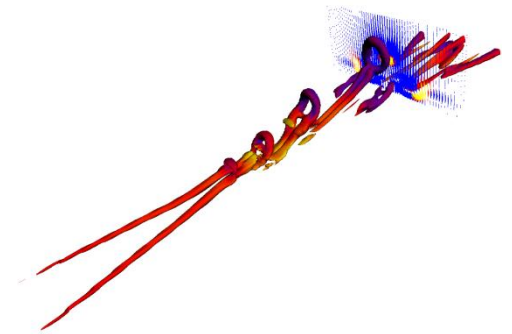


# OpenSCENARIO at HLRS

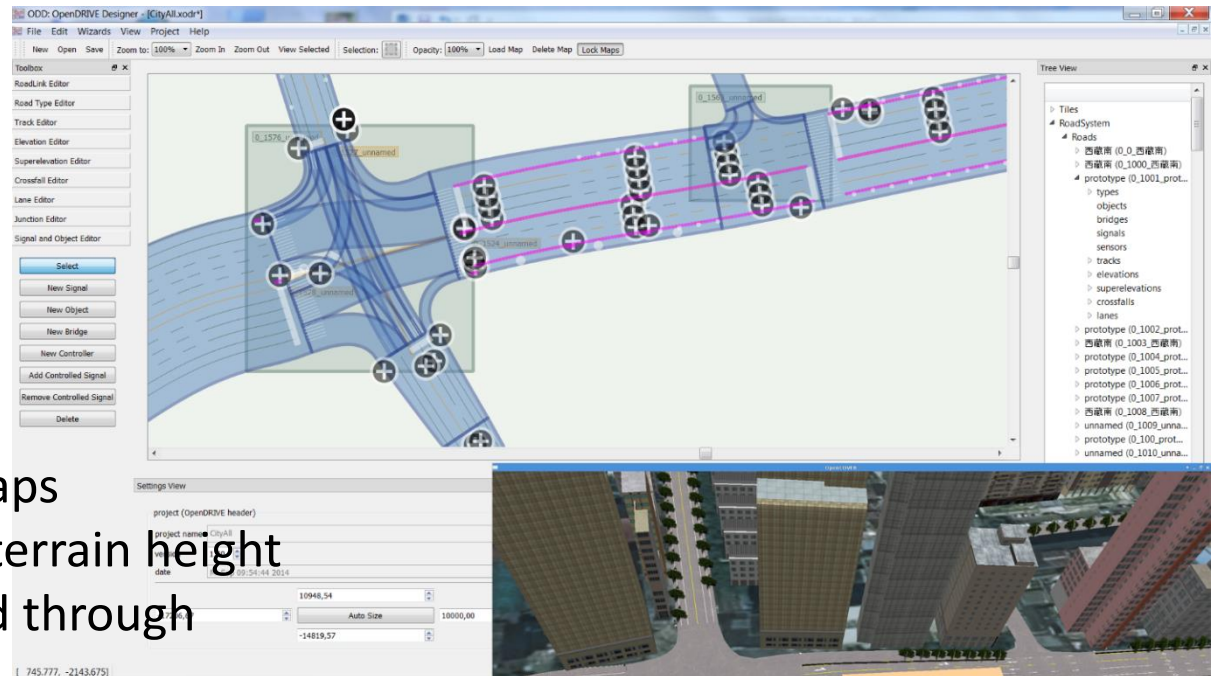
Jutta Sauer, Uwe Wössner



- COVER
- o move world
- o scale world
- o view all
- o reset view
- o stop headr...
- o navigation...
- o view option...
- o COVISE

## New features

- Improved OSM Import
- Road Objects
- Signals/Signs
- Road Markings
- Live link to OpenCOVER
- Interactive background maps
- Automatic adjustment to terrain height
- Terrain adjustment to road through Virtual Planet Builder



ODDLLOT and OpenCOVER  
Design and Visualization

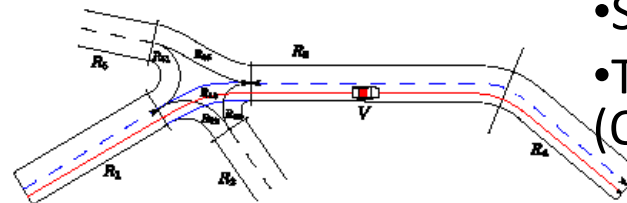
# OPENCOVER

Open Source VR Platform

Supports:

- Any number and configuration of displays
- Edge blending and warping
- HMDs
- rendering clusters
- VRML97
- Extensible through plugins

- Hardware interfaces (CAN)
- Rest bus Simulation
- Vehicle dynamics



- Road surface (OpenCRG)
- Street logic (OpenDRIVE)
- Third party vehicle simulation (OpenSCENARIO)

- Landscape
- Buildings
- Traffic signs
- Side rails
- Trees



## Validating OpenSCENARIO parser

- Can read and write xosc files
- Supports partial loading of catalogs
- Validates xosc files (xerces)
- Own classes can be derived from basic OpenSCENARIO classes

## OddLot

- OddLot will be extended to edit OpenSCENARIO files
- Trajectories can be edited in the OpenDrive database
- Observers and Entities can be placed like Road Objects
- Possibly live editing and test control through link to OpenCOVER
- Graphical editor for maneuvers

## OpenCOVER

Third party vehicle/pedestrian simulation will be replaced by OpenSCENARIO