Hibernation of Advanced Railroad Trains (ArrT)

Step Three – ..... and Communicate them (aCt)

Kinds of Objects

This hibernation report explains the renaming of static, dynamic, and global objects to bound, unbound, and astral objects.

This hibernation report is a "snapshot" and will not be updated. The version number was counted up to 3.0 with the beginning of the SPARK project.

Version 3.1 was created by translating the document to English language.

1 Types of SMS objects - a small history

In the beginning were the so-called static objects. One module could contain models and these models could contain MIDAS objects.

The term "object" was introduced as an umbrella term for "model" and "MIDAS object".

To initialize and attach to the module, a static object needed to get the module parameters.

One exception was the Avatar container.

This could also be initialized with the Common Parameters and exist outside each module. That's why we called an object outside of each module a global object.

Global objects were initialized at the beginning of the scene instance initialization and never disabled.

Static objects were initialized and disabled together with their parent module.

Then came the dynamic objects.

Dynamic models and their MIDAS objects could (or should) change the module, load and unload as needed, and - if their parent module was not loaded in a scene instance - could also exist outside of all modules (they were then detached) ,

The term "dynamic" mainly referred to the fact that dynamic models could be reloaded and unloaded as they pleased.

2 Changes due to "Rebase to MIB Core"

With the "Rebase to MIB Core" some generalizations are introduced in the MIDAS base, which now allow to reload and unload "static" objects as needed, as long as this happens only within one module.

Thus, it is obvious to rename the "static" objects to "bound" objects and the "dynamic" objects to "unbound objects".

Furthermore, there is a philosophical problem with the "global" objects, since it is incompatible with the MMF paradigm to represent objects relative to the world coordinate system. Such objects can not "really exist," which is why "astral objects" hit the nucleus quite well.

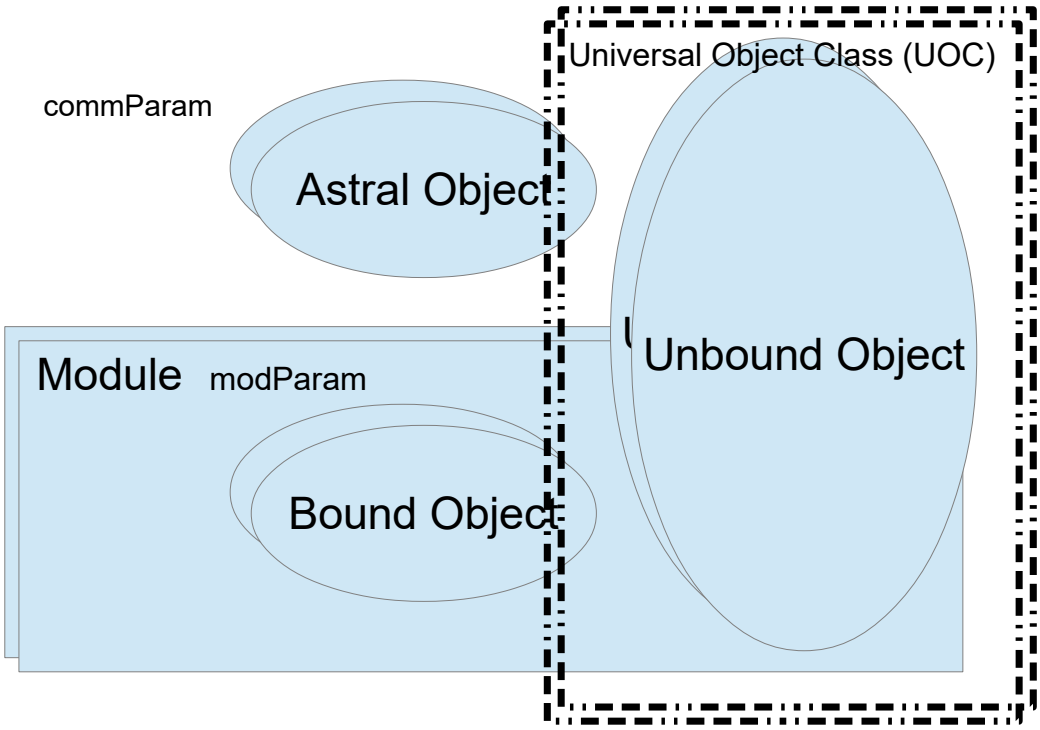

Figure 1: Kinds of objects