

1 What's New

- A first trial version of a wagon: MyFirstWagon.x3d,
uses the SRR objects SrrWagon2axA, SrrAxle and SrrTransformationA
- SrrWagon2axA can be used to
 - display a wagon standalone (open e.g. MyFirstWagon.x3d without layout)
 - use a wagon as a static model within a module (e.g. in ThirdModule.x3d)
 - use a wagon dynamically (not yet implemented – wait for step 0022)
- Modularisation of SrrControl and SrrModCoord (use the optional modules SrrControlTm and SrrModCoordTm – Train Manager – only, if you want to use tracks, turnouts and vehicles)
- !!!! **incompatible interface change** !!!!: removed *registered* field from the interface of SrrModCoord (output of modParam after initialization should be sufficient)