

## OpenSDSE - Feature #353

### Implementing a timing control mode to allow real-time/simul-time in Joystick

06/19/2018 04:11 PM - CHAUDRON, JEAN-BAPTISTE

|   |                         |                        |            |
|---|-------------------------|------------------------|------------|
| <b>Status:</b>  | In progress             | <b>Start date:</b>     | 06/19/2018 |
| <b>Priority:</b>  | Normal                  | <b>Due date:</b>       |            |
| <b>Assignee:</b>  | CHAUDRON, JEAN-BAPTISTE | <b>% Done:</b>         | 0%         |
| <b>Category:</b>  |                         | <b>Estimated time:</b> | 0.00 hour  |
| <b>Target version:</b>  |                         | <b>Spent time:</b>     | 0.00 hour  |
| <b>Description</b>  |                         |                        |            |
| <p>In the early version, we had a timer in the Joystick federate which was allowing the federate to call the TAR service with a "constant" real-time rate.</p> <p>The current version of OpenSDSE is not implementing such feature thus allowing the simulation time to run much faster than real-time.</p> <p>It has to be investigated.</p> |                         |                        |            |