

OpenScenarioEngine/MantleAPI

Current Issues

in-tech perspective

MantleAPI:: Closed

- Naming of Scenario API → Discussion/Tagging
- FollowRouteControlStrategy misses definition how to follow route
- ICoordConverter::Convert method not meaningful

MantleAPI::Open

- TrafficSignalController → Discussion

OpenScenarioEngine::Closed

- ReachPostionCondition 2D or 3D?
- TeleportAction sets lane assignments of entities

OpenScenarioEngine::Open

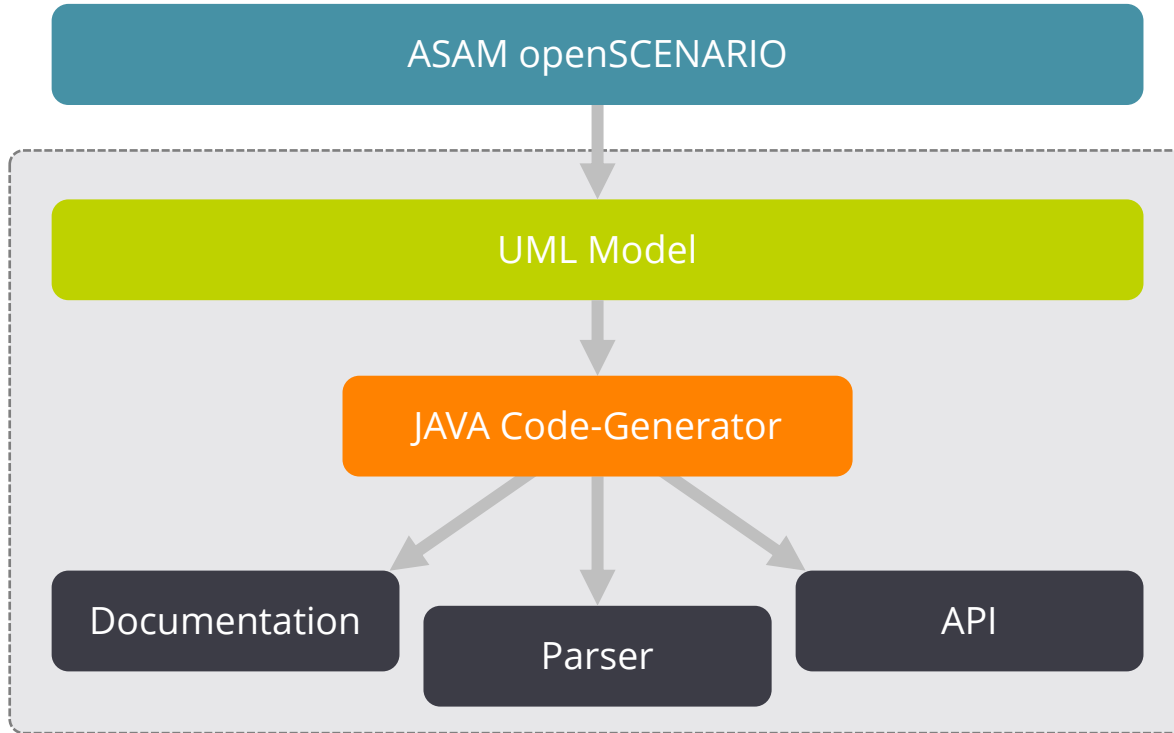
- AssignRouteAction - shared control strategy
- TTC (Time To Collision) calculation - responsibility → Discussion

High Priority

- Fallback to DefaultControlStrategies
(see Draft: Reset the control strategy after AssignRouteAction)
- Notion of MotionControlActions
- Code Reviews (vacation rparisha2)

