OpenSCENARIO at HLRS

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New features

• Improved OSM Import
• Road Objects
• Signals/Signs
• Road Markings
• Live link to OpenCOVER
• Interactive background maps
• Automatic adjustment to terrain height
• Terrain adjustment to road through Virtual Planet Builder
Open Source VR Platform
Supports:
• Any number and configuration of displays
• Edge blending and warping
• HMDs
• Rendering clusters
• VRML97
• Extensible through plugins

• Hardware interfaces (CAN)
• Rest bus Simulation
• Vehicle dynamics

• Road surface (OpenCRG)
• Street logic (OpenDRIVE)
• Third party vehicle simulation (OpenSCENARIO)

• Landscape
• Buildings
• Traffic signs
• Side rails
• Trees
Validating OpenSCENARIO parser

• Can read and write xosc files
• Supports partial loading of catalogs
• Validates xosc files (xerces)
• Own classes can be derived from basic OpenSCENARIO classes

OddLot

• OddLot will be extended to edit OpenSCENARIO files
• Trajectories can be edited in the OpenDrive database
• Observers and Entities can be placed like Road Objects
• Possibly live editing and test control through link to OpenCOVER
• Graphical editor for maneuvers

OpenCOVER

Third party vehicle/pedestrian simulation will be replaced by OpenSCENARIO