

SRR Changes by Reason

Reason for Changes:

EXT_MOD_DEMO2012

Global Description of the Reason for Changes:

External Request (ALD):

The "old" version of software should be used for exhibition in March/April 2012 on Mixed3D.
Because vehicles are available. Following things should be improved.

- I think that some help is needed, because I discovered how to set up the trains,
a bit by chance, clicking everywhere.
- get the chat working in this version
- A page with ONLY what to get
- black box around the trains and caroussel etc, is not perfect to get nice screenshots
- DirectionalLight direction 0 -1 0

Target Release:

SRR_0032

Completely Finished



Changes of the Objects:

Release:

SRR_0032

Object:

Basic - Chat

Description of the Change:

the main files MainE.x3d and Main_trbs.x3d were adapted to work with the new chat of the test frame.

Release:

SRR_0032

Object:

Modeling - Build a Frame

Description of the Change:

the file ExampleFrame.x3d has been changed:

- removed the "brown frame" around the layout and increased the size of the floor, windmill got an own pedestal
- introduced a DirectionalLight 0 -1 0

SRR Changes by Reason

Reason for Changes:

INT_ERR_CONSOLE_02

Global Description of the Reason for Changes:

Internal Error Report:

When deactivating a module and activating it again, the SRR objects of the deleted global models will announce again at the console, although Disabled. This is an error, probably some "if (enabled)" statements must be introduced in the source code.

Target Release:

SRR_0032

Completely Finished



Changes of the Objects:

Release:

SRR_0032

Object:

SRR Objects

Description of the Change:

All SRR objects were checked to ensure following behaviour:

If an external request is received via the commParam/modParam, this request will be ignored, if "enabled" is false.

SRR Changes by Reason

Reason for Changes:

INT_ERR_NO_OF_GLOBAL_MODELS

Global Description of the Reason for Changes:

Internal Error Report:

As a preparation for the first LAN Party, the maximum numbers of

vehicles.....30

train parts...15

trains.....10

shall be modified, as

vehicles.....30

train parts....30

trains.....30

to be able to test more than 10 (i.e. 30) vehicles on one layout.

Target Release:

SRR_0032

Completely Finished



Changes of the Objects:

Release:

SRR_0032

Object:

Modeling - Add Models Dynamically

Description of the Change:

The SrrControlTm.x3d file has been modified to allow

30 trains

30 train parts

30 vehicles

in the TV Status

Release:

SRR_0032

Object:

SRR Framework

Description of the Change:

The SrrControlTm.x3d file has been modified to allow

30 trains

30 train parts

30 vehicles

in the TV Status

SRR Changes by Reason

Reason for Changes:

INT_ERR_UNIQUE_OBJID_GLOBAL_OBJECTS

Global Description of the Reason for Changes:

Internal Error Report:

The objld of global objects shall be introduced by a prefix G.TM. Where G means "global" and TM is an indicator for the train manager.

This solution is considered to be a "workaround", a "high-end" solution would comprise concept changes of the console interface and the modularisation concept:

Each Framework module (that wants to handle its own type of global objects) registers a "quasi-Module" at the SRR Controller, that is checked for uniqueness against all registered modules and all quasi-modules. The central controller of the SRR Controller - module (e.g. central train manager) defines a scene instance that is the "quasi-MOC" for the "quasi-module". All requests of the console interface would be routed to the "quasi-MOC", if an SRR object of a global model is affected.

Target Release:

SRR_0032

Completely Finished

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Changes of the Objects:

Release:

SRR_0032

Object:

Central Controller

Description of the Change:

The TMM of the central controller sets the prefix G.TM. at the beginning of the vehicle's objld.

Release:

SRR_0032

Object:

SRR Framework

Description of the Change:

The SRR Controller (TMM) sets the prefix G.TM. In front of the train's and of the train part's objld.

SRR Changes by Reason

Reason for Changes:

INT_MOD_DYN_MODULE_REGISTRATION

Global Description of the Reason for Changes:

Internal Request:

The SRR Framework shall define a syntax for a configuration file, that can be used to register a module at a frame.

