

Console

If one wants to understand the console interface, it will be necessary to understand a little bit about the internals of SRR.

An SRR based model railroad layout is buildt by so-called **modules**.

Modules are **registered** during the **initialization of SRR** (see scene description “Initialization”).

Each module contains **SRR objects**. SRR objects offer standardized functionality and are used by module authors.

SRR objects are influenced by **parameters**. For example, one can set the *state* parameter of a switch to set the scheduled state that will be followed with an animation on each scene instance.

The console offers following commands

help

will output a “usage” message

options

will output the names of all modules

options <moduleName>

will output the object ids of all objects on the given module

options <moduleName>-<objId>

will output the parameter names of all parameters of the given object

options <moduleName>-<objId>-<parameterName>

will output the possible value type of the given parameter

read <moduleName>-<objId>

will output the current values of all parameters of the given object

read <moduleName>-<objId>-<parameterName>

will output the current value of the given parameter

set <moduleName>-<objId>-<parameterName>

will set the given parameter to the default value

set <moduleName>-<objId>-<parameterName>=<Value>

will set the given parameter to the given value



The above example is the output of two commands:

- **options first**
- **set first-CarouselSwitch-toggle**

The example layout contains two modules with the names “first” and “second”.

The “toggle” parameter of a switch can be set to <any> value, the result will always be a toggle of the scheduled state.

To enter a command, click on the “command:” line (text color changes to red), enter the command and finish with <Enter> (text color will change to black).

The console HUD can be switched on/off with the “3” key.