

Tools' History

Object:

Use Case

Basic - commState Handling

Description of the Object:

The

- Testframe BS
- Empty Frame
- Demo Layout (modified one and original one)

enable the user to read and write the values of the commState

- controller role
- module activity (inc. MOC role)

This feature is enabled with the "Basic" feature package (and with the "MU" feature package)

Changes of the Object:

Release:

SRR_0032

Reason for Change:

INT_MOD_FINISH_0032

Description of the Change:

The tab "commState" is available on the PlayFrm window.

It displays:

- the current status of having the controller role or not
- the current list of registered modules
- for each registered module:
 - the activity state (active/inactive)
 - the current status of having the MOC role or not

It allows:

- to request the controller role (within a scene instance)
- to activate/deactivate a module (in a scene instance)
- to request/deny the MOC role (in a scene instance)

Documentation:

currently no documentation

Tools' History

Object:

Use Case

Basic - Console

Description of the Object:

The

- Testframe BS
- Empty Frame
- Demo Layout (modified one and original one)

enable the user to read/write the console interface (object model) of the layout

This feature is enabled with the "Basic" feature package (and with the "MU" feature package).

Changes of the Object:

Release:

SRR_0032

Reason for Change:

INT_MOD_FINISH_0032

Description of the Change:

The "Console" Tab of the "PlayFrm" window enables the user to use the "options" command

- to update the list of modules
- to update the list of objects (of a set of modules described by a pattern)
- to update the list of parameters (of a set of objects described by a pattern)
- to display the possible parameter values (of a set of parameters described by a pattern)

The "set" command can be used

- to set the value of a set of parameters (described by a pattern)

The "read" command can be used

- to read the values of a set of parameters (described by a pattern)

Documentation:

currently no documentation

Tools' History

Object:

Use Case

Basic - Tracer

Description of the Object:

The

- Testframe BS
- Empty Frame
- Demo Layout (modified one and original one)

enable the user to set trace levels, to display the trace output and to store it in a text file.

This feature is enabled with the "Basic" feature package (and with the "MU" feature package).

Changes of the Object:

Release:

SRR_0032

Reason for Change:

INT_MOD_FINISH_0032

Description of the Change:

The "Tracer" tab of the "PlayFrm" window can be used to

- set trace levels (a set of default values for all scene instances can be set in the "Main" window from the menu)
- open the window with the tracer output
- clear the window with the tracer output
- open/close a file, to which the tracer output will be written (when opening, not-yet-written content from the display window will be written, too)

Documentation:

currently no docu

Tools' History

Object:

Use Case

Demo - Basic Layout Handling

Description of the Object:

The

- Testframe BS
- Empty Frame

offer following functions

- Loading/Saving Overall Configuration File (+ Registration Configuration File)
- Loading/Saving Layout Configuration
- Creating new Layout with/without Creation of an Empty Frame

Changes of the Object:

Release:

SRR_0032

Reason for Change:

INT_MOD_FINISH_0032

Description of the Change:

The "Layout Config File" is the basic construct to save data of an SrrTrains Layout.

The overall config, that is read/written automatically, contains a file name of the "default layout" (that is the layout, which is loaded at startup automatically).

A Layout Config File contains an "AutoStart" Parameter that indicates, whether a (single-user) scene instance shall be automatically created immediately after loading the layout config.

If a layout has been changed, the user is prompted for an answer whether to save or discard the changes.

Documentation:

currently no docu

Tools' History

Object:

Use Case

Demo - Keys

Description of the Object:

The

- Testframe BS
- Empty Frame
- Demo Layout (modified one and original one)

offer the function to display the "carried keys" and to put keys back "into the scene".

This feature is present with the "Demo" feature package (and with the "Basic" and "MU" feature packages).

Changes of the Object:

Release:

SRR_0032

Reason for Change:

INT_MOD_FINISH_0032

Description of the Change:

"carried keys" are available at the uiControl interface of the SRR Controller. The Testframe BS accesses the uiControl interface (which must be located in the main file) to

- display the list of carried keys
- enable the user to put keys back "into the scene" by dbl-click

Documentation:

currently no docu

Tools' History

Object:

Use Case

Demo - Load License File

Description of the Object:

The

- Testframe BS

offers the function to input the registration information manually.

