

Mapping old to new methods in the AgentInterface

agentInterface

Methods

AgentFrameworkInterface

- InitAgentParameter
- RemoveAgent
- Unlocate
- Locate
- Update
- Unregister
- IsValid
- IsAgentInWorld
- GetCollisionPartners
- UpdateCollision
- SetDistanceCOGtoFrontAxle -> add to VehicleModelParameters
- SetDistanceCOGtoLeadingEdge -> add to VehicleModelParameters
- SetDistanceReferencePointToFrontAxle -> SetVehicleModelParameters
- SetDistanceReferencePointToLeadingEdge -> SetVehicleModelParameters
- SetWeight -> SetVehicleModelParameters
- SetHeightCOG -> SetVehicleModelParameters
- SetWheelbase -> SetVehicleModelParameters
- SetSteeringRatio -> SetVehicleModelParameters
- SetMomentInertiaRoll -> SetVehicleModelParameters
- SetMomentInertiaPitch -> SetVehicleModelParameters
- SetMomentInertiaYaw -> SetVehicleModelParameters
- SetMaxAcceleration -> SetVehicleModelParameters
- SetMaxDeceleration -> SetVehicleModelParameters
- SetFrictionCoeff -> SetVehicleModelParameters
- SetTrackWidth -> SetVehicleModelParameters

AgentInternalInterface

- GetAgentId
- IsEgoAgent
- GetSpawnTime -> GetInternalStaticState or obsolete
- GetVehicleType -> not necessarily in VehicleModelParameters
- GetVehicleModelType -> combine with GetVehicleType
- GetVehicleModelParameters
- GetWeight -> GetVehicleModelParameters
- GetHeightCOG -> GetVehicleModelParameters
- GetWheelbase -> GetVehicleModelParameters

- GetMomentInertiaRoll -> GetVehicleModelParameters
- GetMomentInertiaPitch -> GetVehicleModelParameters
- GetMomentInertiaYaw -> GetVehicleModelParameters
- GetFrictionCoeff -> GetVehicleModelParameters
- GetTrackWidth -> GetVehicleModelParameters
- GetDistanceReferencePointToFrontAxle -> GetVehicleModelParameters
- GetDistanceReferencePointToLeadingEdge -> GetVehicleModelParameters
- GetDistanceCOGToFrontAxle -> add to VehicleModelParameters
- GetDistanceCOGToLeadingEdge -> add to VehicleModelParameters
- GetDriverProfileName -> GetInternalStaticState
- GetScenarioName -> GetInternalStaticState
- GetAgentCategory -> GetInternalStaticState
- GetAgentTypeName -> GetInternalStaticState
- GetDistanceTraveled -> GetInternalDynamicState
- GetGear -> GetInternalDynamicState
- GetEngineSpeed -> GetInternalDynamicState
- GetEffAccelPedal -> GetInternalDynamicState
- GetEffBrakePedal -> GetInternalDynamicState
- GetSteeringWheelAngle -> GetInternalDynamicState
- GetSpeedGoalMin -> GetInternalDynamicState
- GetSensorParameters
- SetWidth -> SetInternalStaticState
- SetLength -> SetInternalStaticState
- SetHeight -> SetInternalStaticState
- SetPositionX -> SetDynamicState
- SetPositionY -> SetDynamicState
- SetPosition -> SetDynamicState
- SetVelocityX -> SetDynamicState
- SetVelocityY -> SetDynamicState
- SetVelocity -> SetDynamicState
- SetAccelerationX -> SetDynamicState
- SetAccelerationY -> SetDynamicState
- SetAcceleration -> SetDynamicState
- SetYaw -> SetDynamicState
- SetYawRate -> SetDynamicState
- SetYawAcceleration -> SetDynamicState
- SetDistanceTraveled -> SetInternalDynamicState
- SetGear -> SetInternalDynamicState
- SetEngineSpeed -> SetInternalDynamicState
- SetEffAccelPedal -> SetInternalDynamicState
- SetEffBrakePedal -> SetInternalDynamicState
- SetSteeringWheelAngle -> SetInternalDynamicState
- SetBrakeLight -> SetAgentSignals
- SetIndicatorState -> SetAgentSignals
- SetHorn -> SetAgentSignals
- SetHeadLight -> SetAgentSignals

