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

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The Beamer Destination

1 Synopsis

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

2 Purpose of the Beamer Destination

With the "Beamer Destination" MIDAS Object, the user (model / module author) can indicate, that he wants to define a viewpoint as a so-called "beamer destination". Those beamer destinations can be used in the MIDAS Object "Beamer".

3 External View

The MIDAS Object "Beamer Destination" 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.

"viewpoint" (SFNode)

With this field, the user provides the address of the viewpoint to be defined as beamer destination.

"description" (SFString)

This string will be used to display the beamer destination as

```
beamerDestination = <moduleName>-<objId>:<description>
```

If no description is given, the description field of the viewpoint will be used.

4 Internal View

MoosBeamerDestination uses MibNoState as a base.

5 Additional Info

none