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## **TB2501: Deprecated Items in API**

**BSI Tech Bulletin**

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If you have questions or comments, please contact us at [support@bssim.com](mailto:support@bssim.com).



## Overview

The MACE API is an ever evolving tool set. While BSI strive to plan carefully when we expose new capabilities in API, changes are inevitable. We endeavor to ensure those changes are not breaking changes that will affect 3rd party developers; as such, when we do modify the API in ways that change the signatures for existing methods, members, or objects, we will try to leave the original implementation intact and mark it as “deprecated”. Those deprecated items are flagged to throw warnings during compilation, and deprecated items will be marked with a strike through in new version of Visual Studio.

We will leave deprecated items marked as deprecated for at least one release cycle, after which the deprecated items will be removed from the API or marked to throw errors during compilation. Both actions will require users still using the deprecated items to refactor and recompile their code.

The following items are currently marked as deprecated in the MACE API (listed by assembly):

## BSILib

### Namespace **BSI.MACE**

- The **IUserPreferences** interface has been deprecated. Use **ISystemSettings** on **IMACEPluginHost**
- All top level camera control enumerations, **CameraTrackModeEnum**, **CameraSpectrumEnum**, **LaserMode**, and **LaserState**, have been moved to **IPhysicalEntityCamera**, accessible via **IPhysicalEntity.Camera**, or by casting **IPhysicalEntity** to **IPhysicalEntityCamera**.
- Original camera frustum property on **IPhysicalEntityCamera** had frustum misspelled. The incorrectly spelled property has been replaced with **CameraFrustumCenter**.
- **IPhysicalEntity.AngleOfAttack\_deg** has been moved to **IPhysicalEntityAero**. Use **IPhysicalEntity.Aero.AngleOfAttack\_deg\_**, or cast **IPhysicalEntity** instance to **IPhysicalEntityAero** to access.
- **IPhysicalEntity.LoadFactor** has been moved to **IPhysicalEntityAero**. Use **IPhysicalEntity.Aero.LoadFactor**, or cast **IPhysicalEntity** instance to **IPhysicalEntityAero** to access.
- **IMapPrimitive.Color**. A more explicit property has been exposed, **IMapPrimitive.StrokeColor**.



- **IMapPrimitive.Type**. A more explicit property has been exposed, `IMapPrimitive.ShapeType`
- **IMapPrimitive.Stroke**. A more explicit property has been exposed, `IMapPrimitive.StrokeWidth`

#### Namespace **BSI.MACE.Network**

- **ICommLink.SourcePlatform**. Use `ICommLink.SourceNode` instead
- **ICommLink.DestinationPlatform**. Use `ICommLink.DestinationNode` instead

#### Namespace **BSI.MACE.AI.Commands.EOB**

- **TargetSolution.Sources** has been deprecated. Users should reference `TargetSolution.SourceData`.
- **TargetSolution.PassiveSources** has been deprecated. Users should reference `TargetSolution.SourceData`.

#### Namespace **BSI.SignalGenerator**

- **IFSignalDataReflectedStream**. Use `IFTargetTrackReflectedStreamThreadPool` instead.
- **IFSignalDataReflectedStreamThreadPool**. Use `IFTargetTrackReflectedStreamThreadPool` instead.
- **IFTargetTrackReflectedStream**. Use `IFTargetTrackReflectedStreamThreadPool` instead.
- **IMode.Enabled**. Use `IMode.Transmitting` and `IMode.Active` properties instead.
- **ISimID.UniqueID**. Use `ISimID.ID`.
- The **TargetReturn** class. Use `SignalData` events.
- All CIFP related classes have been moved to a dedicated ARINC242 library/namespace. Any implementation using **BSI.SimulationLibrary.CIFP** should migrate to using the ARINC424 library, distributed w/ MACE.

#### Namespace **BSI.DisplayLibrary**

- The **SharedVideo** class is not recommended for new development. Use `SharedImage` instead.

### Development Implications

All items marked as deprecated in the API will be removed in the 2025 release cycle. Please refactor any assemblies referencing any of the above items to use the specified alternative.