



## TITAN CDM Emulator Tool



The TITAN CDM emulator tool allows direct manipulation of the TITAN database. It is NOT intended for general use nor as part of a “production” TITAN system.

The CDM Emulator can be used at <http://fraptitan.jepesen.com/cdmemu>

There is some very rudimentary security to prevent unauthorised use.

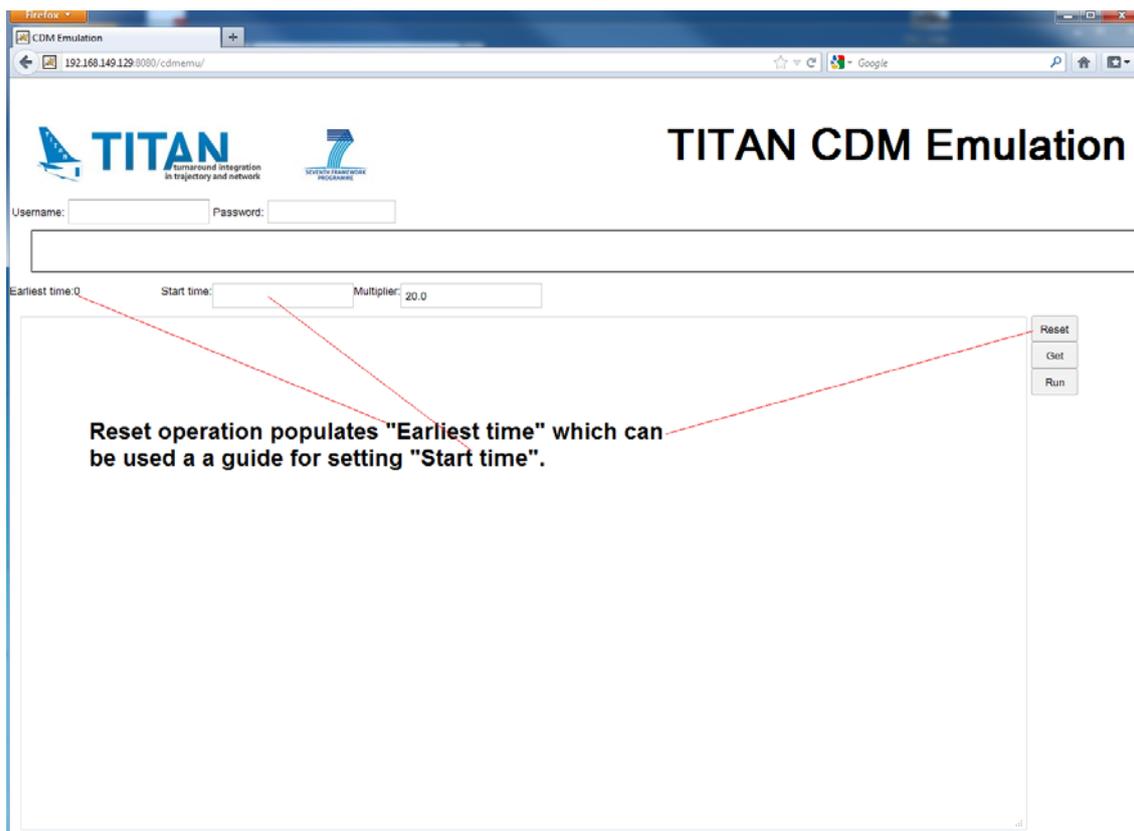
Username: admin

Password: titan16

The Bootstrapper application should be used to create a schedule etc in the TITAN database.

The CDM Emulator is then used to generate the events expected to occur based on the data in the database.

The ‘Reset’ button on the CDM emulator generates all the events for the TITAN database. Due to the large number of events (multiple events for each aircraft, passenger, bag etc), it is not possible to display all of the events in the CDM emulator. The reset operation displays the earliest timestamp in the database which can be used to set the initial start time.



The ‘Get’ button allows you to view all of the events for one or more aircraft tail numbers. Enter the tail numbers (comma separated) in the text area and hit ‘Get’.



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The 'Run' button executes the script starting with all events that happen before the specified start time. The clock is run at a multiple of real time (e.g. multiplier of 2.0 means twice as fast as real time)

Firefox - CDM Emulation  
192.168.149.129:8080/cdmemu/

**TITAN** turnaround integration in trajectory and network **SEVENTH FRAMEWORK PROGRAMME**

Username: admin Password: \*\*\*\*\*

Reset OK

Earliest time: 1330669400 Start time: 1330669000 Multiplier: 20.0

Reset  
Get  
Run

**Start time is typically set a bit before earliest time (but can be later depending on the test scenario).**

**Multiplier can be used to speed up testing.**

The Update button (not shown in the above screen shots) operates on the results of the Get button.

Lines returned by the Get button can be:

- modified to change times etc
- Prefixed with "DEL," (DEL comma) to delete a message.

Any lines not changed will result in a "no operation" update. This is harmless, but does take time. A better approach is to delete all lines from the text area except those to be modified or deleted.



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From Release 6.1 the ability to pause and restart CDM emulator has been added.

There is also a set instruction for deletion of passengers by entering a line in the format:

**DELBOARD,*FlightNum*,*NumPax***

- Where *FlightNum* is an outgoing flight to delete boarding passenger messages from
- *NumPax* is how many passengers should fail to board.