

Simulated Railroad Framework, <http://simulrr.sourceforge.net>
Synopsis: [000_Synopsis](#)

This file valid for step 0033.10
Issue Date: 2017-03-17

MIDAS Base (for Standard MIDAS Objects)
=====

1 Synopsis

This file describes the "base class" for standard MIDAS Objects. This "base class" is built by several X3D prototypes, that are contained in the files MibStandard.x3d, MibStandardNs.x3d, SscDispatcherStub.x3d, MibStandardOsm.x3d and MibCore.x3d.

2 Purpose

The purpose of MIDAS Base is described in chapter 4 of [301_MidasObjects](#).

THE INTERFACE BETWEEN MIDAS BASE AND MIDAS OBJECTS IS EXPERIMENTAL AND SHOULD NOT BE CONSIDERED BEING FUTURE-PROOF.

3 External View

The X3D Prototype "MibStandard" provides several fields at its external interface.

Some of the fields can be directly <connect>ed to the external interface uiObj of the MIDAS Object, some will be used internally by the MIDAS Object, and some will be processed, before being relayed from/to the external interface uiObj.

3.1 Rules for MIDAS Objects

- (a) as long, as the field "globalStateReceived" has not fired "true", the MIDAS Object should provide parameters for an "idle animation". This idle animation should be stopped, when the MIDAS Base fires "initialized"=NULL.
- (b) as long, as "iAmActive" is true, the MIDAS Object should provide valid parameters for the animation/interactivity.
When "iAmActive" is "false", the MIDAS Object should not do any calculations based on "localState" and it should not provide parameters for the animation/interactivity.
- (c) the instance of the MIDAS Object shall feel responsible for the global state of the MIDAS Object, if - and only if - the flag "iAmObCo" is true.

4 Internal View

Tbd.

5 Additional Information

THE INTERFACE BETWEEN MIDAS BASE AND MIDAS OBJECTS IS EXPERIMENTAL AND SHOULD NOT BE CONSIDERED BEING FUTURE-PROOF.