



Logged in as: *brutzman* (Don Brutzman - developer) 2020-06-12
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Project: X3D



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Issue #

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ID	Project	Category	View Status	Date Submitted	Last Update
0001264	X3D	19775-1 (Abstract)	public	2019-10-23 15:58	2020-06-06 15:45

Reporter brutzman

Assigned To

Priority	normal	Severity	feature	Reproducibility	have not tried
Status	acknowledged	Resolution	open		

Summary 0001264: NavigationInfo type TURNTABLE HELICOPTER GAME FREEFLY

Description Multiple X3D players have implemented NavigationInfo type TURNTABLE.

Additional support is found in X3DOM for HELICOPTER and GAME.

Nicholas has also shown a FREEFLY mode in X3DOM.

Given that these navigation modes are finding common usage, need to write specification prose and demonstrate example models running for consistent adoption in accordance with the X3D Architecture.

Tags [V4.0](#)

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Relationships

New relationship Current issue related to

related to	0000707	acknowledged	23.4.4 NavigationInfo - TURNTABLE type [Delete]
related to	0001194	acknowledged	23.4.4 NavigationInfo VIEWALL (or X3DViewpointNode viewAll) should be a required navigation behaviour [Delete]
related to	0001301	assigned	mmccann check geospatial navigation to see if NavigationInfo modes are sufficient [Delete]

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Notes

[~0002475](#)[brutzman](#) (developer)

2019-10-30 11:53

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From Web3DUX minutes 23 OCT 2019:

https://web3d.org/pipermail/x3d-public_web3d.org/2019-October/011431.html

2. We broached the topic of turntable navigation as an example where best practices have the potential to mature to the level of specification candidates. For example:

New 'turntable' navigation mode in X3DOM

<https://www.x3dom.org/new-turntable-navigation-mode-in-x3dom>

Navigation Modes - X3DOM Documentation: Tutorials

<https://doc.x3dom.org/tutorials/animationInteraction/navigation/index.html>

FreeWRL VRML/X3D browser

<https://sourceforge.net/p/freewrl/mailman/freewrl-develop/?limit=100&viewmonth=201507&viewday=16&style=flat>

Castle Game Engine: Navigation component

https://castle-engine.io/x3d_implementation_navigation.php

Turntable navigation is a good candidate for some really helpful UX evaluation.

[~0002581](#)[brutzman](#) (developer)

2020-05-27 10:50

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Further discussion:

* NavigationInfo modes: TURNTABLE HELICOPTER GAME

http://web3d.org/pipermail/x3d-public_web3d.org/2020-May/012653.html

Don and Dick plan to write specification prose derived from X3DOM documentation.

~0002586

brutzman (developer)

2020-06-03 11:49

Last edited: 2020-06-06
15:25[View 4 revisions](#)[Edit](#) [Delete](#)
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[X3D working group teleconference 5 JUN 2020]

http://web3d.org/pipermail/x3d-public_web3d.org/2020-June/012823.html

Web3DUX Working Group has agreed to review all definitions, comparing them to example scenes and ensuring that they make sense.

It looks like most or all have potential value for the specification and X3D authors.

An added possibility is that certain modes might be considered optional, lowering barriers to compliance. Does that add value to authors from a component perspective, however?

A survey of these types and general support for all NavigationInfo type support is appropriate.

~0002594

brutzman (developer)

2020-06-06 15:45

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wrt "An added possibility is that certain modes might be considered optional, lowering barriers to compliance."

Interesting, we hadn't thought of this before. Wondering though, does that add value to authors from a component perspective, however? There are always variations in support among implementations. Current Navigation component says

* Table 23.2 — Navigation component support levels

<https://www.web3d.org/documents/specifications/19775-1/V3.3/Part01/components/navigation.html#t-supportlevels>

Level 1 - NavigationInfo: type support for at least "ANY", "FLY", "EXAMINE", and "NONE".

Level 2 - NavigationInfo: type support for at least "ANY", "FLY", "EXAMINE", "WALK", "LOOKAT", and "NONE".

Level 3 - All Level 2 Navigation nodes: All fields fully supported.

So it looks like any optional characteristics are already handled pretty well already.

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Issue History

Date Modified	Username	Field	Change
2019-10-23 15:58	brutzman	New Issue	
2019-10-23 15:58	brutzman	Tag Attached: V4.0	
2019-10-30 11:50	brutzman	Relationship added	related to 0000707
2019-10-30 11:51	brutzman	Status	new => acknowledged
2019-10-30 11:53	brutzman	Note Added: 0002475	
2020-05-27 10:48	brutzman	Summary	NavigationInfo type TURNTABLE => NavigationInfo type TURNTABLE HELICOPTER GAME
2020-05-27 10:48	brutzman	Description Updated	View Revisions
2020-05-27 10:50	brutzman	Note Added: 0002581	
2020-05-27 10:52	brutzman	Relationship added	related to 0001194
2020-06-03 11:24	brutzman	Summary	NavigationInfo type TURNTABLE HELICOPTER GAME => NavigationInfo type TURNTABLE HELICOPTER GAME FREEFLY
2020-06-03 11:24	brutzman	Description Updated	View Revisions
2020-06-03 11:48	brutzman	Description Updated	View Revisions
2020-06-03 11:49	brutzman	Note Added: 0002586	
2020-06-05 08:57	brutzman	Note Edited: 0002586	View Revisions
2020-06-05 08:58	brutzman	Relationship added	related to 0001301
2020-06-05 09:05	brutzman	Note Edited: 0002586	View Revisions
2020-06-06 15:25	brutzman	Note Edited: 0002586	View Revisions
2020-06-06 15:45	brutzman	Note Added: 0002594	