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The combat modeling section introduces the main concepts for modeling of the environment, movement, effects, sensing, communications, and decision making. The distributed simulation section focuses on the challenges of current simulation interoperability standards that support dealing with them.

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well engineering principles of combat modeling and distributed simulation is the first book of its kind to address the three perspectives that simulation engineers must master for successful military specifically the chapter examines how the agent metaphor can improve combat modeling and in what

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Summary: Explore the military and combat applications of modeling and simulation
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