Low Priority

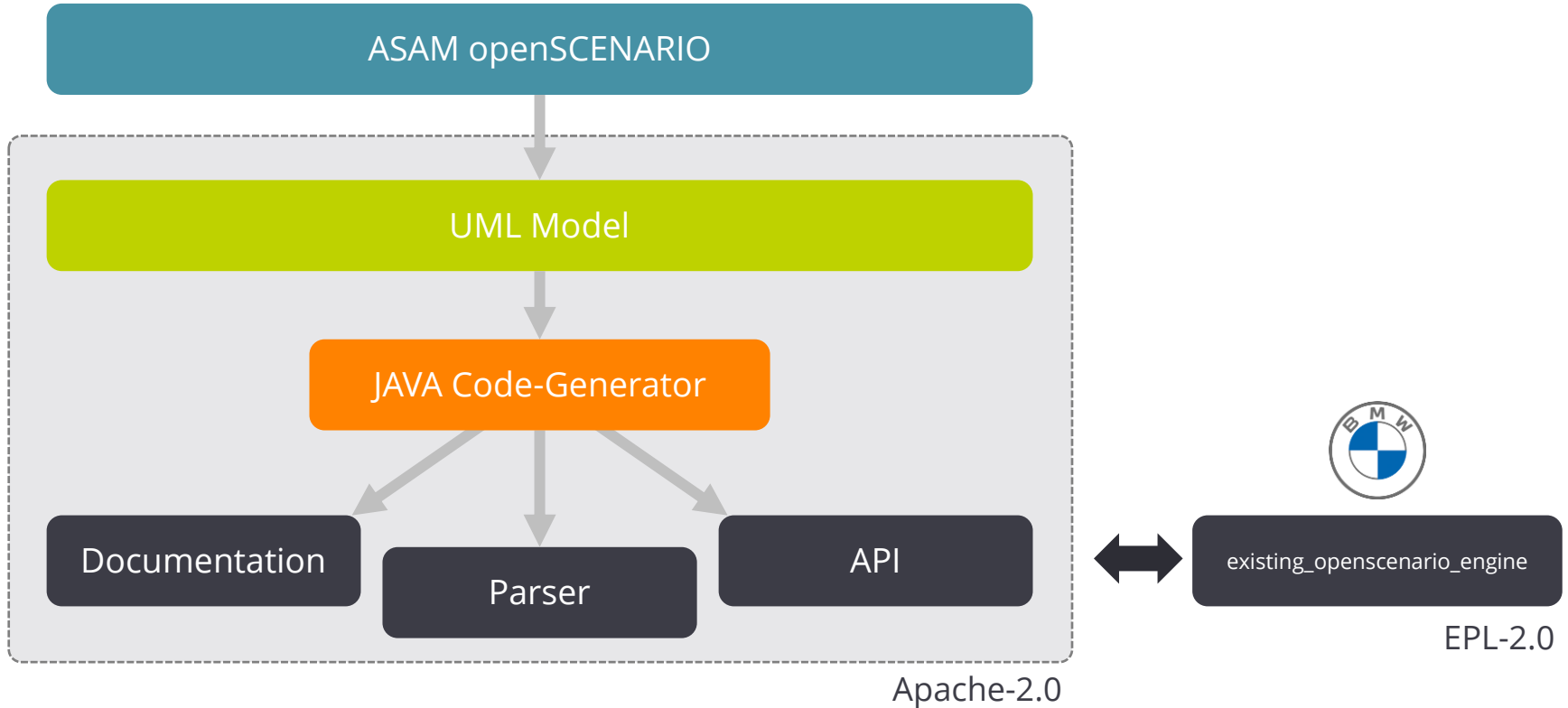
- When is THW draft coming?

