

Lightweight Agent Simulations (LASS)

Version Description Document

10/7/11

1 Introduction

The Lightweight Agent Simulations (LASS) is a toolkit for verifying agent / model interactions within a game-based simulation environment. Through the use of the Unity 3D game engine, and the spatial computing language Proto, the ability to create simulations that consider humans within the operational environment of a vehicle design become quick and easy to develop.

2 Scope

This release is version: **0.1** of the **LASS** toolkit.

3 Version Description

3.1 Compatibility

This version of the LASS software has been verified to run on the following platforms:

- OS X (10.6+)

3.3 Installation

For complete installation instructions refer to the LASS Users Manual.

3.4 Inventory of Software Contents

Proto.dmg -- The Proto spatial computing VM.

LASS.dmg -- The Proto-based simulation toolkit.