As an easy-to-use alternative, the loading of *.lic files (license files) is offered.

License files are available at the author of the Testframe BS.

ATTENTION: THE LICENSE DOES NOT CONTAIN A LICENSE FOR THE - NEEDED - X3D
PLAYER BS CONTACT, NOR FOR THE COLLABORATION SERVER BS COLLABORATE.

Changes of the Object:

Release:

SRR_0032

Reason for Change:

INT_MOD_FINISH_0032

Description of the Change:

no detailed information

Documentation:

currently no docu

Tools' History

Object:

Use Case

Demo - Module Positioning

Description of the Object:

The

- Testframe BS
- Empty Frame

offer the function to position and rotate modules in a nice GUI-like way.

This function is available with the "Demo" feature package (and with the "Basic" and "MU" feature packages).

Please note, that module positioning is NOT possible with the demo layout.

Changes of the Object:

Release:

SRR_0032

Reason for Change:

INT_MOD_FINISH_0032

Description of the Change:

The "empty frame" contains a <Group DEF="ModuleGroup"> and a <Script DEF="ModuleScript"> in the top level of the scene.

Those two nodes are tightly integrated with the Testframe BS software, so that both together can provide a nice user interface for positioning and rotating modules.

Documentation:

currently no docu

Tools' History

Object:

Use Case

Demo - Module Registration

Description of the Object:

The

- Testframe BS
- Empty Frame

offer to copy directories with modules from some resource into the directory of the layout (where the empty frame has been created). Therewith the modules are registered in the layout's XML file and in the main file of the empty frame.

This function is available with the "Demo" feature package (and with the "Basic" and "MU" feature package).

Changes of the Object:

Release:

SRR_0032

Reason for Change:

INT_MOD_FINISH_0032

Description of the Change:

The "empty frame" contains a <Group DEF="ModuleGroup">. The Testframe BS dynamically changes the contents of this group (it can add modules to the group) and it changes the module description in the Layout Config File. Those things are tightly integrated and should not be disturbed by manual modification of the layout config and of the main file of the empty frame.

Documentation:

currently no docu

Tools' History

Object:

Use Case

Demo - Scene Interface

Description of the Object:

Currently the interface between Testframe BS and "Empty Frame"/"Demo Layout" is fixed. It is planned to make this interface configurable in the future.

This function will be part of the "Demo" feature package (and of the "Basic" and "MU" feature packages)

Changes of the Object:

Tools' History

Object:

Use Case

Demo - Single-User-Initialization

Description of the Object:

The

- Testframe BS
- Empty Frame
- Demo Layout (modified one and original one)

offer the possibility to initialize the SRR framework in single-user-mode.

This function is available with the "Demo" feature package (and with the "Basic" and "MU" feature package).

Changes of the Object:

Release:

SRR_0032

Reason for Change:

INT_MOD_FINISH_0032

Description of the Change:

The initialization of the SRR Framework is done via the uiControl interface of the SRR Controller. This controller and some helper script nodes in the main file are accessed directly by the Testframe BS to perform the initialization.

Documentation:

currently no docu

Tools' History

Object:

Use Case

Demo - Static Model Registration

Description of the Object:

The

- Testframe BS
- Empty Frame

offer to copy directories with static models from some resource into the directory of the layout (where the empty frame has been created).

This function is available with the "Demo" feature package (and with the "Basic" and "MU" feature package).

Changes of the Object:

Release:

SRR_0032

Reason for Change:

INT_MOD_FINISH_0032

Description of the Change:

Currently the name of the directories of static models should not change, because they can be accessed via relative URLs:

../directory/staticModel.x3d

Documentation:

currently no docu

Tools' History

Object:

Use Case

Demo - Vehicle Creation

Description of the Object:

The

- Testframe BS
- Empty Frame
- Demo Layout (modified one and original one)

offer the function to create registered vehicle models at announced setup points.

