

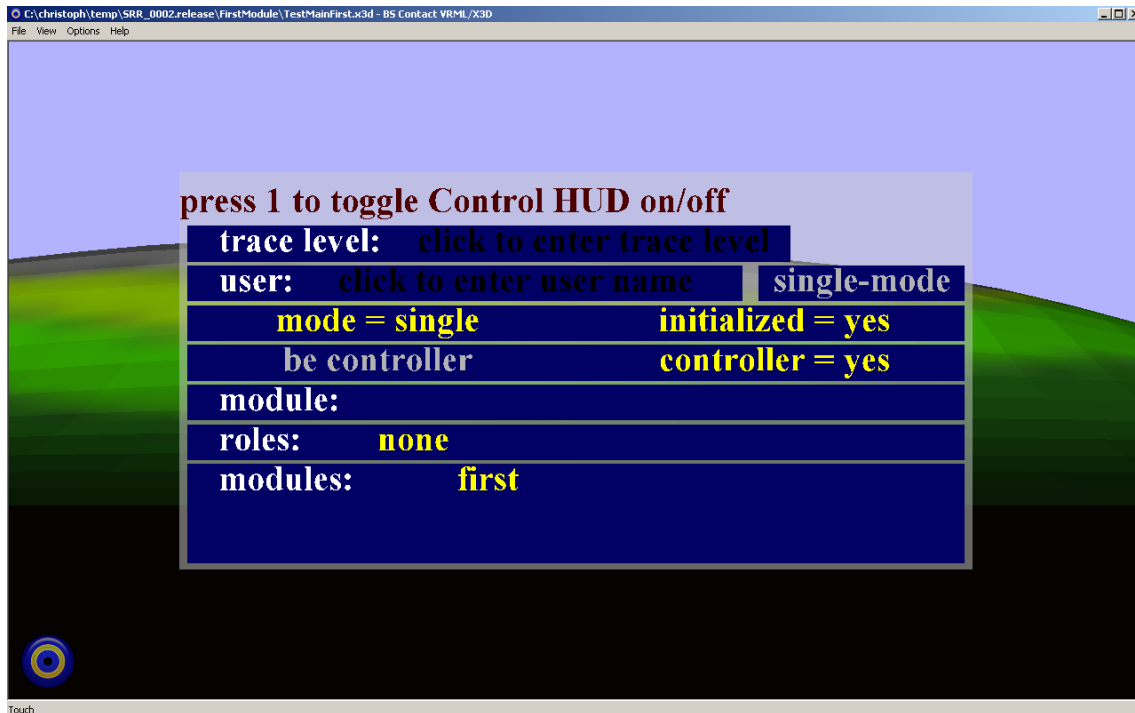
## Scene Description of the Example Layout – version: step 0020

### Initialization

Before using the example scene, it is initialized by the use of the control HUD.

You can initialize SRR in **single-user-mode** or in **multi-user-mode**. Single-user-mode can be used without a BS Collaborate / Octaga Collaboration server.

The following screen shot shows the situation after having opened SRR\_0020.release\FrameMain\TestMainFirst\_bscontact.x3d and after having clicked on the **single-mode** button.



The HUD indicates **mode=single**, **initialized=yes** and **controller=yes**.

You should only use an SRR scene, when **initialized=yes** is indicated.

It's more or less unimportant for the user, whether being controller or not. However, it's possible to request the controller role by clicking the **be controller** button.

The tag **module:** shows the list of modules that are currently activated within this scene instance. Only activated modules are subject to animation of SRR objects.

**Roles** indicates, whether the scene instance has got the AVA role (being a 3D inhabitant of the scene) and/or the CON role (console interface is enabled).

The last information the HUD displays is the list of registered **modules**.

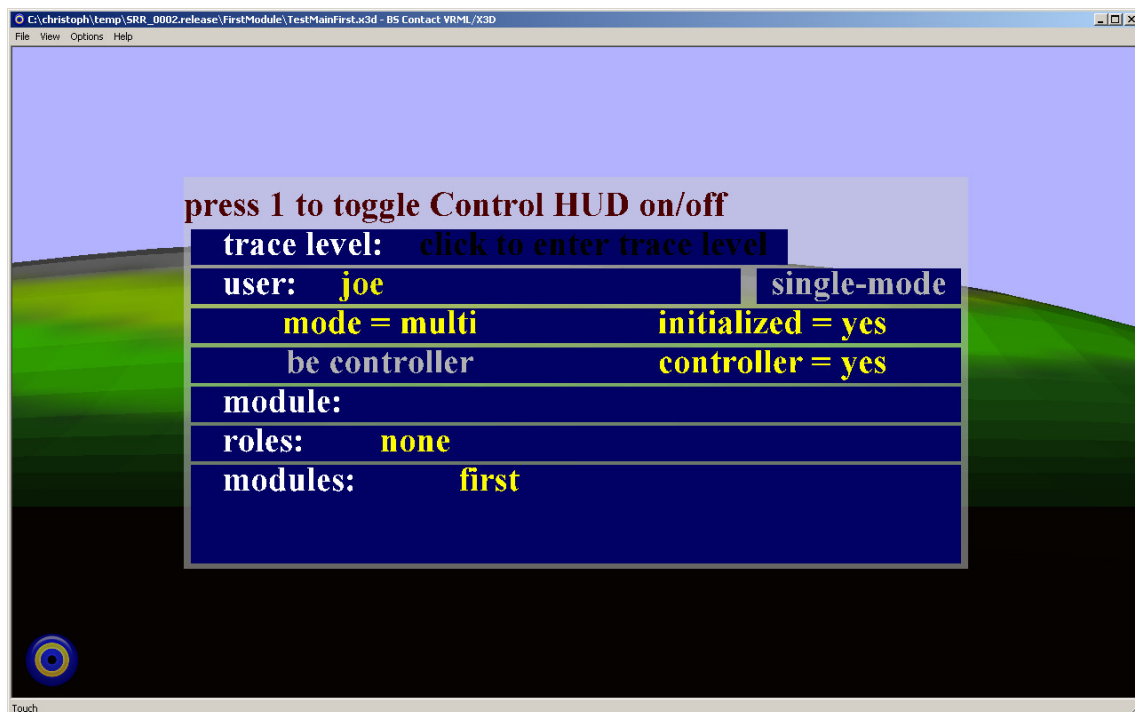
If you start SRR\_0020.release\FrameMain\TestMainFirst\_bscontact.x3d, then **first** should be indicated here.

