

Scene Description of the Example Layout – version: step 0020

Chat

Chat is not meaningful in single-user-mode (unless one is schizophrenic).

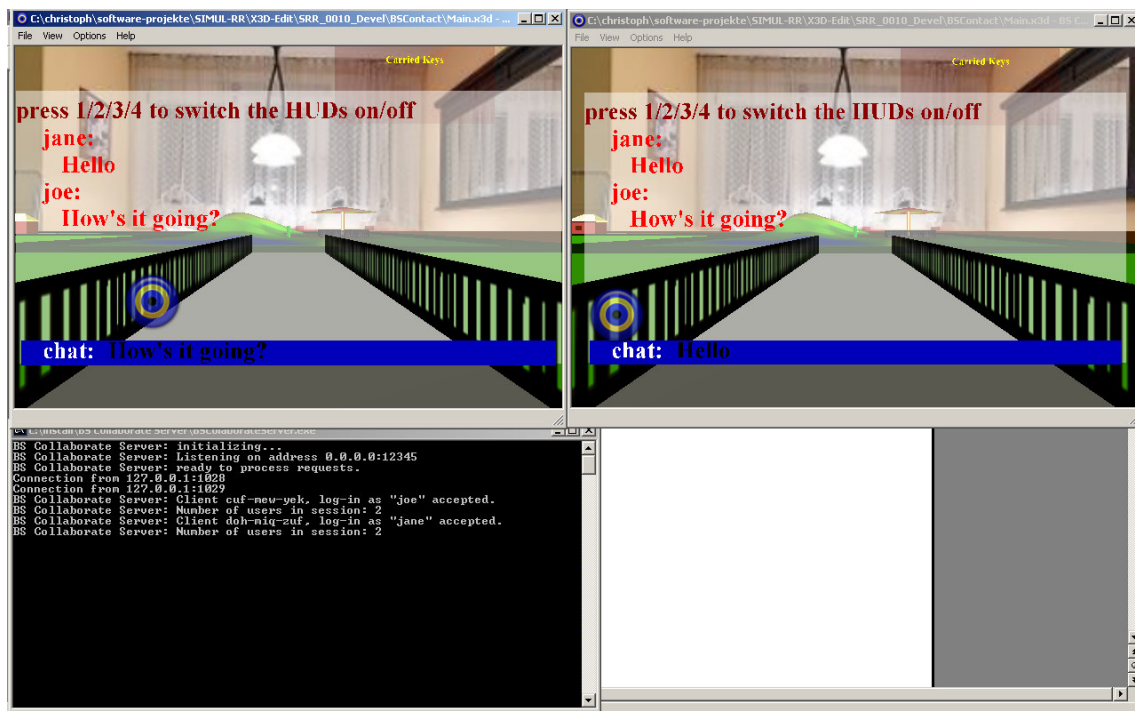
Chat is a function of the used <BSCollaborate> node, therefore it can only be supported in multi-user-mode currently.

If you want to know how to enter single-user-mode and multi-user-mode, please have a look into the scene description “Initialization”.

A “Chat HUD” is provided to enter a line of text. Several lines of text are output, where each statement is introduced by the line <nickname>:.

The input line of text is distributed to all connected scene instances. There it is output.

See following figure



The command window left below shows the output of the BS Collaborate Server.

Window left above is joe's window, right above jane's.

To enter text, one has to click on the “chat:” line in the HUD (text color changes to red). The text is finished with the <Enter> key (text color changes to black).

The Chat HUD can be switched on and off with the “2” key.