

## RunTimeInformation V0.1

```
struct openpass::RuntimeInformation
{
    struct Versions*
    {
        openpass::Version framework; // e.g. {1,6,1}
    }

    struct Paths
    {
        std::filesystem::path configs; // e.g. /openPass/bin/configs
        std::filesystem::path results; // e.g. /openPass/bin/results
    }

    // right now optional:
    struct Configs
    {
        ConfigInformation scenario; // e.g. { "Scenario.xosc", Version{1,4,3}, ...}
        ConfigInformation scenery; // e.g. { "ramppass.xodr", Version{1,4,3}, ...}
    }
};
```

## GetRunTimeInformation()

```
class Module
{
    const openpass::RuntimeInformation RTI; // as copy for faster retrieval

    // no change of constructor signature necessary
    void Module(ParameterInterface const * const pi) :
        RTI{ pi->GetRuntimeInformation() }
    {
        LoadConfig(RTI.Paths.configs / "module.config.xml");
    }

    void Trigger(...)
    {
        WriteToOutput(RTI.Versions.framework);
        WriteToOutput(RTI.Configs.scenario.title);
        WriteToOutput(RTI.Configs.scenery.title);
    }
}
```

New Method in  
ParameterInterface

\*) Version: <http://coliru.stacked-crooked.com/a/20658eab16e6ee28>

## Upcoming Changes

Simulation Versioning and RuntimeInformation