SRI International

24 February 2015

SEMANTICALLY ENABLED AUTOMATED ASSESSMENT IN VIRTUAL ENVIRONMENTS (SAVE) – VERSION 1.2

M4 SEMANTIC MAPPING REQUIREMENTS

Project Document No: SAVE 15-004

M4 SEMANTIC MAPPING REQUIREMENTS

In the Semantic 3D Annotation Tool, begin with the existing file: `M4_starter.s3d`

Create the links identified below, then save to a new file such as: `/s3d/M4_myfile.s3d`

Root node:

Note this link will already be in place in the starter file.

Type	Super Class	Flora Class	3D Node
asset	PhysicalObject	M4	M4_Carbine starter

Objects:

Type	Super Class	Flora Class	3D Node
object	PhysicalObject	Sling	Sling
object	PhysicalObject	Extractor	Extractor
object	PhysicalObject / Pin	ExtractorPin	Extractor_Pin
object	PhysicalObject	BoltCam	Bolt_Cam_Pin
object	PhysicalObject	FiringPinRetainingPin	Firing_Pin_Retaining_Pin
object	PhysicalObject	FiringPin	Firing_Pin
object	PhysicalObject / Screw	CarryHandleScrew	Round_Nut
object	PhysicalObject / Screw	CarryHandleScrew	Round_Nut1
object	PhysicalObject	Round	Projectile1
object	PhysicalObject	Casing	Casing1
object	PhysicalObject	Round	Projectile2
object	PhysicalObject	Casing	Casing2
object	PhysicalObject	Round	Projectile3
object	PhysicalObject	Casing	Casing3
object	PhysicalObject	Round	Projectile4
object	PhysicalObject	Casing	Casing4
object	PhysicalObject	UpperHandGuard	Upper_Handguard
object	PhysicalObject	LowerHandGuard	Lower_Handguard
object	PhysicalObject	SlipRing	Handguard_Slip_Ring_LAMA918813252
object	PhysicalObject	SlingSwivel	Small_Sling_Swivel
object	PhysicalObject / Switch	Selector	Selector_Lever
object	PhysicalObject	MagazineReleaseButton	Magazine_Catch_Button
object	PhysicalObject	MagazineReleaseButton	Magazine_Catch
object	PhysicalObject	Hammer	Hammer
object	PhysicalObject / Pin	PivotPin	Pivot_Pin
object	PhysicalObject / Pin	TakedownPin	Takedown_Pin
object	PhysicalObject	BoltCatch	Bolt_Catch
object	PhysicalObject	ButtStockLockLever	Buttstock_Release_Lever
object	PhysicalObject	LowerReceiverExtension	Lower_Receiver_Extension
object	PhysicalObject	Buffer	Buffer
object	PhysicalObject	Trigger	Trigger
object	PhysicalObject	BufferRetainer	Buffer_Retainer
object	PhysicalObject	SlingLoop	Swivel_LAMA1259863095