If you start SRR\_0020.release\FramerMain\TestMainSecond\_bscontact.x3d, then **second** should be indicated here.

If you start SRR\_0020.release\FramerMain\Main\_bscontact.x3d (with BS Contact) or SRR\_0020.release\FramerMain\Main\_octaga.x3d (with Octaga), then both modules should be registered (after initialization, of course).

If you enter a **user** rather than clicking on **single-mode**, then SRR will be initialized in multi-user-mode. Click on **click to enter user name**, enter one of the user names **joe**, **jane**, **laura** or **grintha** and finish with the **Enter**-Key, then the following screen will be visible.

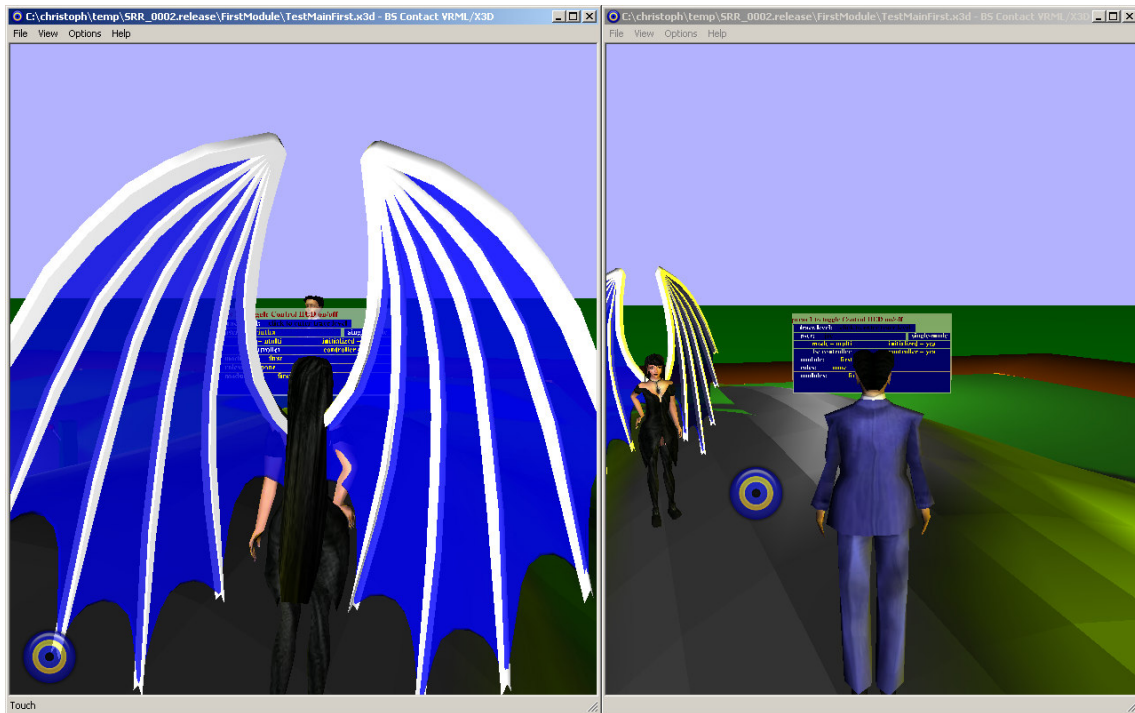
As a precondition, the **Collaboration Server** must have been started before the scene can be initialized in multi-user-mode (Octaga Collaboration Server for Octaga Player, BS Collaborate for BS Contact).



In multi-user-mode you can start another scene instance (you can even start several scene instances on several computers, if you have a network and edit the *main file* in a way to enter the IP address/FQDN of the computer, where the BS Collaborate / Octaga Collaboration server is running).

Both users will have an experience of entering the same scene together.

Right-mouse-click to open the context menu and select **show my avatar** (valid for BS Contact). The scene could look like the following screen shot now.



Press the “1” key to get rid of the annoying HUD and start to play with the scene.