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OPENPASS ARCHITECTURE COMMITTEE MEETING

27.02.2020



AGENDA

- 1. ToDos from AC Story Writing Workshop**
- 2. Overview of framework components, agent components and interfaces (Dmitri Fix)**
- 3. Overview of planed commits by BMW**
- 4. Current status of activities by Uwe Wössner**
- 5. Short feedback on openPASS overview slides**
- 6. Modular Driver Architecture**



ToDos from AC Story Writing Workshop

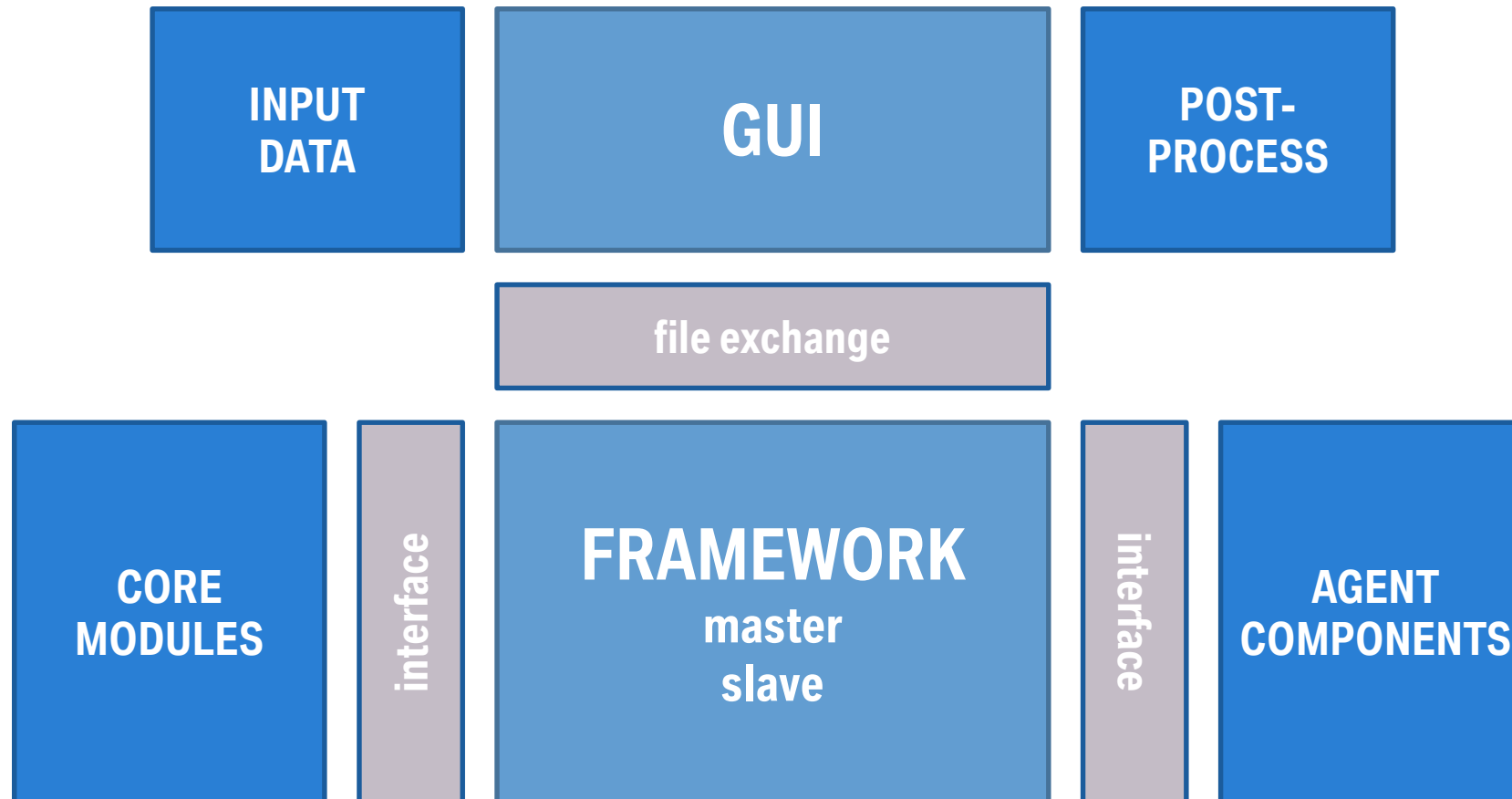
TODOS FROM AC STORY WRITING WORKSHOP

- Who are the recipients of sim@openpass-dev?
- Who will move the content from the current project to GitLab?
- Will there be a Jenkins behind the GitLab?
- When are we able to move?
- Does the EF provide a windows build server?

