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This chapter presents the design and development of a new integration framework for the open source game Arma 2. The system implements some novel features for enhancing the multiplayer capabilities of the game. As Arma 2 is among the most popular open source games on the market today, the framework is designed to offer similar experience that millions of Arma 2 players have been experiencing in the Arma 2 multiplayer servers. The primary focus of the work is the integration of new multiplayer features into the game core infrastructure. The new multiplayer architecture is designed to provide consistent, stable, and more responsive multiplayer game experience as well as a seamless game experience when connecting a game to the multiplayer networks. The integration framework provides a common API, based on the networking concepts of Arma 2. In addition, the framework provides a set of multiplayer servers and a client-side update mechanism to enable player updates and a consistent multiplayer experience. The core of the framework is built upon the Arma 2 core classes and entities. This facilitates code reuse and further reduces development costs and effort. Using the MTS815 Full-Digitally Servo-Controlled Rock Mechanics Testing Machine, three different types of brittle rocks retrieved at the 1870 Level of the Kafang Mine are tested in the laboratory experiments under uniaxial compression. Four different failure patterns are observed during this test. Most common failure patterns are axial splitting, V-shaped failure, X-shaped and shear failure as well. The 2-dimensional particle flow code (PFC2D) was used in the numerical simulations because of its capability in modelling the behavior of brittle rock material including fracture propagation. Contact-force distribution, crack distribution, stress-strain response and damage patterns formed during uniaxial compression tests are observed. The parameters used in the numerical simulations are calibrated when rock parameters such as uniaxial compressive strength, elastic modulus and Poissons ratio, are in agreement with the experimental results. Splitting and faulting failure modes frequently observed during laboratory experiments of rocks under uniaxial compression are also reproduced in the simulations. Damage formation during the compression simulations indicated that the PFC2D modeling could simulate the events happening during the laboratory compression tests of rock samples by reproducing similar fracture generation and deformation.

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