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
Other Issues

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?
openScenarioEngine
Hand Crafted

ASAM openSCENARIO

UML Model

JAVA Code-Generator

Documentation
Parser
API

existing_openscenario_engine

Apache-2.0

EPL-2.0
openScenarioEngine

Generator Stage

- v1_1 (json)
- Code Generator (Python 3.10)
- metainfo (json)

OpenScenarioEngine (Library)

- Converter
  - API → Mantle
  - API → Engine
- Agnostic Behavior (YASE)
- Leaves Using Converters
  - ConditionsBase pure Mantle/Engine
  - ActionsBase pure Mantle/Engine
- Leaves Using Converters
  - Conditions pure Mantle/Engine
  - Actions pure Mantle/Engine

(existing openscenario_engine)

JAVA Code-Generator

Generated
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

Dependencies

<table>
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<tr>
<th>Library</th>
<th>Version</th>
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<td>MantleAPI</td>
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<tr>
<td>OpenSCENARIO API</td>
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<td>Units</td>
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Discussion

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