

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

### Keys

One of the features of SRR is that keys can be carried by avatars(users) and locks react on keys.

Locks can be unlocked by “carried keys” (it’s enough for the lock to be unlocked for a specific user, if this user carries the correct key) and they can be unlocked by “contained keys” (a lock is unlocked for all users, when a user puts the correct key into the lock).

In the example scene there are two locks

- the carousel switch can be unlocked by carrying the “Carousel Key”
- the door of the station house can be unlocked by putting the “Door Key” into the door lock

The “Door Key” is initially contained in the “Hidden Key Hooks”, a key hanger located near the pathway between carousel and station house.

It can be taken by clicking on the text “DoorKey” or by clicking on the key symbol left to the text.



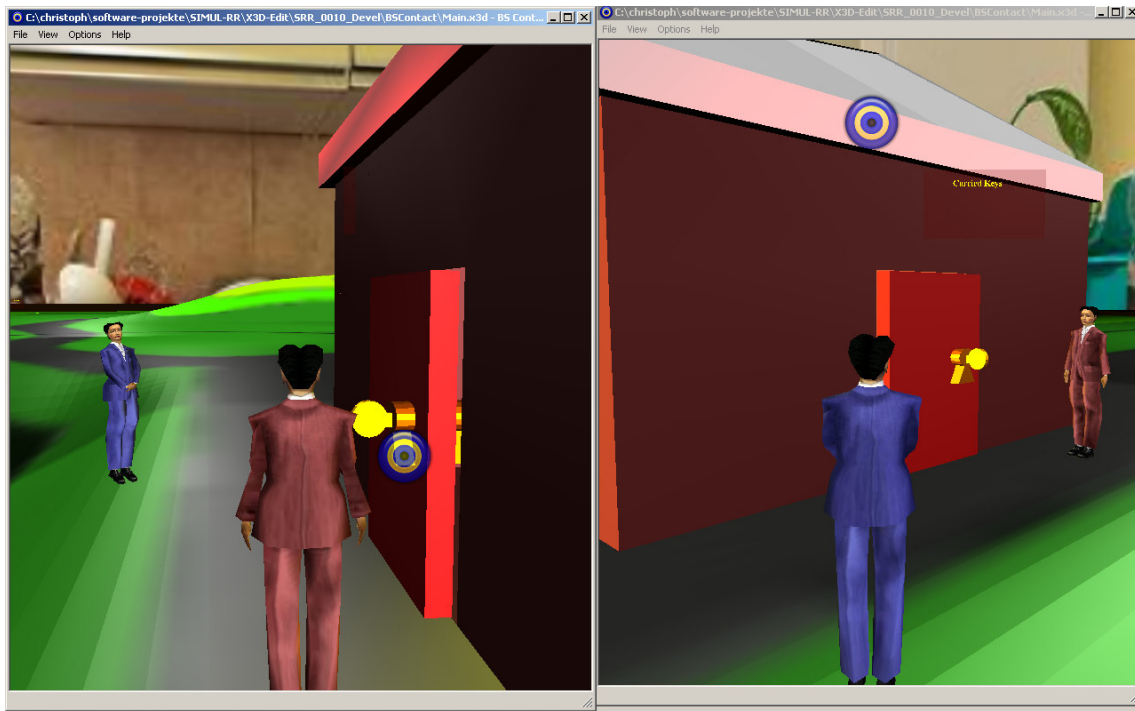
Only one avatar/user can carry the key. If one avatar takes the key, the key vanishes from the key hanger in the other scene instance, too.

The key hanger reacts on approach of an avatar/user. If the user approaches the key hanger, the board’s appearance changes from half-transparent to solid, which indicates, that the user can put his keys onto the board. He just has to click on the key in the “Carried Keys” HUD.

After having moved to the station house, the user can put the “Door Key” into the door lock, but **two clicks are needed for this**.

With the **first click on the lock**, the lock is “bound” as the only destination of key putting actions.

With the **second click on the key** contained in the “Carried Keys” HUD, the key is actually put into the bound destination (the door lock).



The “Station Key Hooks” can be found within the station house. There you can take the “Carousel Key”. The carousel switch will be unlocked for you immediately after you take the “Carousel Key”.

The “Carried Keys” HUD can be switched on/off with the “4” key.