domains called protocol families, which include Entity Information/Interaction, Warfare, Logistics, Simulation Management, Distributed Emission Regeneration, and Radio Communications.

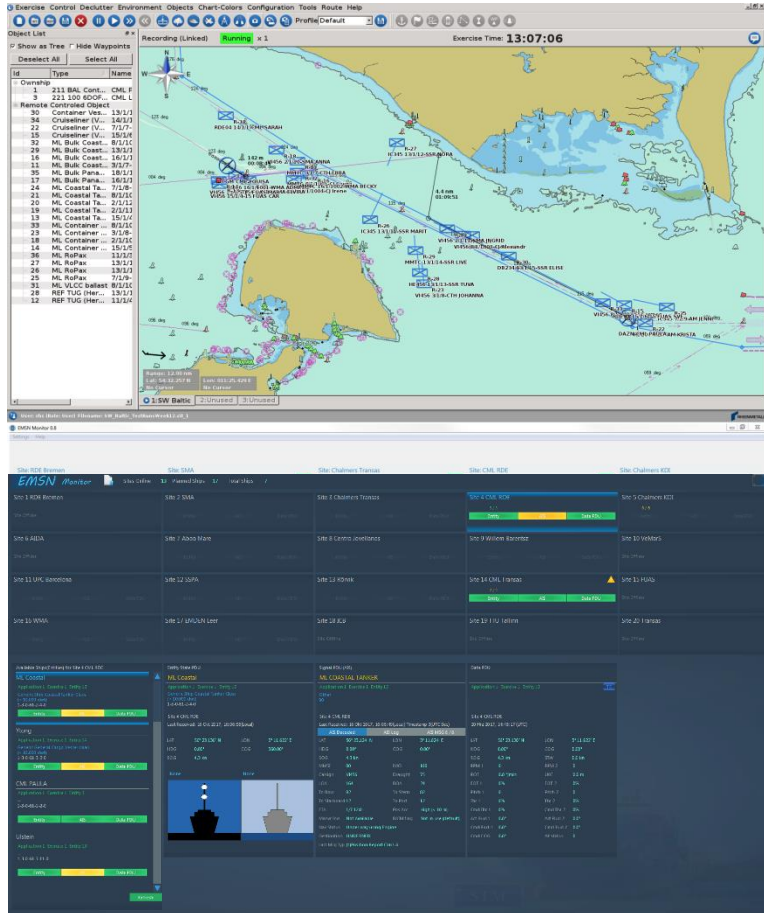
Keywords: Data messages, protocol data units (PDUs), Distributed Interactive Simulation, Simulation network.

Harmonized schedules and test





Scalability and sustainability of EMSN





Scalability and sustainability of EMSN

