

OPENPASS

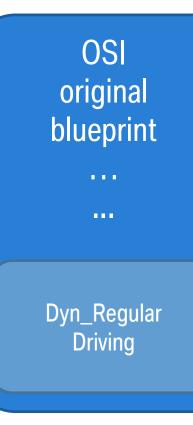
OSI TWO-TRACK & COLLISION



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Transfer two-track PCM -> OSI



Full replacement of dynamics component:

mimic I/O of original dynamics component

"sneak-in" of new dynamics component in blueprint

alter dynamic agent blueprint

OSI modified blueprint

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Dyn_Regular TwoTrack

OSI TWO-TRACK & COLLISION



Transfer collision PCM -> OSI