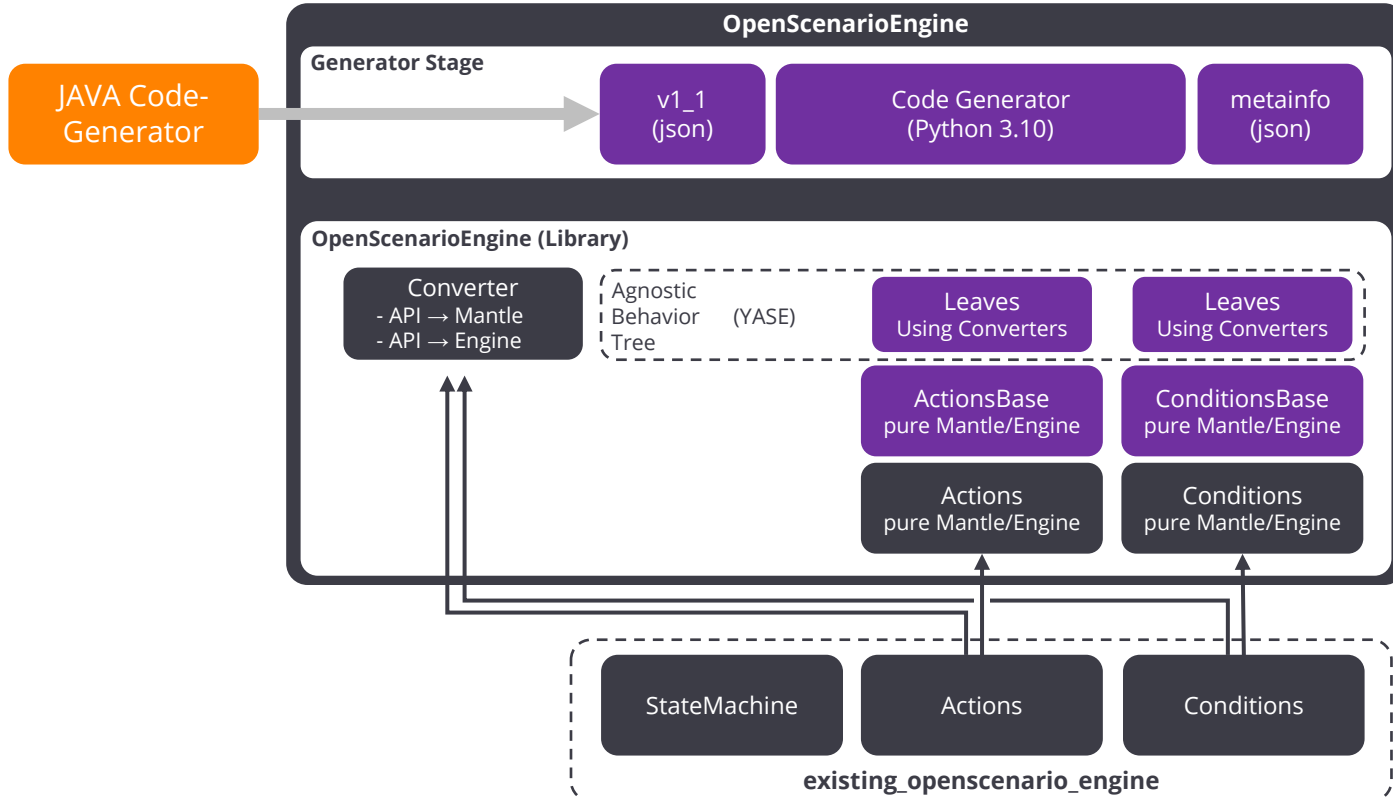


Apache-2.0



RA Consulting GmbH





OpenScenarioEngine

Release 21.07.2022

Dependencies

MantleAPI	39dbfe6 (head)
OpenSCENARIO_API	7d407b4 (05.01.2022)
YASE	c229f08 (head)
Units	ea6d126 (head)

intech

Open Issues

Untested

- We're currently porting the **unit test**
- Not tested with real simulator (compatibility of **statemachine**)
- **BUT:** Demo application running

Manual Synchronization

- We're currently checking if all MRs are ported

▶ **Thank you**
for your attention

From this slides

- Naming of Scenario API
- TrafficSignalController
- TTC (Time To Collision) calculation – responsibility
- THW
- (generated) OpenSCENARIO1_Engine



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