

Black: missed items from earlier steps

Blue: missed items that should be handled later

Red: more or less "ongoing"

Green: future topics

Currently No Activities for these Items

Beamer destinations in dynamic modules are only accessible, when the module is loaded --> wait for interest

initialization of SRR/MIDAS objects takes several seconds (sporadically!) --> known bug

sometimes the chat input is not transmitted (sporadically!) --> correction done, wait for further feed back

Modules are sometimes not initialized correctly --> correction done, wait for further feed back

SRR/SMUOS Framework currently only released for BS Contact + BS Collaborate. Support of other Browsers / MU Systems envisioned for later.

Missed Items from Step 0011

- Use emissive Colors in HUDs
- Dont rely on user sending "sessionIdLeft", but use shutdown method to send a "last message" over the network sensor
if I'm not the controller, I should send a "Detach Request" as last message
if I'm the controller, I should assign the controller role to another scene instance and send a "last communication state"

Missed Items from PESCHIERA etc.

- 0033.04:
 - Beach:
 - "Trigger": "door bell at the restaurant" or "Pig says something"
 - Fun Fair:
 - "Trigger": blow up a balloon at the fun fair
- [Dyn.Module load/unload from app. \(see later 0033.08\)](#)
- Add file list to release (see page [15] lower part)
- "Tracer Example" and "Subsystem Table" from old Concept Paper – should not be lost
- think about following topics more thoroughly
 - Error Handling more systematically
 - save "State" of the scene and restore state of the scene
- finish 0033: SRR Tools, Backlog update (Blog) – see page [15] – new mapping tables on Blog [15], overall Blog update and publish step 0033

Missed Items from Step 0033.04

- Several Topics (not in WEB)
 - Error correction:
 - GUI not user-friendly(module activity), handrail bad collision detection, cannot leave boat.
 - Compatibility with BS Contact 7.1? (step 0033?, step 0032?)
 - ask instantreality.org about Network Sensor strategy.
 - [Generalize Carousel Drive \(i.e. SrrDriveB, where SrrDriveA is just an application of SrrDriveB\) \(not yet assigned to a step\)](#)
 - Improve Hobby-Reports: KeyHooks, Boat, Carousel, Module (without tracks)
 - Terms "external model" / "static model" / "dynamic model" --> use consistently in Concepts' Descriptions
 - [Key Hanger "more beautiful graphics" \(not yet assigned to a step\)](#)
 - local concept papers --> brush up
 - do a new background for the demo layout and for the SrrTrains Examples

"Pre-Alpha Release" (not in WEB)

Official Release with E-Mail to X3D-Public - DONE

Missed Items from ROVINJ etc. (not in WEB)

- Improve Documentation (page [15] lower part)
- check page [16]: was this considered in step 0033.04?
- new paper/improve paper – pages [1] and [2] Communication Configurations (MR?)
- Paper about Handover and Collisions:
 - consider [6] – [8]
 - Demo Layout: External Effect and Train Sensor application, what's the use case?
 - Pages [4] lower part and [5], pages [10] to [12]

Missed Items from Step 0033.05

- (W) Multiplayer Open Source
- [\(W\) Module Hierarchy \(see later 0034 – "Moving Modules"\)](#)
- Several Topics (not in WEB)
 - BS Contact Geo – check out the possibilities
 - [get Demo Layout running with the "online Prototypes" \(not yet assigned to a step\)](#)
 - [Check commParam vs. ModParam – don't mix up \(see later 0033.09\)](#)

Missed Items from Step 0033.07

- LAN Party #3

Missed Items from Step 0033.08

- Testing: Support of Octaga Player
- Asynchronous Controllers of Extension Modules
- [SrrTools \(load modules from application\) "Game Level Extension"](#) – not yet assigned to a step
- Re-Design "New Network Sensor", prepare thinking about "Mature Network Sensor"
 - Proposal input to Web3D Consortium, no reaction yet (status 2014-01-26)

Step A.3 "Enhance Support for SrrTrains" – Ongoing

- (W) concept for dynamic models and replicators
- (W) extend model prototypes for dynamic objects
- (W) MIDAS Object: Trigger
- (W) publish step A.3 (.zip file)

Step 0033.09 "Rail Vehicles and Trains" – Ongoing

- (W) Rename Setup Points -> Replicators
- (W) Experimental Vehicles (incl. MIDAS Objects)
- (W) Basic Vehicles (incl. MIDAS Objects)
- (W) Console Improvements
- (W) Key Container Improvements
- (W) Framework Improvements
- (W) Further Models of Houses
- Several Topics (not in WEB)
 - Information from Paul, follow the links
 - BXR: vastpark, what is this? Is it useful for me? Follow the links
- (W) Publish Step 0033.09 (only on sourceforge, no release on simulrr.wordpress.com)

Step A.4: Learn more about Avatars

- (W) new self-made avatar(s)
 - (W) avatar gestures
 - (W) what is specific to BS Collaborate?
 - (W) which editors?
- (W) graphical avatar selection
- (W) new background
- (W) LGPL for Hello World Scenes
- Review Avatar Handling – consider SMUOS/C3P:
 - What's similar between dynamic models and avatars? Handover?
 - Kinect / Blaxxun Avatar Studio / better GUI in SRR Tools (Gestures).
 - New Extension Module ("Avatar Manager") for Avatars?
- (W) publish step A.4 (.zip file)

Step 0033

- Improve SRR Tools (dynamic models, modularity at uiControl Interface)

Step 0034 "Handover and Bumpers"

INTERNAL Release, release only the .zips on sourceforge ("SRR" and "TP"), do not release "TLS", do not change blog, keep WEB and SrrTrains Homepage up to date.

- (W) Derailment = Explosion (unfinished track, gauge check)
- (W) SRR Objects for bumpers, bumper handling of trains
- (W) SRR Objects for HO track, HO handling
- (W) SRR Objects for crossing, no collision handling on crossing
- (W) SRR Objects for Moving Modules
- (W) Models of Y-turnouts, bumpers, crossings, turntables, handover-tracks
- (W) Test: Tracks and Turnouts on dynamic modules
- (W) Model of a wagon carrying a wagon

"Alpha Release"

- Page "Hobby-Reports" translate from German to English
- Official Release with E-Mail to X3D-Public.

Step 0035 "Coupling and Collisions"

- (W) Derailment on Points, Bursting Open the Points
- (W) Coupling, Rear End Collision, Head-on Collision
- (W) Slanting Collision on Turnouts and Crossings
- (W) Decoupling Track
 - Demo Layout: decoupling tracks
 - Example Track Geometry: decoupling track
- Several Topics
 - SRR Objects: ActivitySection, TrackEdgeSection, ExternalEffect, TrainSensor, decoupling track

Step 0036 "Basic Interlocking (1900's)"

- (W) Steps to be defined
 - Keys for points
 - Signals
 - central interlocking

"Beta Release"

- Steps to be defined
 - Official Release with E-Mail to X3D-Public.

Step 00xx "More Topics"

- Real Multibrowser Capability
- Authoring Support (Python Scripts for Blender)
- X3D-Earth

Step 0100 "Release" SrrTrains v0.01 (beyond 2020)