This function is available with the "Demo" feature package (and with the "Basic" and "MU" feature package).

Changes of the Object:

Release:

SRR_0032

Reason for Change:

INT_MOD_FINISH_0032

Description of the Change:

Vehicles can be created via the uiControl interface of the SRR Controller. The Testframe BS accesses this interface directly to create registered vehicles at announced setup points.

Documentation:

currently no docu

Tools' History

Object:

Use Case

Demo - Vehicle Registration

Description of the Object:

The

- Testframe BS
- Empty Frame

offer to copy directories with vehicle models from some resource into the directory of the layout (where the empty frame has been created). Therewith the vehicles are registered in the layout's XML file.

This function is available with the "Demo" feature package (and with the "Basic" and "MU" feature package).

Changes of the Object:

Release:

SRR_0032

Reason for Change:

INT_MOD_FINISH_0032

Description of the Change:

The Testframe BS registers vehicles in the Layout Config File, when copying the directory with the vehicle from some source into the layout's directory.

All such registered vehicles are registered via the uiControl interface, when a scene instance is initialized. Then such vehicles can be created

Documentation:

currently no docu

Tools' History

Object:

Use Case

MU - Chat

Description of the Object:

The SRR Test Frame uses the capabilities of the <BSCollaborate> node that is contained in the main files of the modified demo layout and of the empty frame, to realize a simple chat functionality.

Changes of the Object:

Release:	Reason for Change:
SRR_0032	EXT_MOD_DEMO2012
Description of the Change:	
The chat implementation of SrrTools 0.02/0.03 has been taken as an example to back-propagate the functionality to step 0032bf4.	
Documentation:	

Tools' History

Object:

Use Case

MU - Multi-User-Initialization

Description of the Object:

The

- Testframe BS
- Empty Frame
- Demo Layout (modified one and original one)

offer the possibility to initialize the SRR framework in multi-user-mode.

This function is available with the "MU" feature package.

Changes of the Object:

Release:

SRR_0032

Reason for Change:

INT_MOD_FINISH_0032

Description of the Change:

The initialization of the SRR Framework is done via the uiControl interface of the SRR Controller. This controller and some helper script nodes in the main file are accessed directly by the Testframe BS to perform the initialization.

Documentation:

Tools' History

Object:

Subsystem

Empty Frame

Description of the Object:

The empty frame is a set of X3D/VRML files, that can be used as a frame together with the Testframe BS.

The empty frame features the possibility to add/(remove) modules and to position the modules in a nice GUI-like fashion.

Changes of the Object:

Release:

SRR_0032

Reason for Change:

INT_MOD_FINISH_0032

Description of the Change:

The empty frame consists of

- some avatar files
- the main file and two network sensors (for module positioning)
- the SRR Framework
- The example track geometry

Documentation:

currently no docu

Tools' History

Object:

Subsystem

Modified Demo Layout

Description of the Object:

The "official" demo layout of the SRR Framework release is modified slightly (mainly, the HUDs are omitted), to be seamlessly used together with the Testframe BS. (The "original" demo layout can be used together with the Testframe BS, but it is not so "easy-to-use").

Changes of the Object:

Release:	Reason for Change:
<input type="text" value="SRR_0032"/>	<input type="text" value="INT_MOD_FINISH_0032"/>
Description of the Change:	
<input type="text" value="The modified demo layout consists of"/> <ul style="list-style-type: none">- a different main file (not referencing the HUDs)- all other parts of the "official" demo layout, except the HUDs	
Documentation:	
<input type="text" value="currently no docu"/>	

Tools' History

Object:

Subsystem

Testframe BS

Description of the Object:

A Visual Basic program, that can be used together with the demo layout to perform an SrrTrains Demo, and that can be used together with the "Empty Frame" to test your own modules and models.

Changes of the Object:

Release:	Reason for Change:
<input type="text" value="SRR_0032"/>	<input type="text" value="INT_MOD_FINISH_0032"/>
Description of the Change:	
<input (free="" basic="" development="" environment)"="" express\"="" type="text" value="A Visual Basic program by \" visual=""/>	
Documentation:	
currently no docu	