

Guide to Basic Configuration

for

SIGNAL

*(Simulation and Integration of
Ground, Network, and Air Links)*

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1 Initial Setup

The following step will complete the initial setup of the software. Once these steps are completed continue on to Final Setup.

1. All machines must be configured with one of the following operating systems:
 - Microsoft Windows NT 4.0
 - Microsoft Windows 2000
2. All machines must be connected to a network and configured to run TCP/IP protocol.
3. Assign one machine to act as the **Server** and create a directory at root level called SIGNAL. This directory must then be SHARED with all the other machines that will be running SIGNAL. The rest of the PC's will be referred to as **Clients**.
4. Copy the entire SIGNAL CD into the newly created SIGNAL directory on the **SERVER**.
5. Go to each **Client** and Map the Network Drive of the **Server**.
6. All PC's running Microsoft Windows NT 4.0 must then run the Setup file found in the SIGNAL directory. This will install the needed DLL's.

Windows 2000 User: We have not yet determined if these DLL's are needed. First continue to follow the rest of the steps and if when a program is started, it fails, then try running this Setup file and install these DLL's.

7. Shortcuts must now be created on each machine to support the desired role of that PC. These Shortcuts will be for Charter, Pilot, Scotty, DSREM/NASEM, DEDEM/CommonArts, STAREM/CommonArts and T2D.

2 Final Setup

This area will address configuring the Shortcuts to the software. Charter is the only Shortcut that does not require the Properties of the Shortcut to be modified.

2.1 Charter

Create a New Shortcut on the **SERVER** and select Charter.Exe from the SIGNAL directory.

2.2 Pilot

Create a New Shortcut on a **Client** and select Pilot.Exe from the SIGNAL directory. Edit the Shortcut's properties as follows:

```
T:\SIGNAL\Pilot.exe /l:1 /e:1 /s:0 /p:1 /o:21000 /h:localhost /g:airport
```

"T" should be the letter assigned when the network drive was mapped. "localhost" should be substituted with the IP address of the Server machine.

2.3 Scotty

Create a New Shortcut on a **Client** and select Scotty.Exe from the SIGNAL directory. Edit the Shortcut's properties as follows:

```
T:\SIGNAL\Scotty.Exe /e:1 /o:21000 /h:localhost /a:OS
```

"T" should be the letter assigned when the network drive was mapped. "localhost" for the /h: parameter should be substituted with the IP address of the Server machine.

2.4 DSREM / NASEM

DSREM/NASEM must both be configured in order to run the DSR medium fidelity simulation. Generate both Shortcuts on the same machine as follows.

2.4.1 DSREM

Create a New Shortcut on a **Client** and select DSREM.Exe from the SIGNAL directory. Edit the Shortcut's properties as follows:

```
T:\DSREM.Exe /e:1 /s:01 /p:1 /o:21000 /h:localhost /n:22000 /m:localhost
```

"T" should be the letter assigned when the network drive was mapped. "localhost" for the /h: parameter should be substituted with the IP address of the Server machine. The /m: parameter should be left as "localhost". This is the location of NASEM.

2.4.2 NASEM

Create a New Shortcut on a **Client** and select NASEM.Exe from the SIGNAL directory. Edit the Shortcut's properties as follows:

```
T:\NASEM.Exe /e:1 /o:21000 /h:localhost /n:22000 /m:localhost
```

"T" should be the letter assigned when the network drive was mapped. "localhost" for the /h: parameter should be substituted with the IP address of the Server machine. The /m: parameter should be left as "localhost". This is the location of with to find DSREM.

2.5 DEDEM / CommonArts

DEDEM/CommonArts must both be configured in order to run the Common ARTS medium fidelity simulation. Generate both Shortcuts on the same machine as follows.

2.5.1 DEDEM

Create a New Shortcut on a **Client** and select DEDEM.Exe from the SIGNAL directory. Edit the Shortcut's properties as follows:

```
T:\SIGNAL\DEDEM.Exe /e:1 /s:1 /p:1 /o:21000 /h:localhost /n:21500 /m:localhost
```

"T" should be the letter assigned when the network drive was mapped. "localhost" for the /h: parameter should be substituted with the IP address of the Server machine. The /m: parameter should be left as "localhost". This is the location of CommonArts.

2.5.2 CommonArts

Create a New Shortcut on a **Client** and select CommonArts.Exe from the SIGNAL directory. Edit the Shortcut's properties as follows:

```
T:\SIGNAL\CommonArts /e:1 /o:21000 /h:localhost /l:21500
```

"T" should be the letter assigned when the network drive was mapped. "localhost" for the /h: parameter should be substituted with the IP address of the Server machine.

2.6 STARSEM / CommonArts

STARSEM/CommonArts must both be configured in order to run the STARS medium fidelity simulation. Generate both Shortcuts on the same machine as follows.

2.6.1 STARSEM

Create a New Shortcut on a **Client** and select STARSEM.Exe from the SIGNAL directory. Edit the Shortcut's properties as follows:

```
T:\SIGNAL\STARSEM.Exe /e:1 /s:1 /p:1 /o:21000 /h:localhost /n:21500 /m:localhost
```

"T" should be the letter assigned when the network drive was mapped. "localhost" for the /h: parameter should be substituted with the IP address of the Server machine. The /m: parameter should be left as "localhost". This is the location of with to find CommonArts.

2.6.2 CommonArts

Create a New Shortcut on a **Client** and select CommonArts.Exe from the SIGNAL directory. Edit the Shortcut's properties as follows:

```
T:\SIGNAL\CommonArts /e:1 /o:21000 /h:localhost /l:21500
```

"T" should be the letter assigned when the network drive was mapped. "localhost" for the /h: parameter should be substituted with the IP address of the Server machine.

2.7 T2D - Tower 2D

Create a New Shortcut on a **Client** and select T2D.Exe from the SIGNAL directory. Edit the Shortcut's properties as follows:

```
T:\SIGNAL\T2D.exe /e:1 /s:1 /p:1 /o:21000 /h:localhost /g:airport
```

"T" should be the letter assigned when the network drive was mapped. "localhost" should be substituted with the IP address of the Server machine.