

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

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The Carried Keys Lock
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1 Synopsis

The "Carried Keys Lock" is a MIDAS Object, that is provided together with the SMUOS Framework.

The Carried Keys Lock needs the "key manager" extension of the Simple Scene Controller, see chapter "Use Case CarriedKeysSupport" in [121_SimpleSceneController](#).

The "Carried Keys Lock" is implemented within an X3D prototype, MoosLockA within the file MoosLockA.x3d.

2 Purpose of the Carried Keys Lock

The "Carried Keys Lock" can be unlocked by carried keys. The model/module author specifies the "fitting keys" and if one of these keys is in the set of "carried keys", the lock will be unlocked locally in one scene instance.

3 External View

The MIDAS Object "Carried Keys Lock" can be used in

- bound/intrinsic models in static modules
- bound/intrinsic models in dynamic modules
- unbound models (not yet tested)

Following fields are provided at the external interface uiObj:

Standard Fields

Please refer to chapter 5 of the paper [013_ModelsAndObjects](#) for a description of fields that must be supported by any MIDAS Object.

"fittingKeys" (MFString)

With this field, the model/module author can specify a set of keys, each of which will unlock the lock.

"locked" (SFBool)

At this field, the lock will report its state.

4 Internal View

MoosLockA uses MibNoState as a base.

5 Additional Info

none