OPENPASS

OSI TWO-TRACK & COLLISION
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Transfer two-track PCM -> OSI

OSI original blueprint

... ...

Dyn_Regular Driving

OSI modified blueprint

... ...

Dyn_Regular TwoTrack

Full replacement of dynamics component:
mimic I/O of original dynamics component

“sneak-in” of new dynamics component in blueprint

alter dynamic agent blueprint
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Transfer collision PCM -> OSI

**Distribution of tasks:**
- Detection of collision
- Calculation of impact and resulting momenta
- Application of resulting momenta

**PCM**
- (core module) CD_Impact
- (component) Dyn_Collision

**OSI**
- (core module) Manipulator
- (component) Dyn_CollisionPostCrash
- (component) AgentUpdater