



IPG Automotive UK

Traffic Cone Placement Script

Documentation

IPG Automotive UK
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Setup

This script requires an existing CarMaker project and a test run to be present. These need to be created and saved in advance.

This script has been tested in CarMaker 9. Other versions may be supported but have currently not been tested.

To place the cone objects, this script requires that all 5 of these files are present in the project:

- TrafficCone_Large_Orange.obj
- TrafficCone_Small_Blue.obj
- TrafficCone_Small_Orange.obj
- TrafficCone_Small_Yellow.obj
- TrafficCones.mtl

These files describe the 3D cone objects that would be added to the test run as well as visualised in IPG Movie. These need to be available in the “<project_root>/Movie/TrafficCones” folder. The files are part of the standard distribution of this project.

Place the “generate_cones.tcl” script into the “<project_root>/Data/Script” folder. This is the main script that edits your current CarMaker test run and adds cones to the currently loaded scenario.

Usage

Start the CarMaker main GUI. Open the desired CarMaker project and load the desired Test Run. From the main menu, select Simulation -> ScriptControl (Figure 1).

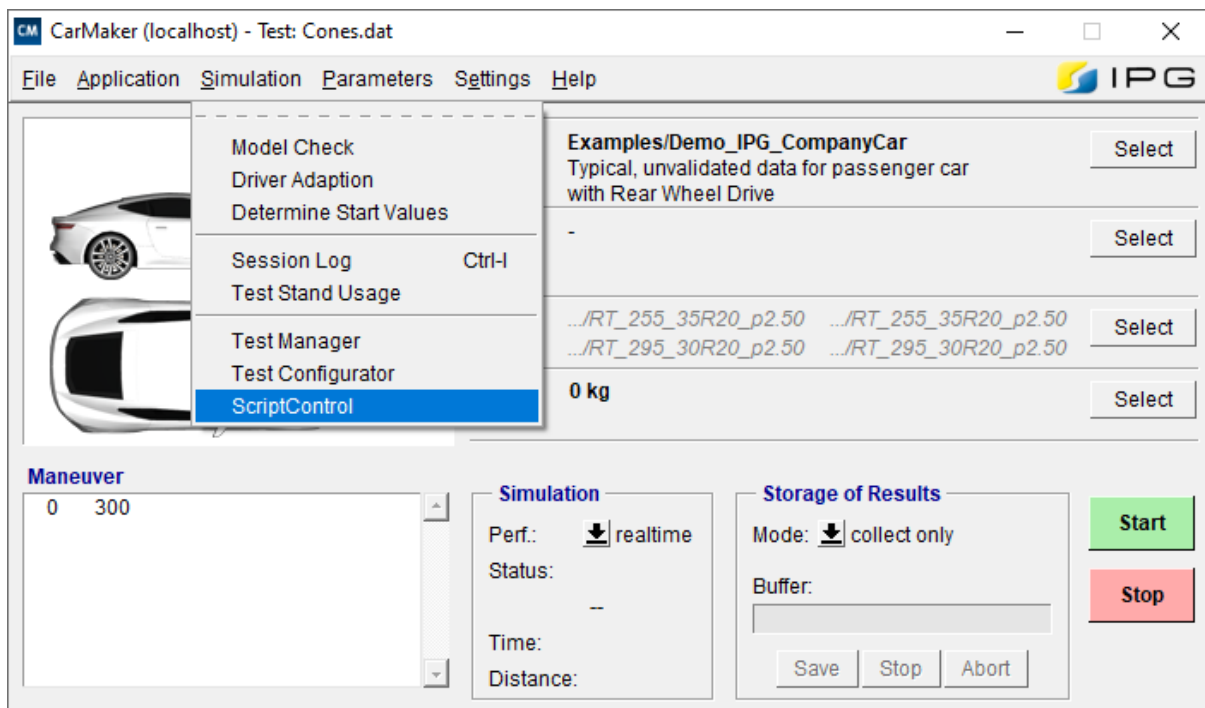


Figure 1: Starting ScriptControl

This brings up the CarMaker ScriptControl window. Use the Open button to select the “generate_cones.tcl” script which should be available. Click the green Start button to run the script. This will add traffic cones to your test track according to the specifications of the FS Handbook. Save your test run at this stage if you are happy with the cone placement.