The frame shall be responsible to load, initialize, disable and unload a module, the Interface miMod(Module) shall be enhanced for the dynamic case.

The module coordinator and all SRR objects shall provide an "enabled" field, which is necessary for unloading of modules.

The module coordinator shall report the moduleIx in a field "registered".

Target Release:

SRR_0032

Completely Finished

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Changes of the Objects:

Release:

SRR_0032

Object:

Dummy - Subsystem

Description of the Change:

In a first step, no changes were done in the SRR Framework.

The Testframe and the Empty Frame provide a function to add modules statically to a frame, but it is done automatically. Modules can be removed manually from the empty frame, but this is not documented.

SRR Changes by Reason

Reason for Changes:

INT_MOD_EXTERNAL_TRACER_OUTPUT

Global Description of the Reason for Changes:

Internal Request:

The tracer shall be used within the Testframe BS Visual Basic Software.

It shall not only be possible to set the trace levels (that's already possible via the uiControl interface), but it shall additionally be possible to send the trace output as an MFString over the uiControl interface to the Testframe BS.

Therefore a new field, e.g. "eventOut MFString traceOutput" shall be attached to the SRR Controller and the SRR Controller shall be modified to print the trace output to the X3D Player's console and to send it to the uiControl interface in parallel.

Target Release:

SRR_0032

Completely Finished



Changes of the Objects:

Release:

SRR_0032

Object:

uiControl

Description of the Change:

The SRR Controller got a new field in the user interface: "traceOutput". All the tracer's output is not only printed to the Browsers console, but additionally output via this field.

SRR Changes by Reason

Reason for Changes:

INT_MOD_RENAMING_DIRECTORIES_01

Global Description of the Reason for Changes:

Internal Request:

Some directories have been renamed in the demo layout, locomotive and wagons were separated.

Target Release:

SRR_0032

Completely Finished



Changes of the Objects:

Release:

SRR_0032

Object:

Basic - Avatars

Description of the Change:

ExampleVehicles has been splitted into ExperimentalWagons+ExperimentalLocomotives

Release:

SRR_0032

Object:

Basic - Console Interface

Description of the Change:

The HUDs were moved to directory ExampleFrame

Release:

SRR_0032

Object:

Modeling - Add Models Dynamically

Description of the Change:

ExampleStaticModels was splitted into ExampleSmallProps+ExampleHouses

Release:

SRR_0032

Object:

Modeling - Add Models Statically

Description of the Change:

ExampleStaticModels was splitted into ExampleSmallProps+ExampleHouses

Release:

SRR_0032

Object:

Modeling - Build a Model - House

Description of the Change:

ExampleStaticModels was splitted into ExampleHouses+ExampleSmallProps

Release:

SRR_0032

Object:

Modeling - Build a Model - Locomotive

Description of the Change:

ExampleVehicles was splitted into ExperimentalWagons+ExperimentalLocomotives

SRR Changes by Reason

Reason for Changes:

INT_MOD_RENAMING_DIRECTORIES_01

Release: Object:

SRR_0032

Modeling - Build a Model - Setup Point

Description of the Change:

ExampleStaticModels was splitted into ExampleSmallProps+ExampleHouses

Release: Object:

SRR_0032

Modeling - Build a Model - Wagon

Description of the Change:

ExampleVehicles was split into ExperimentalWagons+ExperimentalLocomotives

SRR Changes by Reason

Reason for Changes:

INT_MOD_TAKEMOC_UICONTROL

Global Description of the Reason for Changes:

Internal Request:

It shall be possible to take the MOC role for specified modules via the uiControl interface

Target Release:

SRR_0032

Completely Finished



Changes of the Objects:

Release:

SRR_0032

Object:

Central Controller

Description of the Change:

The handling of the MOC requests was already prepared in the central controller -> no change

Release:

SRR_0032

Object:

SRR Framework

Description of the Change:

The SRR Controller was changed to handle MOC requests and send them to the central communication controller.

Release:

SRR_0032

Object:

uiControl

Description of the Change:

Two new fields "mocRequest (MFString)" and "mocIxsRequest (MFInt32)" allow to request MOC roles for a scene instance.