

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

This file valid for step 0033.10
Issue Date: 2017-03-17

The Trigger
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1 Synopsis

The "Trigger" is a MIDAS Object that is provided together with the SMUOS Framework as one of the so-called "basic MIDAS Objects". No SMUOS extension is needed to support the trigger.

The "Trigger" is implemented within two X3D prototypes, MoosTrigger and MoosTriggerNs within the files MoosTrigger.x3d and MoosTriggerNs.x3d, respectively.

2 Purpose of the Trigger

The "Trigger" MIDAS Object helps to provide interactivity and animation in all situations, where the happening of an event must be forwarded from any scene instance to all other scene instances.

3 External View

The MIDAS Object "Trigger" 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.

"trigger_in" / "trigger_out" (SFTTime)

An SFTTime event "now" at the "trigger_in" field will be distributed to all scene instances and there the "trigger_out" field will fire "now".

4 Internal View

MoosTrigger uses MibNoState as a base. A network sensor MoosTriggerNs has been implemented to distribute the trigger event.

5 Additional Info

none