

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

This file valid for step 0033.10
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MIDAS Base (for "No State" MIDAS Objects)

1 Synopsis

This file describes the "base class" for "no state" MIDAS Objects. This "base class" is built by some X3D prototypes, that are contained in the files MibNoState.x3d, SscDispatcherStub.x3d, MibNoStateOsm.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 "MibNoState" 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 "initialized" has not fired, the MIDAS Object should provide parameters for an "idle animation".
- (b) as long, as "iAmActive" is true, the MIDAS Object should provide valid parameters for the animation/interactivity at its external interface. When "iAmActive" is "false", the MIDAS Object should not do any output of parameters for the animation/interactivity.

4 Internal View

Tbd.

5 Additional Information

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