

SRR Changes by Reason

Reason for Changes:

EXT_ERR_CATCHING_VEHICLES

Global Description of the Reason for Changes:

External Error Report (scoe):

If a vehicle "gets lost" (if it moves around the layout, but no avatar is within the vehicle to control it's user interface), there should be some means to "catch" the vehicle and bring it under control.

Target Release:

SRR_0031

Completely Finished



Changes of the Objects:

Release:

SRR_0031

Object:

Basic - Console Interface

Description of the Change:

The console interface is now basically available for SRR objects in vehicles. The SrrCabA has already been adapted to use the new facilities, but the other SRR objects still need some adaptation.

Release:

SRR_0031

Object:

iiObj(SrrObject)

Description of the Change:

The new field deannounceObject has been introduced at the module coordinator, to de-announce objects from the console interface

Release:

SRR_0031

Object:

SRR Framework

Description of the Change:

SRR Module Coordinator: A new field was introduced at iiObj interface, to de-announce objects from the console interface.

Release:

SRR_0031

Object:

SRR Objects

Description of the Change:

SrrCabA:

Now the SrrCabA provides a console interface for

- regulating notch
- direction

This can be used to "catch" locomotives.

SRR Changes by Reason

Reason for Changes:

EXT_MOD_PREPARE_FOR_3RDPARTY_LOCO

Global Description of the Reason for Changes:

External Request (pm):

A potential user considers creating an own locomotive.

Target Release:

SRR_0031

Completely Finished



Changes of the Objects:

Release:

SRR_0031

Object:

miMod(Model)

Description of the Change:

The description is extended by the parameter quasiModule.

Release:

SRR_0031

Object:

Modeling - Build a Model - Locomotive

Description of the Change:

The inline documentation of the example locomotive has been enhanced

Release:

SRR_0031

Object:

Modeling - Build a Model - Wagon

Description of the Change:

The inline documentation of the example wagons has been enhanced

Release:

SRR_0031

Object:

SRR Framework

Description of the Change:

The SRR Controller TM has been changed to set quasiModule='Vehicles' immediately after having loaded a vehicle.

SRR Changes by Reason

Reason for Changes:

INT_ERR_HARMONIZE_SRR_OBJECTS_01

Global Description of the Reason for Changes:

Internal Error Report:

- The handling of the initialization should be harmonized among all SRR objects.
- The basic SRR objects should be usable in vehicle models, too, and not only in static models and intrinsic models.
- It should be considered how to design the network sensors, when moving central controller/MOC to the collaboration server.

Target Release:

SRR_0031

Completely Finished



Changes of the Objects:

Release:

SRR_0031

Object:

SRR Objects

Description of the Change:

SrrControlBoolA/SrrControlFloatA/B/SrrControlIntA:

- Update Request was obsoleted
- general streamlining
- network sensor considerations: done but nothing implemented

Release:

SRR_0031

Object:

SRR Objects

Description of the Change:

SrrDriveA:

- quasiModule was provided
- enabled was implemented
- general streamlining
- network sensor considerations: done but nothing implemented

Release:

SRR_0031

Object:

SRR Objects

Description of the Change:

SrrKeyContainer:

- Update Request was obsoleted
- quasiModule was provided
- enabled was implemented
- general streamlining
- network sensor considerations: done but nothing implemented

SRR Changes by Reason

Reason for Changes:

INT_ERR_HARMONIZE_SRR_OBJECTS_01

Release:	Object:
SRR_0031	SRR Objects

Description of the Change:

SrrSwitchA/SrrSwitchB:

- Update Request was obsoleted
- quasiModule was provided
- enabled was implemented
- general streamlining
- network sensor considerations: done but nothing implemented

Release:	Object:
SRR_0031	uiObj(SrrObject)

Description of the Change:

SrrDriveA:

- new fields in uiObj: enabled/quasiModule

Release:	Object:
SRR_0031	uiObj(SrrObject)

Description of the Change:

SrrKeyContainer:

- new fields in uiObj: enabled/quasiModule

Release:	Object:
SRR_0031	uiObj(SrrObject)

Description of the Change:

SrrSwitchA/SrrSwitchB:

- new fields in uiObj: enabled/quasiModule

SRR Changes by Reason

Reason for Changes:

