

1 What's New

- Multiple modules can be activated at the same time
- A new prototype was implemented: SrrSwitchA. This prototype implements a switch that holds the correct scheduled state in each scene instance, implements the basics for an variable-time animation of the switch and outputs the actual state, as soon as the animation has finished
- This prototype is used on module “first” (FirstModule.x3d) to implement the on/off-switch for the carousel