

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

This file valid for step 0033.10
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MIDAS Base (for "animated" MIDAS Objects)

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1 Synopsis

This file describes the "base class" for "animated" MIDAS Objects. This "base class" is built by some X3D prototypes, that are contained in the files MibAnim.x3d, MibAnimNs.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 "MibAnim" 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) before the first targets have been received, the MIDAS Object should provide parameters for an "idle animation". This idle animation should be stopped, when "initialized" fires "NULL".
- (b) as long, as the last received targets are valid (as long as their target time has not passed) the MIDAS Object should provide valid 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

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