INT_MOD_COMMENTS_FRAME

Global Description of the Reason for Changes:

Internal Request:

improve the inline comments of the frame

Target Release:

SRR_0031

Completely Finished



Changes of the Objects:

Release:

SRR_0031

Object:

Modeling - Build a Frame

Description of the Change:

Following files' inline comments have been improved:

- ExampleFrame.x3d
- ChatHud.x3d
- ConsoleHud.x3d
- ControlHud.x3d
- KeyHooks.x3d
- TracerHud.x3d
- VehicleHud.x3d

SRR Changes by Reason

Reason for Changes:

INT_MOD_COMMENTS_MODELS

Global Description of the Reason for Changes:

Internal Request:

improve the inline documentation of the example models (house, windmill etc.)

Target Release:

SRR_0031

Completely Finished



Changes of the Objects:

Release:

SRR_0031

Object:

Modeling - Build a Model - House

Description of the Change:

The inline comments in the files

- StationHouse.x3d
- Windmill.x3d

have been improved

Release:

SRR_0031

Object:

Modeling - Build a Model - Setup Point

Description of the Change:

The inline comments in the file

- MySetupPoint.x3d

have been improved

SRR Changes by Reason

Reason for Changes:

INT_MOD_COMMENTS_MODULES

Global Description of the Reason for Changes:

Internal Request:

improve the inline documentation of the example modules

Target Release:

SRR_0031

Completely Finished



Changes of the Objects:

Release:

SRR_0031

Object:

Modeling - Build a Module

Description of the Change:

The inline comments of the files

- FirstModule.x3d
- SecondModule.x3d
- ThirdModule.x3d

have been enhanced.

SRR Changes by Reason

Reason for Changes:

INT_MOD_CREATION_PROGRESS_INDICATOR

Global Description of the Reason for Changes:

Internal Request:

indicate the progress of the creation of a vehicle at a setup point

Target Release:

SRR_0031

Completely Finished



Changes of the Objects:

Release:

SRR_0031

Object:

iiObj(SrrObject)

Description of the Change:

A new field "setProgressIndicator" is provided by the setup point.

The SRR Controller - TMM uses this field directly to indicate the status of the creation of the vehicle.

Release:

SRR_0031

Object:

Modeling - Build a Model - Setup Point

Description of the Change:

It's now possible to model a progress indicator in a setup point. The example setup point

MySetupPoint.x3d has been enhanced to display the progress of the creation process of a vehicle.

Release:

SRR_0031

Object:

SRR Framework

Description of the Change:

The SRR Controller - TMM has been enhanced:

The modification scenarios logic has been extended to set the progress of the creation process in the setup point

Release:

SRR_0031

Object:

SRR Objects

Description of the Change:

SrrSetupPoint:

The setup point has been extended to indicate the progress of the creation process

Release:

SRR_0031

Object:

Trains - Create Vehicle

Description of the Change:

Additionally, the progress of the creation process is indicated via the setup point.

SRR Changes by Reason

Reason for Changes:

INT_MOD_CREATION_PROGRESS_INDICATOR

Release:

SRR_0031

Object:

uiObj(SrrObject)

Description of the Change:

SrrSetupPoint:

The setup point provides a new output field "progressIndicator".

SRR Changes by Reason

Reason for Changes:

INT_MOD_NEW_SRR_OBJECT_TRIGGER

Global Description of the Reason for Changes:

Internal Request:

A new SRR Object "SrrTrigger" should be implemented to instrument a whistle of the locomotive.

Target Release:

SRR_0031

Completely Finished



Changes of the Objects:

Release:

SRR_0031

Object:

Modeling - Build a Model - Locomotive

Description of the Change:

The example locomotive MyFirstLocomotive uses the

SRR object SrrTrigger

additionally, to instrument a whistle.

Release:

SRR_0031

Object:

SRR Objects

Description of the Change:

A new SRR object SrrTrigger has been implemented, that can be used in static/intrinsic and dynamic vehicle models.

An SFTIME event is taken from the user and delivered to all (active) instances of the SRR object.

Release:

SRR_0031

Object:

uiObj(SrrObject)

Description of the Change:

The new SRR object SrrTrigger has been (has to be) described.