Simulated Railroad Framework, http://simulrr.sourceforge.net
Synopsis: 000_Synopsis

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The Beamer

1 Synopsis

The "Beamer" is a MIDAS Object that is provided together with the SMUOS Framework.
The Beamer needs the "beamer manager" extension of the Simple Scene Controller, see chapter "Use Case Beamer" in 121_SimpleSceneController.
The "Beamer" is implemented in the X3D prototype MoosBeamer within the file MoosBeamer.x3d.

2 Purpose of the Beamer

The user (model author/module author) can define special viewpoints, so-called "beamer destinations" and it is the purpose of the beamer to select from a list of all beamer destinations and to bind one of those viewpoints.

Hence a module author can use the "Beamer" to bind "Beamer Destinations" of other modules without knowing the DEF names of those viewpoints.

3 External View

The MIDAS Object "Beamer" 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.

"beamerDestinations" (MFString)

With this field, the MIDAS Object will indicate the list of currently defined beamer destinations (this list may change over time).

"bindBeamerDestination" (SFString)

The user can select one of the strings of "beamerDestinations" and indicate with the field "bindBeamerDestination", that he wants to be transferred to this beamer destination

4 Internal View

MoosBeamer uses MibNoState as a base.

5 Additional Info

none