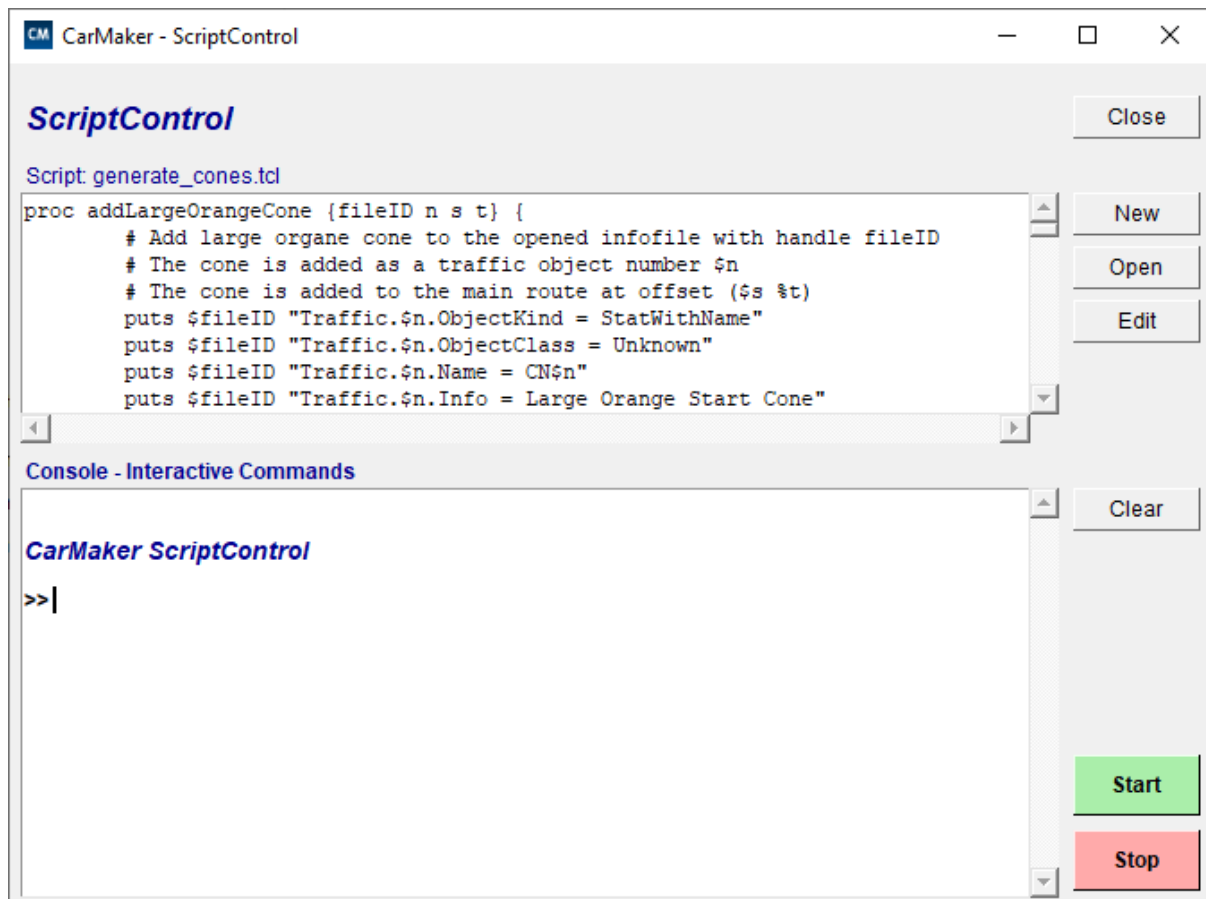


Figure 2: Using ScriptControl

Warning

All cones are added to the simulation as traffic objects. When the “generate_cones.tcl” script runs, it first clears all existing traffic objects from your test run and then places the cones. If you run this script on a test run with existing traffic objects other than cones, you will lose those objects once you save your test run. Use with caution!