

Simulated Railroad Framework, <http://simulrr.sourceforge.net>

Synopsis: this file

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Synopsis

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The concepts' descriptions may help developers and users of the Simulated Railroad Framework (SRR Framework) to develop and use the SRR Framework.

The SRR Framework is \*the\* central software part of SrrTrains.

SrrTrains is rather a concept than a software which could be bought somewhere.

The CONCEPTS' DESCRIPTIONS are raw text documents, that are grouped as follows:

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1) SrrTrains, the concept

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[001\\_Glossary](#).....overview of the concept and some terms

1.a) Basic Concepts

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[011\\_NamingRules](#).....using names in an SrrTrains layout

[012\\_Modules](#).....the frame and the modules

[013\\_ModelsAndObjects](#).....static and dynamic models and SRR Objects

[014\\_ConsoleInterface](#).....influencing a layout from a CLI

[015\\_Tracer](#).....debugging SrrTrains software

1.b) Further Concepts

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[051\\_Modularity](#).....extending the SRR Controller and the  
Module Coordinator (e.g. for road vehicles)

[052\\_DynamicModels](#). (DNF).....creating and deleting models at runtime

[053\\_Handover](#). (DNF).....dynamic models changing modules dynamically

[054\\_MovingModules](#). (DNF).....including modules as parts of a model

[099\\_PerformanceConsiderations](#)...is performance an issue?

2) SRR Framework

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[101\\_SrrController](#).....the SRR Controller (Base Module, Beamer  
Manager Module and Key Manager Module)

[102\\_SrrControllerTm](#). (DNF).....the SRR Controller (Train Manager Module)

[201\\_ModuleCoordinator](#).....the Module Coordinator (Base Module)

[202\\_ModuleCoordinatorTm](#). (DNF)...the Module Coordinator (Train Manager Module)

[301\\_SrrObjects](#).....SRR Objects in general

[311\\_SrrObjectBase](#).....SRR Object Base for standard SRR Objects

[312\\_SrrObjectBaseNoState](#).....SRR Object Base for "no state" SRR Objects

[313\\_SrrObjectBaseAnim](#).....SRR Object Base for "animated" SRR Objects

3) Example SRR Objects

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[351\\_AvatarContainer](#)..(basic)....the SRR Object "Avatar Container"

[352\\_BinarySwitch](#)..(basic).....the SRR Object "Binary Switch"

[353\\_KeyContainer](#)..(kmm).....the SRR Object "Key Container"

[354\\_CarriedKeysLock](#)..(kmm).....the SRR Object "Carried Keys Lock"

[355\\_CarouselDrive](#)..(basic).....the SRR Object "Carousel Drive"

[356\\_Beamer](#)..(bmm).....the SRR Object "Beamer"

[355\\_BeamerDestination](#)..(bmm)....the SRR Object "Beamer Destination"

[401\\_TracksAndTurnouts](#)..(tmm)....SRR Objects for Tracks and Turnouts

[402\\_Trains](#)..(tmm).....SRR Objects for Rail Vehicles and Trains

[403\\_TrainManagerUtils](#)..(basic)..basic SRR Objects for use with trains

Additional Hints

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Most concept papers are structured according to following chapter template

1 Synopsis

Explains the place of the paper within the overall concept SrrTrains

2 Purpose

Explains the purpose of the paper

3 External View

Explains, how to \*use\* the object in question

4 Internal View

Provides information, which is necessary to \*develop\* the object in question

5 Additional Info

Any additional information about the object in question