

SrrTrains v0.01

SRR Tools (step 0032)

March 2012

1 SrrTrains v0.01

SrrTrains is an overall concept to build virtual multiplayer railroads on the base of the X3D/VRML technology of the Web3D Consortium (<http://www.web3d.org/>), especially on the network sensor concept.

If you would like to know in detail, what SrrTrains is, the best could be to visit one of the pages <http://simulrr.wordpress.com/simul-rr> or <http://simulrr.wordpress.com/simul-rr-german>.

An SrrTrains Layout comprises following parts:

- One Frame (software, which is necessary to load the modules and to provide overall functionality)
- One or more Modules (buildt by module authors) – contain landscape, tracks,
- Models (buildt by model authors) – locomotives, wagons,
- The SRR Framework – serves for basic multiuser functions

The SRR Framework is currently being an EXPERIMENTAL framework that is far away from being finished!!!

2 Testframe BS

The Testframe BS is a special SrrTrains frame, that leverages the BS Contact X3D player and that is usable on Windows/.NET machines.

Although this Testframe BS might have some advantages, you might want to be more platform independent. In this case we recommend to download the official release of the SRR Framework and of the demo layout from <http://simulrr.wordpress.com/demo>.

The present release contains

- The Testframe BS
- The Modified Demo Layout
- The Empty Frame

The Testframe BS is a software, that

- is easily installable
- features the comfortable testing of your own modules and models

The Modified Demo Layout

- is a slightly modified version of the official demo layout (without the HUDs)

- it contains
 - the Demo Layout
 - the Example Track Geometry
 - the SRR Framework

The Empty Frame

- instead of just playing with the SRR Demo Layout, it's additionally possible to use the Testframe BS to create an „empty frame“ and register
 - static models
 - modules
 - vehicle models
- With the help of the „Testframe BS“ and the „Empty Frame“, the registered static models, modules and vehicle models can be tested online

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4 How to play

The initial settings of the Testframe BS software are done in a way to load and start the demo layout automatically.

However, you can change the settings

- path of the main file
- autoload on/off
- address/port of the collaboration server

and save the new settings in a different layout file (extension .srr)

Furthermore you can create a new layout and fill it with the “Empty Frame”, to be able to register static models, modules and vehicle models of your own.

To get a feeling of the contents of the demo layout, please refer to the “How to play with the demo layout” documents at <http://simulrr.wordpress.com/download-area#docu> (please note that those documents are written with respect to the official release, hence you might not find the HUDs in the present modified demo layout)

5 Files

The **framework SRR** is located in the directory **srr/**
 - more than 30 files, all with extension .x3d

The documentation of SRR is online available (see link above).

The **demo model railroad layout** is located in the directories

- **Avatars_bscontact/**
- **ExampleFrame/**
- **ExampleHouses/**
- **ExampleSmallProps/**
- **ExperimentalLocomotives/**
- **ExperimentalWagons/**
- **FirstModule/**
- **FrameMain/**
- **SecondModule/**
- **ThirdModule/**

The **example track geometry** is located in the directory

- **tg/**

Copyright notices:

The avatars in the directory *Avatars_bscontact* were mainly taken from the free multiplayer demo from <http://www.bitmanagement.com> (joe, jane and laura). Some parts of the main files (AvatarInfo prototype mainly and Avatar Manager script) were taken from this demo, too and modified.

The avatar grintha was found on the internet. It was not possible to contact the owner.

The other contents are hand-made by myself or by friends giving allowance to use it.

6 Next Steps – Outlook

Some important next steps are indicated at <http://simulrr.wordpress.com/download-area#future>.

Depending on feed back, some of the steps will be done.