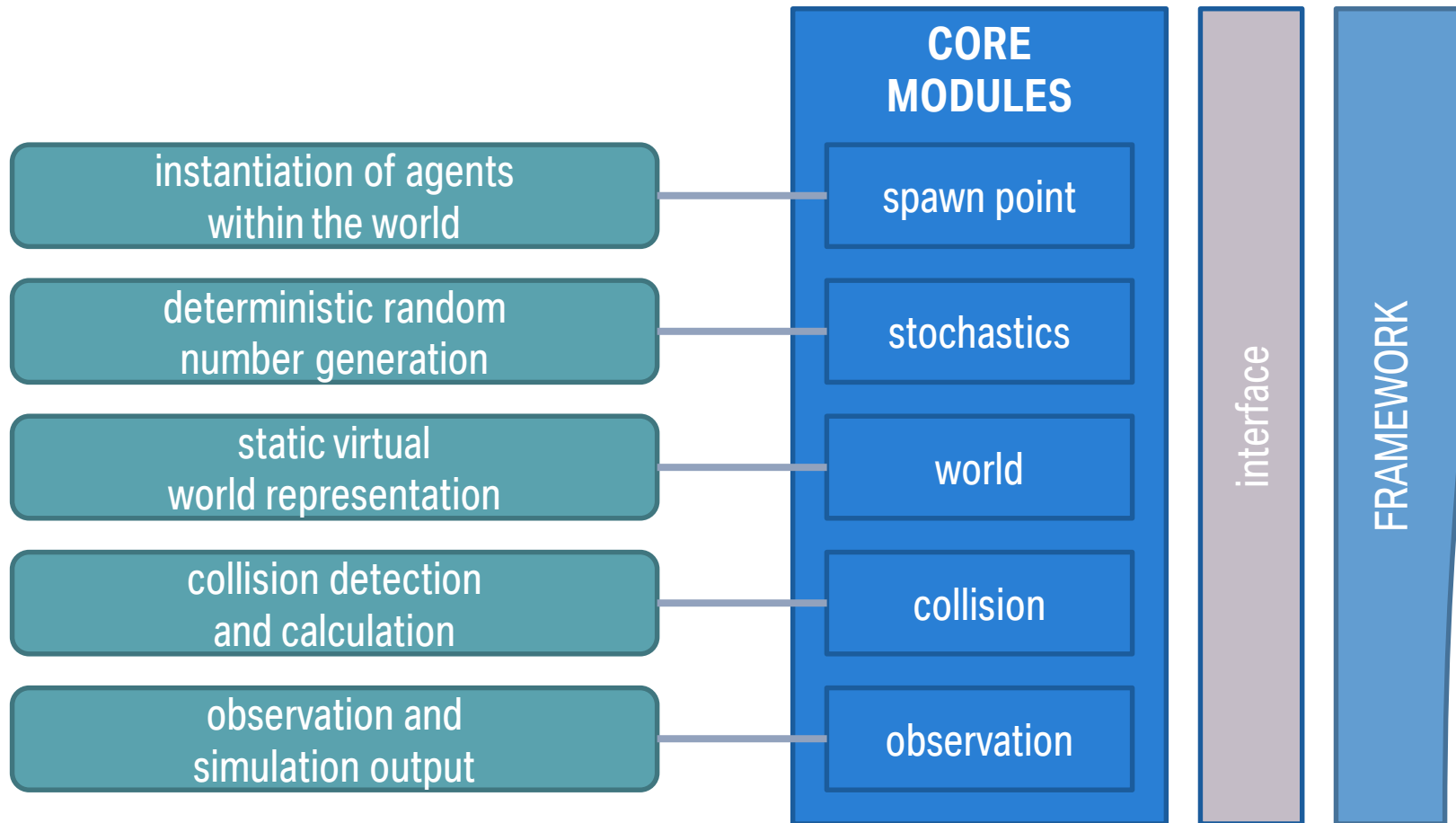


Overview of framework components, agent components and interfaces (Dmitri Fix)