- SetHighBeamLight -> SetAgentSignals
- SetFlasher -> SetAgentSignals
- GetAgentInFront -> only returns (const) AgentExternalInterface
- GetAgentBehind -> only returns (const) AgentExternalInterface
- GetAgentsInRange -> only returns (const) AgentExternalInterface
- GetAgentsInRangeAbsolute -> only returns (const) AgentExternalInterface
- GetAllAgentsInFront -> only returns (const) AgentExternalInterface

AgentExternalInterface

- GetVelocityX -> GetDynamicState
- GetVelocityY -> GetDynamicState
- GetAccelerationX -> GetDynamicState
- GetAccelerationY -> GetDynamicState
- GetRelativeYaw -> GetDynamicState
- GetYawRate -> GetDynamicState
- GetYawAcceleration -> GetDynamicState
- GetAccelerationAbsolute -> GetDynamicState
- GetBrakeLight -> GetAgentSignals
- GetIndicatorState -> GetAgentSignals
- GetHorn -> GetAgentSignals
- GetHeadLight -> GetAgentSignals
- GetHighBeamLight -> GetAgentSignals
- GetLightState -> GetAgentSignals
- GetFlasher -> GetAgentSignals
- GetTrafficSignsInRange
- GetLaneMarkingsInRange
- GetRelativeLanes
- GetMainLaneId -> GetRelativeLanes
- GetSecondaryCoveredLanes -> GetRelativeLanes
- GetLaneIdLeft -> GetRelativeLanes
- GetLaneIdRight -> GetRelativeLanes
- GetLaneWidth -> GetRelativeLanes
- GetLaneWidthRightDrivingAndStopLane -> GetRelativeLanes
- GetLaneCurvature -> GetRelativeLanes
- ExistsLaneLeft -> GetRelativeLanes
- ExistsLaneRight -> GetRelativeLanes
- IsLaneDrivingLane -> GetRelativeLanes
- IsLaneStopLane -> GetRelativeLanes
- IsLaneExitLane -> GetRelativeLanes
- IsLaneRamp -> GetRelativeLanes
- GetLaneDirection -> GetRelativeLanes
- GetNumberOfLanes -> GetRelativeLanes

Open for discussion

- GetRoadId

- IsAgentAtEndOfRoad
- GetDistanceToStartOfRoad
- GetDistanceToFrontAgent
- GetDistanceToRearAgent
- GetDistanceToObject
- GetDistanceToEndOfLane
- GetDistanceToEndOfExit
- GetDistanceToEndOfRamp
- GetPositionLateral
- IsLeavingWorld
- IsCrossingLanes
- GetAllAgentsInLane
- GetObjectInFront
- GetObjectBehind
- GetAllWorldObjectsInFront
- GetObjectsInRange
- GetDistanceToStartOfRoad
- GetObstruction
- GetRoadPosition

Obsolete methods

- GetTrajectoryTime
- GetTrajectoryXPos
- GetTrajectoryYPos
- GetTrajectoryVelocity
- GetTrajectoryAngle
- SetAccelerationIntention
- GetAccelerationIntention
- SetDecelerationIntention
- GetDecelerationIntention
- SetAngleIntention
- GetAngleIntention
- SetCollisionState
- GetCollisionState
- GetTypeOfNearestMark
- GetTypeOfNearestMarkString
- GetDistanceToNearestMark
- GetOrientationOfNearestMark
- GetViewDirectionToNearestMark
- GetAgentViewDirectionToNearestMark
- GetDistanceToNearestMarkInViewDirection
- GetOrientationOfNearestMarkInViewDirection
- GetDistanceToNearestMarkInViewRange
- GetOrientationOfNearestMarkInViewRange
- GetViewDirectionToNearestMarkInViewRange

- GetDistanceToNearestObjectInViewRange
- GetViewDirectionToNearestObjectInViewRange
- GetIdOfNearestAgent
- GetDistanceToNearestAgentInViewRange
- GetViewDirectionToNearestAgentInViewRange
- GetVisibilityToNearestAgentInViewRange
- RemoveSpecialAgentMarker
- SetSpecialAgentMarker
- GetDistanceToSpecialAgent
- GetCollisionData
- SetObstacleFlag
- IsObstacle
- GetAgentTypeId
- IsBicycle
- HasTwoLeftLanes
- HasTwoRightLanes
- EstimateLaneChangeState
- IsFirstCarInLane
- GetTypeOfNearestObject
- GetDistanceFrontAgentToEgo

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