## I/ITSEC 2020 DIS 101 Tutorial Outline

* What is distributed simulation? Scaling from isolated networks to the Web.
* Military modeling & simulation, distributed simulation standards, interoperability
* Underlying TCP/IP network requirements common to all distributed simulations
* DIS: goals, design principles, basic structure, Entity State PDUs explained
* DIS: distributed identification of all participants, Entity Types and Entity IDs
* DIS: tracks and Coordinate Systems, real time clocks, packet PDUS, code APIs
* DIS: collisions, shooting, Dead Reckoning, Smoothing, visual synchronization
* DIS and Open-DIS: DIS standard development, ongoing implementation efforts
* Resources and References for further activity, including latest software builds

Complete tutorial slideset is maintained and regularly updated at

* <https://gitlab.nps.edu/Savage/NetworkedGraphicsMV3500/tree/master/conferences/IITSEC2020>

For corresponding half-day Open-DIS workshop, the following materials will be customized to meet the needs of I/ITSEC participants. We will emphasize numerous examples and encourage participants to run code themselves, on their laptops during the tutorial and with community support before/after the workshop. Much helpful feedback from SISO SIW 2020 will hopefully lead to this being a regular offering that complements the regularly offered Friday workshop on HLA and TENA.

Full NPS MOVES course materials on Networked Simulation with primary emphasis on DIS are found at

* <https://gitlab.nps.edu/Savage/NetworkedGraphicsMV3500>

Open-DIS library maintained online in open source at <https://github.com/open-dis>

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