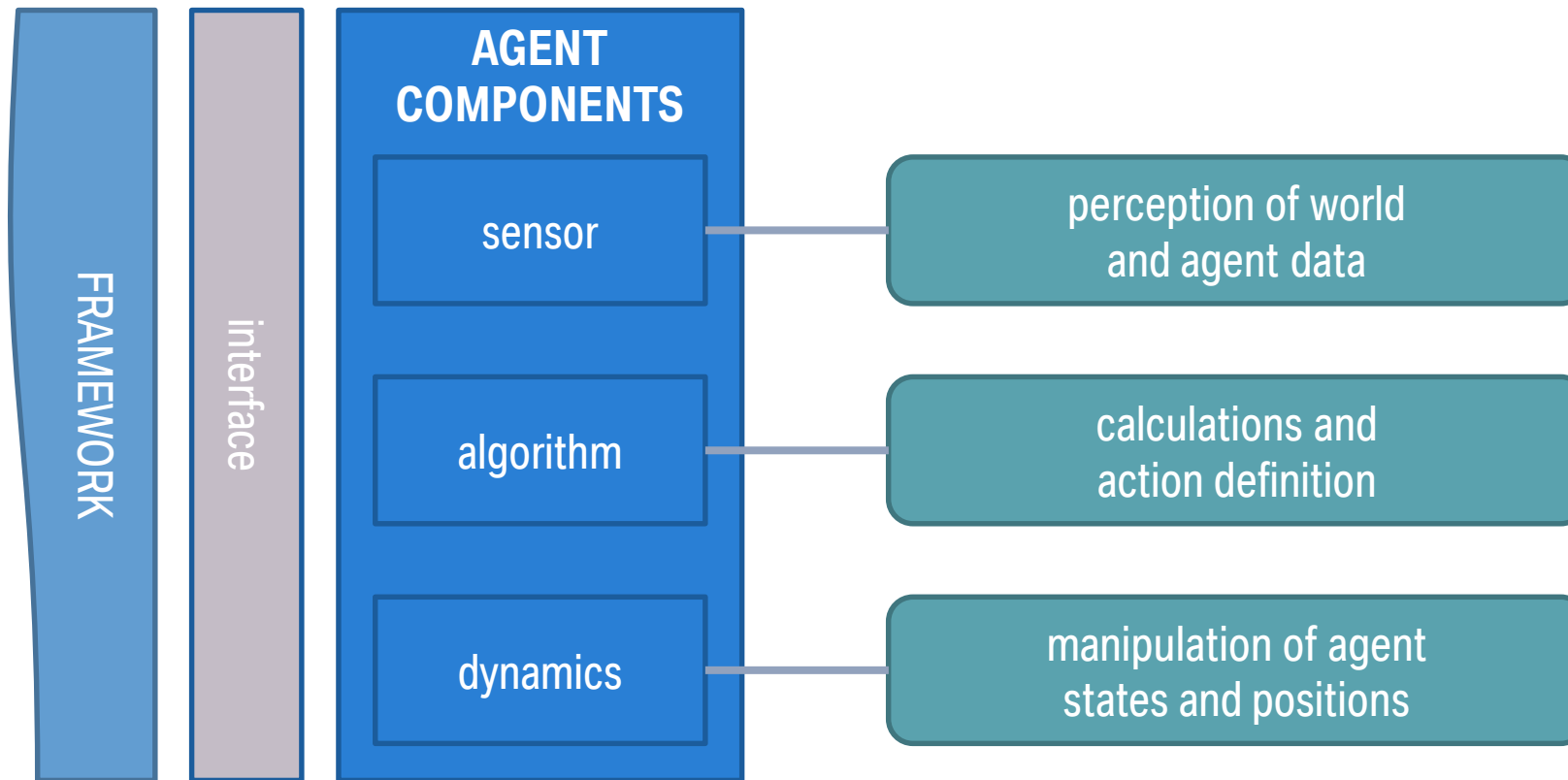
GUI + Framework



Core Modules



Agent Components





Overview of planned commits by BMW

OVERVIEW OF PLANED COMMITS BY BMW

- Split SpawnPoint into three distinct libraries
- Support for Route definition in OpenSCENARIO
- Dynamics sampling of road geometries
- Added FMU Wrapper Component
- Extended OpenSCENARIO feature support:
 - New TrajectoryManipulator, new component OpenScenarioActions, Dynamics_TrajectoryFollower uses OpenSCENARIO trajectory (absolute x/y/hdg), Spawning in world coordinates
- Removed redundancies in AgentInterface
- Some more changes in core framework



Current status of activities by Uwe Wössner



Short feedback on openPASS overview slides



Modular Driver Architecture