

Amendment of PCM-Start-Plugin (1/2)

Re-use results (xml only) & save case numbers

Case selection in GUI

Load cfg with selected IDs

NEW: select Results folder with config XMLs

NEW: load txt file

GUI-Plugin „PCM
Simulation“: get data
from mdb & write
runConfig

PCM case as run config +
sceneryconfig (XML writing)

plus all needed configs per case
(incl. system) are copied to folder

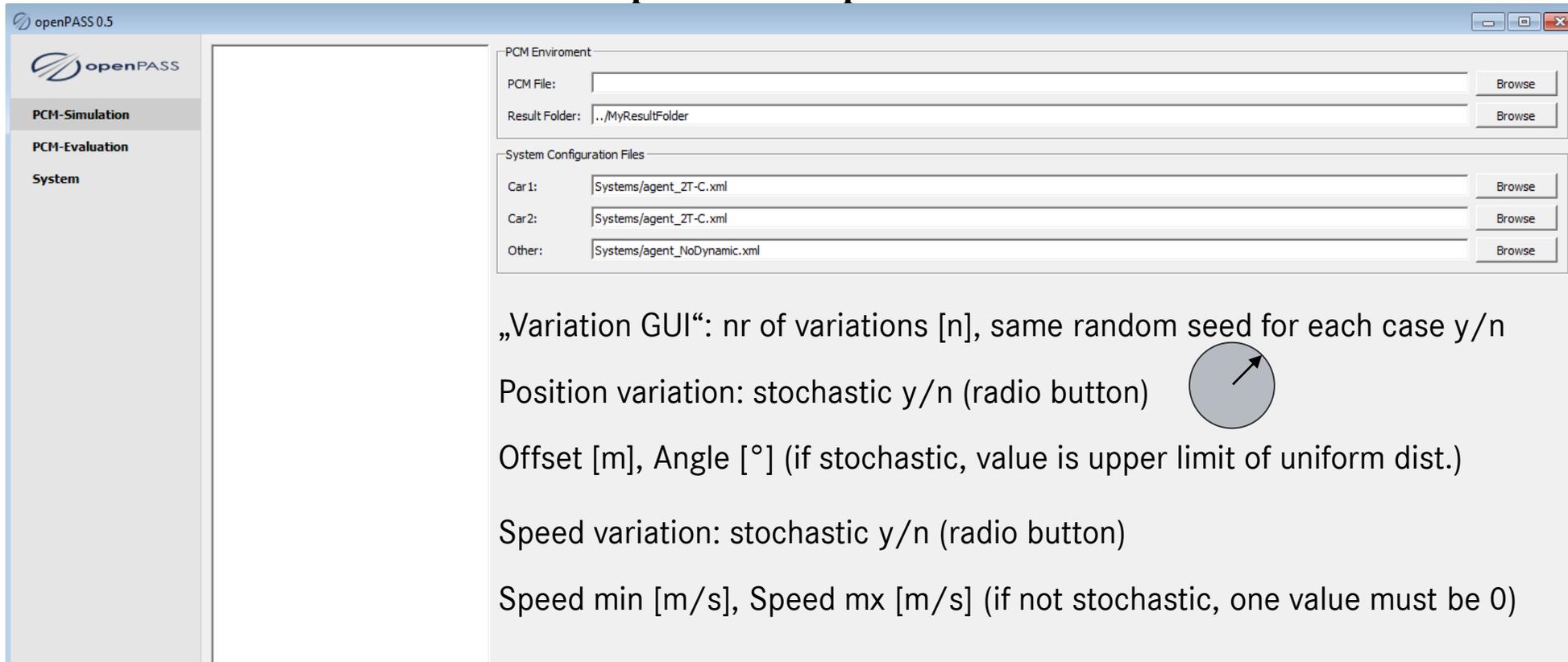
User story: Currently, the user can select from a valid PCM database which are loaded as a list in the PCM-Sim. plugin. He can save this selection as cfg (txt) file and load it again (together with other saved paths).

In addition, it should be possible to cut off the GUI interaction with the MDB by selecting a folder with existing files, so the existing configs are directly simulated. The only changes in such a re-use would be different systemconfig.

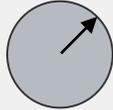
Furthermore, the cfg file should contain the case numbers (so they could be inserted in this text file).

Amendment of PCM-Start-Plugin (2/2)

stochastic variation of speed or position



The screenshot shows the openPASS 0.5 software interface. On the left is a sidebar with navigation options: PCM-Simulation, PCM-Evaluation, and System. The main area is divided into two sections: 'PCM Environment' and 'System Configuration Files'. The 'PCM Environment' section includes fields for 'PCM File' and 'Result Folder' (set to ../MyResultFolder), each with a 'Browse' button. The 'System Configuration Files' section includes fields for 'Car 1', 'Car 2', and 'Other', each with a 'Browse' button. Below these sections, there is a text area containing the following text:

„Variation GUI“: nr of variations [n], same random seed for each case y/n
Position variation: stochastic y/n (radio button) 
Offset [m], Angle [°] (if stochastic, value is upper limit of uniform dist.)
Speed variation: stochastic y/n (radio button)
Speed min [m/s], Speed mx [m/s] (if not stochastic, one value must be 0)

I want to vary either position or speed of original x,y,v trajectories (but it should work for variation of both, too). The drawn values and GUI settings are saved to a result file, in addition to the newly created results (tbd: folder naming convention!)