

Tools' 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 printscreens
- DirectionalLight direction 0 -1 0

Target Release:

SRR_0032

Completely Finished



Changes of the Objects:

Release:

SRR_0032

Object:

MU - Chat

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.

Tools' Changes by Reason

Reason for Changes:

INT_MOD_FINISH_0032

Global Description of the Reason for Changes:

The SRR Tools shall be available in a version useful for the 1st LAN Party (30.3.2010).

Target Release:

SRR_0032

Completely Finished



Changes of the Objects:

Release:

SRR_0032

Object:

Basic - commState Handling

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)

Release:

SRR_0032

Object:

Basic - Console

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)

Release:

SRR_0032

Object:

Basic - Tracer

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)

Tools' Changes by Reason

Reason for Changes:

INT_MOD_FINISH_0032

Release:	Object:
SRR_0032	Demo - Basic Layout Handling

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.

Release:	Object:
SRR_0032	Demo - Keys

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

Release:	Object:
SRR_0032	Demo - Load License File

Description of the Change:

no detailed information

Release:	Object:
SRR_0032	Demo - Module Positioning

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.

Release:	Object:
SRR_0032	Demo - Module Registration

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.

Tools' Changes by Reason

Reason for Changes:

INT_MOD_FINISH_0032

Release:	Object:
SRR_0032	Demo - Single-User-Initialization

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.

Release:	Object:
SRR_0032	Demo - Static Model Registration

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

Release:	Object:
SRR_0032	Demo - Vehicle Creation

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.

Release:	Object:
SRR_0032	Demo - Vehicle Registration

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

Release:	Object:
SRR_0032	Empty Frame

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

Tools' Changes by Reason

Reason for Changes:

INT_MOD_FINISH_0032

Release:	Object:
SRR_0032	Modified Demo Layout

Description of the Change:

The modified demo layout consists of

- a different main file (not referencing the HUDs)
- all other parts of the "official" demo layout, except the HUDs

Release:	Object:
SRR_0032	MU - Multi-User-Initialization

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.

Release:	Object:
SRR_0032	Testframe BS

Description of the Change:

A Visual Basic program by "Visual Basic Express" (free development environment)