



Intro to Net VE

- Networked VE components
- Different types of system failure

Evolution of Net VE

- SIMNET Design Principles
- Dead Reckoning
- DIS PDU's
- Academic Net VE's

Communications Architectures

- What is Peer-to-Peer
- What is Client/Server
- What are the advantages of each
- A little networking math
 - 100Mbps = # Objects / second

Dynamic Shared State

- Coordinating distributed interactions
- Creating compatible environments
- State Regeneration

HLA Lecture

- Problems that led to creation of HLA
- Categories of services provided
- Understanding of FOM concept