ATSsim 3.0 Quarter 2 Release Notes

Apr 2021 – June 2021

Roles and Permissions:

- Began implementation of roles and permissions. This includes the identification and definition of the roles in event planning and those roles during exercise execution. This also included the identification of the actions these roles can take within ATSsim. All changes were behind the scenes development of data and data base updates. No actual implementation to use these roles and permissions at this time.

Event Planning

- Added support to auto add the creator of Event's organization to the participating organizations list
- Moved the location of the Roles & Permissions navigation link in the left-hand navigation
- Moved the location of the Training Objectives navigation link in the left-hand navigation
- Added ability to update the description of the event.
- Update the Event Overview page to add Event Detail information. This section of the event overview page allows the user to add more details about the event. These details were identified based off the HSEEP AAR. Any data added to this Event Details will automatically be used in the AAR.
- Added ability to multi-select organizations that a Training objective applies to.
- Added ability for an organization to choose which capabilities and tasks are relevant for this event by refencing the organizations master set of capabilities and tasks.

Login and Registration

- User registration was added to login page
- Password reset was added to login page

Simulation Capability

- Updates to Map Layer Management tool to permit consuming Layers from ArcGIS Online and Living World Atlas without requiring authentication.
- Updates to the Map Layer Management tool to support toggling on / off the Map Injects
- Updates to the Map Layer Management tool to support toggling on / off of Sketch Graphics Layers and ArcGIS Layers added
- Add support for running an Exercise in "simulation time" instead of real time. Simulation time now support play, pause, speeding up of processing tick and speeding up of map refresh rate.
- Updates to support Editing Decon Sites
- Updates to support Editing Search and Extraction Sites
- Updates to support Editing Fuel Sites
- Added Task Organization Multi-select to perform actions.

- Implemented Cut-n-Paste in the Task Organizations
- Added ability to persist Map Bookmarks, so if the user leaves the Map and returns any bookmarks created will still be available. User can also now delete bookmarks.
- Supports persisting the Base Map users selects, so if the user leaves the Map and returns the Base Map selected is retained.
- Added Dismount and Mount to the Task Organization context menu.
- Publish Task Organization and Create from Task Organization was added to the Context Menu during Task Organization development.
- Update to support Supply Management and Supply Transfer
- Added ability to mount and dismount entities from/to a building/facility.
- Added Station Assignment support to the Task Organization context menus.
- Added Station Roster under Your Tools to allow users to see which users are in what station. Also provided ability to allow users to reassign stations.
- Added support for Find on Map for Map Injects.

Exercise Settings

- Added support for Decon Sim Game configuration
- Ported over togging on/off hunger and thirst for an exercise.

MSEL Development and Management

- During development of the MSEL, updated to only allow users to change the state of a Inject to Unapproved or Approved.
- Fixed a consistency issue. Updates made to consistently use a 12 hour clock for selecting and representing times during MSEL Development.
- Removed stop date from inject creation. The only inject type that supports a stop date is the Ticker Inject.
- Added the To and From fields to inject creation. These fields are to be used for textual labels for who the inject is being sent to and who the inject if from.
- Update the UI for selecting Tasks for an Inject.

Observation Tool

- Provided the ability to search the list of observations by its corresponding inject number. This will allow users to filter what observations were recorded about a given inject.
- Added the rating (major, minor, etc.) to the observation table.
- Added Expected Player Action to the inject details tab when adding an observation.
- Updates to change what is required to record an observation (Title, Observation and date/time observed).
- Moved optional data (e.g., assessment type, category, etc.) to Observation Details.
- Moved Tasks into a separate column to allow the observer to easily view the set of task associated with the inject.
- Added an Observation Statistics tool to graphically represent observation and key observations recorded. They are graphed based on Type of Observation (e.g., major, minor, etc.) and assessment type (e.g., performed with challenges).

Reset Exercise / Old Hosting Capability

- Added ability for the user to duplicate the entire event.
- Added ability for the user to create a test version of the event so that they user can run the event. The base event is in a "baseline" state, thus allowing the user to run multiple tests (host with reset) capability.

Multi-lingual and Customized Terminology

- Added support across the application to customize all text labels to any language.
- Added support across the application to customize all text labels to common nomenclature of an organization (e.g., HSEEP, JTS)

Master Simulation Components

- Added support to manage an organizations capabilities and tasks within the Master Sim Components administration pages. These capabilities and tasks are managed at the organization level and will be used as the basis for each event for the organization. During event planning the organization can choose from this master list which capabilities and tasks will be used for the event.

Publish Events

- Added support for publishing an Event to the Event Library. This enables the persistence of events in a library that can then be used.
- Created the Event Library that is tool that acts as a library of all published events. The library can be used to create new events from published events.

Testing Events

- Added support for Testing an Event. This allows users to test the exercise during the development process. This tool creates a copy of the event enabling the user to send injects and test their simulation aspects while running the exercise.