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AGENDA

1. Last feedback for Release v0.6
2. CMake pull request / Visualization activities (Uwe Wössner)
3. Overview of framework components, agent components and interfaces (Dmitri Fix)
4. openScenario Catalogs
Last feedback for Release v0.6
CMake pull request / Visualization activities (Uwe Wössner)
Overview of framework components, agent components and interfaces (Dmitri Fix)
GUI + Framework

INPUT DATA

GUI

POST-PROCESS

file exchange

CORE MODULES

FRAMEWORK

master
slave

AGENT COMPONENTS
Core Modules

- Instantiation of agents within the world
- Deterministic random number generation
- Static virtual world representation
- Collision detection and calculation
- Observation and simulation output

- Spawn point
- Stochastics
- World
- Collision
- Observation

FRAMEWORK
Agent Components

**Agent Components**

- **OPENPASS**
- **FRAMEWORK**
- **AGENT COMPONENTS**
  - sensor
  - algorithm
  - dynamics
- **interface**
- **perception of world and agent data**
- **calculations and action definition**
- **manipulation of agent states and positions**
openScenario Catalogs
Check if official Catalogs are available in openSCENARIO for "SensorProfiles", "VehicleComponentProfiles", and "DriverProfiles"

**Supported openScenario Catalogs:**
- VehicleCatalog
- ControllerCatalog
- PedestrianCatalog
- MiscObjectCatalog
- EnvironmentCatalog
- ManeuverCatalog
- TrajectoryCatalog
- RouteCatalog